

Notes from Hades

The last couple of weekends have been very relaxing. We have pretty much finished off most of the landscape work we intend to do until next spring, so the weekends are less hectic from that aspect. However, our social calendar seems to have picked up the slack. This weekend, Celeste is having the piano recital for her students, and the following weekend we are hosting some friends birthdays. If it's not one thing, it's another.

Things are quickly approaching a conclusion in Kennel Club, which is likely to end with the current game turn. Also, Dirty Dogs is getting close to ending as well. I enjoyed running both games, which is why I placed new games of Kremlin and Age of Renaissance on the wish list.

The 2000 Hobby Awards Ballots are out. If you would like a copy, contact either me, or Melinda Holley at 1823 Enslow Blvd., Huntington, WV 25701.

This issue's deadline to **Tuesday, July 11 at 5:00 p.m.**

Pacific Time. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

Off the Leash. Gunboat Machiavelli. This game will start when the next Machiavelli game ends. Scenario and specific rules to be determined at game

start by player vote, as usual. Have 8. This game is closed. You are signed up if

this box is checked:

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Kevin Wilson, and Sara Reichert. Will take up to 2 more.

Hyena. Merchant of Venus. This game will start when Sun Dog ends. Will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships variant rules. Will use the combat rules if a majority of players agree. If so, the Variable Nova Balls and Mercenaries variant rules will also be used. Have Andy Lewis, Dennis Cain, Chris Geggus, Kevin Wilson, and Bob Robles, need 1 more.

Canes Venatici. Outpost. This will again be the Expert rules version. Have Sara Reichert, Andy York, Phil Reynolds, Andy Lewis, Kevin Wilson, Michael Lowrey, Bill Scharf, and Dennis Cain. Will take up to 2 more. **This game will start next issue with whomever is signed up at that time.**

Hounds of Tindalos. New World. Have Phil Reynolds, Andy Lewis, Kevin Wilson, Bill Scharf, and Bob Robles. Will take 1 more.

Wish List

Age of Renaissance. This game will start when Kennel Club ends. Have Bob Robles, will take up to 5 more.

Kremlin. This game will start when Dirty Dogs ends. Will take up to 6.

In general, game ownership is recommended, but not required.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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Howling at the Moon
The S.O.B. Letter Column

Brendan Whyte

I'm in Calcutta as of this arvo by train, 21hrs from Delhi, 1000 miles.

Please do get standbys. I am frustrated John can't take over as he knows both games. Oh well. I'd like to keep receiving SOB if you don't mind. DTC is just flyers for games, part email part handwritten and Xeroxed, because of where I am and power failures, and such. This is the third world!!! So, I will have dtc back and able to trade properly as from November. Until then, I would like to keep getting sob in my mailbox (not email box) but understand if you don't want to do this for that duration. Up to you buddy.

Sorry to be a pain, things ain't as easy as I'd hoped from here. after the love bug thing, everyone here is paranoid bout attachments, virii etc, besides the hassle of opening things. It is miracle enough to get 30 mins without a power or server failure. I have power today, but the hotel has no water. No shower for me.

Brendan the smelly.

[Well, I can certainly understand your decision given the difficulties you are facing. I will continue to send S.O.B. to your mailbox and look forward to your return and your chronicles of your journeys in Damn the Consequences.]

Chris Geggus

First off please pass my congratulations to Andy Lewis. Is that 3 or 4 now?

[Two, I believe. Both boys.]

Joe Carl

Question for you.

Just what is dark matter? How do we know how much dark matter there is? If a black hole gobbles up all the matter it has available and no more becomes available for all time. Is it true that the black hole will evaporate. Won't it evaporate in such a manner that it can no longer be a black hole? What happens then? How does a black hole evaporate? It can't be the same definition as water evaporation because that just converts matter from one form to another: A lower energy state for water to a higher energy state I believe. so what does it mean to evaporate?

[Well, to answer to your questions, first of all, we don't know what dark matter is. We know it's there because if we take a look at how fast stars in the outer part of a galaxy are travelling around the center of the galaxy (a simple matter by looking at the doppler shift of spectral lines) we see that the stars are moving too fast to be in a stable orbit if the visible matter is all there is. The same applies to galaxies in galaxy clusters; they are moving too fast with respect to each other to be bound in the cluster unless there is more matter there than we can see. Since we can't see it, we call it dark matter. We think we know some candidates for dark matter, such as white and brown dwarves, massive neutrinos, and exotic particles, but nobody knows for sure.

As for black holes, yes they do evaporate. They evaporate by emitting radiation. The radiation they emit depends on the temperature of the black hole. While it may be strange to think of black holes having temperature, Stephen Hawking found a relationship between the theoretical temperature and the mass of a black hole. The larger the black hole, the lower the temperature. The typical stellar sized black hole has a temperature a small fraction of a degree above absolute zero. It is in fact colder than space, which is currently at a temperature of 2.7 degrees above absolute zero based on the cosmic background radiation. So, black holes of stellar size are actually absorbing more matter than they evaporate off, simply because they are so cold. As the universe cools, eventually these will be warmer than their surroundings, so they will give off low frequency radiation (microwaves and radio, mostly) and get smaller. As they get smaller, they get hotter, until eventually the last microscopic black hole will explode, leaving nothing behind but radiation.

Does that answer your questions?]

I've read some of Hawkings books.

"It is in fact colder than space"

Now that is fascinating!

"until eventually the last microscopic black hole will explode, leaving nothing behind but radiation."

Interesting!!

I suppose the begs the question just what is radiation and does it have mass? Is it just energy travelling at the speed of light towards nothing because the universe has become so sparse?

Is this explosion a mini-big bang? Or would the explosion be rather wimpy. Wimpy as in something like a super nova on a grand scale?

Fascinating stuff. Thanks for your comments.

[Radiation does not have mass per se, but according to Einstein's equation, it does have a mass equivalent. Low frequency microwave or radio waves have very low energy, and therefore have an extremely low mass equivalent.

The explosion of a micro black hole would similar to a supernova. Essentially, all remaining mass in the black hole would be converted directly into energy. However, the mass of the black hole at that point would be very small, so the resultant explosion would in fact be much smaller than a supernova.

Hope this answers your questions.]

Thank you very much for your time!

I got another one for you. In Sci-Fi shows, they show worm holes and faster than light speed travel. I've heard there have been some new discoveries or some rethinking on existing theories that might indicate both forms of travel might someday be possible.

Any comment?

[Wormholes and negative energy will in fact be the topic of my Pedegoguery column next issue.]

Bob Robles

Orders and some book reviews. First, the crap. I couldn't help myself and bought Dan Simmons', 'The Rise of Endymion', the last of 4 books which chronicle his sprawling space opera. What a waste! Mr. Simmons captures some of the storytelling which characterized the excellent first two books, 'Hyperion' and 'The Fall of Hyperion'. The third book, 'Endymion' seemed like a long tease for this book. The characters have more depth this time around, but the "great mysteries" which lie behind this universe are rather disappointingly revealed in a series of lectures. IMHO, there are enough pages in these 4 books for the answers behind this mythos be answered in a more entertaining fashion. Next, "To the Lighthouse" by Virginia Woolf. Wow, did I miss something by not taking more literature courses when I had a chance in college! The writing is absorbing and intense; characterizing the thoughts, words, and actions of a family vacationing in the Herbrides. I now see why she is considered a major English language talent. Finally, "A Map of the World" by Jane Hamilton. The book opens with a tragic accident, a drowning of a young neighbor girl left in the care of the protagonist. Her misery is just beginning at that point! The writing is clean and conveys thoughts and emotions clearly and subtly. My only criticism is the book peaks too early and doesn't sustain the drama or emotion for the last half of the book. Still, I highly recommend this for a read. A movie from this book was made starring Sigourney Weaver and Julianne Moore, I believe. I haven't seen it, however. I would be interested in anybody's comments who has seen the movie.

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Spring 1463**

Deadline/Summer 1463 7/11 Tuesday

It looks like the beginning of the end for Austria as the populace revolts following Austria's betrayal of his French ally and Austria's subsequent betrayal by Venice. Milan sets up to prevent Venice from getting all the spoils. The Turk's days seem numbered as well, his life being extended only because France and Naples can't agree on who should advance into the Ionian Sea. The Pope bides his time while also attacking the Turks, but is poorly positioned to carry out the attacks.

Errata

I mistakenly awarded control of Tyrolea to Austria. In fact, since Austria did not occupy the province in the fall turn, it remains in French control. Thus, Austria has only 7 ducats to maintain units this turn, while France has 32.

Fall 1462 Retreats

Austria retreats A Slavonia OTB (NRR)
Turks retreat F Messina to garrison

Winter 1462 Builds

		Treas	Cost	Rem
Aus	NBR. Maintains all, no new builds	7	6	1
Fra	Maintains army Swiss, fleets Genoa, Ligurian Sea, Western Mediterranean, Central Mediterranean, Messina, and Palermo, builds armies Avignon and Marseilles	32	27	5
Mil	Maintains armies Como, Trent, Bergamo, Mantua, and Modena, builds armies Milan, Pavia, and Cremona	25	24	1
Nap	Maintains all, no new builds	14	12	2
Pap	Maintains all, builds A Perugia	40	21	19
Tur	Maintains all, builds A Albania	10	9	1
Ven	Maintains armies Slavonia, Carinthia, Carniola, Treviso, Verona, and Ferrara, fleets Venice, Upper Adriatic, and Ragusa, no new builds	29	27	2

Orders

- Austria NMR! A Austria holds (DISLOADED, retreat Hungary, garrison, OTB)
A Turin holds (DISLOADED, retreat Montferrat, Savoy, Saluzzo, garrison, OTB)
- France A SWISS supports A Avignon to Turin
A Avignon to TURIN
A Marseilles to PROVENCE
F GENOA supports F Ligurian Sea
F LIGURIAN SEA supports A Marseilles to PROVENCE
F WESTERN MEDITERRANEAN to Ionian Sea (imp.)
F Central Mediterranean supports Neapolitan F Otranto to Ionian Sea (nso)
F PALERMO supports Neapolitan F Otranto to Ionian Sea (nso)
F MESSINA beseiges
- Milan A COMO supports A Milan to Tyrolea
A TRENTO supports A Cremona to Milan
A BERGAMO supports A Trent
A MANTUA supports A Modena
A MODENA supports A Mantua
A PAVIA to Turin
A MILAN to TYROLEA
A CREMONA to MILAN
- Naples A AQUILA supports F Salerno to Naples
A BARI hold (u)
F SALERNO to NAPLES
F OTRANTO supports French F Central Mediterranean to Ionian Sea (nso)
- Papacy A BOLOGNA supports Venetian A Ferrara
A ANCONA to Albania
A ROME to SPOLETO
A PERUGIA to SIENNA
F PATRIMONY holds (u)
F LOWER ADRIATIC transports A Ancona to Albania
G PISA converts to F
- Turks A DURAZZO holds
A ALBANIA holds
G MESSINA convert to F

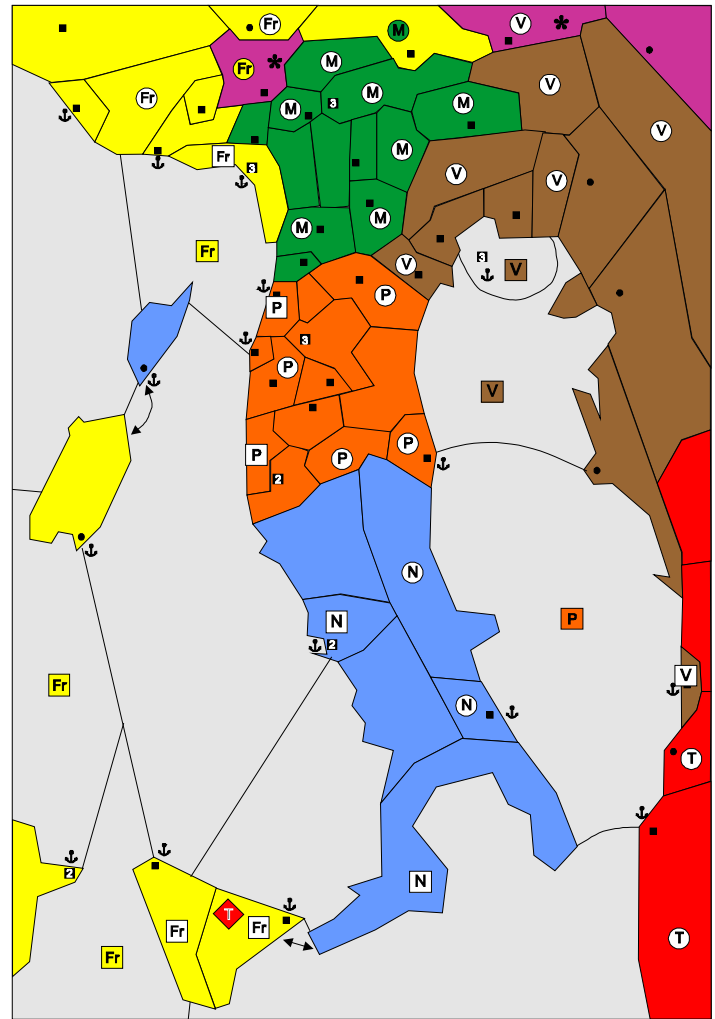
Orders (cont.)

- Venice A CARINTHIA supports A Slavonia to Austria
A SLAVONIA to AUSTRIA
A CARNIOLA to SLAVONIA
A VERONA supports A Carinthia
A TREVISO to FRIULI
A FERRARA supports A Verona
F VENICE to Upper Adriatic
F UPPER ADRIATIC to Lower Adriatic
F RAGUSA to Albania

Notes

The Austrian player has NMRed. Due to the situation that Austria is in, I will declare it in Civil Disorder if another NMR occurs.

"Feral Dogs"



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

Press

France – Venice (everyone please read): The basic problem is that our allies (real and imagined) are between you and me...and that (understandably) makes them nervous. I think I have a solution (at least for my allies). What I am doing is demilitarizing parts of my border. I should have 4 (maybe 7) ducats left over. What I propose is that in Fall of this year I will give my treasury to whoever appears to be my best ally (among Milan, the Papacy and Naples)...if its a tie I'll split the ducats between them. If I can build on this level of trust I will then be able to remove more units and have more ducats to give to people. This way

people do not need to fear a stab from me since I won't have the units or the money to do so.

This may leave me open to a stab (several of them perhaps) but I'll have a few turns to leave my cash to my best ally. And if people turn their backs on you to attack me we have a fine example of what they can expect in Austria. You've made it clear what your word is worth, you opportunistic feeder you....that should be an argument in my favor. Now I'm sure there are some flaws in this plan, which I'm sure Venice will point out....we can make modifications to the plan based on his critique. If anyone prefers I keep a particular unit around, and has specifications on what they would like that unit to do please let me know, the only thing I won't support is attacks on each other until Venice is less of a threat.

France – GM: I'm appealing to people's better nature...am I a risk taker or what?

Cerberus – France: Interesting. I eagerly await what happens.

France – Austria: This is my only press item to you. Its not too late to recover....I have to apologize for my move back to Tyrolea though, I would prefer to give you the additional income (you'll need it) but Venice can move there....and if he does Milan is in for some major damage...which I can't let happen.

France – Naples: This is my only press item to you. I'll support your fleet to IS next time (or continue to support it there, I've got some conditional orders based on Turkey's removal(s)). Quite a comeback you've had!

France – Milan: This is my only press item to you. Once our situation in the north stabilizes I'll demilitarize again. I've been allies with you virtually the whole game and I'm sticking with you.

France – GM: That should show up any black press items with my moniker....I have a feeling that Venice presses have been running overtime.....

Milan – Venice: As you said, if you don't attack me I don't attack you. But I don't want to see Venetian armies all around Milan city.

Milan – Pope: As you can see I relaxed our boundaries as you suggested.

Milan – France: My move Pavia to Turin is to eliminate any support for Tyrolea. If you asked for a support in Summer, I shall give it (Turin is yours). Also, if I haven't Tyrolea, I ask your support from Swiss for my A Milan - Tyrolea (I need it to avoid my encirclement from Venice).

Pope – Venice: Thank you for letting me into the LA. I hope I can continue to use the LA for future activity against Turkey. If I don't manage to get into Alb this turn can you support my convoy from Anc to Alb next turn? I'd like to propose a DMZ zone in the UA, and I'd like to hear your opinion on the matter.

Pope – Naples: No I won't join you against France. He's been nothing but a friend to me, and I don't attack unless someone has been unfriendly. I'm hoping that was a fake and that my refusal does not make you my enemy.

Pope – France: All is well my friend, I'm pleased to see you'll be able to contain the Austrian. Such treachery deserves punishment on a grand scale. Does this change your opinion about Venice? Will you be working with him after all?

Pope – Milan: Do you really need to man our front? I'd appreciate a small presence on our mutual border. The way Venice invited Austria to attack France, then nailed him when he followed the suggestion was scary to watch. So why don't you give me the freedom to protect myself without fear of you attacking me by surprise.

Venice – Papacy: We may have bounced over Alb, not because I want to keep you out of it, but I'm trying to proceed in a way that moves both of our navies south. Perhaps I can take Alb this turn or next (with your support) and then I'll support you to Dur? Meanwhile, I'll move more fleets south to keep France at bay, since I don't see you building fleets for a few turns at least.

Venice – Milan: I'm still serious about my offer to make peace with you and take out Austria. The latter will be easy if we work together. Then we can look elsewhere than each other for an opponent.

Venice – France: If I'm doing so well, how come I had to disband a unit this turn while you got to build one?

Citizen Dog

Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Summer 1459

Deadline for Fall 1459: 7/11 Tuesday

The fickle situation in the north continues to be confusing as Venice starts moving south in force, and Austria supports Milan against France while moving against Venice. Florence successfully circles the wagons, but Naples failed to press an attack, instead turning his attention to the Adriatic.

Errata

It turns out that the variable income from Genoa goes to Milan after all, since the city itself controls that income. As a result, Milan maintained the garrison in Genoa, which attempted to convert into an army. This failed, but bounced the French move from Savoy. This in turn bounced the French move from Saluzzo. As a result, the situation after Spring is changed as follows: Milan has a garrison in Genoa, France has an army in Saluzzo, but does not have a unit in Genoa. All other map positions remain unchanged. Also, the map incorrectly showed a French army in Provence instead of Avignon. The orders were correct. My apologies for this mistakes.

Orders

AUSTRIA A TYROLEA supports Milan A Milan to Como
(Robles) A Austria to CARINTHIA
A Carinthia to FRIULI
A HUNGARY supports A Slavonia
A SLAVONIA supports A Austria to Carinthia
FLORENCE A (EM) FLORENCE supports A Sienna
(Wilson) A PISA supports A Florence
A SIENNA supports F Piombino (cut)
F PIOMBINO supports A Sienna

Orders (cont.)

FRANCE A AVIGNON supports A Turin
(Scott) A TURIN supports A Saluzzo to Savoy
A Savoy to GENOA
A Saluzzo to SAVOY
F DURAZZO supports Naples F Lower Adriatic
F (EM) LIGURIAN SEA supports A Savoy to Genoa
MILAN A (EM) Pavia to MONTFERRAT
(Giovine) A Milan to COMO
A CREMONA supports G Milan convert to A
A MANTUA to Modena
A Fornova to PAVIA
G MILAN convert to A
G GENOA converts to A
NAPLES A (EM) AREZZO supports A Perugia
(McConnell) A BOLOGNA holds
A PERUGIA supports A Arezzo
A Spoleto to ROME
F Palermo to IONIAN SEA
F TYRRHENIAN SEA to Sienna
F LOWER ADRIATIC holds
F LUCCA to Modena

Orders (cont.)

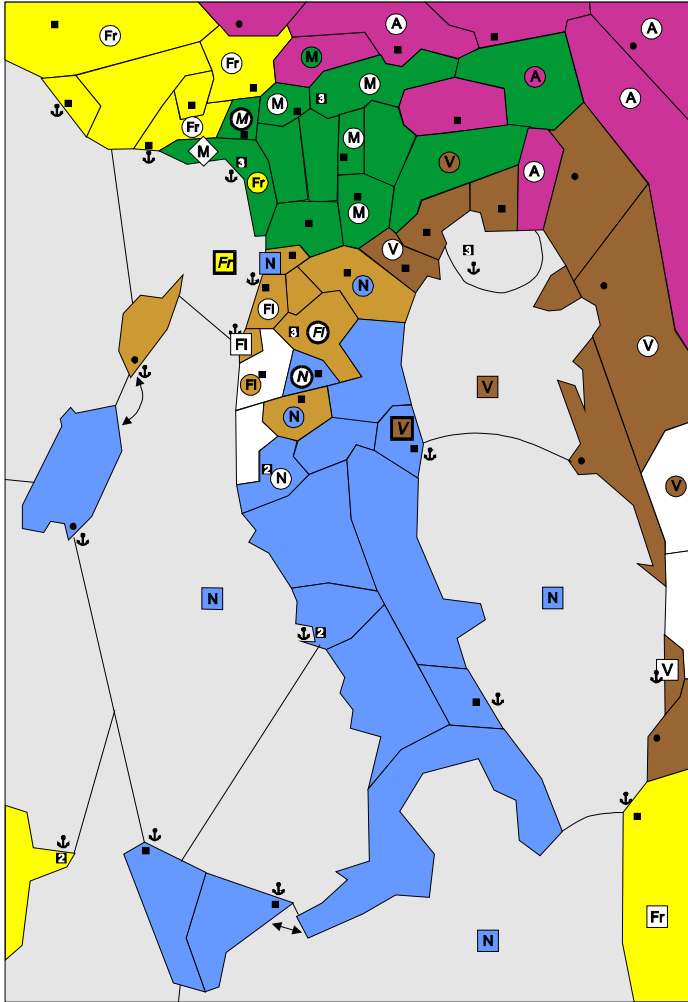
VENICE A FERRARA to Bologna
 (Grib) A Padua to VERONA
 A Carniola to CROATIA
 A Croatia to BOSNIA

F Dalmatia to UPPER ADRIATIC
 F (EM) Upper Adriatic to ANCONA
 G RAGUSA converts to F

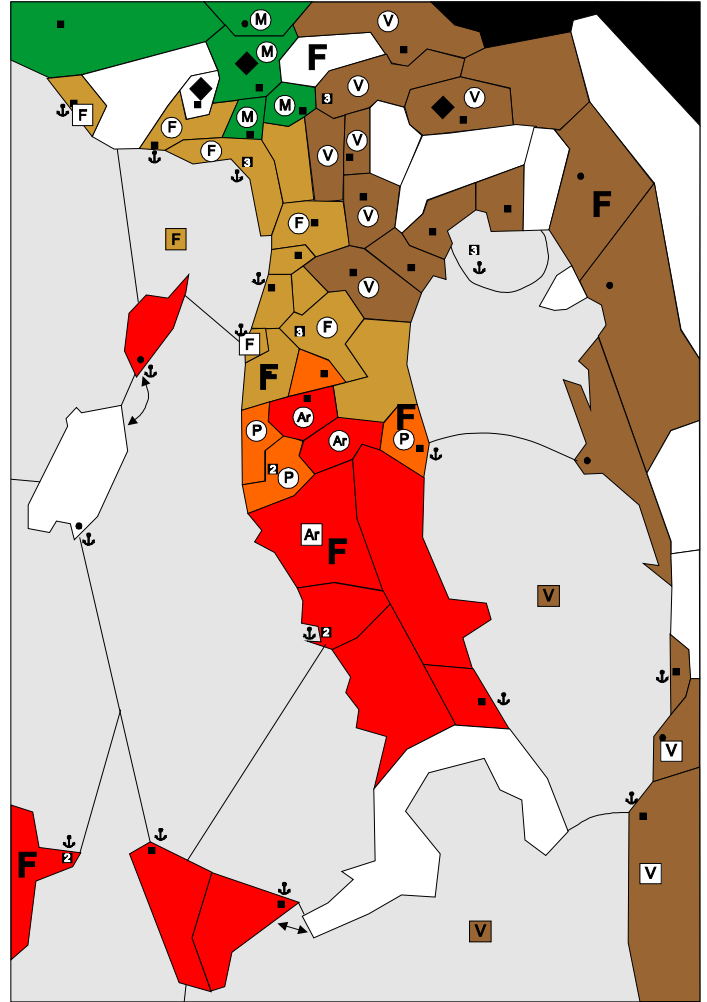
Press

France – Venice and Austria: Onwards towards Milan!

Citizen Dog



New Tricks



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison

New Tricks

Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory

Fall 1256

Deadline for Winter-Spring 1257: 7/11 Tuesday

Florence and Venice are now officially the superpowers of the region. Florence has eliminated Genoa and conquered his territory, while Venice has made positional gains versus Milan and Aragon. The Pope continues to hold out against Aragon.

Orders

ARAGON A Aquila to SPOLETO
 (Bolduc) A PERUGIA supports F Capua to Rome
F CAPUA to Rome
 FLORENCE A GENOA besieges (Genoese garrison destroyed)
 (Robles) A MODENA supports A Genoa
 A Pisa to FLORENCE
 A SAVOY supports A Genoa
 F Provence to MARSEILLES
 F LIGURIAN SEA supports A Genoa
 F PIOMBINO holds

Orders (cont.)

GENOA G Genoa converts to A (DESTROYED). OUT!
 (Scott)
 MILAN A SWISS supports A Turin
 (Street) A TURIN supports A Swiss
A PAVIA supports A Montferrat (cut)
 A MONTFERRAT supports A Pavia
 PAPACY A PATRIMONY supports A Rome
 (Narhi) A ROME supports Aragon A Perugia to hell (imp)
 G ANCONA convert to A

Orders (cont.)VENICE A MILAN to Pavia

(Reynolds) A Carinthia to TYROLEA

A PARMA supports A Milan to Pavia

A CREMONA supports A Parma

A TRENTO to Milan

A MANTUA supports A Bologna

A BOLOGNA supports A Mantua

F Upper Adriatic to LOWER ADRIATIC

F Lower Adriatic to IONIAN SEA

F ALBANIA supports F Upper Adriatic to Lower Adriatic

F DURAZZO supports Lower Adriatic to Ionian Sea

Press**Florence – Milan:** Him, him...you hate Venice more!**Florence – Venice:** Heh, heh...who's whose loyal ally?**Florence – Aragon:** I second Venice, that's far enough.**Pope – Aragon:** All this is not going to come easy. I will defend til my last man. Meanwhile, you will have lost the battle of the Med to Venice. He has 4 fleets. You think they are just going to sit there? Good luck.**Pope – Venice:** Lets go get him!**Venice – Aragon:** You are wrong yet again – my fleets are headed your way, not the Papacy's way!**Venice – Papacy:** I'm helping you as I can without running roughshod over you. Let me know if this needs to change.**Cerberus – Venice:** You mean, let you know if he wants you to run roughshod over him?**Venice – Florence:** Will the mind games ever stop between us?**Venice – Milan:** I certainly hope the third time is the charm here. I do admire your stubbornness to go down quickly. Now stop it already!**Venice – Genoa:** See you next time....Notes

Florence has completed the conquest of Genoa. As long as he retains at least one of Savoy, Genoa, and Modena, these provinces are treated as home provinces, and he gains the variable income die roll for Genoa. Also, since Brendan is currently travelling throughout India and Bangladesh, he is unable to continue, **will Paul Bolduc please take over for Aragon!**

Spring 1257 Famine**Poor Year – Column Only.** Ancona, Tunis, Sienna, Como, Capua, CarniolaSpring 1257 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

ARA	Corsica, <u>Capua</u> , Perugia, Spoleto, Aquila, Naples, Salerno, Bari, Palermo, Messina, <u>Tunis</u>	(9)
FLO	Marseilles, Savoy, Genoa, Fornova, Modena, Lucca, Pisa, Pistoia, Florence, Urbino, Piombino, <u>Sienna</u>	(11)
MIL	Avignon, Swiss, Turin, Pavia, Montferrat	(5)
PAP	Arezzo, Patrimony, Rome, <u>Ancona</u>	(3)
VEN	Tyrolea, Milan, Parma, Cremona, Trent, Carinthia, Mantua, Bologna, Ferrara, Padua, Treviso, <u>Carniola</u> , Croatia, Ragusa, Albania, Durazzo, Dalmatia	(16)

Seas

FLO	Ligurian Sea	(1)
VEN	Venice, Ionian Sea, Lower Adriatic	(3)

Cities

ARA	Corsica, Perugia, Naples (2), Bari, Palermo, Messina, <u>Tunis</u>	(7)
FLO	Marseilles, Savoy, Genoa (3), Modena, Lucca, Pisa, Florence (3), Piombino, <u>Sienna</u>	(12)
MIL	Avignon, Swiss, Pavia, Montferrat	(4)
PAP	Arezzo, Rome (2), <u>Ancona</u>	(3)
VEN	Tyrolea, Milan (3), Cremona, Mantua, Bologna, Ferrara, Padua, Treviso, <u>Carniola</u> , Croatia, Ragusa, Albania, Durazzo, Dalmatia, Venice (3)	(18)

Totals

Variable income die roll was 1.

	Var	Prov	Seas	Cities	Gross	Treas	Total
ARA	1	9	0	7	17	2	19
FLO	2	11	1	12	26	6	32
MIL	2	5	0	4	11	3	14
PAP	2	3	0	3	8	6	14
VEN	1	16	3	18	38	2	40

Game Summary

	1253	1254	1255	1256	1257
Aragon:	3	4	5	8	7
Avignon:	4	4	0	0	0
Florence:	3	4	5	6	9
Genoa:	3	3	3	2	0
Milan:	3	4	5	4	4
Papacy:	3	5	4	4	3
Venice:	3	6	9	12	15

Sun Dog

Turns 53.3 to 57.3

Turns 58.1 to 62.1 due: 7/11 Tuesday

Turn 53

Company	Starting Location	Die Roll	Ending Location	Notes
VRE	Moon	1, 5	Io	6 fuel used, owes \$540 to TE, buys Io for \$335, refuels to full

Turn 54

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	2, 3	Neptune Research Lab	5 fuel used, buys for \$450
Century 22	Enceladus	1, 3	Jupiter Space Dock	Red Shift: 3 fuel used, \$500 gained, purchases Jupiter Space Dock for \$350, refuels to full
VRE	Io	2, 6	Metis	8 fuel used, sells Janus for \$210, pays \$155 to TE

Turn 55

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Neptune Research Lab	3, 4	Larissa	Refuels to full
Century 22	Jupiter Space Dock	3, 5	Ganymede	8 fuel used, pays \$280 to vRE
VRE	Metis	3, 6	Miranda	9 fuel used, pays \$130 to TE

Turn 56

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	3, 4	Galatea	7 fuel used, purchases Galatea for \$700, refuels to full
Century 22	Ganymede	3, 4	Blank Dot 5	7 fuel used
VRE	Miranda	2, 5	Ariel	7 fuel used, pays \$285 to Century 22

Turn 57

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Galatea	2, 4	Earth	6 fuel used, gains \$1000, refuels to full
Century 22	Blank Dot 5	4, 4	Ariel	\$100 gained, places fuel station, refuels to full
VRE	Ariel	3, 3	Blank Dot 7	6 fuel used, \$100 gained

The Players (After Turn 57.3)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa, Amalthea, Iapetus, Neptune Research Lab, Galatea	5	25	11010
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock	2	25	5040
Van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Phoebe, Thalassa, Europa, Ganymede, Io	3	0	150

Turn 58

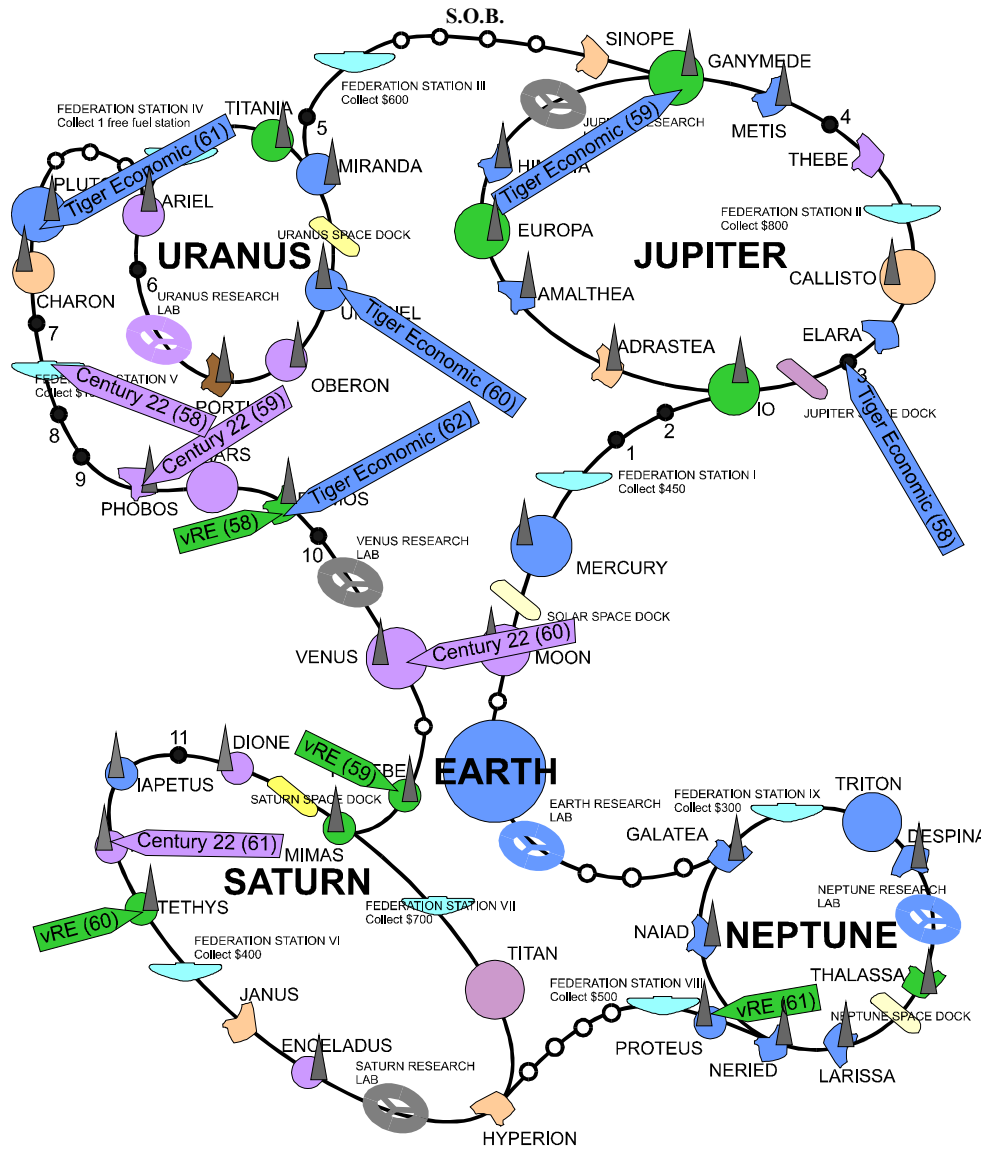
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth	5, 5	Blank Dot 3	10 fuel used, \$100 gained
Century 22	Ariel	2, 5	Federation Station V	7 fuel used, \$1000 gained, purchases 3 additional fuel stations for \$1500
VRE	Blank Dot 7	2, 4	Diemos	Places fuel station, refuels to full

Turn 59

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 3	1, 6	Ganymede	Pays \$280 to vRE
Century 22	Federation Station V	1, 2	Phobos	Refuels to full
VRE	Diemos	2, 3	Phoebe	5 fuel used, refuels to full

Turn 60

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Ganymede	4, 6	Umbriel	10 fuel used, pays \$290 in rent to vRE, buys Umbriel from vRE for \$290, places fuel station, and refuels to full
Century 22	Phobos	2, 4	Venus	6 fuel used, refuels to full
VRE	Phoebe	3, 4	Tethys	7 fuel used, refuels to full



Turn 61

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Umbriel	3, 6	Pluto	9 fuel used, buys for \$925, refuels to full
Century 22	Venus	4, 4	Rhea	8 fuel used, \$100 gained, may bypass Rhea
vRE	Tethys	5, 6	Proteus	11 fuel used, \$1950 owed to TE, must sell something to pay

Turn 62

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Pluto	3, 5	Deimos	8 fuel used, owes \$90 to vRE

Kennel Club

Turn 8 Phase 7 and Turn 9 Phases 1 – 3

Turn 9 Phases 4 – 6 due: 7/11 Tuesday

Turn 8, Phase 7 – Purchase Tokens

Barcelona (Koehler) buys 27 tokens. **Paris** (Burgdorf) buys 15 tokens. **Hamburg** (Martin) buys 0 tokens. **Venice** (Cain) buys 7 tokens. **Genoa** (Cousins) buys 30 tokens. **London** (Scharf) buys 23 tokens.

Turn 9, Phase 1 – Card Draw

Hamburg does not buy off a surplus or shortage

Phase 2 – Purchase Cards

Venice (Cain), London (Scharf), Barcelona (Koehler), and Genoa (Cousins) each buy a card. Your card was: _____

Venice (Cain) discards Stone, Barcelona (Koehler) discards Cloth, Genoa (Cousins) discards Revolutionary Uprisings

Phase 3 – Play Cards

Barcelona uses Renaissance to change places with London.

Hamburg (Martin) plays Ivory/Gold as Gold (\$40 to Hamburg, \$90 to Venice)

Venice (Cain) plays Mysticism Abounds (Venice misery increases to 250, Barcelona misery increases to 125, Paris misery increases to 600, Genoa misery increases to 400, and London misery increases to 450), Gold (\$40 to Hamburg, \$90 to Venice), and Spice (\$36 to Venice, \$9 each to London and Genoa)

Paris (Burgdorf) plays Marco Polo (protected)

Barcelona (Koehler) plays Galileo Galilei (\$12 protection, gains \$40 in rebates)

London (Scharf) plays Timber (\$12 each to Hamburg, London, and Venice, \$3 to Barcelona), Timber (\$12 each to Hamburg, London, and Venice, \$3 to Barcelona), and Stone (\$9 each to Genoa and Paris, \$4 to Hamburg)

Genoa (C. Cousins) plays Sir Isaac Newton (\$10 protection), Metal, Civil War on Venice (misery increases to 300, must lose 4 tokens or \$66, Venice ● reduced to ■)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	300	7	\$354	2	19	O-3	A, B, E, F, G, H, I, J, K, N, O, P, R, S, T, U, V, W, X
Steve Koehler	Barcelona	125	27	\$84	5	10	O-2	A, B, D, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X, Y
Brad Martin	Hamburg	80	0	\$264	1	13	O-1	A, B, C, D, E, F, G, I, J, K, L, N, O, P, Q, R, S, T, U, V, W, X, Y
Martin Burgdorf?	Paris	600	15	\$45	3	4	8	A, B, E, F, I, J, N, R, V, W, X
Caleb Cousins	Genoa	400	30	\$115	6	14	O-1	A, B, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X
Bill Scharf	London	450	23	\$114	4	9	6	A, B, E, F, I, J, K, N, O, R, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Stone (2)	2	3	--	--	--	3
Wool (3)	--	--	4	4	1	--
Timber (4)	2	--	1	2	2	--
Grain (5)	2	--	1	1	3	--
Cloth (6)	2	2	--	--	3	--
Wine (7)	1	2	1	1	1	--
Metal (8)	--	4	--	1	1	1
Fur (9)	1	--	--	--	4	--
Silk (10)	--	2	--	--	4	--
Spice (11)	1	1	--	--	2	--
Gold (12)	2	--	--	--	3	--
Ivory (12)	1	1	3	--	--	--

Shortage, Surplus

Your Cards: _____

Press

London – GM: Depending on what cards are played Hamburg could buy his last advance this turn. It's going to take me at least 3 turns to do the same...so I'm starting to realize I may not win this one.

London – You know who: You guys should have pounded the leader more...as its turning out you did as well as I did...I.E. you lost. Granted, I'm losing in a spectacular fashion but that's my way of doing things.

London – GM: No more stone cards for \$10 please, thank you. How about a leader I can use?

Notes

Martin Burgdorf has NMRed. Orders were supplied by the GM using the default system I have devised. **Will Bob Robles please submit standby orders for Paris!**

Dirty Dogs

Turn 8

Turn 9 due: 7/11 Tuesday

Cure Phase

RE plays Miracle Drug (21) on Iwan Manjak (P), making him healthy again. PURGE plays Bee Hormone Cure (13) on Tigran Zenjarplan (Q), taking him down to 68. Q goes to the Sanatorium. Sergei Eatstumuch (M) ages to 71, Oleg Satin (O) ages to 63, Mikail Strychnin (T) ages to 66, and Ludmila Patina (S) ages to 59.

Purge

No purges.

Spy Investigation

Iwan declares a trial on Q. RE plays 1 IP on Turi Nikotin (R). Votes are 5 guilty (M, O, P, R, and S) 0 innocent. Tigran gains a one-way ticket to Siberia. Iwan

then opens investigations against Sergei (M), Mikail (T), and Wassily (U). Ages to 64.

Health

Sergei Eatstumuch (dr = 13) remains healthy.

Oleg Satin (dr = 11) remains healthy.

Iwan Manjak (dr = 1) falls ill.

Turin Nikotin (dr = 16) remains healthy.

Mikail Strychnin (dr = 1) dies.

Wassily Protzky (dr = 2) falls ill.

Ludmila Patina (dr = 12) remains sick.

Funeral Commission

None

Replacement

Sergei moves Oleg to Foreign Minister. Turi Nikotin promotes to KGB head on age. Sergei promotes Boris Karrienko (N) to Ideology, and demotes G to the People. Sergei ages to 73. Natasha Nogoodnik (V) promotes to Industry Minister on age, and G rises once again to the ranks of Candidate.

Rehabilitation

None

Parade

Sergei waves vigorously.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eaststumuch (M)	73 ?	7 (TCC), 6 (STORK), 5 (PURGE), 4 (RE), 6 (SODS)
KGB Head	Turi Nikotin (R)	59	1 (RE)
Foreign	Oleg Satin (O)	63	2 (SODS), 3 (RE)
Defense	Iwan Manjak (P)	64 ++	3 (PURGE), 1 (SODS), 4 (RE)
Ideology	Boris Karrienko (N)	63, weakness position	
Industry	Natasha Nogoodnik (V)	55	

Office	Politician	Condition	Influence
Economy	Wassily Protzky (U)	56 ? ++	
Sport	Ludmila Patina (S)	59 +	10 (TCC), 1 (TI), 6 (PURGE)

Politicians listed in **bold** are in the sanatorium.

Candidates: G (71), Y, X (53 ++), Z

People:

Siberia: F, I (83 ++), W, K (77 +), C (82), Q (68 +)

Kremlin Wall: H, D, L, E, A, J, B, T

Your cards: _____

Your undeclared influence: _____

Players

Player	Faction Name
Chris Geggus	Reform Expansionists
Brad Martin	Party Urging Rigorous Government Efficiencies
Ward Narhi	Socialist Team of Reformed Tyranny
Phil Reynolds	Society of Old Depraved Socialists
Bill Scharf	Trotskyite Internationalists
Mike Scott	The California Connection

SODS have one wave. TI have two waves. TCC has two waves.

Doggin' It

Turn 10, Phases IV-VII, Turn 11, Phases I-III

Turn 11, Phases IV-VII, Turn 12, Phases I-III due: 6/6 Tuesday

Turn 10

Construction and Operation

Red (Scharf) operates claims #17 (\$250, depletes), #18 (\$200, 1 silver), and #30 (\$200, 2 lumber). Gains \$1950 in passenger revenue.

Green (Whyte) operates claims #15 (\$150, 1 silver) and #16 (\$200, depletes), gains \$1300 in passenger revenue.

Brown (Carl) operates claim #64 (\$250, 4 coal), delivers 4 coal to Pueblo for \$1200.

Gray (Cain) operates claim #1 (\$300, depletes).

Gold (Bolduc) operates claims #44 (\$100, 2 coal), #2 (\$200, depletes), #39 (\$250, 2 lumber), and #49 (\$100, 2 coal). Delivers Scofield coal and Marysvale gold to Salt Lake City for \$600 and \$1400, respectively. Gains \$100 in passenger revenue.

Blue (Martin) buys claim #5 for \$500, operates claims #9 (\$250, depletes), #66 (\$200, 3 coal), and #67 (\$150, 3 coal). Delivers 16 coal to Denver for \$8000.

Turn 11

Move Prospectors and Surveyors

Red (Scharf) surveys Colorado Springs to Pueblo, prospects passenger route #9.

Green (Whyte) surveys Denver to Georgetown, prospects claim #58.

Brown (Carl) surveys M to W

Gray (Cain) surveys Grand Junction to S, prospects passenger route #12

Gold (Bolduc) surveys Y to X, prospects the deck, prospector shot dead, pay \$500 next turn to hire a new one.

Blue (Martin) surveys Durango to Silverton, prospects #26

Dispute Resolution

No disputes. Red pays \$3350, Green pays \$1100, Brown pays \$600, Gray pays \$3350, Gold pays \$800, and Blue pays \$1700.

Notes

Gold may not prospect next turn, since he is spending the turn hiring a new prospector. Also, due to many assorted difficulties plaguing Brendan Whyte

during his trip to India and Bangladesh, he is unable to continue in this game. Therefore, Sara Riechert is taking over as Green starting next turn. Because of the new player (and since some of you asked), here is a recap of the victory conditions. We are playing the full 24 turns. Whoever has the most money at that time is the winner. Also, you may strike a deal with other players to purchase track from them. That track must connect directly with your own, but aside from that, there are no restrictions. Finally, remember that turn 12 is a winter turn, and all purple track is shut down.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$10050	S+1, P
Sara Riechert	Green	Denver	\$28350	S, P+1
Joe Carl	Brown	Pueblo	\$1250	S+1, P
Dennis Cain	Gray	Salt Lake City	\$12950	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$8000	S+1, P
Brad Martin	Blue	Santa Fe	\$8200	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	Depleted
30	Steamboat Springs	Red	6	Lumber	\$200
18	Leadville	Red	1	Silver	\$200
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	1	Silver	\$150
6	Georgetown	Green	½	Gold	Depleted
58	Crested Butte	Green	N	Coal	\$100
42	Vallecitos	Brown	7	Lumber	\$150

#	City	Owner	Goods	Type	Operation
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	0	Silver	\$200
1	Bingham	Gray	¼	Gold	Depleted
44	Scofield	Gold	0	Coal	\$100
39	Lumberton	Gold	2	Lumber	\$250
49	Hiawatha	Gold	2	Coal	\$100
66	Trinidad	Blue	4	Coal	\$200
67	Trinidad	Blue	12	Coal	\$150
9	Silverton	Blue	1½	Gold	Depletes
41	El Vado	Blue	N	Lumber	\$150
5	Leadville	Blue	N	Gold	\$100
26	Silverton	Blue	N	Silver	\$250

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
4	A	Denver – Leadville	\$1350	Red	Discard after 2 more Leadville depletions
7	B	Denver – Leadville	\$600	Red	
9	B	Denver – Grand Jct.	\$1350	Red	Discard when 15 is taken. Good for \$1350 toward card 14 or 15
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
12	B	Salt Lake City – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward

#	Type	Route	Payoff	Owner	Notes
					card 14 or 15
5	A	Salt Lake City – Provo	\$100	Gold	
6	A	Pueblo – Santa Fe	\$600	Blue	

Available Claims

#	City	Type	Claim	Operation
60	Durango	Coal	\$300	\$100
23	Ouray	Silver	\$500	\$200
68	Raton	Coal	\$400	\$200
37	South Fork	Lumber	\$200	\$100
12	Eureka	Silver	\$500	\$250
25	Silverton	Silver	\$700	\$200

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
13	C	Denver – Santa Fe	\$2100	D x \$75	
10	B	Pueblo – Grand Jct.	\$750	D x \$50	Discard when 17 is taken. Good for \$750 toward card 17 or 18
15	C	Denver – Salt Lake City	\$4000	D x \$100	
16	C	Santa Fe – Leadville	\$800	D x \$50	
1	A	Denver – Boulder	\$100	D x \$75	
18	C	Salt Lake City – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

Rover

1958

1959 due: 7/11 Tuesday

1958

Purchases

Republic of Texas (York) buys the One Person Capsule Program (a) for 18MB, Astronaut Training Program for 18MB, Kicker Program (F) for 12MB, third launch facility for 30MB, 2 one stage rockets (A) for 6MB, and 1 one person capsule (a) for 2MB.

Moonshooter Unlimited (Reynolds) buys 2 orbital satellites (1) for 1MB, 2 one stage rockets (A) for 3MB, 2 one person capsules (a) for 2MB, and a second astronaut (Astronaut 2) for 2MB.

SCIFI (Cain) buys 2 one stage rockets (A) for 6MB, 1 one person capsule (a) for 2MB, and a second launch facility for 30MB.

Cinnabar (Carl) buys a one stage rocket (A) for 3MB and the liquid fuel strap-ons (D) for 3MB

Penny Pines (Scharf) buys Kicker Program (F) for 12MB, 1 one stage rocket (A) for 3MB and 1 one person capsule (a) for 2MB.

Research and Development

Republic of Texas (York) a: 8 dice (1, 3, 3, 3, 3, 6, 6) = +28%. 8MB spent. F: 3 dice (3, 6, 6) = +15%. 3MB spent.

Moonshooter Unlimited (Reynolds) A: 8 dice (3, 3, 3, 4, 4, 5, 5, 6) = +33%. 16MB spent. a: 8 dice (1, 1, 4, 4, 5, 5, 6, 6) = +32%. 8MB spent. 1: 8 dice (1, 2, 2, 3, 4, 5, 5, 6) = +28%. 8MB spent.

SCIFI (Cain) A: 8 dice (1, 1, 2, 3, 3, 4, 6, 6) = +26% to Max R&D. 16MB spent. a: 8 dice (1, 1, 2, 2, 3, 3, 4, 5) = +21%. 8MB spent.

Cinnabar (Carl) 2: 8 dice (1, 1, 4, 4, 4, 6, 6, 6) = +32%. 32MB spent. A: 8 dice (2, 2, 3, 4, 4, 5, 6, 6) = +32%. 16MB spent. D: 8 dice (1, 2, 2, 2, 3, 3, 3, 5) = +21%. 16MB spent.

Penny Pines (Scharf) A: 8 dice (1, 3, 3, 4, 4, 6, 6, 6) = +33% + 8% = +41% to R&D Max. 16MB spent. a: 8 dice (1, 1, 2, 4, 4, 4, 5, 6) = +27% + 8% = +35%. 8MB spent. F: 8 dice (2, 2, 2, 4, 4, 6, 6, 6) = +32% + 8% = +40%. 8MB spent. 1: 2 dice (3, 6) = +9% + 2% = +11% to Max R&D.

Declare Future Missions

Republic of Texas (York) declares 3 missions. **Moonshooter Unlimited** (Reynolds), **SCIFI** (Cain), **Cinnabar** (Carl), and **Penny Pines** (Scharf) each declare 1.

Your mission(s) is(are): _____

Missions

No rushing. Launch Order: Penny Pines, Moonshooter Unlimited, Republic of Texas, Republic of Texas.

Penny Pines launches an orbital satellite. Liftoff: 48%<85%, Earth Orbital Burn: 64%<95%, Earth Orbital Activities: 73%<95%. Mission success. +1% to 1 and A, +10MB to budget.

Moonshooter Unlimited launches a manned sub-orbital with Astronaut 1. All safety factors -3% since an orbital satellite mission has not been

completed. Liftoff: 45%<81%, Re-entry: 31%<69%, Recovery: 17%<69%. Mission success. +1% to A and a, Astronaut 1 to 10%, +24MB to budget.

Republic of Texas launches an orbital satellite. Liftoff: 71%<86%, Earth Orbital Burn: 43%<96%, Earth Orbital Activities: 27%<96%. Mission success. +1% to A and 1, +2MB to budget.

Republic of Texas launches an orbital satellite. Liftoff: 27%<87%, Earth Orbital Burn: 94%<97%, Earth Orbital Activities: 59%<97%. Mission success. +1% to A and 1, +2MB to budget.

Players

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter, Unlimited	Penny Pines	Republic of Texas
Budget (1958)	65	65	69	46	87
Cash	6	5	8	9	13
1-Orbital Satellite	1 / 65%	0 / 95%	2 / 88%	0 / 96%	1 / 98%
2-Interplanetary Satellite		1 / 72%			
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket	2 / 85%	2 / 51%	2 / 85%	1 / 86%	2 / 88%
B-Two Stage Rocket					
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons		2 / 62%			
F-Kicker				1 / 50%	1 / 40%
G-"Mega" Stage Rocket					
EVA Suits					
a-One Person Capsule	2 / 69%		2 / 73%	1 / 77%	2 / 38%
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	2	1	1	1	3
Astronauts	4		2		1

Astronauts are: SCIFI (Isaac Asimov, Arthur C. Clarke, Frank Herbert, 20%; Roger Zelazny, 0%), **Moonshooter Unlimited** (Astronaut 1, 10%; Astronaut 2, 0%), **Republic of Texas** (Ocnaschek, 0%)

1959Draw Event Cards

Phil Reynolds: Minor Problem: Pay 10MB or lose 5% safety factor on next one stage rocket launch. +5MB to budget.

Andy York: Corruption in R&D. -1 on each R&D die rolled this year. -2MB to budget.

Joe Carl: Engineering Advance. All hardware is half price. +3MB to budget.

Dennis Cain: Minor Problem: Pay 10MB or lose 5% safety factor on next orbital satellite mission. +7MB to budget.

Bill Scharf: Counter Espionage. Lower another player's safety factor on a program to yours. Select player and program. +7MB to budget.

Final Positions

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1959 Budget	72	72	96	71	92
Cash	9	0	37	4	6
1960 Budget	79	75	101	78	90

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

Dog Days

Epoch II Empire Selection

Deadline for Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States: 7/11 Tuesday

Royal Manticoran Historical Society (Wilson) passes to Kibbles and Bits
Peoples who Need Peoples (Cousins) passes to the Royal Manticoran Historical Society.
The Triffids (Geggus) keeps

Kibbles and Bits (Narhi) passes to Amorphous, Cadaverous, and Nebulous
Amorphous, Cadaverous, and Nebulous (Reynolds) passes to Peoples who Need Peoples
Gaming Through the Ages (Lewis) keeps

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (Blue)	4	8
Caleb Cousins	Peoples who Need Peoples (Red)	4	6
Chris Geggus	The Triffids (Green)	4	5
Ward Narhi	Kibbles and Bits (Orange)	4	4
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	5	8
Andy Lewis	Gaming Through the Ages (Purple)	5	4

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

Amorphous, Cadaverous, and Nebulous. EGYPT: Army, Monument, and Capital *Nile Delta*, armies *Nubia*, and *Upper Nile*.

The Triffids. Fleet *Eastern Mediterranean*. MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia*.

Peoples Who Need Peoples. INDUS VALLEY: Army and Capital *Lower Indus*, armies *Western Deccan*, *Western Ghats*, *Persian Salt Desert*.

Royal Manticoran Historical Society. BABYLONIA: Army, Monument, and Capital *Middle Tigris*, armies *Upper Tigris*, *Levant*, and *Zagros*.

Kibbles and Bits SHANG DYNASTY: Army, fort, and Capital *Yellow River*, armies *Great Plain of China* and *Wei River*.

Gaming Through the Ages ARYANS: Armies *Turanian Plain*, *Tarim Basin*, *Hindu Kush*, and *Persian Plateau*.

Event Cards

Epoch II Empire Draw

Fenris

Second Initial Placement

Deadline for Turns 1.1 to 2.1: 7/11 Tuesday

Initial Placement, Round 2

Bill places at M9/P5/W12, road at M9/W12

Chris places at F6/F9/W3, road at F6/W3

Ward places at W2/P5/F11, road at W2/P5

Kevin places at P5/M11/W11, road at P5/M11

Steve places at M6/H4/P12, road at M6/P12

Sara places at W6/P2/H4, road at W6/P2.

Turn 1 Dice Rolls

Sara 8

Ward 3

Steve 10

Chris 11

Kevin 7





Bill 4







Turn 2 Dice Rolls

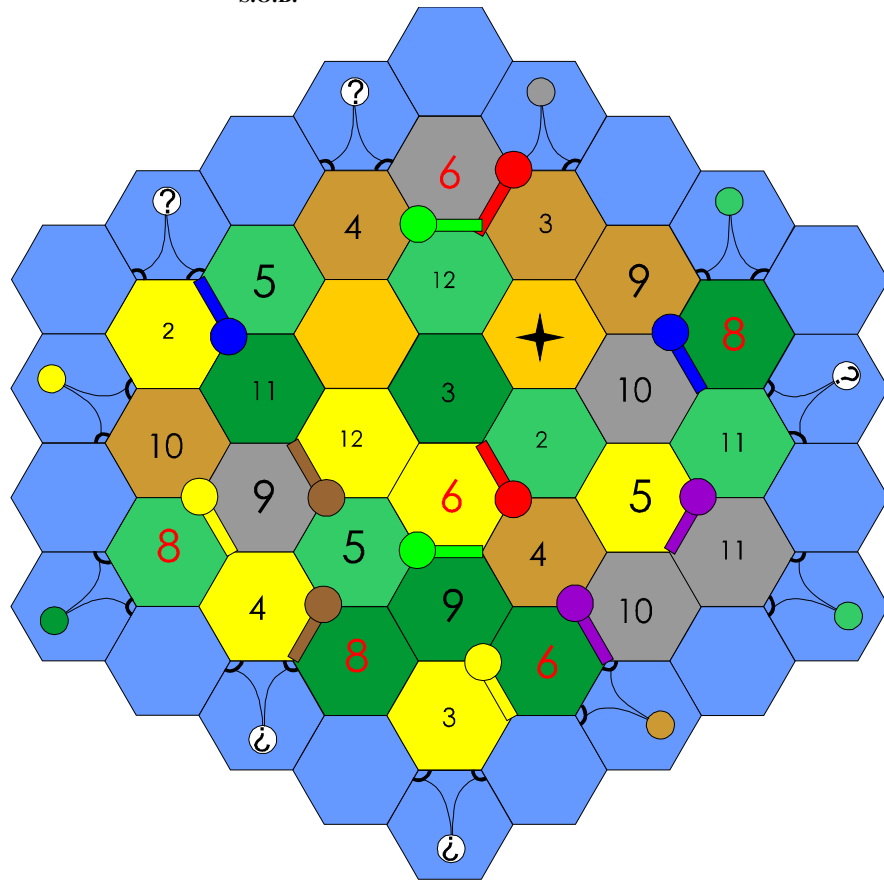
Sara 9

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Sara Reichert	Red	1	1	1				2
Ward Narhi	Blue	1	1		1			2
Steve Koehler	Green		1	1		1		2
Chris Geggus	Yellow	1			2			2
Kevin Wilson	Purple	1	1			1		2
Bill Sharf	Brown	1	1			1		2

 Robber
 Road Segment
 Village
 City

 Fields/Wheat
 Forest/Lumber
 Pasture/Sheep
 Hills/Bricks
 Wasteland
 Mountains/Ore



Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue’s questions:

Q1. Let us agree that at the North Pole it is impossible to look north and at the South Pole it is impossible to look south. Then, where in the world would you be if you could look north or south but not east or west?

A1. At the exact center of the earth it is impossible to look east or west, but it is possible to look north or south.

Paul Bolduc, Andy York, Chris Geggus, Joe Carl, and Bob Robles each receive ½ point.

Q2. A blind beggar had a brother who died. What relation was the blind beggar to the brother who died? (“Brother” is not the answer.)

A2. The blind beggar was the sister of the brother who died.

Bill Scharf, Paul Bolduc, Chris Geggus, Joe Carl, and Dennis Cain each receive ½ point.

Q3. A police officer saw a truck diver who was clearly going the wrong way down a one-way street, but did not try to stop him. Why not?

A3. The truck driver was walking.

Bill Scharf, Chris Geggus, and Joe Carl each receive ½ point.

Q4. You are seated next to a pilot of a small plane at an altitude of one mile. Huge mountains loom directly ahead. The pilot does not change speed, direction, or elevation, yet you survive. How come?

A4. The plane is sitting on the ground at the airport in Denver, Colorado.

Bill Scharf, Paul Bolduc, and Joe Carl each receive ½ point.

Q5. When this book came out it was read by only a handful of very rich people. Now almost everyone has a copy and reads it frequently. But you cannot buy it from a bookstore or borrow it from a library. What is it?

A5. The book is the telephone directory.

Dennis Cain receives 2 points.

Current Scores

Chris Geggus	63½	Andy York	49½
Caleb Cousins	44	Dennis Cain	44
Paul Bolduc	42½	Brendan Whyte	37
Joe Carl	35	Bill Scharf	35
Andy Lewis	33½	Steve Koehler	27½
Ward Narhi	23	Bob Robles	16½
Brad Martin	16	Tom Howell	11½
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	½		

New Questions

Topic: Brain Teasers

1. How many cubic feet of dirt are there in a hole 3 feet wide by 4 feet deep by 5 feet long?
2. Where was Queen Cleopatra’s temple?
3. How many marbles can you put into an empty bag?
4. If a duck came paddling down the Nile, where would it have come from?
5. Do you know how long cows should be milked?

Pedagoguery

The Earth seems to almost conspire to maintain an environment that we enjoy. Over most of the history of this planet, the average temperature has maintained itself between above the freezing point of water, but well below its boiling point. How does the Earth “know” where to keep its thermostat tuned? There are a number of processes that govern this.

Very early in the formation of the Earth, our planet developed an atmosphere. This atmosphere, like that of today, was mainly nitrogen. It also had significant amounts of gasses like carbon dioxide, water, methane, and ammonia. This atmosphere resulted mainly because as the Earth accreted more matter, it got hot, and the heavier elements and compounds, like iron and nickel, sank toward the center, while the lighter compounds, like nitrogen, and anything with a significant amount of hydrogen, rose to the surface. As the bombardment slowed and the Earth cooled, the water in the Earth’s atmosphere condensed out to form oceans. It is the presence of liquid water that proves key to the process of regulating the Earth’s temperature.

The primary gas that helps the Earth regulate its temperature is carbon dioxide. Carbon dioxide is opaque to infrared radiation, but transparent to visible light. Thus, when the sunlight passes through the atmosphere, it is unaffected. When it strikes the ground, it tends to heat the ground, which then reradiates the light as infrared radiation. This gets retained by the carbon dioxide in the atmosphere, thus increasing the overall heat of the atmosphere.

Early in the history of the Earth, this heating allowed the oceans to remain liquid. And, as volcanism pumped more carbon dioxide into the atmosphere, the Earth warmed even more. This warming increased the evaporation from the oceans. The water then condensed high in the atmosphere to form clouds. Now, clouds do two things. They increase the reflectivity, or albedo, of the Earth, thus reducing the amount of sunlight that reaches the surface and is absorbed. Secondly, the water in the clouds reacts with some of the carbon dioxide to form a very dilute carbonic acid. When it rains, this carbonic acid increases the weathering of the rock. These sediments are then swept into the ocean where they become carbonate rock. Thus, the warmer the Earth gets, the faster this transformation of atmospheric carbon dioxide into sea bottom carbonate rock occurs. This feedback loop is at the heart of the Earth’s thermostat. Other factors, such as the action of green plants, also plays a part, but this cycle of weathering accounts for most of the carbon dioxide removal.

While this cycle is remarkably flexible, it can result in perturbations, even extreme ones. Around 770 million years ago, one such perturbation happened. At the time, most of the Earth’s continents were small, and located near the equator. Since most of the Earth’s land masses were located where the rain falls most, and since they were so small, weathering proceeded at a rapid pace, and the sediments were quickly swept into the ocean. This resulted in a removal of carbon dioxide from the atmosphere at a very rapid pace. The Earth cooled, and ice started forming at the poles. Now, seawater absorbs a lot of sunlight, while ice reflects it very efficiently. Since there were no land masses at the poles, the formation of ice there quickly increased the overall albedo of Earth to the point where it ran away. Within about 1000 years, the oceans were covered with ice to a depth of about a kilometer (0.6 miles) and the average temperature plummeted to about -50°C (-58°F). Since the oceans were ice covered,

precipitation stopped, and the glaciers stopped growing, leaving most of the land masses barren rock. However, volcanism continued, so the levels of carbon dioxide continued to slowly rise. After about 10 million years had passed, the levels of carbon dioxide had risen 1000-fold, to the point where the ice sheet had thinned. Humidity over the world rose, increasing precipitation and spurring the growth of glaciers. Eventually, holes appeared in the ice sheet, and the process quickly reversed itself. As the ice was replaced by darker seawater, the Earth absorbed more solar radiation, which was retained due to the high levels of carbon dioxide in the atmosphere. In a matter of centuries, the Earth turned into a hothouse, with average temperatures in excess of 50°C (122°F). This high temperature helped to scrub the carbon dioxide out of the atmosphere – a process that took several tens of millions of years.

So, what does this mean for us today? We have introduced a new and significant source of carbon dioxide into the atmosphere. Other gasses, such as water vapor and methane, also act as greenhouse gasses (trapping reflected heat), but they do not linger as long as carbon dioxide does. This will inevitably lead to a global rise in temperature. This global rise will increase the evaporation from the oceans, which will in turn lead to increased precipitation. Over the long term, Earth will adjust, but the long term for the Earth is millions of years. In the short term, we will have to deal with rising sea levels, increased and more ferocious storms, and a radically changing climate.

The Earth’s situation, however, is not totally static. Over the even longer term, we will have to contend with the warming of the Sun. As the Sun burns more hydrogen into helium, the helium collects in the core. As this core of inert helium accumulates, the Sun contracts, which causes it to heat up. For a long while, estimates range between 500 million and 1 billion years, the standard carbon dioxide scrubbing mechanism of the Earth’s atmosphere will be able to cope. It will get slightly warmer and wetter, but the carbon dioxide levels will slowly decrease. When the levels get to a certain point, however, green plants will no longer be able to extract enough carbon dioxide from the atmosphere to conduct photosynthesis, and most will die. Also, with levels of carbon dioxide so low, the normal weathering mechanism is less effective, so temperatures will continue to rise. Eventually, water vapor will get into the stratosphere. This signals the beginning of the end. That high up, water is disassociated by solar radiation into oxygen and hydrogen. Since the hydrogen is much lighter than the oxygen and nitrogen that forms most of the atmosphere up there, in order to have about the same energy on average, the hydrogen has to travel much faster. Frequently, this means that it travels fast enough to escape.

As the Earth slowly loses its water, temperatures will continue to climb. Volcanic activity will continue to add more carbon dioxide into the atmosphere, increasing the temperature rise that much faster. After the Earth has lost the last of its water, the Earth will suffer a runaway greenhouse, becoming very much a twin of Venus. This will happen long before the Sun expands into a red giant in about 4.5 billion years. Not a very happy scenario, but one which we will not have to worry about in quite a while.

Next time around, I will discuss some intriguing ideas on wormholes and negative energy.

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** Sara Reichert **Settlers of Catan:** None

Standby Calls

Paul Bolduc for Aragon in New Tricks
Sara Reichert for Brendan Whyte in Doggin' It
Bob Robles for Paris in Kennel Club.