

**Notes from Hades**

**A**nother WBC has come and gone, and I was once again unable to attend. This time, it is a combination of work (the usual thing, tight deadlines from the client, so it is not feasible for me to take vacation) as well as some IVF treatments that Celeste and I are going through (which means that we cannot travel right now). One of these days, I will get there. Beyond that, there is not much going on right now.

This issue's deadline to **Tuesday, August 7 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

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

**Wolfhound.** Seafarers of Catan. This is a game that expands on the original Settlers of Catan to include sea travel, but is very similar to the original. Exact

scenario to be determined. This will start after Fenris has ended. Have Tom

Howell, Brendan Whyte, Phil Reynolds, Joe Carl, Ward Narhi, and Kevin Wilson. This game is closed. **Starts this issue!**

**Wild Dog.** Machiavelli. This game will start when the next game ends after Off the Leash begins. Scenario and specific rules to be determined at game start by player vote, as usual. Have Phil Reynolds, Joe Carl, Bob Robles, Brendan Whyte, Ward Narhi, Kevin Wilson, John Biehl, and Lee McConnell. This game is currently closed.

**Guard Dog.** Kremlin. This game will start when Dog Tired ends. Have Andy Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, Bob Robles, and Chris Geggus. This game is currently closed.

**Watchdog.** Liftoff! Have Joe Carl, Andy York, and Bill Scharf, need 2 more.

Wish List

**Silverton.** This will use the Mayfair rules and map and will start after Doggin' It has ended. Have Joe Carl and Bill Scharf, need 4 more.

**History of the World.** This will start after Dog Days has ended. Have Chris Geggus, need 5 more.

**New World.** This will start after Hounds of Tindalos ends. Have Andy York, will take up to 5 more.

**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:

**Chris Hassler a.k.a. Cerberus**  
**2000 S. Armour Court**  
**La Habra, CA 90631**  
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Subscriptions cost \$1.50 per issue (\$2.25 overseas).

Howling at the Moon

**The S.O.B. Letter Column**

**Bob Robles**

Book review: 'Rope Burns' by FX Toole. A collection of stories about boxing. Wow, what a collection by this first time author. Boxing is the focus, but not the only subject of the characters of this book. The characters grip you, you care

about them. The best, IMHO, is the story of the book's title. It is set in LA during the Rodney King riots. This is a story that really grips you and then rips your heart out. It could make a fabulous movie with the right touch.

Feral Dogs

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

**Fall 1466**

**Deadline/Winter-Spring 1467 8/7 Tuesday**

*The triple alliance is showing signs of cracking as the Pope disbands a Milanese army while Milan takes some Papal territory. France and the Pope continue their relentless assault on Naples, and Venice bids the world farewell.*

Expenditures

The Papacy disbands Milan A Padua for 12 ducats.

Orders

France : A Avignon to SWISS, A Provence to SALUZZO, F GENOA holds, F Corsica to GULF OF LIONS, F Gulf of Lions to PROVENCE, F IONIAN SEA holds, F OTRANTO to Bari

Orders (cont.)

- Milan : A AUSTRIA to Tyrolea, A MILAN to Tyrolea, A Slavonia to CROATIA, A CARNIOLA supports A Slavonia to Croatia, A Verona to TREVISO, A Padua to Treviso (nsu), A MANTUA to Bologna, A MODENA to Bologna
- Naples : F Bari supports French F Otranto to Salerno (nso, imp.), G NAPLES holds, G BARI supports F Bari
- Papacy : A FLORENCE to Bologna, A Ancona to AQUILA, A BOSNIA holds, A CAPUA supports A Ancona to Aquila, A NAPLES besieges, F SALERNO holds, F LOWER ADRIATIC supports French F Otranto to Bari, F VENICE besieges (garrison destroyed)
- Venice : G Venice holds (DESTROYED!) Out!

Notes

The France/Milan/Papacy draw fails with 2 no votes. It has been re-proposed. Remember, NVR = no, NMR = yes.

Press

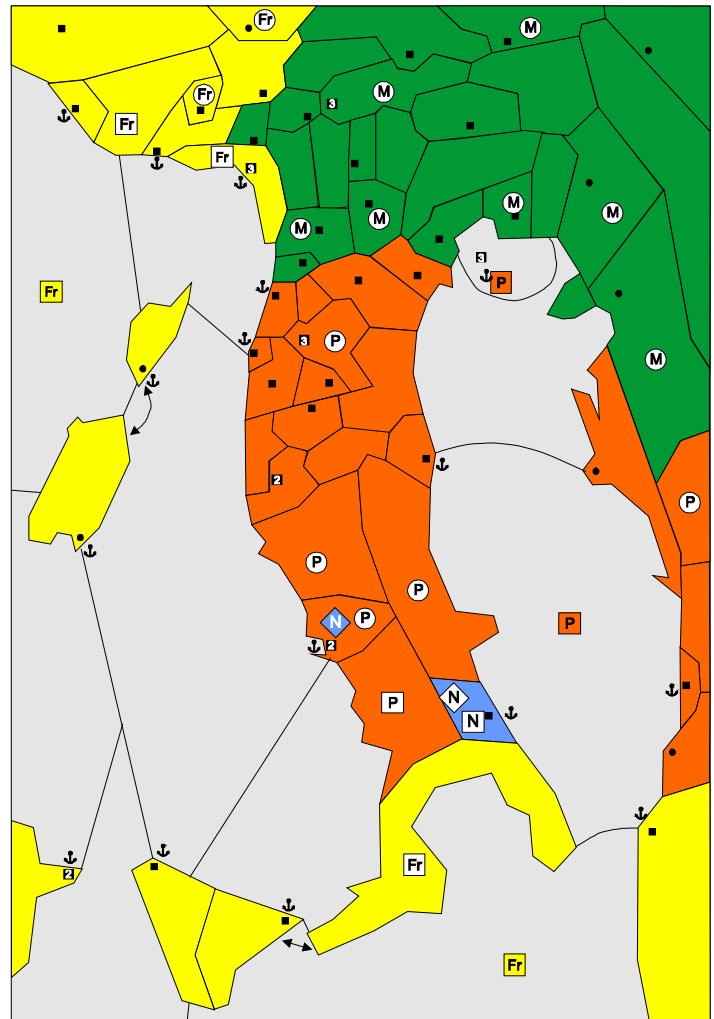
- France – Venice:** Still trying to poison the minds of others I see....
- France – Naples:** No go... too little too late.
- France – Milan:** I would like a 3 way victory ... and my moves are defensive to help achive that ... I avoided moving to Turin, and I hope you did the same for Tyrolea and Como.
- Milan – France and the Pope:** I am continuing to vote for the three way win of F/M/P; I hope that were Venice and Naples to vote against.
- Milan – Pope:** Someone is going to make fog in your messages; any way I prefer in all cases to see moves on the map instead and I didn't like your hold in LA instead of supporting the attack of France fleet to Bari, as you promised before. In order to avoid temptations to you, that could arrive to 17 cities while France and I remain to 13 and 14, respectively, I occupied preventively Croazia, but continue to hope that this time Bari province be French.
- Milan – France:** About Bari I hope that this time the papal fleet in LA supported you.
- Pope – Milan:** After reading all the press from last turn, most of it clearly fake. I got to thinking Venice had advised you properly to get a win. So I felt I needed to bribe your unit before you bribed mine. I simply didn't see how I could stop your run for a solo if you bought my units. If I am wrong about you please accept my apologies and let's end this with a draw.
- Pope – France:** My actions against Milan are to stop solo a run. I don't think I can hold him back if he really tries to get a solo. Can you please put some pressure on him from his back side? Venice is right Milan! He can easily win if we are not careful.
- Pope – Venice:** Blub Blub Blub.

Spring 1467 Income

Provinces

France	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Sardinia, Corsica, Tunis, Palermo, Messina, Durazzo, Otranto	15
Milan	Tyrolea, Austria, Hungary, Slavonia, Carinthia, Milan, Como, Pavia, Montferrat, Fornova, Modena, Lucca, Mantua, Parma, Cremona, Bergamo, Trent, Verona, Treviso, Padua, Friuli, Carniola, Istria, Croatia	24
Naples	Bari	1
Papacy	Rome, Patrimony, Sienna, Piombino, Pisa, Pistoia, Florence, Arezzo, Perugia, Spoleto, Ancona, Urbino, Bologna, Ferrara, Ragusa, Albania, Herzegovina, Dalmatia, Bosnia, Capua, Aquila, Naples, Salerno	23

"Feral Dogs"



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

Seas

France	Gulf of Lions, Ionian Sea	2
Papacy	Venice, Lower Adriatic	2

Cities

France	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Sardinia, Corsica, Tunis (2), Palermo, Messina, Durazzo	16
Milan	Tyrolea, Austria, Hungary, Milan (3), Pavia, Montferrat, Modena, Lucca, Mantua, Cremona, Trent, Treviso, Padua, Carniola, Croatia	17
Naples	Bari, <u>Naples (2)</u>	1
Papacy	Rome (2), Sienna, Piombino, Pisa, Florence (3), Arezzo, Perugia, Ancona, Bologna, Ferrara, Ragusa, Albania, Dalmatia, Venice (3)	19

Totals

The variable income die roll was a 4.

	Var	Prov	Seas	Cities	Gross	Treas	Total
FRA	6	15	2	16	39	26	65
MIL	7	24	0	17	48	43	91
NAP	3	1	0	1	5	11	16
PAP	10	23	2	19	54	33	87

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63	'64	'65	'66
Aus	3	5	6	2	2	2	2	2	3	0	0	0	0
Flo	3	5	6	4	3	3	2	0	0	0	0	0	0
Fra	3	2	4	6	7	8	9	11	10	11	12	13	13
Mil	3	4	3	2	3	4	6	7	8	9	10	14	15
Nap	4	5	5	5	5	5	4	3	3	3	3	2	1
Pap	4	3	3	6	6	7	5	8	9	10	12	14	14
Tur	3	4	4	5	5	5	6	5	3	1	0	0	0
Ven	4	5	6	11	11	9	10	7	8	10	4	1	0

**Citizen Dog**

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory  
Fall 1462**

**Deadline for Winter-Spring 1463: 8/7 Tuesday**

*Austria, Milan, and Naples take a heavy toll on Venice. Will this leave Milan or Naples a clear shot at victory?*

Summer 1462 Retreats

Venice F Ionian retreats to Durazzo

Orders

AUSTRIA (Robles): A Tyrolea to CARINTHIA, A Carinthia to CARNIOLA, A Carniola to CROATIA, A (EM) Croatia to DALMATIA

MILAN (Giovine): A (EM) FERRARA to Padua, A PROVENCE holds, A MILAN holds, A Verona to TREVISO, A BOLOGNA supports Naples A Florence, F Ligurian Sea to PISA

NAPLES (Narhi): A PERUGIA holds, A FLORENCE supports Milan A Bologna, F Tyrrhenian Sea to NAPLES, F Western Mediterranean to TUNIS, F (EM) GULF OF NAPLES to Ionian Sea, F Messina to PALERMO, F Ionian Sea to OTRANTO

VENICE (Scharf): A PADUA to Ferrara, A URBINO supports A Ancona to Spoleto, A Ancona to SPOLETO, F UPPER ADRIATIC supports A Padua to Ferrara, F LOWER ADRIATIC supports F Durazzo to Ionian Sea, F Durazzo to IONIAN SEA, F CENTRAL MEDITERRANEAN supports F Durazzo to Ionian

Notes

Bill Scharf is now the player of record for Venice.

Press

**Milan – Naples:** Sorry for Pisa, but I am not very sure that you didn't prove to conquer Florence also, other than papacy, and I could not permit that you should have too more entrances of variable incomes than me and Austria. Any way I am immediately ready to give you moneys of Pisa or one my city in change, at your request.

**Naples – Venice:** Can we call off the dogs of war? I will leave you alone and sit in my lands and be content.

**Venice – All:** Was it something I said?

**Venice – Milan/Austria:** I have a good mind to collapse and give the game to Naples...how he convinced you to attack me and hand him the game by removing me, his only threat is beyond me...tell me I'm wrong....

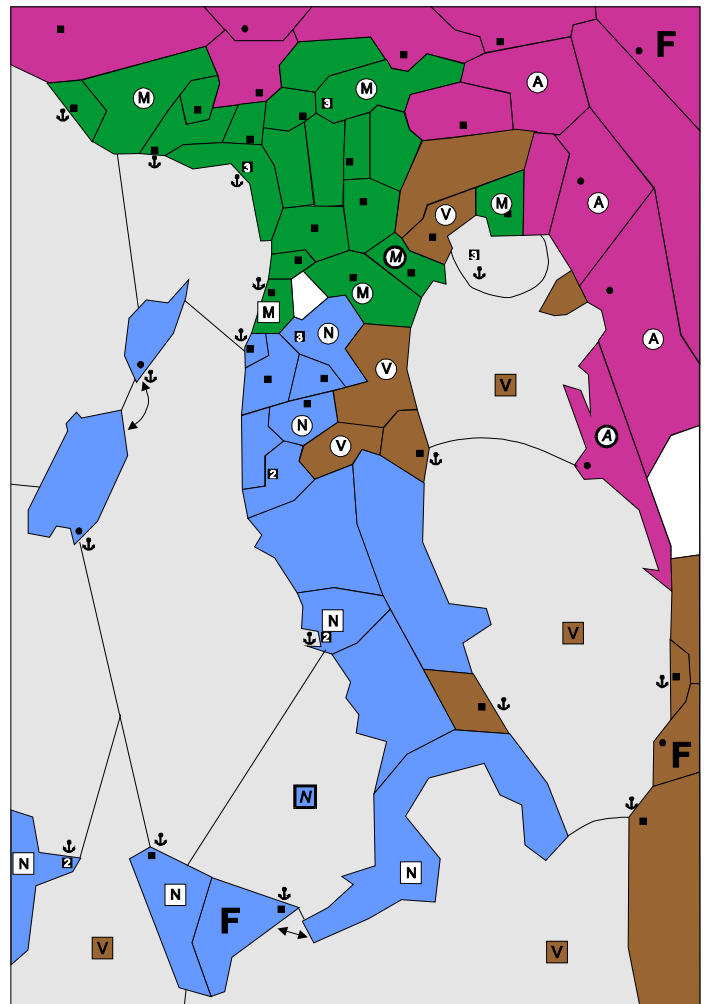
Spring 1462 Famine

Poor Year, Column only – Hungary, Albania, and Messina

Spring 1461 Income

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

Citizen Dog



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

Provinces

AUS	Avignon, Turin, Swiss, Tyrolea, Trent, Austria, Carinthia, <u>Hungary</u> , Slavonia, Carniola, Croatia, Friuli, Dalmatia	12
MIL	Marseilles, Provence, Saluzzo, Savoy, Genoa, Montferrat, Pavia, Como, Milan, Bergamo, Cremona, Parma, Fornova, Modena, Mantua, Treviso, Ferrara, Bologna, Lucca, Pisa	20
NAP	Corsica, Sardinia, Piombino, Sienna, Florence, Arezzo, Perugia, Patrimony, Rome, Capua, Aquila, Naples, Salerno, Otranto,	16

Messina, Palermo, Tunis

VEN Verona, Padua, Urbino, Spoleto, Ancona, Istria, Herzegovina, Ragusa, Albania, Durazzo, Bari

Seas

NAP Gulf of Naples

VEN Upper Adriatic, Venice, Lower Adriatic, Central Mediterranean, Ionian Sea

Cities

AUS Avignon, Turin, Swiss, Tyrolea, Trent, Austria, Hungary, Carniola, Croatia, Dalmatia

MIL Marseilles, Saluzzo, Savoy, Genoa (3), Montferrat, Pavia, Milan (3), Cremona, Modena, Mantua, Treviso, Ferrara, Bologna, Lucca, Pisa

NAP Corsica, Sardinia, Piombino, Sienna, Florence (3), Arezzo, Perugia, Rome (2), Naples (2), Messina, Palermo, Tunis (2)

VEN Padua, Ancona, Ragusa, Albania, Durazzo, Bari, Venice (3)

Totals

S.O.B.

Variable income die roll was 3.

	Var	Provinces	Seas	Cities	Gross	Treasury	Total
10	AUS 3	12	0	9	24	9	33
	MIL 5	20	0	19	44	6	50
1	NAP 5	16	1	16	38	7	45
5	VEN 6	10	5	8	29	16	45

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63
9	Aus 3	4	5	4	5	5	5	7	7	10
	Flo 3	3	4	6	9	7	0	0	0	0
19	Fra 3	5	7	7	9	6	8	3	0	0
	Mil 3	5	7	8	6	6	7	7	11	15
16	Nap 4	4	6	7	6	8	10	13	10	12
	Pap 4	3	0	0	0	0	0	0	0	0
8	Tur 3	6	7	3	0	0	0	0	0	0
	Ven 4	5	6	6	8	9	11	12	15	7

**Off the Leash**

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Spring 1454**

**Deadline for Summer 1454: 8/7 Tuesday**

*Austria opens unfriendly to Milan, who avails himself of some usurious help in expanding his armed forces. Naples and the Turk clash in the Lower Adriatic while the Pope seems to have his eye on Florence. France and Venice quietly go their own ways.*

Expenditures

Milan borrows 6 ducats from the moneylenders for 2 years (9 ducats due Spring 1456) and buys the autonomous garrison at Montferrat for 9 ducats.

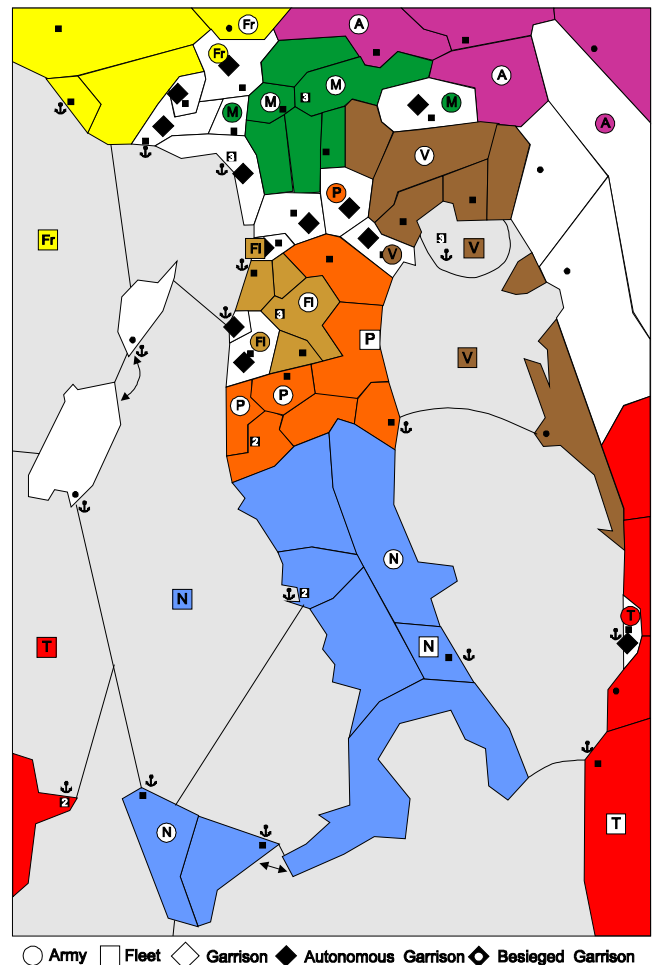
Orders

- AUSTRIA : A Tyrolea to Milan, A Austria to CARINTHIA, A Hungary to SLAVONIA
- FLORENCE : A Arezzo to SIENNA, A FLORENCE supports A Arezzo to SIENNA, F Pisa to LUCCA
- FRANCE : A Avignon to TURIN, A SWISS supports A Avignon to TURIN, F Marseilles to GULF OF LIONS
- MILAN : A Milan to TRENT, A PAVIA supports A Cremona to Milan, A Cremona to MILAN, G MONTFERRAT convert to A
- NAPLES : A Naples to AQUILA, A Messina to PALERMO, F BARI to Lower Adriatic, F Palermo to TYRRHENIAN SEA
- PAPACY : A Bologna to MODENA, A PERUGIA holds, A Rome to PATRIMONY, F Ancona to URBINO
- TURKS : A Albania to RAGUSA, F DURAZZO to Lower Adriatic, F Tunis to WESTERN MEDITERRANEAN
- VENICE : A Padua to FERRARA, A Treviso to VERONA, F Dalmatia to UPPER ADRIATIC, G VENICE converts to F

Notes

Remember that this is a gray press game, gray press being identified as press whose source is clearly defined or recognizably anonymous. The GM will reject press that does not fit either of these two categories.

Off the Leash



Press

**French communicate:** I would remember to all our good friends that in Corsica was born the biggest French general and we wish to be free to visit his places in any time and forever. To our Milanese neighbors we wish to pray him to propose a right division of near provinces in order to avoid any incomprehension. To our Austrian neighbors we recommend to remain in his borders and we shall remain in our for all time.

**The Diary of Thomas Mann, 3 July, 1454.** A lovely bright sunny Spring morning, but there is an ill wind in the air (where else would it be?). Must be the beans I had for dinner, all that was for sale in the market, as all non-methanous foodstuffs are being requisitioned by the quarter-master's department here. The sounds of the saddling of horses, the stevedoring pf vessels and the provisioning of larders meet my ears. After so many years of peace, it appears someone has loosed the Doge of war... I fear we will be spectators to, if not unwilling participants in death, in Venice. Fed the dog, went back to bed, to sleep, perchance to dream.

**Hungary – Marseilles:** Meet you in Milan!

**Khemel – Rome:** I'm coming to the Lower Adriatic, and request your help against Dalmatia.

**Les Grenouilles – Austria, Venice, and Florence:** 4:1 on Milan? Sounds like good odds to me.

**Naples – All:** Minor Machie would like to trade you your Assassination marker for that of Naples or Turkey's.. or other of your choice, send offer thru GM please....

**Nipples – Florence:** I'd love your help against the Pope

**Rome – All:** Rome sends its greetings to its hopefully friendly neighbors, Florence, Venice, and Naples.

**Venice – Pope:** All I want is to peacefully coexist with you. If I am in UAS, it is for defensive purposes only. Will keep moving there. Please do not do so yourself.

**Venice – Austria:** Let's split CRO and CARN. I will take whichever you are not in. Sound good? Then let's see what Milan does.

**Venice – Milan:** I will stay out of your way and hope you do likewise. Look towards Genoa, not the east for expansion.

**Venice – Turkey:** I will stay out of the south unless you invite me.

**Venice – Naples:** Same for you.

**Venice – Florence:** If the Pope is too expansionist, I will try to help you out.

**Venice – France:** Yep, here is a note for you. Didn't want you to be left out.

**Venice – All:** Generally speaking, whoever attacks me will be my enemy. Until then, I am just a care-bear who wants everyone to live in peace.

**Doggin' It**

**Turn 21, Phases IV-VII, Turn 22, Phases I-III**

**Turn 22, Phases IV-VII, Turn 23, Phases I-III due: 7/3 Tuesday**

**Turn 21**

Construction and Operation

**Red** (Scharf) operates claims #52 (\$100, 4 coal), #53 (\$100, 2 coal), #50 (\$100, 3 coal), #31 (\$250, 3 lumber), and #3 (\$200, ¼ gold). Delivers 16 coal from Craig to Denver for \$11,200. Delivers 1 silver from Brown for \$1200 net. Collects \$2700 in passenger revenue.

**Green** (Narhi) operates claims #33 (\$100, 2 lumber) and #14 (\$200, ½ silver). Receives \$1400 in passenger revenue.

**Brown** (Carl) operates claims #63 (\$150, 4 lumber) and #65 (\$150, 3 lumber). Delivers 6 coal from #63 to Santa Fe for \$3600. Trades 1 silver from Westcliffe to Red for \$1200.

**Gray** (Cain) no activity

**Gold** (Bolduc) operates claims #13 (\$200, 2 silver), #22 (\$200, ½ silver), #35 (\$200, 1 lumber), and #47 (\$100, 3 coal). Delivers 10 coal from #47 to Salt Lake City for \$5000 and 4 lumber from #35 to Salt Lake City for \$4800. Collects \$100 in passenger revenues.

**Blue** (Martin) operates claims #66 (\$200, 3 coal) and #68 (\$200, 3 coal). Receives \$2700 in passenger revenue.

Commodity Prices

Gold: \$6500      Lumber (S.L.C.): \$1500      Coal (S.L.C.): \$500  
Silver (Denver): \$4000      Lumber (Pueblo): \$1000      Coal (Pueblo): \$400  
Silver (S.L.C.): \$1000      Lumber (Santa Fe): \$800      Coal (Santa Fe): \$600  
Lumber (Denver): \$1000      Coal (Denver): \$700

**Turn 22**

Move Prospectors and Surveyors

**Red** (Scharf) no prospecting or surveying

**Green** (Narhi) prospects #61, surveys Bridgeland to Heber City to Salt Lake City

**Brown** (Carl) no prospecting or surveying

**Gray** (Cain) prospects #43, surveys Salt Lake City to Coalville

**Gold** (Bolduc) dismantles Marysvalle to Salina, no prospecting

**Blue** (Martin) no prospecting or surveying

Dispute Resolution

No disputes. Green pays \$1200, Gray pays \$900, Gold receives \$250.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$94,850	S+1, P
Ward Narhi	Green	Denver	\$49,650	S, P+1
Joe Carl	Brown	Pueblo	\$28,250	S+1, P
Dennis Cain	Gray	Salt Lake City	\$25,700	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$59,300	S+1, P
Brad Martin	Blue	Santa Fe	\$84,350	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
18	Leadville	Red	1	Silver	Depleted
52	Craig	Red	0	Coal	\$100
53	Craig	Red	0	Coal	\$100
50	Elk Spings	Red	8	Coal	\$100
31	Walden	Red	6	Lumber	\$250
3	Dillon	Red	¼	Gold	\$200
58	Crested Butte	Green	10	Coal	Depleted
29	Lake City	Green	2	Silver	\$150
28	Lake City	Green	N	Silver	\$200
57	Crested Butte	Green	N	Coal	\$200
33	Boulder	Green	4	Lumber	\$100
14	Aspen	Green	½	Silver	\$200
61	Canon City	Green	N	Coal	\$150
42	Vallecitos	Brown	1	Lumber	Depleted
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	1	Silver	\$200
60	Durango	Brown	1	Coal	\$100
63	Alamo	Brown	9	Coal	\$150

#	City	Owner	Goods	Type	Operation
36	Pagosa Springs	Brown	N	Lumber	\$100
65	Walsenburg	Brown	3	Coal	\$150
54	Bowie	Gray	0	Coal	\$200
55	Bowie	Gray	6	Coal	\$200
51	Rangely	Gray	5	Coal	\$100
46	Price	Gray	N	Coal	\$200
43	Coalville	Gray	N	Coal	\$150
44	Scotfield	Gold	4	Coal	\$100
39	Lumberton	Gold	2	Lumber	\$250
12	Eureka	Gold	½	Silver	\$250
34	Dolores	Gold	2	Lumber	\$200
47	Sunnyside	Gold	6	Coal	\$100
35	Dolores	Gold	0	Lumber	\$200
22	Telluride	Gold	3	Silver	\$200
13	Eureka	Gold	3	Silver	\$200
66	Trinidad	Blue	3	Coal	\$200
68	Raton	Blue	3	Coal	\$200

### Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
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
10	B	Pueblo – Grand Jct.	\$750	Red	Discard when 17 is taken. Good for \$750 toward card 17 or 18
2	A	Denver – Colorado Springs	\$250	Green	

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
1	A	Denver – Boulder	\$100	Green	
12	B	SLC – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
11	B	Salt Lake City – Grand Jct.	\$700	Gray	Discard when 17 is taken. Good for \$700 toward card 17 or 18
5	A	SLC – Provo	\$100	Gold	
6	A	Pueblo – Santa Fe	\$600	Blue	
13	C	Denver – Santa Fe	\$2100	Blue	

### Available Claims

#	City	Type	Claim	Operation
32	Hot Sulphur Springs	Lumber	\$300	\$150
62	Canon City	Coal	\$200	\$100
59	Durango	Coal	\$400	\$100

### Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
17	C	SLC – Pueblo	\$3000	D x \$75	
15	C	Denver – SLC	\$4000	D x \$100	
16	C	Santa Fe – Leadville	\$800	D x \$50	
14	C	Denver – Salt Lake City	\$2700	D x \$75	May not be taken by player who has card 18
18	C	SLC – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

## **Rover**

### **More End of Game Statements**

**Joe Carl (Cinnabar)** Good Job on your win Bill Scharf (Penny Pines). Never having played the game before I was rather clueless about what the goal was. A few misorders and some bad luck had me short on cash. Despite all that I thought I was doing rather well. When I did my own moon launch and saw the game ending with a victory I thought I had won. The dice rolls worked for me until I realized that you had rushed your launch and beat me to the punch. Drat!!! Just missed the win.

## **Dog Days**

### **Epoch V Sung Dynasty, Seljuk Turks, and Mongols**

#### **Deadline for Epoch VI Empire Selection: 8/7 Tuesday**

**Amorphous, Cadaverous, and Nebulous** (Reynolds) Plays Disaster in *Eastern Ghats* (Monument destroyed and Capital reduced to city). **SUNG DYNASTY:** Plays Weaponry. Army and Capital *Szechwan* (T'ang army retreats to *Yangtse Kian*), army *Mekong* (vs. Mauryans; S: 2+1, 1+1; M: 6, 1; loses), *Mekong* (vs. Mauryans; S: 5+1, 4+1; M: 4, 1; wins), fleet *South China Sea* (vs. Kibbles and Bits; ACN: 3+1, 1+1; KB: 4; CAN: 2+1, 1+1; KB: 1; wins), army *Wei River* (vs. T'ang Dynasty; S: 4+1, 2+1; T: 5; S: 2+1, 1+1; T: 5; loses), *Wei River* (vs. T'ang Dynasty; S: 2+1, 2+1; T: 1; wins), *Tarim Basin* (vs. Franks; S: 6+1, 2+1; F: 1; wins), *Yangtse Kian* (vs. T'ang Dynasty; S: 3+1, 2+1; T: 2; S: 6+1, 4+1; T: 3; wins, Capital reduced to city), *Great Plain of China* (vs. Fujiwara; S: 5+1, 1+1; F: 5; wins). Points: Dominance in China (6) and Southeast Asia (4), Presence in India (3), Southern Europe (3), and Northern Europe (2), 1 Capital (2), 2 cities (2), 1 Sea (1), and 3 Monuments (3) for 26 points. SELJUK TURKS are absent.

**Royal Manticoran Historical Society** (Wilson) **MONGOLS:** Plays Fanaticism. Army *Mongolia* (Hsuing-nu army destroyed), *Manchurian Plain*,

*Korean Peninsula*, fleet *Sea of Japan* (vs. The Triffids; RMHS: 6, 1; T: 4; wins), army *Honshu* (vs. Fujiwara; M: 4, 1; F: 4; wins, Capital reduced to city), *Great Plain of China* (vs. Sung Dynasty; M: 5, 1; S: 3, 1; wins), *Chekiang* (vs. T'ang Dynasty; M: 6, 5; T: 3; wins), *Yangtse Kian* (vs. Sung Dynasty; M: 4, 3; S: 5; loses), *Yangtse Kian* (vs. Sung Dynasty; M: 4, 1; S: 5; loses), *Yangtse Kian* (vs. Sung Dynasty; M: 5, 2; S: 3; wins, city eliminated), *Yellow River* (vs. T'ang Dynasty; M: 6, 1; T: 6; wins), *Wei River* (vs. Sung Dynasty; M: 3, 3; S: 4; loses), *Wei River* (vs. Sung Dynasty; M: 6, 3; S: 4; wins), *Tarim Basin* (vs. Sung Dynasty; M: 4, 4; S: 3; wins), *Si-Kyang* (vs. T'ang Dynasty; M: 3; 1; T: 5; loses), *Si-Kyang* (vs. T'ang Dynasty; M: 5, 2; T: 4; wins), *Szechwan* (vs. Sung Dynasty; M: 1, 1; S: 6; loses), *Szechwan* (vs. Sung Dynasty; M: 6, 1; S: 6; wins, Capital reduced to city), *Irrawaddy* (vs. Guptas; M: 4, 4; G: 5, 4; loses), *Irrawaddy* (vs. Guptas; M: 3, 2; G: 6, 3; loses). Builds Monument *Szechwan*. Points: Control of China (9), Dominance Middle East (4), Presence in North Africa (2), India (3), Northern Europe (3), and Eurasia (1), 3 cities (3), 2 Seas (2), and 8 Monuments (8) for 35 points.

## Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	36	99
Andy Lewis	Gaming Through the Ages (Purple)	41	105
Caleb Cousins	Peoples who Need Peoples (Red)	47	105
Chris Geggus	The Triffids (Green)	49	98
Ward Narhi	Kibbles and Bits (Orange)	54	104
Kevin Wilson	Royal Manticoran Historical Society (Blue)	63	98

### Notes

There were a couple of mistakes in the last couple of turns. The first was that the ownership of Ganges Delta and Ganges Valley was incorrect in the Final Positions listing below. That has been corrected. The second was the fact that I was awarding 3 victory points for the Middle East instead of 2. The scores above have been corrected to reflect that.

### Final Positions

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

**Amorphous, Cadaverous, and Nebulous.** Fleet *South China Sea*. REBELLION: Army *Ceylon*. CELTS: Three armies, fort, and Monument *Albion*, army and fort *Ireland*, army *Central Massif*. SOUTHERN IBERIAN KINGDOM: Army, fort, and city *Southern Iberia*. GUPTAS: Two armies *Irrawaddy*, and army *Sumatra*. SUNG DYNASTY: Army *Mekong*.

**The Triffids.** MINOANS: Army and fort *Western Anatolia*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. HUNS: Armies *Eastern Anatolia* and *Caucuses*. HOLY ROMAN EMPIRE: Army, Capital, and Monument *Central Europe*, army and Monument *Southern Apennines* and *Northern Gaul*, armies *Dalmatia* and *Northern Apennines*.

**Peoples Who Need Peoples.** Fleets *Eastern Mediterranean*, *Black Sea*, *North Sea*, and *Atlantic Ocean*. PERSIA: Army *Turanian Plain*. HSUING-NU: Army *North European Plain*. ANGLO-SAXONS: Armies *Baltic Seaboard* and *Western Gaul*. BYZANTINES: Army and Capital *Balkans*, armies *Shatts Plateau*, and *Libya*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. CRUSADERS: Army, city, and fort *Palestine*, army, city, and Monument *Arabian Peninsula*. VIKINGS: Armies *Scandinavia*, *Lower Rhine*, and *Deep South*.

**Royal Manticoran Historical Society.** Fleets *Red Sea* and *Sea of Japan*. SCOTTS: Army, city, and fort *Highlands*. ARABS: Army and Monument *Nubia*, *Levant*, *Upper Tigris*, *Zagros*, and *Persian Plateau*, armies *Nile Delta*, *Ganges Valley*, and *Hindu Kush*. MONGOLS: Army, city, and Monument *Szechwan*, army and city *Honshu*, army and Monument *Yangtse Kian* and *Great Plain of China*, armies *Mongolia*, *Manchurian Plain*, *Korean Peninsula*, *Yellow River*, *Chekiang*, *Wei River*, *Tarim Basin*, and *Si-Kyang*.

**Kibbles and Bits** Fleet *Bay of Bengal*. ROMANS: Two armies *Western Iberia*, armies *Pyrenees* and *Middle Tigris*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. T'ANG DYNASTY: Army *East Indies*. CHOLA: Army and Monument *Ganges Delta* and *Upper Indus*, army and city *Eastern Deccan* and *Eastern Ghats*, armies *Western Deccan* and *Western Ghats*.

**Gaming Through the Ages** Fleet *Western Mediterranean*. NILE KINGDOM: Army, city, and fort *Upper Nile*. MAYANS: Two armies and a Capital *Central America*. MAURYANS: Armies *Lower Indus*, and *Persian Salt Desert*. GOTHS: Army and Monument *Morea*, army and city *Crete*, two armies *Pindus*, army *Danubia*. FRANKS: Armies *Dnepr*, *Western Steppe*, and *Eastern Steppe*.

### Event Cards

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## Epoch VI Empire Draw

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## Ferriis

### End of Game Statements

**Ward Narhi** I've lost at Settlers a lot but have learned that when I lose it is to people who build lots of settlements. I got real lucky midway through the game as the die rolls really favored me and from that point on it was easy. One problem with Settlers is if someone gets ahead early it is hard to stop them from winning.

**Paul Bolduc** Inherited a lousy position (2,4,6 & 3,6,W villages). Couldn't do squat with it. Mercifully, it's over.

**Kevin Wilson** A 7 just didn't come fast enough to take some cards from Ward. He let his supplies build up, a potentially risky move, but it paid off. I was doing my best to get to 10 before him but my trade offers were rejected. 16 cards going

into the turn and 8 more during the turn and boom, it was all over. Chris saw the risk and moved the R to the M10 but it wasn't enough. I was hoping to get past Ward's turn, build a settlement and see if I could lucky before him on the next round. It wasn't to be. Congrats to Ward on taking the risk and having it pay off.

**Bill Scharf** The Dice Gods were against me this game. No brick access cost me in the beginning...poor rolls for timber (8), ore (9), and wool (5) finished me off. Fortunately this isn't the type of game subject to much analysis...the best strategy will come up empty if your numbers aren't rolled...

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## Canes Venatici

### Turn 10

### Deadline for Turn 11: 8/7 Tuesday

#### Commander Actions

**SUPERB** (Lowrey) opens bidding on the Orbital Lab at 50 and gets it (Or1, Wa6, Wa7, Wa8, Ti8, Ti8, Ti12)

**Mystery Machine 2** (Lewis) opens bidding on Ecoplants at 30 and gets it (MWa)

**S.A.R.A.** (Cousins) buys a titanium factory (Wa5, Ti9, Mi17) and a population factor (Or3, Wa7)

**HBDC V** (Wilson) buys a research factory (Wa8, Wa8, Re14) and moves a population factor from an ore factory to man it.

**Miller's** (Scharf) buys a new chemicals factory (Or5, Wa5, Wa8, Wa9, Re15, Mi18) and a population factor (Wa10)

**BarterTown V** (York) buys a titanium factory (Wa5, Wa6, Ti7, Ti12) and a population factor (Or2, Or2, Wa6)

**2113 Corporation** (Cain) opens the bidding on a Laboratory at 81 and gets it (Wa9, MWa, Ti10, Mi16, Mi16). Moves a population factor from a water factory to man the research factory.

S.O.B.  
*The Players*

	Outpost Name	Commander	Factories	Upgrades	VP
1	Mystery Machine 2	Andy Lewis	<b>OrF, OrF, WaF, WaF, WaF, WaF</b>	HE, 2No, Wa, 2Ec	22
2	SUPERB	Michael Lowrey	<b>OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE, Ec, OL	22
3	S.A.R.A.	Caleb Cousins	<b>OrF, OrF, WaF, WaF, TiF, TiF, TiF</b>	HE, No, Wa, OL	17
4	2113 Corporation	Dennis Cain	OrF, OrF, WaF, <b>WaF, WaF, WaF, TiF, ReF</b>	HE, OL, La	16
5	Miller's	Bill Scharf	OrF, <b>OrF, WaF, WaF, WaF, WaF, NCF</b>	2DL, Wa, OL, Sc	16
6	HBDC V	Kevin Wilson	OrF, OrF, <b>WaF, WaF, WaF, ReF, ReF</b>	Wa, 3DL, La	15
7	BarterTown V	Andy York	<b>OrF, OrF, WaF, WaF, TiF, TiF, TiF</b>	HE, No	13

SUPERB is Space Urchin Planetary Evaluation and Recovery Board. HBDC V is Heavenly Bodies Development Company V. S.A.R.A. is Supremely Arrogant Republican A@#\$^&\*!

**Available Upgrades**

New Arrivals: 2 Scientists and an Orbital Lab

Upgrade	Minimum Bid	Available	TBD
Warehouse (Wa)	25	1	0
Heavy Equipment (HE)	30	0	0
Nodule (No)	25	0	0
Scientists (Sc)	40	2	2
Orbital Lab (OL)	50	1	0
Robots (Ro)	50	1	4

Upgrade	Minimum Bid	Available	TBD
Laboratory (La)	80	0	3
Ecoplants (Ec)	30	2	0
Outpost (Ou)	100	0	5

Your Production Cards:

Mystery Machine 2 took a Mega Water card.

**Dog Tired**

**Turn 4 Funeral Commission through Parade**  
**Turn 5 Cure through Health due: 8/7 Tuesday**

Health

Reagan Elected resolution: RE declares 3 IP on I. ORRP declares 6 IP on I and 3 IP on C. FBI declares 2 IP on C. TCC declares 4 IP on C. IP plays Chinese Mass on Border (38). Each player must discard one Intrigue card and draw another. The player who played this card may draw two cards and discard any in excess of the limit. Please include your discards with you next set of orders. IP drew \_\_\_\_\_

\_\_\_\_\_. HLS declare 4 IP on H.

Funeral Commission

No activity.

Replacement

Petr Niewitko promotes Nikolai Shootemdedsky to KGB Head and Lech Schukrotoff to Defense Minister. Petr ages to 94. Alexej Goferbok promotes by age to Foreign Minister. Petr Niewitko promotes Viktor Wasolin to Ideology Minister and ages to 95. HLS declares 10 IP on Wasolin. Alexej Goferbok promotes M to Candidate and ages to 75. Eduard Boremtodev (K) promotes by age to Industry Minister and Boris Karrienko (N) promotes by age to Economy Minister. Viktor promotes L and S to Candidates, aging to 52.

Rehabilitation

TCC declares 1 IP on K and rehabilitates J, aging to 71.

Parade

Petr Niewitko attempts to wave (dr = 10) and fails. He ages to 97, forcing him into retirement.

Press

**IP to GM:** I think I've spotted the problem. Health rolls should be made with a 20 sided die, not a six sider!

Politburo

Office	Politician	Condition	Influence
Party Chief			

Office	Politician	Condition	Influence
KGB Head	Nikolai Shootemdedsky (H)	70 ? +	5 (HLS), 1 (FBI)
Foreign	Alexej Goferbok (C)	75 ++	3 (ORRP), 2 (FBI), 4 (TCC)
Defense	Lech Schukrutoff (B)	76 + (weak)	1 (ORRP), 3 (FBI)
Ideology	Viktor Wasolin (Z)	52	10 (HLS)
Industry	Eduard Boremtodev (K)	71	1 (TCC)
Economy	Boris Karrienko (N)	63	
Sport	Antonj Mischif (I)	69 ?	3 (RE), 6 (ORRP)

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

**Candidates:** L (++) , O, P, M, S

**People:** G, J, R, U, V, W, Y

**Siberia:**

**Kremlin Wall:** A, Q, F, E, T, X

**Dacha on the Black Sea:** D

Your cards: \_\_\_\_\_

\_\_\_\_\_

Your undeclared influence: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Players

- Joe Carl                      Reform Expansionists
- Kevin Wilson              October Revolution Reform Party
- Chris Geggus              Floridian Ballot Investigators
- Mike Scott                 The California Connection
- Bill Scharf                 Ideological Purists
- Pasquale Giovine         Hard Line Stalinists
- HLS have one wave.



# Hounds of Tindalos

Turn 6

Turn 7 due: 8/7 Tuesday

## Planning

**English** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.  
**French** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**Portuguese** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.  
**Spanish** maintain 2 ships (\$8), buy 5 ships (\$60) and 6 soldiers (\$60) for \$128.  
 Two ships declare pirate against the French.

## Outbound Naval Movement

**English** Moves to M. Dice: 5, 5, 6, 6. No losses  
**French** Moves to N. Dice: 1, 1, 5, 6. Loses 2 colonists and 1 soldier.  
**Portuguese** Moves to X. Dice: 1, 1, 3, 4, 5. Loses 2 soldiers and 1 colonist.  
**Spanish** Moves to H. Dice: 2, 3, 3. No losses.

## Mining

**English** mine 1 gold in L, **French** loot 2 gold from the city in N which depletes, and the **Spanish** loot 3 gold from the city in K.

## Discovery

None.

## Land Movement

**Spanish** 3 gold bars from K to anchorage dot, move 2 soldiers from H to G (it's a climate 2 area with a site, a x4 city and 8 natives), moves 1 colonist from H to K, move 4 colonists and 6 soldiers from anchorage dot to H.  
**Portuguese** move 4 soldiers and 3 colonists from anchorage dot to X.  
**English** moves 1 gold bar from L to M, 1 soldier from F to G, 1 soldier from I to F, 2 colonists and 4 soldiers from L to I, 2 colonists and 3 soldiers from M to L, and 4 soldiers and 4 colonists from fleet to M.  
**French** moves 2 gold bars from N to fleet, 3 colonists and 2 soldiers from N to P, 1 soldier in P prospects, moves 3 soldiers and 2 colonists from anchorage dot to N.

## Native Combat

**Spanish:** 1 soldier and 1 native killed in G. **Portuguese:** 2 natives killed in X.  
**English:** 1 native killed in F.

## Native Uprisings

Climate is a 1. No uprisings.

## Survival

Climate is a 6. No losses.

## Political Control

**Spanish** gain political control in H.

## Homebound Naval Movement

**Spanish:** Moves to K: Dice: 4. No losses, picks up gold. Moves to N. Dice: 5, 6. No losses, attacks French fleet, no losses on either side. Dice: 2, 4, 4, 5. No losses.  
**Portuguese:** Dice: 1, 2, 3, 4, 6. Loses 2 ships.

**English:** Dice: 2, 2, 4, 6. No losses.

**French:** Dice: 2, 4, 4, 6. No losses.

## Income

**Spanish:** Political Control: \$90, resources: \$22, gold: \$120.

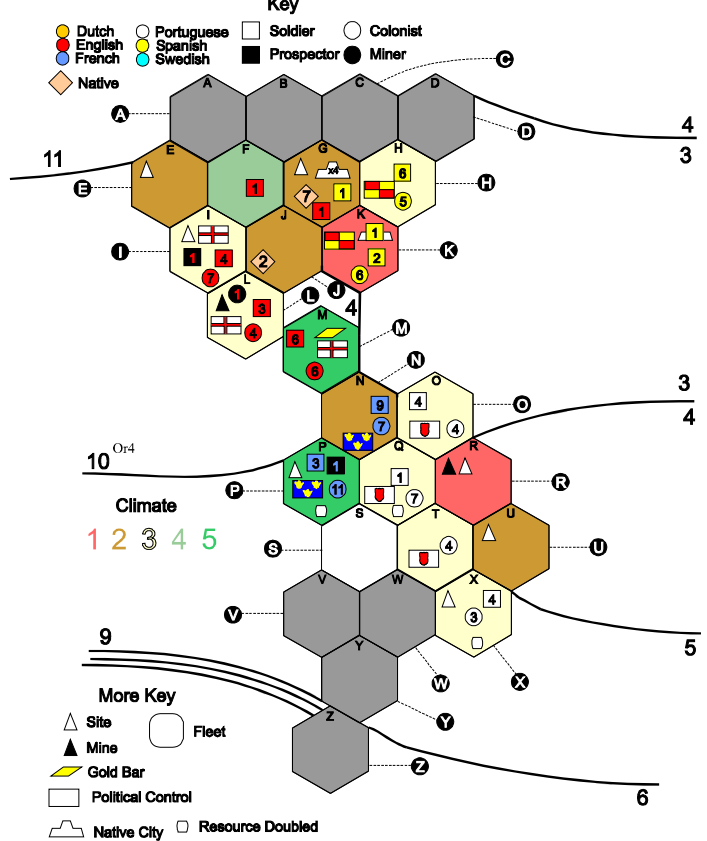
**Portuguese:** Political Control: \$120, resources: \$56.

**English:** Political Control: \$120, resources: \$34.

**French:** Political Control: \$90, resources: \$58, gold: \$80.

## Turn 7 Initiative

French, Spanish, English, Portuguese



Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	\$301	7	4	4
French	Bill Scharf	\$509	10	4	4
Portugese	Bob Robles	\$312	7	3	4
Spanish	Dennis Cain	\$298	11	7	4

# Hyena

Turns 2.2 to 3.2

Deadline for Turns 3.3 to 4.3: 8/7 Tuesday

## Turn 2

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 4 5**  
**Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10 – B10**  
**– R – B – Rainfall(o) – Rainfall(s).**

Pays \$20 in penalties. Discovers Shenna (from the cup: Mulch Wine at 3, Psychotic Sculpture at 10, Fare to Base at 10 (\$150), and Impossible Furniture at 8). Trades in IOU plus \$10 to buy Shenna Factory.

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 3 4 5**  
 A - NC4 - R - Y - R - A - R - Minion(o) - Minion(s).  
**Discovers Whynoms (from the cup: Fare from 9b to 5 (\$110), Designer Genes at 9a, Demand for Dust at 5, and Servo-Mechanism at 7b).**

**4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 4**  
**Cobble Port (s) - Cobble Port (o) - R - Y - B - R - B - Y - B - R - B - Goliath(o) - Goliath(s).**  
 Discovers Nillis (from the cup: Chicle Liquor at 7a, Demand for Grease at 7b, Melf Pelts at 5, and Finest Dust at 4a). Buys a Shield for \$60.

Turn 3

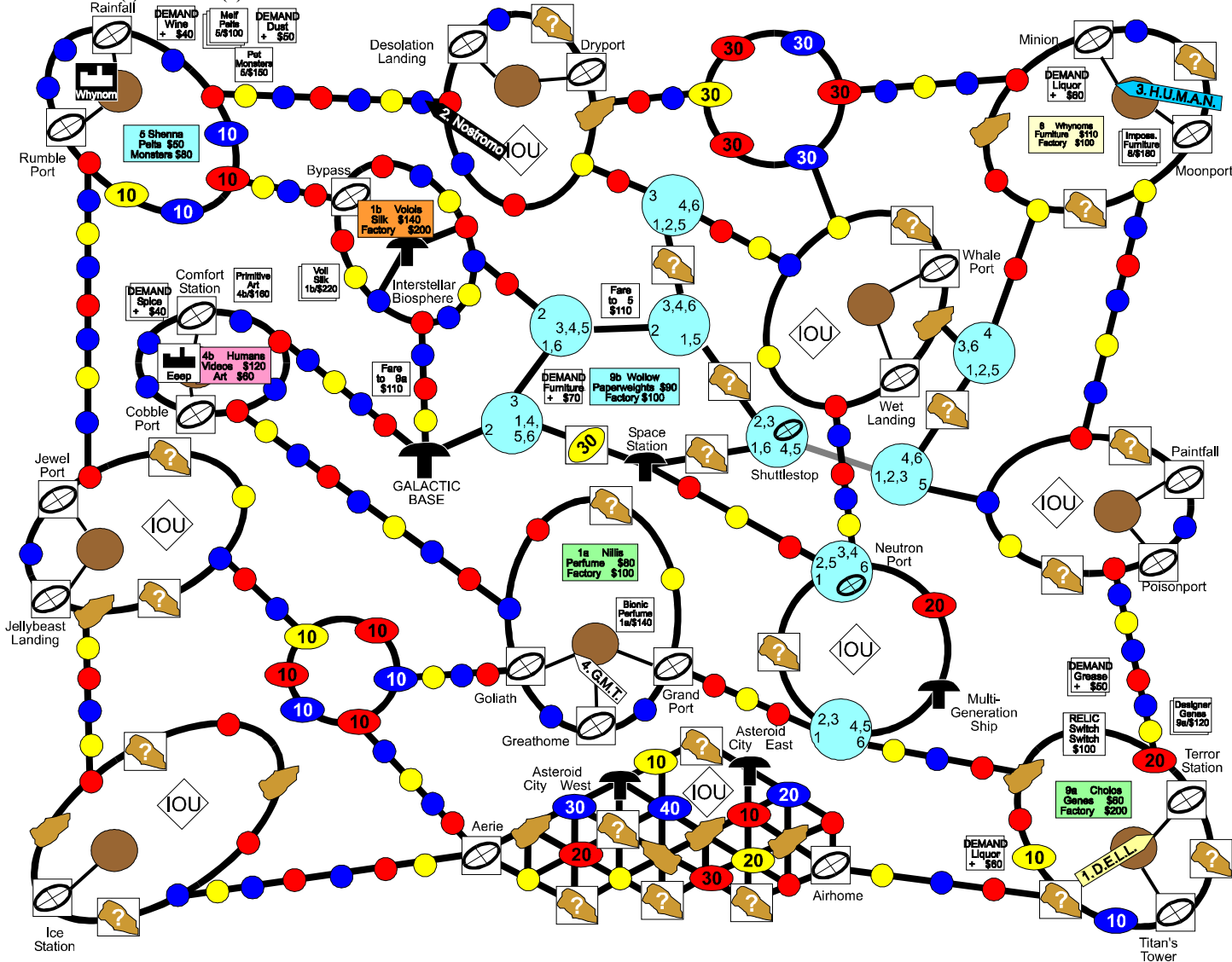
**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 4**

**R - A - ? (Switch Switch relic) - R20 - Terror Station(o) - Terror Station(s).**

Pays \$20 in penalties. Discovers Cholos (from the cup: Finest Dust at 4a, Designer Genes at 9a, Fare to 10 at 2 (\$120), and Finest Dust at 4a). Trades IOU for Designer Genes.

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 2 4 4**

**Rainfall(s) - Rainfall(o) - B - R - Y - B - R - B - Y - B.**



Goods and Demands:

- 1a (Nillis):** 1 Bionic Perfume
- 1b (Volois):** 2 Voll Silk
- 2 (Graw):** Demand for Designer Genes (+\$40), 2 Space Spice, Fare to 10 (\$120)
- 3 (Niks):** 4 Mulch Wine
- 4a (Dell):** 4 Finest Dust
- 4b (Humans):** 2 Demand for Space Spice (+\$40), Primitive Art

- 5 (Shenna):** 1 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 1 Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx):** 2 Immortal Grease
- 7a (Zum):** 2 Demand for Finest Dust (+\$50), 2 Chicle Liquor
- 7b (Eeepeep):** 2 Servo-Mechanism, 1 Demand for Finest Dust (+\$50), 2 Demand for Immortal Grease (+\$50)

- 8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60), 2 Impossible Furniture
- 9a (Chola):** 2 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)
- 9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)
- 10 (Qossuth):** 1 Psychotic Sculpture, Fare to Base (\$150)
- Base:** Fare to 9a (\$110)

<b>1. D.E.L.L. \$14</b> Scow Scout 4: 1 1 2 5 (Use 2) Hold1 Hold2 Hull Designer Genes 9a/\$120 9b \$90	<b>2. Nostromo \$50</b> Fast Scout 4: 1 6 (Double 1) Hold1 Hold2 Hull Voll Silk 1b/\$220 Shenna \$100	<b>3. H.U.M.A.N. \$70</b> Normal Scout 3: 1 1 1 // 4: 2 5 6 Hold1 Hold2 Hull 8 \$80	<b>4. Go for the Money Time \$30</b> Rocket Scout 3: 1 3 (Use 1 + 4) Hold1 Hold2 Hull 7a \$90 Shield (\$60) Humans \$100
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### Dog Show

#### Initial Bids

**Deadline for Initial Token Purchase and Turn 1, Phases 1 through 3: 8/7 Tuesday**

#### Initial Bids

Dennis Cain bids \$5, chooses London  
 Bob Robles bids \$2, chooses Barcelona  
 Paul Bolduc bids \$1, chooses Venice

Ward Narhi bids \$0, chooses Genoa  
 Caleb Cousins bids \$0, gets Paris

#### The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	0		\$40		0		
Ward Narhi	Genoa	0		\$40		0		
Paul Bolduc	Venice	0		\$39		0		
Bob Robles	Barcelona	0		\$38		0		
Dennis Cain	London	0		\$35		0		

Players are listed in tie breaking order.

#### Cards

Your initial card is: \_\_\_\_\_

#### Commodity Log

Commodity	Ward	Bob	Paul	Caleb	Dennis
Stone (2)	--	--	--	1	--
Wool (3)	--	--	--	--	1
Timber (4)	--	--	--	--	--
Grain (5)	--	--	--	--	--

Commodity	Ward	Bob	Paul	Caleb	Dennis
Cloth (6)	1	--	1	--	--
Wine (7)	--	1	--	--	--
Metal (8)	--	--	--	--	--
Fur (9)	--	--	--	--	--
Silk (10)	--	--	--	--	--
Spice (11)	--	--	--	--	--
Gold (12)	--	--	--	--	--
Ivory (12)	--	--	--	--	--

### Wolfhound

#### Gamestart

**Deadline for First Build Round: 8/7 Tuesday**

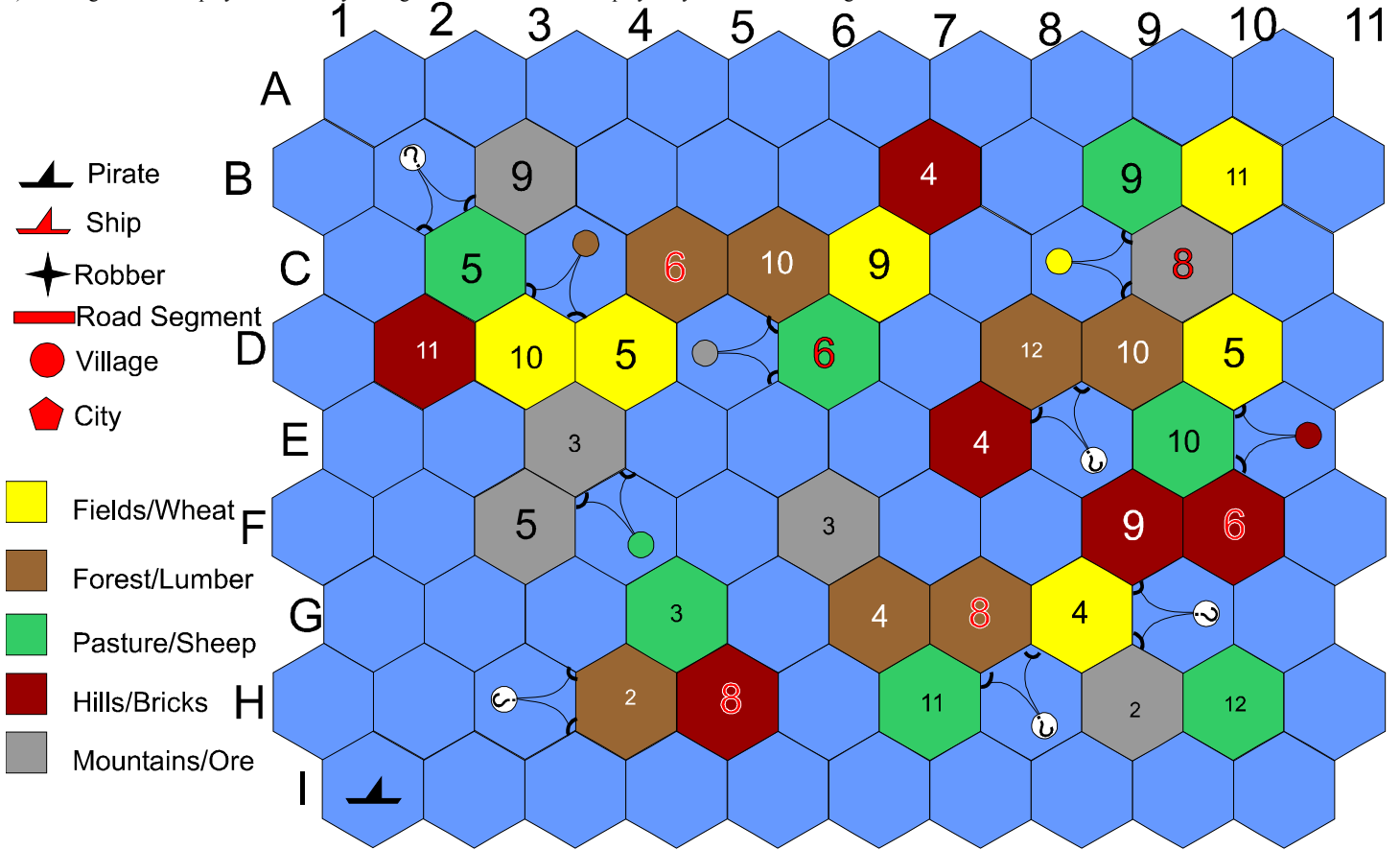
#### The Players

Player	Color	Development Cards	VP
Kevin Wilson	?		
Joe Carl	?		
Phil Reynolds	?		
Brendan Whyte	?		
Tom Howell	?		
Ward Narhi	?		

#### Notes

- 1) All standard rules apply except as modified below.
- 2) Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.
- 3) In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).
- 4) The following rules cover the orders each player should submit and the activities of the GM:
  - A) **Raw Material Production:** The GM will publish the dice rolls of all players for the next turn.
  - B) **Trade:** Each player may specify any trades they wish within the rules. Standing trade offers may be given.
  - C) **Building:** Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.

- D) **Play Development Card:** If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specify a first and second choice in the event that the Robber was moved in a prior turn.
- 5) The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.
- 6) The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).
- 7) The winner is the first player to gain 12 victory points.
- 8) The game will be played exclusively through *S.O.B.* and will not be played by flier. There is no game fee.



**Trivia Quiz**

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and 1/2 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. A man wanted to construct an important building and he received offers from 100 builders, who each presented their qualifications and claimed to be the best builder around. How did he eventually choose between them?

A1. He asked each builder to nominate an alternate in case the builder could not take the contract. He chose the builder most often nominated as backup.

Bob Robles, Caleb Cousins, and Andy York all receive 1/2 point.

Q2. The doorman at an exclusive club says one word to each prospective entrant. If the entrant answers correctly he is allowed to enter; otherwise he is rejected. A hopeful non-member observed carefully as a member approached. The doorman said, "Twelve." The member replied, "Six." A second member came up. The doorman said, "Six." The member replied, "Three." The man now decided that this was easy and stepped forward. The doorman said, "Ten." The man replied, "Five." The doorman angrily kicked him out. What should he have said?

A2. The correct answer to "Ten" is "Three." The code is the number of letters in the first word.

Bill Scharf, Dennis Cain, Joe Carl, Ward Narhi, and Andy York each receive 1/2 point.

Q3. A man uses a stick to strike part of an elephant and after a few seconds, it disappears. The man is a lot richer. Why?

A3. The man is playing billiards (or snooker or pool) with balls made of ivory. By pocketing the ball with his cue, he wins the match.

Bill Scharf receives 2 points.

Q4. A man walked alone for days across the desert. He did not take water or any kind of drink with him. He did not find water. How did he survive?

A4. It was a very cold desert. He survived by eating snow or ice.

Caleb Cousins receives 2 points.

Q5. King Arthur gave one of the knights of the Round Table a bottomless metal container in which for many years he kept flesh and blood. What was it?

A5. A ring.

Joe Carl receives 2 points.

### Current Scores

Chris Geggus	76	Andy York	63½	Paul Bolduc	56½
Caleb Cousins	55½	Bill Scharf	55½	Dennis Cain	48
Joe Carl	46	Brendan Whyte	42	Andy Lewis	33½
Ward Narhi	30½	Steve Koehler	29	Bob Robles	26
Tom Howell	20	Brad Martin	16	Kevin Wilson	8
Sean Cousins	7	Sigourney Street	½		

No free issues awarded this time.

### New Questions

#### Topic: Brain Teasers

1. Because he had a piece of candy in his pocket, a man invented something that is found in most modern kitchens. What is it?
2. Why were a group of grown men running around asking each other who was Mickey Mouse's girlfriend?

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### Pedagoguery

By cosmological decade 100, the last of the black hole has evaporated away, leaving a very dark universe indeed. This universe is very close to the "heat death" whereby the temperature everywhere is pretty much the same, meaning that very little of interest can happen. This is the Dark Era.

What elementary particles remain in the Dark Era. The short answer is not much. Primarily photons and neutrinos, with a scattering of electrons and positrons, and the possibility of some dark matter particles that escaped annihilation during the Degenerate Era. Positrons would come primarily from the decay of protons during the Degenerate Era. Most such protons would be bound in the confines of degenerate matter, and so the resultant positrons would quickly find an electron to annihilate with. The net result is that most of that matter would end up as photons and neutrinos. However, star formation is not 100 percent efficient, and there would be diffuse hydrogen gas left over. When those protons decayed, the resulting positrons would likely survive until the Dark Era.

How common would these positrons be? Well, if we take the average proton density in the universe of one proton per cubic meter, assume that only one percent of these would survive as diffuse gas, and further assume that the universe expanded by a factor of  $10^{60}$  during the intervening time (the factor you would expect if we lived in a matter-dominated, flat universe), this would result in one positron per  $10^{182}$  cubic meters. This is a staggeringly huge number. The observable universe today only comprises about  $10^{78}$  cubic meters, so we are talking about one positron in a volume of space  $10^{104}$  times larger than the observable universe today. This number becomes even larger if the universe is not matter dominated, or if the cosmological constant is not zero.

The various radiation backgrounds of the universe will also be highly diffused. Radiation not only has to contend with being spread over a larger and larger volume as the universe expands, but it gets redshifted by the expanding universe as well. There are several radiation backgrounds that the universe will produce as time goes on. The first is the big bang radiation. Currently, this has a characteristic wavelength of one to two millimeters. By the start of the Dark Era, it will have been stretched to a characteristic wavelength of at least  $10^{41}$  light years. By the 12<sup>th</sup> cosmological decade, the radiation field produced by starlight will dominate over the big bang radiation field. Produced mainly by red dwarf stars, this will start with a characteristic wavelength of about one micron, or a thousandth of a millimeter. By the start of the Dark Era, it will have a

3. A farmer wins first prize for his wheat every year in an agricultural show in stiff competition with his neighboring farmers. However, after the show is over, he sends each of his fellow competitors a bag of his best wheat seed. Why?

4. One morning a woman wrote the same note to three different people. The first was a bank robber, who laughed at the note and threw it away. The second was a Bolivian, who also threw the note away. The third was a priest, who was very sad to receive the note. What was happening?

5. A man fires a bullet from a gun and another man catches the bullet with his bare hands. The bullet does not touch anything (except air, of course) from the gun to the hand. The second man is uninjured. How does he do it? (There are two good solutions to this problem. I will award a bonus point to those who can come up with both.)

characteristic wavelength of  $10^{37}$  light years. The annihilation of dark matter in white dwarves will produce the third major radiation field. This field will dominate by cosmological decade 17 and will have a characteristic wavelength of about 50 microns. By cosmological decade 31, the radiation field resulting from the decay of protons will dominate with a characteristic wavelength of about two to three centimeters. Finally, the evaporation of black holes provides the fifth and final radiation field, which dominates by the 60<sup>th</sup> cosmological decade and has a characteristic wavelength of billions of kilometers. All of these radiation fields will have been stretched to characteristic wavelengths measured in billions of light years at least by the Dark Era.

The only thing during this era that even remotely resembles chemistry of today is positronium. Positronium is a pseudo-atom composed of one electron and one positron. It is analogous to hydrogen, but differs in a number of particulars. The two most important are the fact that the positron is 2000 times lighter than a proton and that the positron and electron can annihilate with one another. This means that positronium is inherently unstable. Positronium starts forming around the 71<sup>st</sup> cosmological decade. However the "atoms" are so large that it takes 145 cosmological decades for it to decay. The question of whether complex positronium chemistry can evolve in that time is an open one.

Perhaps the most speculative supposition regarding the far future is the possibility of a "phase transition." The universe has already undergone several phase transitions; the phase transition where gravity became a separate force and the phase transition that resulted in inflation being the two most critical. Given the extremely long span of time involved, if there is the slightest chance of another such phase transition, it will eventually happen. The result would be the complete destruction of everything we know. Within the phase transition would be a universe where the physical constants would be different from what they are now. The strengths and number of fundamental forces would be different, as would the types and numbers of elementary particles. So, while this would be the end of the universe as we know it, it would also represent a new beginning.

This concludes this series of columns. All of these columns used the book *The Five Ages of the Universe* by Fred Adams and Greg Laughlin as inspiration material. I would highly recommend this book to anyone who wants a more detailed look at this subject.

Next issue, I will begin a discussion of the missing matter and energy of the universe.

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

## Standby Calls

None this issue.