

Notes from Hades

**A**s I mentioned in last issue, Celeste and I have been going through some IVF (that is, *in vitro* fertilization) treatments. The first time was last December, and the net result was 14 embryos. We implanted 5 and froze the remaining 9. Nothing happened. We then unfroze the 9. Seven of nine (the number, not the former borg from *ST:Voyager*) survived, and we implanted all seven. Once again, nothing. So, we took a couple of months off before trying again. Our second full attempt started at the end of June. This time, we got only 9 embryos, but these seemed to be better quality than the first batch. After two days, they had outgrown where the first batch had been after three days. (Incidentally, it's kind of weird to see embryos at that stage – they look like clusters of soap bubbles.) We had originally intended to implant 7, but the doctor told us that there was little point in freezing the remaining two, since those were the weakest of the batch (only 2 cells apiece, all the rest were either 4- or 5-cell embryos) the chances of them surviving the freezing process were slim. So, we decided to implant all nine. That was on July 12. Then came the waiting. It would take about two weeks before we would know if it worked this time. As it turned out, we found out a little early. On the evening of the 23<sup>rd</sup>, Celeste had some unusual cramps, so she called the doctor, and we were instructed to go into the office the next morning for a blood test and ultrasound. The blood test turned up positive. It was a happy coincidence that the 24<sup>th</sup> happened to be my birthday as well. Which brings us to today (August 9<sup>th</sup>). Today, we had another ultrasound, and we now know that she is carrying twins. At six weeks, they are still tiny (only about 3mm long) but you can still their hearts beating. Quite incredible, when you think about it.

Now, all this is big news, but I want to reassure you that I intend to keep on with *S.O.B.* just like usual, or at least as much as I can get away with. Celeste is due sometime in March (it's harder to judge the due date with twins, but it's usually about a month less than normal), so things might get a bit hectic at that time. I'll adjust as needed, but I have no intention of folding as long as there are players willing to play here.

This issue's deadline to **Tuesday, September 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

**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.

**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, Phil Reynolds, and Andy Lewis, need 3 more.

**New World.** This will start after Hounds of Tindalos ends. Have Andy York and Andy Lewis, will take up to 4 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:

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 Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

**Chris Geggus**

Hope all is well. Good luck with the treatment. Although it's still early days I'm seriously thinking about Baltimore next year with the whole family. I think the hotel is just about adequate to keep them occupied for a week, although the boys will be gaming - it's the wife who needs to be kept happy! As we own a time-share in Spain I will do an exchange for a week as well so we do 1 week in Baltimore at the hotel and then a week somewhere else to relax and chill out in a bit of luxury. Whilst the wife and boys would gladly do 3 or even 4 weeks in

your fair country, my company won't allow me anything over 14 days unfortunately. I'll be watching the web site to keep up to date on what is happening about the WBC.

*[The treatment worked! Celeste is pregnant, but at this time, we don't know with how many. We'll know more in a couple of weeks.]*

Oh my God! You don't know how many!!!! However many it may turn out to be, may I be the first Briton to congratulate you both. Keep us all updated as things

develop. I guess the readership of SOB can go through the next nine months with you (if Celeste doesn't mind all her workings becoming public news and gossip). [Thanks for the congratulations. It is EXTREMELY unlikely that we will end up with more than twins. The early indications, based on the level of the hCG

hormone in her system is that one or two of the nine embryos implanted. In a couple of weeks when they are big enough to show up on an ultrasound, we will know for sure.]

[See Notes from Hades for the latest update.]

## Feral Dogs

### Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Spring 1467

Deadline/Summer 1468 9/11 Tuesday

The uneasy truce is shattered as the Pope empties his treasury buying off two Milanese units. Franco-Papal relations appear to be unaffected as yet, and Naples is not long for this world.

#### Winter 1466 Builds

		Treas	Cost	Rem
<b>Fra</b>	Maintain all, <u>build F Marseilles (imp., not a port)</u>	65	21	44
<b>Mil</b>	Maintain all, build A Pavia, A Cremona	91	27	64
<b>Nap</b>	Maintain all, no new builds	16	9	7
<b>Pap</b>	Maintain all, builds A Bologna, A Arezzo, A Pisa, G Florence	87	36	51

#### Expenditures

The Pope spends 18 ducats each to buy Milan A Croatia and A Treviso.

#### Orders

- France : A SWISS to Turin, A SALUZZO to Turin, F PROVENCE to Marseilles, F GENOA holds, F GULF OF LIONS to Marseilles, F Otranto to Bari, F IONIAN SEA holds
- Milan : A AUSTRIA to Tyrolea, A MILAN to Tyrolea, A MODENA supports A Cremona to Mantua, A MANTUA to Verona, A Treviso to Padua (nsu), A CARNIOLA to Slavonia, A Croatia to Slavonia (nsu), A PAVIA holds, A CREMONA to Mantua
- Naples : F Bari supports G Bari (cut, DESTROYED), G Naples holds (DESTROYED), G BARI supports F Bari
- Papacy : A Pisa to LUCCA, A Bologna to FERRARA, A Florence to BOLOGNA, A Arezzo to URBINO, A Perugia to Sienna (nsu), A Capua to ROME, A NAPLES besieges, A AQUILA supports French F Otranto to Bari, A BOSNIA to Croatia, A CROATIA to Slavonia, A TREVISO to Verona, F VENICE to Treviso, F LOWER ADRIATIC supports French F Otranto to Bari, F SALERNO supports French F Otranto (nsu), G FLORENCE convert to A

#### Notes

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

#### Press

**Real France – Papacy:** Please support me into Bari...we need to finish this game...we've all played well and deserve a share of the win.

**Real France – GM:** Chris, doesn't your "automated" Naples realize its futile at this point and vote for the draw?

**Cerberus – Real France:** First of all, I never said that Naples was automated, and whether he believes his lot is futile is entirely his decision. Secondly, two players have been voting no on the draw.

**Real France – Milan/Papacy:** Any two of us are stronger than the third...before anyone "stabs" we would do well to remember that.

**Cerberus – Real France:** Too late....

**Real France – All:** I want what do you want: if you want a triple win, I want a triple win.

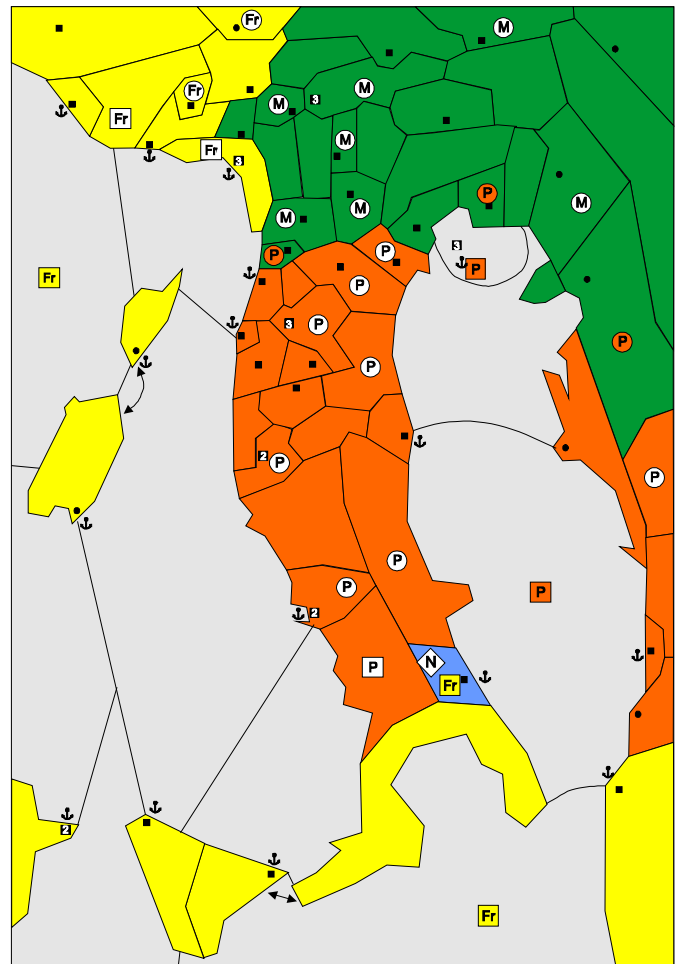
**Milan – France:** Tyrolea and Como were free, as requested, and Pavia shall retreat south, if all is good. If you are in Bari, the game shall finish early.

**Milan – Pope:** As you saw, my moves weren't for a solo win, and aren't, but were only defensive. I hope that France is in Bari finally with your support, in the case the game shall finish early.

**Papacy – All:** I have been voted for the draw, but since I have done so all along and I think France has done so as well, I'm concluding that Milan is the one not voting for it. Since I disbanded a unit of Milan's instead of attacking him, while he chooses to attack me, I must conclude Milan wants a solo. Since I have been DMZing the front and he keeps beefing it up, I must conclude Milan wants a solo.

**Papacy – Milan:** Please put some pressure on Milan to stop him from a solo. I'm going to waste most of my money this turn trying to control him. He'll be able to control way too many of units should he bribe them away from me. I hope he doesn't get a solo from inaction on your part.

#### "Feral Dogs"



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

## Citizen Dog

### Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Spring 1463

**Deadline for Summer 1463: 9/11 Tuesday**

*Venetian ducats convince a Neapolitan fleet to switch sides, allowing Venice to take three Neapolitan-controlled cities. Meanwhile, Venice and Milan trade cities and Austria may be gearing up for a conflict with Milan over France's remains.*

#### Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A Austria, A Tyrolea	33	21	12
Mil	Maintains all, builds A Pavia, A Cremona	50	27	21
Nap	Maintains all, builds A Rome	45	27	18
Ven	Maintains all, builds F Venice	45	24	21

#### Expenditures

Venice buys Naples F Gulf of Naples for 21 ducats.

#### Orders

- AUSTRIA (Robles):** A Carniola to CROATIA, A Carinthia to TRENT, A Croatia to DALMATIA, A (EM) Dalmatia to HERZEGOVINA, A Austria to TYROLEA, A Tyrolea to SWISS
- MILAN (Giovine):** A (EM) Ferrara to PADUA, A MILAN supports A Cremona to Bergamo, A Treviso supports A Ferrara to Padua (cut, DISLODGED, retreat Verona, Friuli, garrison, OTB), A BOLOGNA supports Naples A Florence to Urbino, A Provence to MARSEILLES, A Cremona to BERGAMO, A PAVIA supports A Milan, F Pisa to LIGURIAN SEA
- NAPLES (Narhi):** A Florence to URBINO, A Perugia to AREZZO, A ROME to Perugia, F Naples to TYRRHENIAN SEA, F Tunis to CENTRAL MEDITERRANEAN, F Palermo supports F Gulf of Naples to Ionian Sea (nsu, cut, DISLODGED, retreat Messina, Gulf of Naples, garrison, OTB), F OTRANTO supports F Gulf of Naples to Ionian Sea (nsu), F (EM) Gulf of Naples to Ionian Sea (nsu)
- VENICE (Scharf):** A Padua to TREVISO, A Urbino to PERUGIA, A SPOLETO supports A Urbino to Perugia, F Upper Adriatic to LOWER ADRIATIC, F Lower Adriatic to BARI, F IONIAN SEA supports F Central Mediterranean to Palermo, F Central Mediterranean to PALERMO, F VENICE supports A Padua to Treviso, F (EM) Gulf of Naples to NAPLES

#### Press

**Anon – Venice:** A friend is closer than you think....

**Naples – Milan/Austria:** Let's finish this up....

**Venice – Naples:** Well, did my press last season put you at ease? Let's bury the hatchet.

**Venice – All:** Decisions, decisions.... Way, too many variables to maximize the efficiency of your moves ... which is why this game is a lot more interesting than Diplomacy....

**Venice – Naples:** I hope we can come to terms. There is no need for us to continue fighting. I'll be making corrective moves in the next couple of turns but I want to assure you that after I finish them we will no longer need to fight.

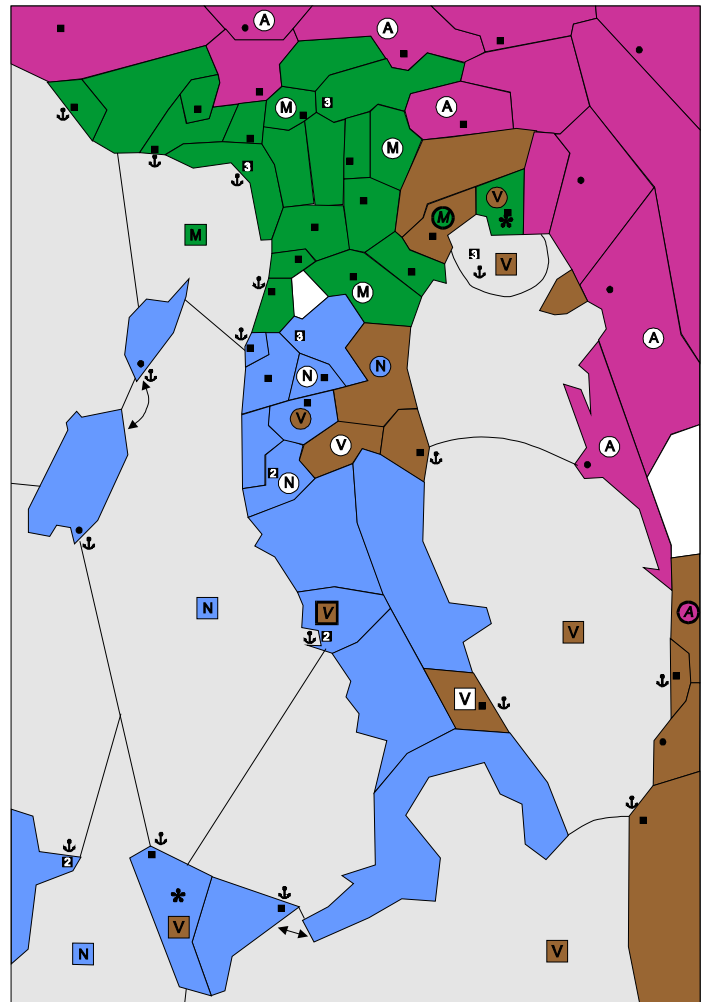
#### Spring 1463 Famine Losses

Naples F Messina (if F Palermo retreats there).

#### Summer 1463 Plague

**Poor Year –Column only:** Marseilles (Milan A destroyed), Carinthia, Ferrara, Milan (Milan A destroyed), Florence, Otranto (Naples F destroyed), Corsica

#### Citizen Dog



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

## Off the Leash

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

Deadline for Fall 1454: 9/11 Tuesday

Milan takes out a huge mortgage on the Ducal palace in order to buy off an Austrian army, and they now occupy the Austrian capital. The Pope turns his attention southward toward an unfriendly Naples. France, Florence, Venice, and the Turks quietly consolidate their positions.

#### Errata

I forgot to list the plague results for this turn with the Spring results. Fortunately, there was none.

#### Expenditures

Austria borrows 9 ducats for 2 years (14 ducats due Summer 1456) and buys the autonomous garrison at Trent for 9 ducats.

Florence borrows 6 ducats for 2 years (9 ducats due Summer 1456) and buys the autonomous garrison at Piombino for 9 ducats.

Milan borrows 19 ducats from the moneylenders for 2 years (29 ducats due Summer 1456) and buys the Austrian A Tyrolea for 18 ducats.

#### Outstanding Debt

Spring 1456: 9 ducats due from Milan

Summer 1456: 14 ducats due from Austria, 9 ducats due from Florence, 29 ducats due from Milan

#### Orders

- AUSTRIA : A CARINTHIA supports G Trent convert to A, A Slavonia to CROATIA, A Tyrolea to Milan (nsu), G TRENT convert to A
- FLORENCE : A FLORENCE supports A Sienna, A SIENNA besieges, F LUCCA besieges (imp., not a port), G PIOMBINO converts to F
- FRANCE : A SWISS supports A Turin, A TURIN besieges, F GULF OF LIONS holds
- MILAN : A Tyrolea to AUSTRIA, A Milan to TYROLEA, A Pavia to COMO, A Trent to Carinthia (DISLOADED, retreat Milan, Bergamo, OTB), A Montferrat to GENOA
- NAPLES : A AQUILA to Spoleto, A MESSINA to Piombino, F TYRRHENIAN SEA transport A Messina to Piombino, F Bari to LOWER ADRIATIC
- PAPACY : A Mantua to MODENA, A PERUGIA to Spoleto, A Patrimony to ROME, F Urbino to ANCONA
- TURKS : A RAGUSA besieges, F DURAZZO to ALBANIA, F Western Mediterranean to SARDINIA
- VENICE : A VERONA supports A Ferrara, A FERRARA besieges, F Upper Adriatic to DALMATIA, F Venice to UPPER ADRIATIC

#### Press

**Firenze – France:** Obviously I have no interest in Corsica, but you might need to discuss it with my pal Naples. We might need to talk about Genoa at some point...I just hope to survive that long.

**Firenze – Milan:** I liked the move you made so much I copied it! Looks like you will have your hands full with France and Austria. You have nothing to fear from me.

**Firenze – Naples:** Depending on what the Pope did, you might have that help against him. Keep on bopping Rome and he won't be able to do much.

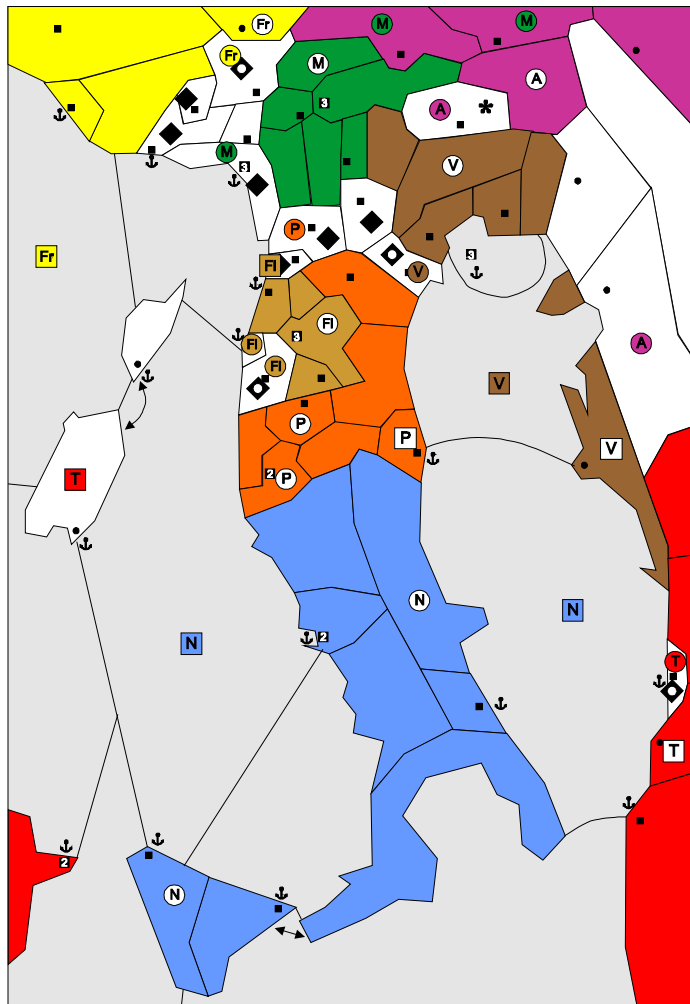
**Firenze – Roma:** Ciao, fratoro! Come Stai? Sto bene. Your moves (especially to Patrimony and Urbino) are considered rude in Florence. Can you correct them, or do I have to take up Naples and Venice on their offers? I hope so, because I think we should work together.

**Firenze – Turkey and Austria:** Hello!

**Firenze – Venice:** I want peace with my neighbors, at least until we can see who is getting out of hand. If the Pope doesn't go home, I may need that assistance.

**Florentine – Neapolitan (written by Venice):** It seems my direct neighbor to the south is maneuvering to attack me which I will resist most strenuously. Your clear course of action is to stab him in his black heart!

#### Off the Leash



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

**France – Austria:** I should prefer to remain neutral, but if Milan is in Savoy or attacked me in Turin, I shall ready to join you.

**France – Milan:** I hope that you proposed some division and your expansion doesn't arrive to my borders; on the contrary I shall join your enemies.

**France – Turkey and Naples:** If some of you attacked me, I shall support the other where he want from GoL, it suffices to ask. I remember to all that Corsica is French.

**Milan – Austria:** Shame on you.

**Milan – France:** Can do. Your thoughts?

**Milan – Venice:** Sounds reasonable but I may need your cooperation in return especially if our neighbor continues to be aggressive.

**Pope – Nipples:** Seem to me you're poking in the wrong direction.

**Tokyo:** Although it possesses no coastline, nor even a large lake, the Empire of Milan has reemerged after a period of abstention, as an active member of the International Whaling commission, and looks set to obtain the right the right for Milanese to catch whales using scientific violence. Most other maritime nations have rigorously opposed Milanese efforts to re-establish commercial whaling, after the years of intense diplomacy it took to impose the moratorium some decades ago. It will be recalled that after Milanese funded whalers had ruthlessly plundered the Mediterranean of its cetacean inhabitants, popular anger over Milanese maritime aggression was stirred to boiling point by unauthorized Milanese use of arquebus-tipped harpoons. After many years of negotiations behind closed doors, the Milanese conceded their right to whale by default. Those who listened at the keyholes of the closed doors, reported high-pitched screaming by the Milanese delegation, accompanied by heavy dull thuds, and the crackling of fire. Occasionally smoke would issue out from under these same closed doors, or seared meat could be smelt. Medici-run newspapers reported on the happy barbeques that closed such events, but the Milanese delegation invariably had to be carried out on a stretcher, which the press explained as heavy carousing.

The meetings took their toll on the Milanese like on no other delegation, and Milan was soon unable to obtain anyone, even under threat of imprisonment, to join its delegation to the IWC meetings. The maritime nations were able to muster the unanimous vote needed to ban whaling entirely. But now, a generation later, the Milanese young have forgotten why their fathers never talk of the heady days of Milanese whaling delegations, and some volunteered after only minor bruising to attend the latest IWC conference. It seems these young

delegates have been able to extract a concession to selective Milanese scientific whaling, under the condition that Milan obtains a coast. This concession was obtained, it is rumored, but heavy bribing of the smaller, poorer delegations. Montferrat was the first to succumb to the irresistible Milanese largesse, and has since voted entirely according to the wishes of the Milanese delegation's leader. France, Florence and Venice, long the main powers opposing commercial whaling have started their own financio-military campaign to ensure the voting goes no further in Milan's favor, by holding the delegations of Savoy, Sienna and Ferrara at knife-point. Even the Turkish delegation has managed to put Ragusa's team under their thumb. The next round of meetings in Summer and autumn this year will be very interesting indeed for analysts around the Mediterranean.

**Turkey – Naples:** Sorry 'bout the bump. I'd rather we work together to keep Venice out of the Lower Adriatic.

**Turkey – Venice:** Trying to give me a saccharin overdose, care bear?

**Venice – Austria/France:** I cannot join you against Milan. I am content here in the south.

**Venice – Naples:** If the Turk insists on attacking me, can I count on you to help void him?

**Venice – Rome:** Let us remain friends. I like your style thus far. You impress me. Keep that fleet out of UAS and I will keep my fleets out of Papal lands. Oh, and if you need anything, you have but to ask.

**Venice – Turk:** Dear Turk. If your ambassador to Venice was named Khemel and said what I thought I overheard at a state dinner, Venice will be forced to defend itself with all force. Please tell me it isn't so.

## Doggin' It

**Turn 22, Phases IV-VII, Turn 23, Phases I-III**

**Turn 23, Phases IV-VII, Turn 24, Phases I-III due: 9/11 Tuesday**

**Turn 22**

### Construction and Operation

**Red** (Scharf) operates claims #3 (\$200, ¼ gold), #31 (\$250, 2 lumber), #50 (\$100, 3 coal), and #52 (\$100, 2 coal), delivers 11 coal from Elk Springs to Denver for \$7700 and 8 lumber from Walden to Denver for \$8000. Receives \$2700 in passenger revenue.

**Green** (Narhi) operates claims #33 (\$100, depletes), #14 (\$200, 1½ silver), and #61 (\$150, 3 coal). Delivers 4 lumber from Boulder to Salt Lake City for \$6000 and ½ silver from Aspen to Salt Lake City for \$500. Receives \$1400 in passenger revenue.

**Brown** (Carl) operates claims #63 (\$150, 4 coal) and #65 (\$150, 3 coal). Delivers 6 coal from Walsenberg to Santa Fe for \$3600 and 8 coal from Alamo to Pueblo for \$4000.

**Gray** (Cain) delivers 5 coal each from #51 and #55 to Salt Lake City for \$5000. Receives \$1950 in passenger revenues.

**Gold** (Bolduc) operates #12 (\$250, 1 silver) and #39 (\$250, 2 lumber). Delivers 4 lumber from Lumberston to Salt Lake City for \$4500 and 3 silver from Telluride to Salt Lake City for \$3000. Receives \$100 in passenger revenue.

**Blue** (Martin) operates #66 (\$200, 3 coal) and #68 (\$200, 5 coal). Delivers 6 coal from Trinidad and 8 coal from Raton to Denver for \$9800. Receives \$2700 in passenger revenue.

### Commodity Prices

Gold: \$6000	Lumber (S.L.C.): \$1000	Coal (S.L.C.): \$500
Silver (Denver): \$4000	Lumber (Pueblo): \$1000	Coal (Pueblo): \$300
Silver (S.L.C.): \$1000	Lumber (Santa Fe): \$800	Coal (Santa Fe): \$600
Lumber (Denver): \$400	Coal (Denver): \$500	

**Turn 23**

### Move Prospectors and Surveyors

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

**Green** (Narhi) prospects passenger line 15, no surveying

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

**Gray** (Cain) no prospecting or surveying

**Gold** (Bolduc) no prospecting, dismantles Price-Hiawatha.

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

### Dispute Resolution

No disputes. Green pays \$7700 (passenger lines 9 and 12 discarded), Gold receives \$150.

### Notes

Remember that turn 24 is not only a snow turn, it is also the last turn. Therefore, next turn, you will not be able to survey winter track, nor will you be able to prospect passenger lines that use winter track. You will still be able to make deliveries over winter track, since that will take place on turn 23.

### Press

**Brown – All:** Yeahh!!! I'm not in last place anymore. Can I stay out of last place? Who knows.

### The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$112,600	S+1, P
Ward Narhi	Green	Denver	\$49,400	S, P+1
Joe Carl	Brown	Pueblo	\$35,550	S+1, P
Dennis Cain	Gray	Salt Lake City	\$32,650	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$66,450	S+1, P
Brad Martin	Blue	Santa Fe	\$96,450	S, P+1

*Owned Claims*

#	City	Owner	Goods	Type	Operation
18	Leadville	Red	1	Silver	Depleted
52	Craig	Red	2	Coal	\$100
53	Craig	Red	0	Coal	\$100
50	Elk Spings	Red	0	Coal	\$100
31	Walden	Red	0	Lumber	\$250
3	Dillon	Red	½	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	1½	Lumber	\$100
14	Aspen	Green	3	Silver	\$200
61	Canon City	Green	1	Coal	\$150
42	Vallecitos	Brown	0	Lumber	Depleted
64	Walsenburg	Brown	1	Coal	\$250
24	Ouray	Brown	1	Silver	\$200
60	Durango	Brown	5	Coal	\$100
63	Alamo	Brown	N	Coal	\$150
36	Pagosa Springs	Brown	0	Lumber	\$100
65	Walsenburg	Brown	0	Coal	\$150
54	Bowie	Gray	1	Coal	\$200
55	Bowie	Gray	0	Coal	\$200
51	Rangely	Gray	N	Coal	\$100
46	Price	Gray	N	Coal	\$200
43	Coalville	Gray	4	Coal	\$150
44	Scofield	Gold	0	Coal	\$100
39	Lumberton	Gold	1½	Lumber	\$250
12	Eureka	Gold	2	Silver	\$250
34	Dolores	Gold	6	Lumber	\$200
47	Sunnyside	Gold	0	Coal	\$100
35	Dolores	Gold	0	Lumber	\$200
22	Telluride	Gold	3	Silver	\$200
13	Eureka	Gold	0	Silver	\$200
66	Trinidad	Blue	0	Coal	\$200
68	Raton	Blue	3	Coal	\$200

*Owned Passenger Lines*

#	Type	Route	Payoff	Owner	Notes
7	B	Denver – Leadville	\$600	Red	
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	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
1	A	Denver – Boulder	\$100	Green	
15	C	Denver – Salt Lake City	\$4000	Green	
11	B	Salt Lake City – Grand Jct.	\$700	Gray	Discard when 17 is taken. Good for \$700 toward card 17 or 18
5	A	Salt Lake City – 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	
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

**Dog Days****Epoch VI Empire Selection****Deadline for Epoch VI Ming Dynasty, Timurid Emirates, and Incas & Aztecs: 9/11 Tuesday**

**Amorphous, Cadaverous, and Nebulous** (Reynolds) keeps.

**Gaming Through the Ages** (Lewis) keeps.

**Peoples Who Need Peoples** (Cousins) gives to the Royal Manticoran Historical Society

**The Triffids** (Geggus) keeps.

**Kibbles and Bits** (Narhi) keeps.

**Royal Manticoran Historical Society** (Wilson) gives to Peoples Who Need Peoples

*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

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

Epoch VI Empire

Canes Venatici

**Turn 10**

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

Errata

Last turn, I mistakenly allowed Miller's to build one more population than he can support. Therefore, to correct this, he received one less ore card, retained the

Wa10 he spent on the population, and has one less victory point. Everything else remains the same.

Commander Actions

**Mystery Machine 2** (Lewis) opens bidding on Ecoplants at 30 and gets it (MWa).  
**SUPERB** (Lowrey) opens the bidding on Scientists at 40 and HBDC V gets it for 59 (Wa5, Wa7, Re17, DL discounts). Opens the bidding on Scientists at 40 and HBDC V gets it for 59 (Or5, Wa7, Re17). Opens the bidding on Orbital Labs at 50 and gets it for 58 (Or2, Or3, Or5, Wa7, Ti8, Ti10, Ti11, Ti12). Opens the bidding on Warehouse at 25 and gets it (Wa4, Mi17, HE discount).

**S.A.R.A.** (Cousins) opens the bidding on Robots at 50 and Miller's gets it for 62 (Wa5, Wa7, Wa7, Wa10, Mi17, NC16). Buys a titanium factory (Wa7, Ti11, Ti12) and a population (Or1, Or2, Ti7).  
**2113 Corporation** (Cain) buys a New Chemicals factory (Wa7, Wa7, Wa8, Ti8, Ti12, Re14, Mi19) and moves a population over from a water factory to man it.  
**Miller's** (Scharf) buys a robot (Wa4, Wa8)  
**HBDC V** (Wilson) passes  
**BarterTown V** (York) opens the bidding on Ecoplants at 30 and wins it (Or2, Or3, Wa7, Wa9, Ti9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF	HE, 2No, Wa, 3Ec	27
2	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF	No, HE, Ec, 2OL, Wa	26
3	Miller's	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, NCF	2DL, Wa, OL, Sc, Ro	19
4	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, ReF, ReF	Wa, 3DL, La, 2Sc	19
5	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF	HE, No, Wa, OL	19
6	BarterTown V	Andy York	OrF, OrF, WaF, WaF, TIF, TIF, TIF	HE, No, Ec	18
7	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TIF, ReF, NCF	HE, OL, La	18

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@#S^&\*!

**Available Upgrades**

New Arrivals: Laboratory, Scientists, Outpost, Scientists, Outpost, Robots, Outpost

Upgrade	Minimum Bid	Available	TBD
Scientists (Sc)	40	2	0
Orbital Lab (OL)	50	0	0
Robots (Ro)	50	1	3

Upgrade	Minimum Bid	Available	TBD
Laboratory (La)	80	1	2
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	3	2

Your Production Cards:

Mystery Machine 2 took a Mega Water card.



**Dog Tired****Turn 5 Cure through Health****Turn 5 Funeral Commission through Parade due: 9/11 Tuesday****Turn 4, Chinese Mass On Border Resolution**

HLS discard Resistance Against Afghan Involvement (27). RE discards Release from Sanatorium (9, selected randomly). ORRP discards "We Will Bury You" (36). FBI discards Downing of Airliner (28). TCC discards German Teenager (29). IP discards NKVD Reveals Plot (60).

Your new card: \_\_\_\_\_

**Cure**

RE declares 2 IP on Shootemdedsky and 4 IP on Boremtodev. HLS declare 2 IP on Eatstumuch. Goferbok and Schukrutoff go to the Sanatorium. Shootemdedsky ages to 72, Schukrutoff ages to 77, and Mischif ages to 70.

**Purge**

FBI declares 5 IP on Shootemdedsky. Nikolai attempts to purge Wasolin (dr = 20, success), N (dr = 8, success), and P (dr = 19, success). Nikolai ages to 75.

**Spy Investigation**

Shootemdedsky closes the investigation on himself and ages to 76.

**Health**

Nikolai Shootemdedsky (dr = 3, FBI plays Wrong Diagnosis, dr = 11) falls ill.

Alexej Goferbok (dr = 2) dies.

Lech Schukrutoff (dr = 14) gets well.

Eduard Boremtodev (dr = 10) gets sick.

Sergei Eatstumuch (dr = 15) remains healthy.

Antonj Mischif (dr = 3) falls ill.

**Politburo**

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Nikolai Shootemdedsky (H)	76 ++	5 (HLS), 6 (FBI), 2 (RE)

Office	Politician	Condition	Influence
Foreign			
Defense	<b>Lech Schukrutoff (B)</b>	77 (weak)	1 (ORRP), 3 (FBI)
Ideology			
Industry	Eduard Boremtodev (K)	71 +	1 (TCC), 4 (RE)
Economy	Sergei Eatstumuch (M)	64	2 (HLS)
Sport	Antonj Mischif (I)	70 ? ++	3 (RE), 6 (ORRP)

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

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

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

**Siberia:** Z, N, P

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

**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 7****Turn 8 due: 9/11 Tuesday****Planning**

**English** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**French** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.

**Portuguese** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.

**Spanish** maintain 7 ships (\$28) and buy 10 soldiers (\$100) for \$128.

**Outbound Naval Movement**

**English** Moves to M. Dice: 4, 5, 5, 6. No losses

**French** Moves to O. Dice: 2, 3, 6. No losses.

**Portuguese** Moves to O. Dice: 1, 2, 3. No losses.

**Spanish** Moves to H. Dice: 2, 4, 5. No losses.

**Mining**

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

**Discovery**

**English** discover a mine in I and **French** discover a mine in P.

**Land Movement**

**French** moves 2 soldiers and 5 colonists from P to S (it's a resource rich climate 2 area with 2 natives and a site), 2 colonists from P to Q, 2 soldiers and 2 colonists from N to Q, 2 soldiers from N to O, and 6 soldiers and 4 colonists from anchorage dot to O. One colonist in P mines.

**Spanish** 3 gold bars from K to anchorage dot, move 6 soldiers from H to G, moves 2 colonists from H to K, move 4 colonists and 10 soldiers from anchorage dot to H.

**English** moves 1 gold bar from M to fleet, 1 soldier from G to F, 4 colonists from I to F, 2 colonists from L to I, 3 colonists from M to L, 4 soldiers and 4 colonists from anchorage dot to M. One colonist in I mines.

**Portuguese** move 3 soldiers from X to T, 1 colonist from T to X, 1 colonist from Q to T, 4 soldiers and 3 colonists from O to Q, 4 soldiers and 4 colonists from anchorage dot to O. One soldier in X prospects.

**Combat**

**French** attack the Portuguese in O. French lose 3 soldiers, Portuguese lose 4 soldiers and 3 colonists. **French** attack the Portuguese in Q. French and Portuguese each loses 1 soldier. **Portuguese** attack the French in Q. French and Portuguese each lose 1 soldier, French colonists retreat to P.

**Native Combat**

**Spanish:** 7 natives killed in G. Soldier loots city.

**Native Uprisings**

Climate is a 5. Uprising in S, no losses.



Survival

Climate is a 2. **Spanish** lose 3 soldiers in G, 1 colonist in H, and 1 colonist and 2 soldiers in K. **English** lose 1 colonist each in F, I, and L. **French** lose 1 colonist and 1 soldier in N, 1 colonist and 1 soldier in O, and 1 colonist and 2 soldiers in S. **Portuguese** lose 1 colonist each in O, Q, and T, and 1 colonist and 1 prospector in X.

Political Control

**French** gain political control in S. **Portuguese** lose political control in O and T.

Homebound Naval Movement

**French:** Dice: 1, 1, 2. No losses.

**Spanish:** Moves to K: Dice: 1. No losses, picks up gold. Dice: 3, 4, 5. No losses.

**English:** Dice: 3, 3, 3, 6. No losses.

**Portuguese:** Dice: 2, 6, 6. No losses.

Income

**French:** Political Control: \$120, resources: \$58.

**Spanish:** Political Control: \$90, resources: \$26, gold: \$120.

**Portuguese:** Political Control: \$60, resources: \$52.

**English:** Political Control: \$120, resources: \$34, gold: \$40.

Turn 8 Initiative

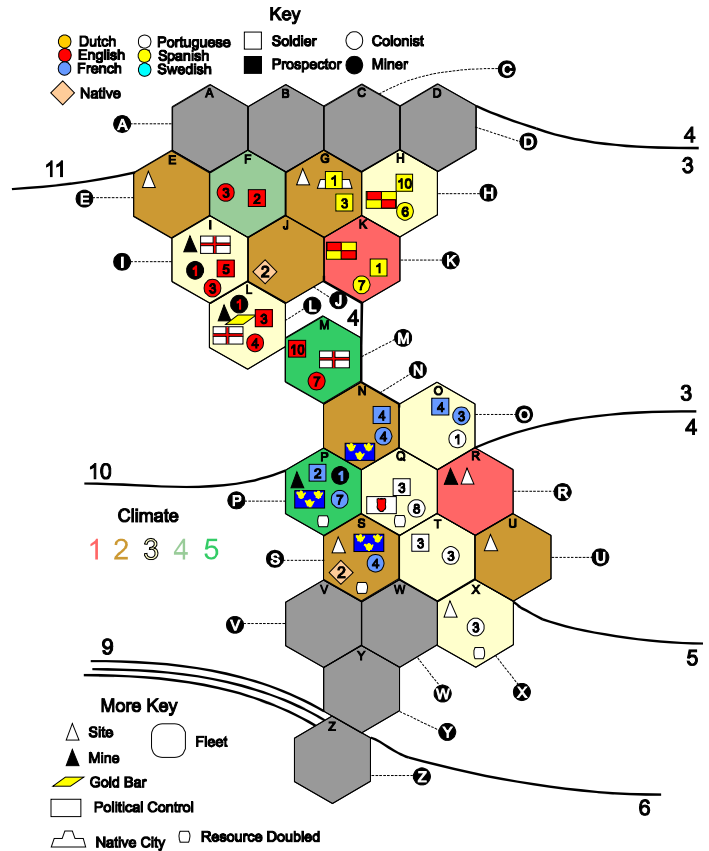
Spanish, Portuguese, English, French

Notes

Remember that J, L, M, and N are all behind the "4" line for naval movement dice rolls. H, K, and O are the only areas where you only have to roll 3.

Press

**France – GM:** Too bad I had to move first this round. I would have done things differently otherwise...both Portugal and England can get 5 areas this round...I had to try and do the same...too many "spheres" in this game to suit my tastes....



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	\$439	5	4	4
French	Bill Scharf	\$599	5	5	4
Portugese	Bob Robles	\$360	10	4	4
Spanish	Dennis Cain	\$406	4	7	4

Hyena

Turns 3.3 to 4.3

Deadline for Turns 4.4 to 5.4: 9/11 Tuesday

Turn 3

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 1 1**  
Minion(s) – Minion(o) – R.

**4th: Andy Lewis (Eeep/Go for the Money Time) Rolls Used: 3**  
Goliath(s) – Goliath(o) – R – B – Y – B10 – R10 – Y10 – B – R – B – ? (it's a B30 penalty marker).

Turn 4

**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2**  
1  
Terror Station(s) – Terror Station(o) – R20.

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 1 6 6**  
B – R – B – R – Y – A – Dryport(o) – Dryport(s).  
Discovers Graw (from the cup: Designer Genes at 9a, Demant for Perfume at 3, Designer Genes at 9a, and Space Spice at 2). Sells Voll Silk for \$220 (from the cup: Fare to 4b at 6), buys Graw factory for \$120 plus \$80 IOU.

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 5 6**  
R – A – R – Y – R – NC6 – A – Whale Port(o) – Whale Port(s).  
Discovers Yxklyx (from the cup: Psychotic Sculpture at 10, Demand for Perfume at 3, Demand for Wine at 5, and Psychotic Sculpture at 10). Buys Immortal Grease for \$50.

Goods and Demands:

**1a (Nillis):** 1 Bionic Perfume

**1b (Volois):** 2 Voll Silk

**2 (Graw):** Demand for Designer Genes (+\$40), 3 Space Spice, Fare to 10 (\$120), Glorious Junk

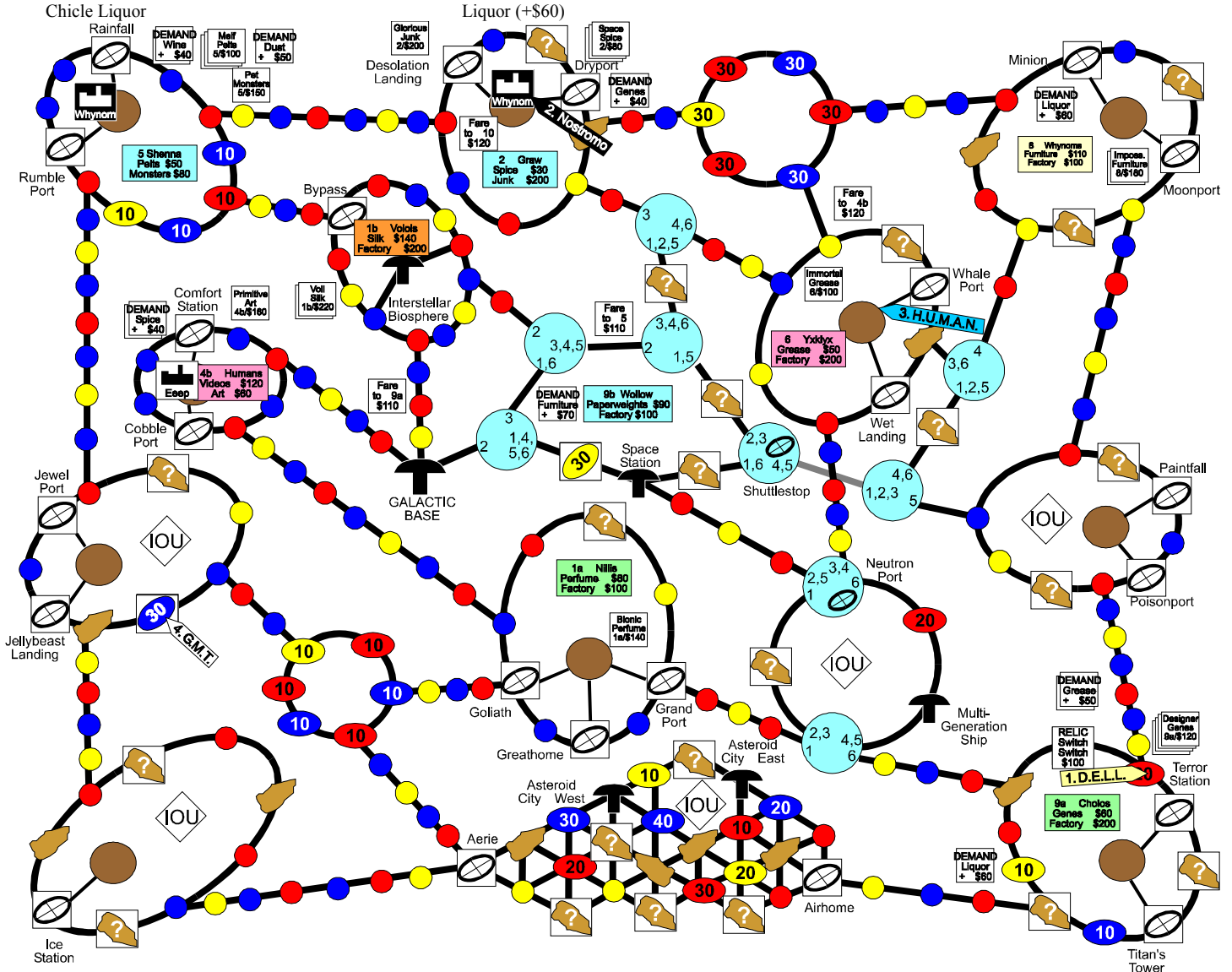
**3 (Niks):** 4 Mulch Wine, 2 Demand for Bionic Perfume (+\$60)

**4a (Dell):** 4 Finest Dust

- 4b (Humans):** 2 Demand for Space Spice (+\$40), Primitive Art
- 5 (Shenna):** 2 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 1 Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx):** 1 Immortal Grease, Fare to 4b (\$120)
- 7a (Zum):** 2 Demand for Finest Dust (+\$50), 2

- 7b (Eeep):** 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):** 4 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):** 3 Psychotic Sculpture, Fare to Base (\$150)
- Base:** Fare to 9a (\$110)



<b>1. D.E.L.L.</b> Scow Scout \$14 5: 2 4 6 6 (Use 2) Hold1 Hold2 Hull Designer Genes 9a/\$120	<b>2. Nostromo</b> Fast Scout \$150 5: 3 6 (Double 1) Hold1 Hold2 Hull Shenna \$100 Grow \$200	<b>3. H.U.M.A.N.</b> Normal Scout \$20 5: 1 2 5 Hold1 Hold2 Hull Immortal Grease 6/\$100	<b>4. Go for the Money Time</b> Rocket Scout \$30 4: 1 4 // 5: 3 5 (Use 1 * 4) Hold1 Hold2 Hull Humans \$100 Shield (\$60)
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**Dog Show**

**Initial Token Purchase and Turn 1, Phases 1 through 3  
 Deadline for Turn 1, Phases 4 through 6: 8/7 Tuesday**

*Initial Token Purchases*

Dennis Cain buys 13 tokens  
 Bob Robles buys 14 tokens  
 Paul Bolduc buys 14 tokens

Ward Narhi buys 22 tokens  
 Caleb Cousins buys 20 tokens

## Turn 1

### Phase 1, Card Draw

Your card draw was: \_\_\_\_\_

### Phase 2, Buy and Discard Cards

No eligible players.

### Phase 3, Play Cards

Paris plays Stone (Paris gain \$1).

### The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	0	20	\$21	4	0		
Ward Narhi	Genoa	0	22	\$18	5	0		
Paul Bolduc	Venice	0	14	\$25	2	0		
Bob Robles	Barcelona	0	14	\$24	3	0		
Dennis Cain	London	0	13	\$22	1	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

### First Initial Build Round

**Deadline for Second Initial Build Round: 9/11 Tuesday**

### First Initial Build Round

**Kevin** places at F19, road at F19-F20

**Phil** places at D19, road at D19-D18

**Tom** places at H14, road at H14-G14

**Joe** places at D12, road at D12-D11

**Brendan** places at H9, road at H9-H10

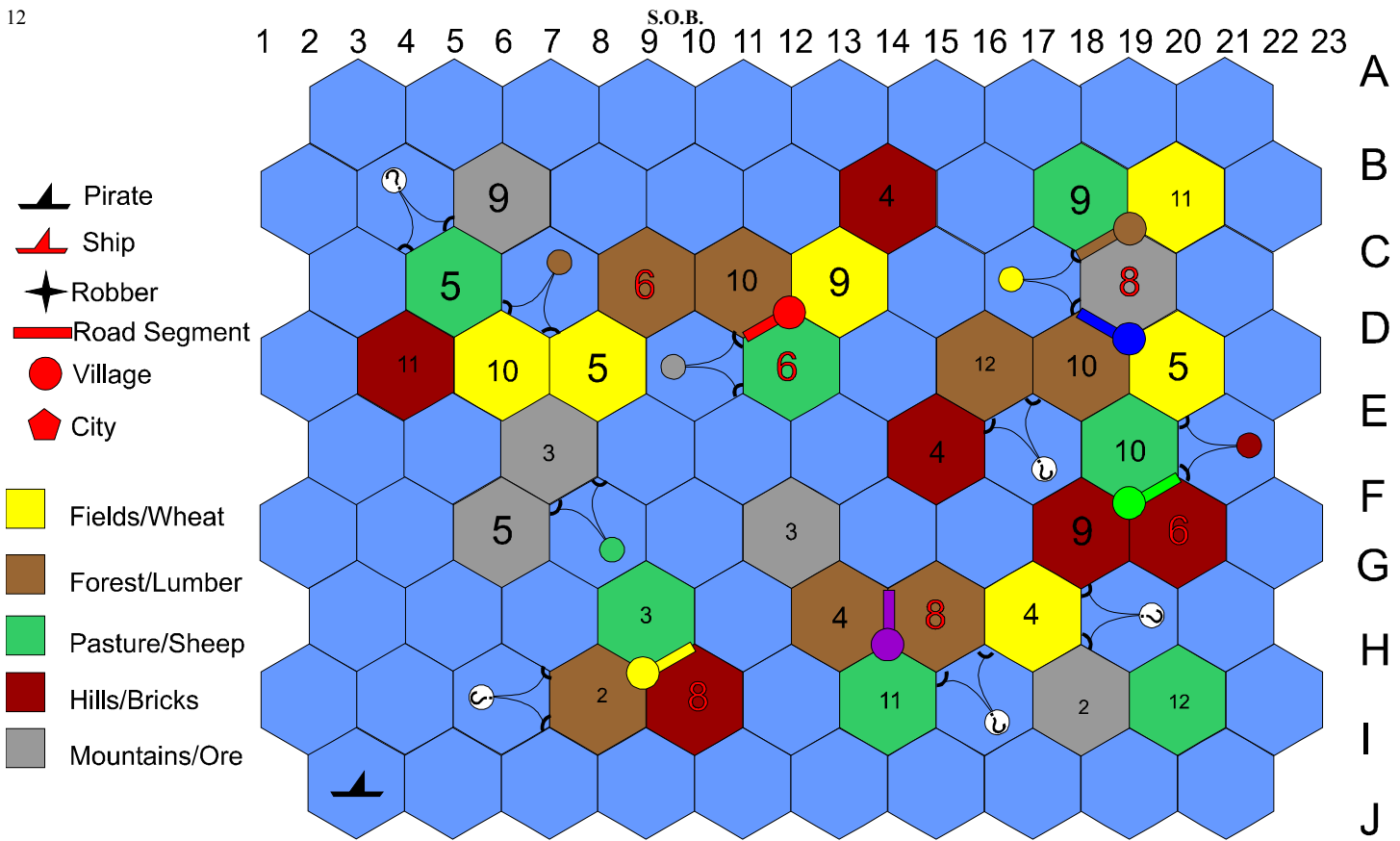
**Ward** places at C19, road at C19-C18

### The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green							
Joe Carl	Red							
Phil Reynolds	Blue							
Brendan Whyte	Yellow							
Tom Howell	Purple							
Ward Narhi	Brown							

### Notes

I have revamped the coordinate system on the map, so that each vertex is identified by a single coordinate. The letters are read across in a slight zigzag fashion while the numbers are read straight down. To indicate a hex (for placement of the Pirate in particular) do so in any way that is unambiguous. For example, you could say that the Pirate is currently due south of I3 or due north of J3. I have used the new coordinates to indicate the placements for this turn, so I hope this will provide a sufficient number of examples to make things clear. If not, please let me know. Finally, remember that the second placement round is in *reverse* order, so Ward selects first and Kevin last.



### 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. Because he had a piece of candy in his pocket, a man invented something that is found in most modern kitchens. What is it?

A1. In 1945, Percy Le Baron Spencer, an engineer at Raytheon who was working on radar equipment noticed that a candy in his pocket had melted. He correctly deduced that this was caused by microwave radiation that had agitated the molecules in the sweet. Following this discovery, Raytheon designed and patented the world's first microwave oven.

Brendan Whyte and Dennis Cain each receive 1 point.

Q2. Why were a group of grown men running around asking each other who was Mickey Mouse's girlfriend?

A2. During the Battle of the Bulge in World War II, German soldiers speaking very good English and wearing American uniforms infiltrated American forces to confuse and misdirect them. This question was designed to identify the imposters. Caleb Cousins receives 2 points.

Q3. 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?

A3. Wheat pollinates by wind. The farmer is protecting his own future crops from contamination by inferior pollen from his neighbors' crops.

Bob Robles and Tom Howell each receive 1 point.

Q4. 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?

A4. The woman was a parking enforcer who wrote out three parking tickets. The bank robber had parked a stolen car which he intended to dump after the robbery, so he threw the ticket away. The tourist was returning to Bolivia shortly, so he threw his ticket away. The priest was sad because he would have to pay his fine.

No correct answers.

Q5. 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.)

A5. The first man fires the bullet vertically. The second man is standing at the top of a cliff (or in a helicopter, balloon, or some such). The bullet just reaches the top of its flight near the top of the cliff and it falls gently into the man's outstretched hand. Alternatively, the first man fires the bullet from the back of a jet plane traveling at precisely the same speed as the bullet in the opposite direction. Relative to the ground, the bullet has no forward velocity. It would fall into the hand of a man standing under the plane at the point where the bullet was fired.

Chris Geggus, Ward Narhi, Caleb Cousins, and Tom Howell each receive ½ point for getting the first solution. Nobody got the bonus point for the second solution.

#### Current Scores

Chris Geggus	76½	Andy York	63½	Paul Bolduc	56½
Caleb Cousins	58	Bill Scharf	55½	Dennis Cain	48
Joe Carl	46	Brendan Whyte	43	Andy Lewis	33½
Ward Narhi	31	Steve Koehler	29	Bob Robles	27
Tom Howell	21½	Brad Martin	16	Kevin Wilson	8
Sean Cousins	7				

No free issues awarded this time.

### New Questions

#### Topic: Brain Teasers

1. During a medical examination, Gerald's blood pressure is found to be three times that of a normal healthy person. Yet neither Gerald nor his doctor is particularly worried about this. Why?
2. A Denver company ordered some goods from a European supplier. The American firm was very precise in stating the dates on which it wanted the deliveries to occur. However, the European company, which generally had a high reputation for dependability, missed every delivery date by at least one month. Some shipments were very early and others were late. Why?

3. A man and his son were traveling on a scheduled flight across the Atlantic. The man asked the flight attendant if his son could have a look inside the cockpit. The boy was allowed to do this and the pilot gladly explained about the plane and its controls. After the boy left, the pilot turned to the co-pilot and said to him, "That was my son." How could that be?
4. A golfer had dreamed all her life of hitting her tee shot straight into the hole. However, one day she did this and was not at all pleased. Why not?
5. It has often been observed that individuals lost in a desert will set off with the intention of walking in a straight line but will eventually return to their starting point. Why is this?

### Pedagoguery

It is humbling to look out into the universe and realize just how little of it that we see. In all of the vast spaces, the bright galaxies and glowing clouds of gas represent only a small fraction of what is actually out there. Precisely what the universe is primarily made of is still a matter of some debate, but new evidence is coming to light that gives us a hint of what it might be.

There are a number of ways scientists can constrain what the universe is made of and what its properties are. However, before I go into that, I want to review some principals of geometry and how they apply to the universe as a whole. General Relativity tell us that matter and energy cause space to curve. Now, applying the simplest solutions of General Relativity to the universe as a whole, we learn that this curvature can take on three different characteristics. It can be positive, negative, or zero. A universe with a positive curvature has been likened to the surface of a sphere. Given a large enough triangle, if you add up the degrees, you get a number larger than 180. Take for instance the Earth. If you were to draw a triangle starting at the North Pole down to the Equator, then along the Equator one quarter of the way along the circumference, then back up to the North Pole, you have a triangle with 270 degrees in its three angles. In the same way, parallel lines in such a universe converge eventually, like lines of longitude on the Earth converge at the poles. Using the equations of General Relativity, this state of affairs is reached when the matter and energy density of the universe is higher than that which is required to eventually stop and reverse the expansion of the universe.

At the opposite extreme, a negatively curved universe has been compared to a saddle. In it, a large enough triangle would have less than 180 degrees in its angles and parallel lines would gradually diverge. The zero curvature case is what astronomers term a "flat" universe in that it is precisely Euclidean. Now, through observation, we can tell that the universe is either flat or nearly so. We can tell this for a number of reasons. First of all, if the universe were too highly curved, we would not be here to observe it. In other words, if the universe had too high a positive curvature, it would already have re-collapsed and if the universe had too high a negative curvature, matter would have been flying apart too fast for stars, galaxies, and planets to have formed. In addition, there are theoretical reasons to believe in a flat universe. Most inflationary models predict that the universe is flat. What does it mean to be flat, however? It means that the

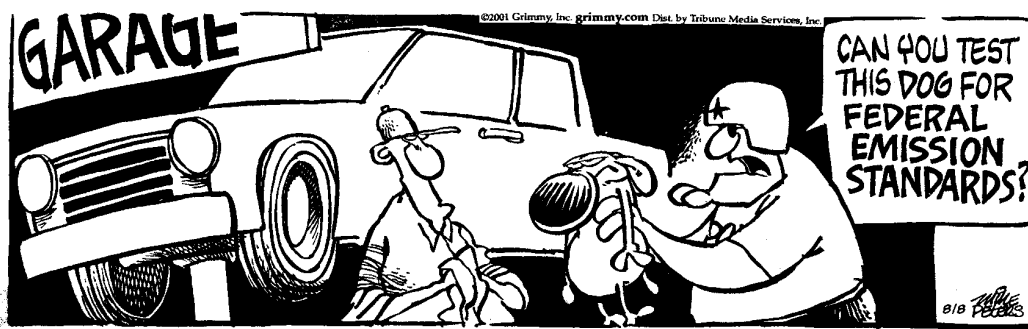
total matter and energy in the universe is exactly enough to bring the expansion of the universe to a halt in an infinite period of time.

So, how does the universe stack up? Given the measured rate of expansion, we can calculate what the average density of the universe should be if the universe was flat. This critical density is denoted by the capital Greek letter omega ( $\Omega$ ). If  $\Omega$  is equal to 1, the universe is flat. Astronomers have taken a detailed census of the visible matter in the universe, which is mainly stars and glowing gas. If this matter is all there is, then  $\Omega$  is only about 0.01-0.02. However other evidence indicates that there is considerably more to the universe than we can see.

One of the first clues that much of the matter in the universe was dark arose out of the study of the rotation of spiral galaxies. Taking a spectrum of a galaxy, and measuring the shift in spectral lines gives us an indication of how different parts of the galaxy are moving. What was discovered was surprising. The outer parts of every galaxy studied were moving far faster than could be accounted for by just the gravity from the visible matter. Each galaxy had to have a spherical halo of dark matter that contained at least 10 times the matter of the visible component of the galaxy. But, the discovery didn't stop there. Studies of galaxy clusters showed that the individual galaxies were moving so fast, they would long ago have escaped the gravitational pull of the cluster unless there was far more matter in the cluster than we could see. Again, the dark matter had to account for some 10 times more matter than the visible component. In addition, studies of gravitational lenses provide some insight into this. Recall that according to General Relativity, the path of light can be bent by a massive object. Gravitational lenses occur when a massive object, such as a galaxy, appears in front of a more distant object, the light from that distant object can be bent. The results of this depend on the particular geometry of the situation. Usually, the result is two or more images of the distant object. Also, if the distant object varies its light output on short time scales, the differences in the length of the different light paths can tell us how massive the lensing object is. Studies of all of these phenomena, plus several others, have constrained the total matter density of the universe to be about  $\Omega=0.3$ .

What is the dark matter? There are several candidates, and I will be spending the next several issues describing them in more detail.

### MOTHER GOOSE AND GRIMM By Mike Peters



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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  
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**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.