

Notes from Hades

We had an good, but tiring, Thanksgiving holiday. It all started when I offered my parents two of the free air travel tickets I earned with all of my travel back and forth to San Jose over the last couple of years. Eventually, the idea sprang up that Mom and her siblings could all get together for Thanksgiving; something they haven't done in quite a while, since they all live in different areas of the country. Eventually, it culminated with us hosting 15 people over for Thanksgiving dinner. Things went well, though, and we enjoyed hosting everyone, although it was something of a relief when it was all over.

Celeste held up well. She is now well into her 22nd week and has started to feel both of the babies moving. She is very visibly showing, and sometimes the changes are visible from day to day. It's pretty amazing.

Hounds of Tindalos ended this turn, with a surprising come-from-behind victory by Andy Lewis. Congratulations. That means that Doggerel will start up next issue. Also, a number of other games are nearly there, so sign up for something.

The next deadline is **Tuesday, November 27 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.

Contents

Howling at the Moon	Letter Column	Page 1
Feral Dogs	Machiavelli	Page 2
Citizen Dog	Machiavelli	Page 3
Off the Leash	Machiavelli	Page 3
Doggin' It	Silverton	Page 4
Dog Days	History of the World	Page 4
Canes Venatici	Outpost	Page 5
Dog Tired	Kremlin	Page 6
Hounds of Tindalos	New World	Page 6
Hyena	Merchant of Venus	Page 7
Dog Show	Age of Renaissance	Page 9
Wolfhound	Seafarers of Catan	Page 10
Trivia Quiz		Page 11
Pedagoguery		Page 11

Game Openings

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Ward Narhi, Kevin Wilson, and Cary Nichols. Will take up to 1 more.

Wild Dog. Machiavelli. This game will start when the next game ends. Scenario

and specific rules to be determined at game start by player vote, as usual. Have Dave Partridge, 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, Bill Scharf, and Cary Nichols, need up to 1 more.

Dogface. History of the World. This will start after Dog Days has ended. Have Chris Geggus, Andy Lewis, Kevin Wilson, Dennis Cain, and Cary Nichols, need 1 more.

Doggerel. New World. This will start after Hounds of Tindalos ends. Have Andy York, Andy Lewis, Kevin Wilson, Bob Robles, and Cary Nichols, will take up to 1 more. **This game will start next issue with whomever is signed up then.**

Dogged. Silverton. This will use the Mayfair rules and map and will start after Doggin' It has ended. Have Joe Carl, Bill Scharf, Cary Nichols, and Paul Bolduc, need 2 more.

Wolfbane. Outpost. This will start after Cannes Venatici ends. Have Dave Partridge, Michael Lowrey, Dennis Cain, Kevin Wilson, Andy York, Cary Nichols, and Bill Scharf, will take up to 3 more.

Wish List

Machiavelli. This will start when the next game ends after Wild Dog begins. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols and Lee McConnell. Need up to 6 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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On the Web at: <http://home.adelphia.net/~chassler>
 Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

Paul Bolduc

For those of you who may not be aware, this is good for the gaming community. Curt Shilling is the Prez of Multiman-Publishing Inc. He owns the rights to Squad Leader and its progeny and BRIT. MAHA, PZB, PL, and the new RUSS.

If he wins, more bucks to gaming... You can't pitch forever...
[That certainly is good news. Now, if MMP would only give out information on the new releases of The Gamers' games that they have recently acquired...]

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Winter 1468**

Deadline/Spring 1468 1/8 Tuesday

Can a peace deal be worked out, or will France and Milan combine to wipe out the Pope?

Fall 1467 Retreats

Papacy retreats A Ferrara OTB.

Winter 1468 Builds

		Treas	Cost	Rem
Fra	Maintains all, builds A Avignon, F Marseilles	81	21	60
Mil	Maintains all, builds A Milan	59	33	26
Pap	Maintains A Pistoia, A Patrimony, A Urbino, A Capua, A Bari, F Ionian Sea, F Durazzo, builds A Pisa, A Florence, A Perugia, A Rome, F Ancona	48	24	24

Notes

A separation of seasons has been granted. Any spring orders I have will be held over, and may be superseded by new orders.

France/Milan draw failed with 1 no vote. France/Milan and France/Milan/Papacy draws have been proposed. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Press

France – Papacy/Milan: I've proposed a two-way and a three-way tie...as a note to the Papacy...this is the best offer you have left...I'd take it.

"Feral Dogs"

France – Milan: We've worked together against the worst the board has to offer...I don't see any reason to change now.

Milan – Naples: Bye, bye!! Your old menaces to me vanished under the sieges of one your friend (a very honorable friend)!!

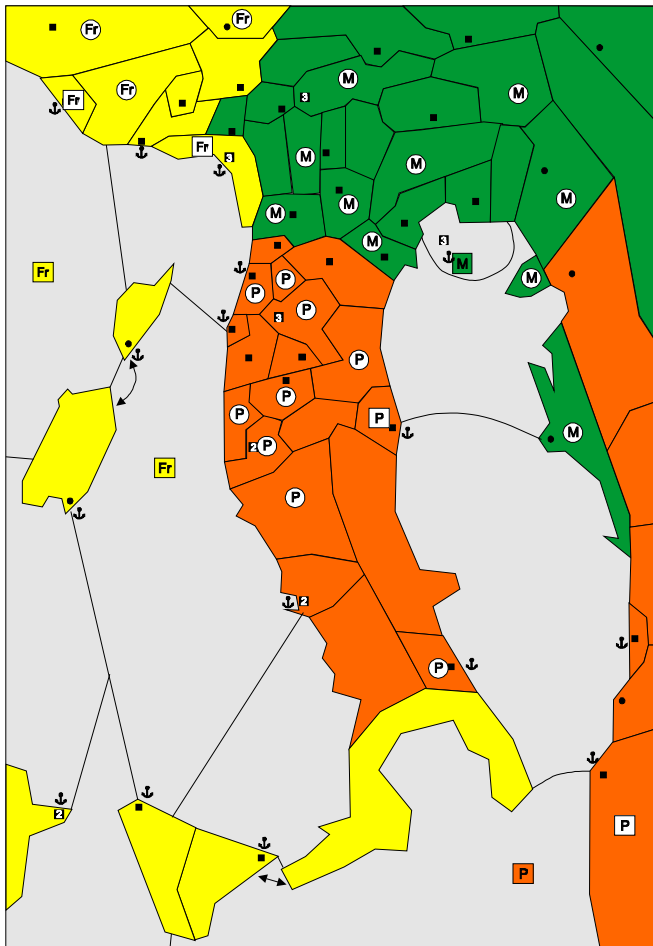
Milan – The Pope: Still you have my Lucca, Ferrara and Croatia: let you retreat in your original provinces, please! After we could discuss.

Milan –France: Dear friend, you must defend Tunis and Sicily over all things: with each one of them the Pope conquers new variable incomes and places to build. Please you should counterbribe the TyrSea fleet, if possible.

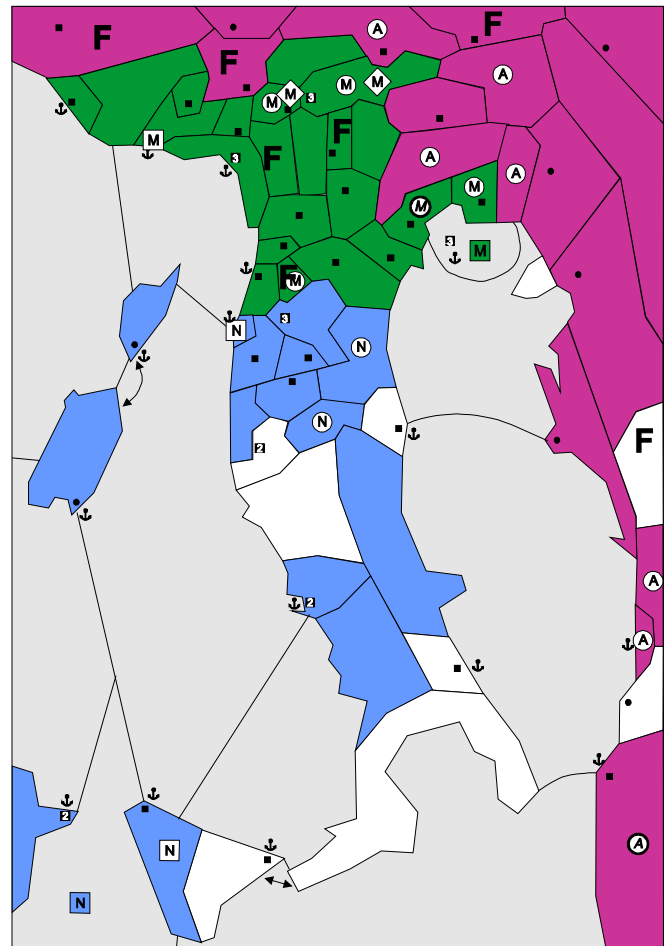
I proposed the separation of deadlines in order to coordinate our moves. I hope that you knew and suggest something about LS, Lucca and Pisa. In particular, LS should be yours to land your Provence in Pisa. Before you should give support to my Modena - Lucca from LS; then I shall support your taken of Pisa or what you will ask.

Papacy – All: I'll accept a 2 way draw if that's what you guys really want, but only this season. I suspect both of you are really more interested in a solo though. Good luck to you gentlemen. I'll only accept a 3 way draw or solo from this season on.

Citizen Dog



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



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

Citizen Dog

Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Winter 1464

Deadline for Spring 1464: 1/8 Tuesday

Who is the lone holdout for peace?

Fall 1463 Retreats

Naples A Rome retreats OTB (NRR)

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A Tyrolea	25	24	1
Mil	Maintains all, builds garrisons in Milan and Pavia	50	30	20

Nap Maintains A Urbino, A Spoleto, F 35 15 20
Piombino, F Palermo, and F Central
Mediterranean, no new builds

Notes

The Austria/Milan/Naples draw fails with 1 no vote. It has been re-proposed.

Press

Austria – All: All for one and one for all?

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Summer 1455

Deadline for Fall 1455: 1/8 Tuesday

Milan is now involved in a two-front war with Austria and France, while Austria stages a clandestine invasion of Venice. A Florentine fleet is displaced by the French and Naples causes the destruction of two papal units. Finally, the Turks get into conflict with both Naples and Venice.

Spring 1455 Retreats

Austrian A Carinthia retreats to Verona

Milan A Austria retreats to Fornova

Milan A Genoa retreats to Tyrolea

Expenditures

France borrows 10 ducats for 2 years (15 ducats due Summer 1457) and spends 9 ducats to buy the autonomous garrison in Saluzzo.

Naples borrows 14 ducats for 1 year (17 ducats due Summer 1456) and spends 3 ducats to counterbribe A Ancona, and 12 ducats to disband Papal A Rome.

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, 17 ducats due from Naples

Fall 1456: 18 ducats due from Austria

Summer 1457: 7 ducats due from France

Orders

AUSTRIA : A Verona to TREVISO, A Austria to TYROLEA, A SLAVONIA to Carniola

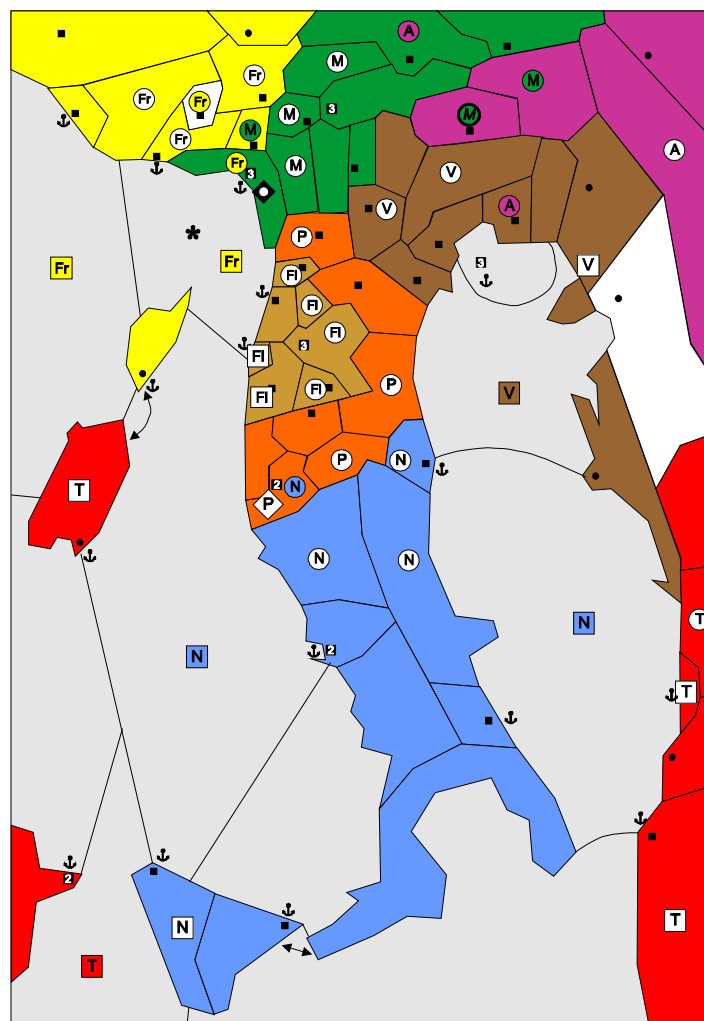
FLORENCE : A Sienna to AREZZO, A FLORENCE supports F Piombino to Sienna, A PISTOIA holds, A LUCCA supports Papal A Modena, F Piombino to SIENNA, F PISA to PIOMBINO, F Ligurian Sea supports F Pisa to Piombino (cut, DISLODGED, retreat Pisa, OTB)

FRANCE : A Avignon to PROVENCE, A TURIN to Montferrat, A SAVOY supports A Genoa, A GENOA besieges, F GULF OF LIONS supports F Corsica to Ligurian Sea, F Corsica to LIGURIAN SEA, G SALUZZO converts to A

MILAN : A Pavia to MONTFERRAT, A Milan to PAVIA, A CARINTHIA supports A Trent (cut), A (EM) TRENT supports A Carinthia, A Tyrolea to COMO, A FORNOVA supports A Pavia to Montferrat

NAPLES : A ANCONA besieges (garrison destroyed), A AQUILA supports A Ancona, A CAPUA supports A Patrimony to Rome, A Patrimony to ROME, F LOWER ADRIATIC to Ionian Sea, F TYRRHENIAN SEA supports A Patrimony to Rome, F PALERMO to Central Mediterranean

Off the Leash



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

Orders (cont.)

PAPACY : A MODENA holds (u), A URBINO to Ancona, A SPOLETO supports A Rome (nsu), A Rome holds (nsu), G ROME supports A Rome (nsu), G Ancona converts to A (DESTROYED)

TURKS : A HERZEGOVINA to Dalmatia, F RAGUSA holds, F DURAZZO to Ionian Sea, F CENTRAL MEDITERRANEAN supports Durazzo to Ionian Sea (cut), F SARDINIA holds

VENICE : A MANTUA besieges (garrison destroyed), A Ferrara to VERONA, F UPPER ADRIATIC to Dalmatia, F CARNIOLA to Upper Adriatic

Press

Austria – France: Genoa good way to get these green slimy things off my back?

Austria – Milan: Stop it. Stop it stop it stop it. Go away. We gave at the office.

Austria – Venice: We come to petition the doge to stop dodging about like a blind Venetian, and help save our bespanked Austrian butts. We may be the butt of all jokes, but this Milan-ennium invasion by the little green men is no longer funny.

Florence – France: I plan to go no further, unless you dislodge me....the Ligurian borders my stuff too.

Florence – Naples: What are you doing up here? Go home and fight the Turks like a proper Nap.

Florence – Rome: I with you brother.

France – Florence: You have many easy provinces to conquer as Bologna and Perugia; why do you prefer to enter in Milan-French controversies between neighbors where you cannot have any convenience or gain?

France – Milan: Again I must suggest you to dedicate Austria only; with two fronts you are destined to perish. Moreover next Spring you probably will be assassinated and it is preferable that you have some friend around you and not only enemies. Thus, please, let it stops fights against France.

France – Turkey: Well, it seems that we have a good agreement of no belligerence. For any wishes, you must only ask.

France – Venice: When Milan will be in all Austria, will you begin to preoccupy to be surrounded? I think that it is better that you begin now and help Austrian defense before its fallen.

Turkey – Austria: I'd lend a hand, but I don't think Venice wants us around...

Turkey – France: I've drawn the line at Sardinia. Seems fair enough.

Turkey – Naples: Nothing to say?

Turkey – Venice: Fine with me if you stay north.

Venice – Austria/Milan: Please refrain from intruding on my borders.

Venice – Turkey: Obstreperous? You. Your units are massing to attack me. I have done nothing against you. A shame really. Where do you think I will first spend my money if you attack me?

Doggin' It

End of Game Statements

Game Summary

Player	Color	Starting Location	Money
Bill Scharf	Red	Denver	\$121,350
Brad Martin	Blue	Santa Fe	\$104,350
Paul Bolduc	Gold	Salt Lake City	\$79,750
Ward Narhi	Green	Denver	\$63,050
Joe Carl	Brown	Pueblo	\$39,550
Dennis Cain	Gray	Salt Lake City	\$37,750

Statements

Dennis Cain (Gray): Glad this one's over. I didn't like this game at all.

Brad Martin (Blue): Thanks for the game and congratulations to Bill. I got blocked in fairly early and was just lucky that I had a steady income from my Coal mines.

Paul Bolduc (Gold): Congrats to Bill on an impressive come-from-behind victory. I was frankly surprised when I dug up old issues of SOB to find that

Brad would've won on Turn 15 (and I would've come in dead last) if the usual 50 k\$ victory conditions were in play. So the extra nine turns did make a difference after all.

Bill Scharf (Red): The Leadville area has so many claims that a straight dash there (with some minimal efforts) can often result in victory for one of the Denver players. It's not a sure thing of course...but it is the most common victory in the games I've seen played to a conclusion.

Joe Carl (Brown): Yeah I'm not in last place. Congrates to Bill Scharf. The new edition plays a lot differently than this version.

Chris Hassler (GM): Overall, I'm pleased with how Silverton works by mail. After having played the Mayfair version, however, I am even more confident that that version will work better and I am looking forward to running another one. The original version does seem to have a skew in favor of the player to get the lions share of the Leadville claims, a factor which Bill exploited in his victory. Well played, nonetheless.

Dog Days

Epoch VII Empire Selection

Deadline for Epoch VII Russia, Manchu Dynasty, Netherlands, and France: 1/8 Tuesday

Gaming Through the Ages (Lewis) keeps

Peoples Who Need Peoples (Cousins) passes to Kibbles and Bits

Amorphous, Cadaverous, and Nebulous (Reynolds) passes to Peoples Who Need Peoples

Kibbles and Bits (Narhi) passes to Royal Manticoran Historical Society

The Triffids (Geggus) keeps

Royal Manticoran Historical Society (Wilson) passes to Amorphous, Cadaverous, and Nebulous

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	49	135
Caleb Cousins	Peoples who Need Peoples (Red)	51	133
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	51	131
Ward Narhi	Kibbles and Bits (Orange)	64	138
Chris Geggus	The Triffids (Green)	64	125
Kevin Wilson	Royal Manticoran Historical Society (Blue)	75	123

Final Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*.

Amorphous, Cadaverous, and Nebulous. Fleet *Black Sea*. 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*. SAFAVIDS: Army and Capital *Persian Salt Desert*. OTTOMAN TURKS: Army, city, and Monument *Turanian Plain*, army and Monument *Zagros*, and *Persian Plateau*, armies *Eastern Anatolia*, and *Hindu Kush*.

The Triffids. Fleets *Atlantic Ocean*, *North Sea*, *Western Mediterranean*, *Eastern Mediterranean*, and *Caribbean Sea*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. HUNS: Army *Caucases*. HOLY ROMAN EMPIRE: Army, Capital, and Monument *Central Europe*, army and Monument *Southern Apennines* and *Northern Gaul*, armies *Dalmatia* and *Northern Apennines*. SPAIN: Army and Capital *Pyrenees*, army, city, and Monument *Western Anatolia*, army and Monument *Levant*, armies *Scandinavia*, *Baltic Seaboard*, *Western Iberia*, and *Southern Andes*.

Peoples Who Need Peoples. Fleet *Atlantic Ocean*. HSUING-NU: Army *North European Plain*. ANGLO-SAXONS: Army *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 *Arabian Peninsula*. VIKINGS: Armies *Lower Rhine*, and *Deep South*. INCAS & AZTECS: Two armies and Capital *Northern Andes*, army, Monument, and Capital *Mexican Valley*, army *Pacific Seaboard*.

Royal Manticoran Historical Society. Fleets *Red Sea*, *Bay of Bengal*, and *Sea of Japan*. SCOTTS: Army, city, and fort *Highlands*. ARABS: Army, fort, and Monument *Nubia*, and *Upper Tigris*, army *Nile Delta*. MONGOLS: Army, fort, and city *Honshu*, army and fort *Korean Peninsula*, armies *Mongolia*, and *Manchurian Plain*. MUGHALS: Army, Capital, and Monument *Ganges Valley*, army and Monument *Ganges Delta* and *Upper Indus*, armies *Western Deccan*, *Eastern Deccan*, *Western Ghats*, *Eastern Ghats*, and *Ceylon*.

Kibbles and Bits Fleet *South China Sea*. ROMANS: Army *Middle Tigris*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. T'ANG DYNASTY: Army *East Indies*. MING DYNASTY: Army, Capital, and Monument *Chekiang*, army and Monument *Yangtse Kian*, *Szechwan*, and *Great Plain of China*, armies *Si-kyang*, *Wei River*, and *Yellow River*.

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

Event CardsEpoch VII EmpireCanes Venatici

Turn 14

Deadline for Turn 15: 1/8 Tuesday

Commander Actions

SUPERB (Lowrey) opens bidding on Robots at 51 and 2113 Corporation gets it for 59 (Or3, Or4, Wa7, Wa7, Wa7, Ti10, Ti10, Ti11). Opens bidding on Robots at 51 and S.A.R.A. gets it for 52 (Or1, Or3, Or4, Or4, Ti9, Ti10, Ti10, Ti11). Opens bidding on Robots at 51 and gets them (Ti7, MTi). Buys a titanium factory (Or4, Wa8, Wa9, Ti10) and a population factor (Or5).

HBDC V (Wilson) buys 2 research factories (Wa6, Wa9, Re13, Re15, Re17) and 3 population factors (Ti9, Re9, Re13)

Mystery Machine 2 (Lewis) buys 2 population factors (Ti12).

2113 Corporation (Cain) passes

Miller's (Scharf) buys a new chemicals factory (Or4, MWa, Ti12, Re16) and 2 population factors (NC24)

S.A.R.A. (Cousins) buys a titanium factory (Ti13, Mi17) and a population factor (Wa10).

BarterTown V (York) opens the bidding on a Laboratory at 81 and gets it (Wa8, Wa9, Ti7, Ti10, Ti11, Ti11, Ti13, Re12)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ec, 2OL, Wa, Ou, Ro	44
2	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF, ReF	Wa, 3DL, La, 4Sc, Ou	36
3	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou, Ro	33
4	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	HE, 2No, Wa, 3Ec	33
5	Miller's	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF	2DL, Wa, OL, Sc, Ro, Ou	33

	Outpost Name	Commander	Factories	Upgrades	VP
			<i>NCF</i>		
6	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, ReF, NCF	HE, OL, La, Ou, Ro	32
7	BarterTown V	Andy York	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	HE, No, Ec, 2La	32

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: Space Station, Planetary Cruiser, Robots, Moon Base, Planetary Cruiser, and Planetary Cruiser

Upgrade	Minimum Bid	Available	TBD
Robots (Ro)	50	1	0
Laboratory (La)	80	1	0
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	0	0
Space Station (SS)	120	1	4
Planetary Cruiser (PC)	160	3	2
Moon Base (MB)	200	1	4

Your Production Cards:

2113 Corporation and Miller's took Mega Water cards, SUPERB and S.A.R.A. took Mega Titanium cards.

Dog Tired

Turn 6 Funeral Commission through Parade Turn 6 Special Influence Declaration due: 1/8 Tuesday

Funeral Commission

TCC declares 7 IP on M.

Replacement

Sergei demotes Lech to Sport Minister. Sergei ages to 75. Antonj Talksalot promotes by age to Defense Minister. Diwan Palavarian (G) promotes to Ideology Minister by age, and Ludmilla Patina (S) promotes to Economy Minister by age. W, Y, and Z are all promoted to Candidates.

Rehabilitation

None.

Parade

HLS play Visit the Sanatorium (8) on Sergei (dr = 6+1, fails). Sergei fails to wave (dr = 5) and ages to 76.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	76 +	2 (HLS), 10 (TCC), 4 (FBI)
KGB Head	Antonj Mischif (I)	71 (strong) ? +	3 (RE), 6 (ORRP), 7 (TCC)
Foreign	Eduard Boremtodev (K)	71 (strong) ?	6 (TCC), 4 (RE)
Defense	Antonj Talksalot (J)	69 ?	1 (TCC)
Ideology	Diwan Palavarian (G)	70 (weak)	
Industry	Igor Doberman (L)	65 ++	1 (HLS), 2

Office	Politician	Condition	Influence
			(ORRP)
Economy	Ludmilla Patina (S)	58	
Sport	Lech Schukrutoff (B)	82 +	1 (ORRP), 3 (FBI)

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

Candidates: U, V, W, Y, Z

People:

Siberia: N, P, O, R

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, FBI has one wave.

Hounds of Tindalos

Turn 10

End of Game Statements due: 1/8 Tuesday

Planning

English maintains 4 ships (\$16) and buys 2 (\$24) for \$40. Declares 5 ships pirate against Spain.

French maintain 2 ships (\$8), buys 2 ships (\$24) and 4 soldiers (\$40) for \$72.

Portuguese maintain 4 ships (\$16), buy 2 ships (\$24) and 7 soldiers (\$70) for \$110.

Spanish maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.

Outbound Naval Movement

English Moves to L. Dice: 2, 2, 3, 5. No losses.

French Moves to U. Dice: 3, 4, 5, 6. No losses.

Portuguese Moves to O. Dice: 3, 4, 6. No losses. Drop off 7 soldiers and 2 colonists, move to U. Dice: 2, 5. No losses.

Spanish Moves to J. Dice: 1, 1, 3, 6. Loses 2 colonists.

Mining

English mine 1 gold and L. L depletes.

Discovery

None.

Land Movement

English moves 2 gold bars from L to fleet, 1 colonist from F to E, 1 colonist and 1 soldier I to E, 1 colonist from L to I, 2 soldiers from M to L, and 2 colonists from fleet to L. All miners revert to colonists.

French moves 1 gold from N to anchorage dot, 8 colonists from P to S, and 4 colonists and 4 soldiers from fleet to U. All miners revert to colonists.

Portuguese move 4 colonists from X to U, 4 colonists from T to X, 1 soldier from T to U, 5 colonists and 2 soldiers from Q to T, 5 soldiers from O to Q, 7 soldiers and 2 colonists from anchorage dot to O, and 2 colonists from fleet to U.

Spanish moves 4 gold bars from H to anchorage dot, 2 colonists from J to K, 3 soldiers from G to H, soldier at G prospect, 4 colonists and 5 soldiers from fleet to J

Combat

None.

Native Combat

Spanish attack natives in J. 2 natives killed.

Native Uprisings

Climate is a 4. Uprising in S, 2 colonists killed.

Survival

Climate is a 5. **English** loses 1 soldier in E. **Spanish** lose 1 soldier each in G and J. **French** lose 1 colonist in S and 1 soldier in U. **Portuguese** lose 1 soldier in U.

Political Control

English gain political control of E. **Spanish** gain political control of J. **French** gain political control of S.

Homebound Naval Movement

English: Moves to H. Dice: 2, 3. No losses. Pirates attack port. 3 gold stolen, 1 pirate lost. Dice: 2, 2, 4. No losses.

French: Moves to N. Dice: 2, 4, 6. No losses. Picks up gold. Dice: 1, 2, 6, 6. Loses 1 ship.

Portuguese: Dice: 1, 4, 5, 5. No losses.

Spanish: Moves to H. Die: 5. No losses. Picks up gold. Dice: 2, 2, 4. No losses.

Income

English: Political Control: \$200, gold: \$200, resources: \$57.

French: Political Control: \$160, gold: \$40, resources: \$108.

Portuguese: Political Control: \$200, resources: \$111.

Spanish: Political Control: \$200, gold: \$40, resources: \$63.

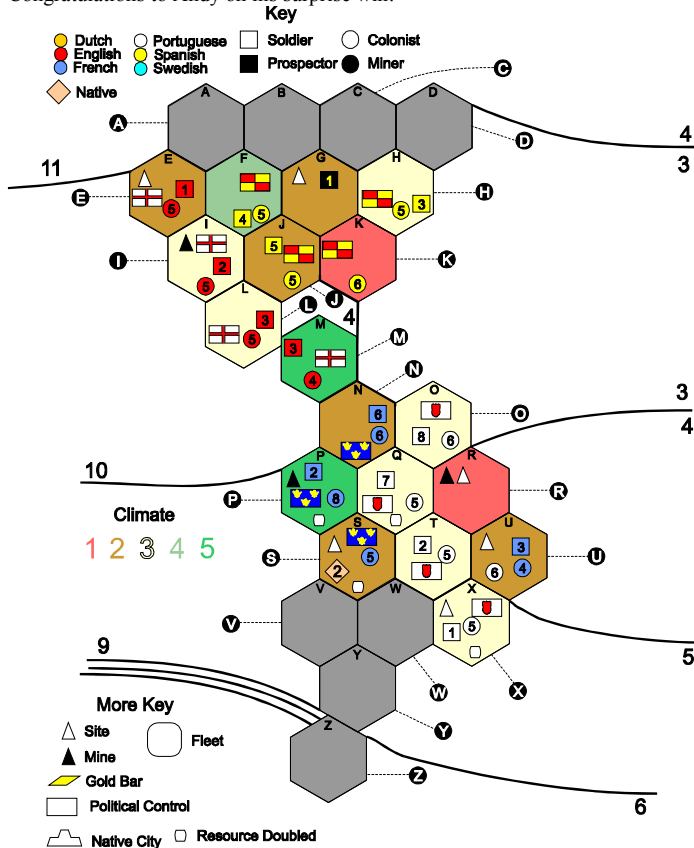
Press

France – England: You have to admit this has been an interesting game!

Cerberus – France: More interesting than you realize.

Notes

Congratulations to Andy on his surprise win!



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	\$1264	0	5	4
French	Bill Scharf	\$1222	5	4	4
Portugese	Bob Robles	\$984	0	6	4
Spanish	Dennis Cain	\$1120	0	5	4

Hyena

Turns 7.2 to 8.2

Deadline for Turns 8.3 to 10.3: 1/8 Tuesday

Turn 7

2nd: Chris Geggus (Whynoms/Nostramo) Rolls Used: 1 2 2

Space Station – R – Y – R – NC1 (Observe Qossuth) - ? (It's the Air Foil relic).

Picks up Air Foil.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 1 6

R20 – R – Poisonport(o) – B – Paintfall(o) – Paintfall(s).
Sells Immortal Grease for \$100 plus \$100 demand (from the cup):
Immortal Grease at 6 and demand for Spice at 4b).

4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 2
Rumbleport(s) – Rumbleport(o) – R – B – Y – B – R – B.

Turn 8

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

4

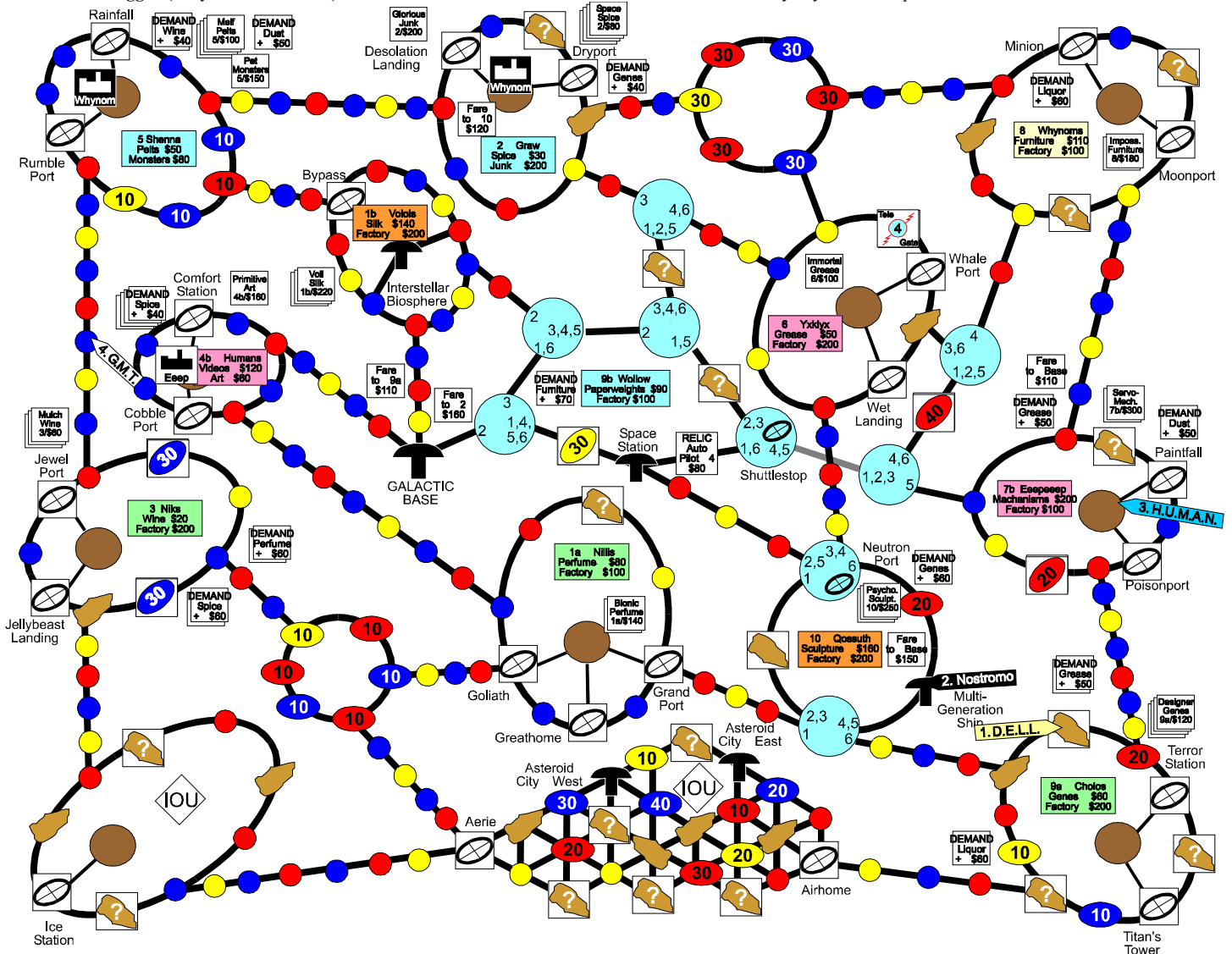
R20 - A.

Picks up Switch Switch relic.

2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 1 5 5

A - NC5 - Multi-generation Ship.

Discovers Qossuth (from the cup: Fare to 2 at Base for \$160, Finest Dust at 4a, Bionic Perfume at 1a, and Demand for Spice at 3). Sells Megalith Paperweight for \$160 (from the cup: Demand for Spice at 4b). Uses IOU and \$40 to buy Psychotic Sculpture.



1. D.E.L.L.		
Scow Scout \$14		
9: 3 4 6 6//10: 3 3 5 6 (Use 2)		
Hold1	Hold2	Hull
Designer Genes 9a/\$120		9b \$90
		7d \$100
		Switch Switch (\$100)

2. Nostromo		
Fast Scout \$190		
9: 3 5//10: 5 6 (Double 1)		
Hold1	Hold2	Hull
Psycho. Sculpt. 10/\$250	Fare 6 to 4b \$120	Air Foil (\$80)
	Fare 9b to 5 \$110	
Shenna \$100	Grav \$200	

3. H.U.M.A.N.		
Normal Scout \$220		
8: 3 4 5//9: 2 4 5//10: 3 5 5		
Hold1	Hold2	Hull
		8 \$80
		6 \$100
Humans \$100		

4. Go for the Money Time		
Rocket Scout \$80		
8: 1 5//9: 3 4 (Use 1 * 4)		
Hold1	Hold2	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	1a \$80
		Shield (\$60)
		3 \$60
Humans \$100		

Notes

Since there are only two remaining undiscovered cultures, I am going to accelerate the pace to 2 turns per issue.

Goods and Demands:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): Demand for Designer Genes (+\$40), 4 Space Spice, Fare to 10 (\$120), Glorious Junk

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

4a (Dell): 1 Finest Dust

4b (Humans): 4 Demand for Space Spice (+\$40), Primitive Art

5 (Shenna): 2 Demand for Mulch Wine (+\$40), 2 Melf Pelts, 1 Demand for Finest Dust (+\$50), Pet Monsters

6 (Yxklyx): 1 Immortal Grease

7a (Zum): 2 Demand for Finest Dust (+\$50), 3 Chicle Liquor

7b (Eeepeep): 2 Servo-Mechanism, 1 Demand for Finest Dust (+\$50), 1 Demand for Immortal Grease (+\$50), Fare to Base (\$110)

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)

10 (Qossuth): 3 Psychotic Sculpture, Fare to Base (\$150), Demand for Designer Genes (+\$60)

Base: Fare to 9a (\$110), Fare to 2 (\$160)

Dog Show

Turn 2, Phases 4 through 6

Deadline for Turn 2, Phase 7 and Turn 3, Phases 1 through 3: 1/8 Tuesday

Phase 4 – Purchase or Pass

Genoa buys galley 4 for \$10, and spends \$3 for stabilization

Paris spends \$3 for stabilization

Venice buys galley 4 for \$10, Printed Word (N) for \$10 cash plus \$20 credit from Dionysus Exiguus, and spends \$3 for stabilization.

London buys galley 2 for \$10 and the Heavens (A) for \$30

Barcelona buys galley 4 for \$10 and spends \$3 for stabilization.

Phase 5 – Expansion

Genoa plays in Tunis (4), Sicily (2), Bordeaux (4), and Naples (3)

Paris plays in St. Malo (2), Prague (2), Vienna (4), Breslau (1), and Amsterdam (1). Buys a card (3, _____)

Venice plays in Crete (3), Salonika (2), Budapest (3), Rome (2), Sicily (4, vs. Genoa dr = 6, 5, 4; wins), St. Gali (1), Athens (1), Esseg (1), Salzburg (1)

London plays in Acre (5), Adalia (1), Waterford (2), Iceland (2), buys a card (6, _____), plays in Cyprus (2), and Bergen (2).

Barcelona plays in Lisbon (3), Seville (3), Fez (2), Algiers (2), Bordeaux (9, vs. Genoa dr = 2, 3, 4; loses), St. Malo (3, vs. Paris dr = 2, 5, 3; wins)

Venice gains the bonus card (_____)

Phase 6 – Income

Genoa gains \$63

Paris gains \$69

Venice gains \$63

London gains \$69

Barcelona gains \$81

Shortage in Cloth (Genoa gains Spice), Surplus in Spice (London loses \$1)

Turn 3, Phase 1 – Draw Cards

Your card was: _____

Press

Barcelona – Paris: No ill will, just greed.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	40		\$102		9		I
Ward Narhi	Genoa	40		\$83		8	4	
Paul Bolduc	Venice	40		\$64		8	4	N
Bob Robles	Barcelona	40		\$117		11	4	
Dennis Cain	London	60		\$76		9	2	I, A

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

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

Commodity	Ward	Bob	Paul	Caleb	Dennis
Cloth (6)	3	--	2	2	--
Wine (7)	1	2	1	1	--
Metal (8)	1	1	--	1	1
Fur (9)	--	--	--	1	--
Silk (10)	--	1	1	--	1
Spice (11)	--	--	--	--	1
Gold (12)	--	--	--	1	--
Ivory (12)	--	--	--	--	1

Surplus, Shortage

Wolfhound

Turns 2.2 to 3.2

Deadline for Turns 3.3 to 4.3: 1/8 Tuesday

Turn 2

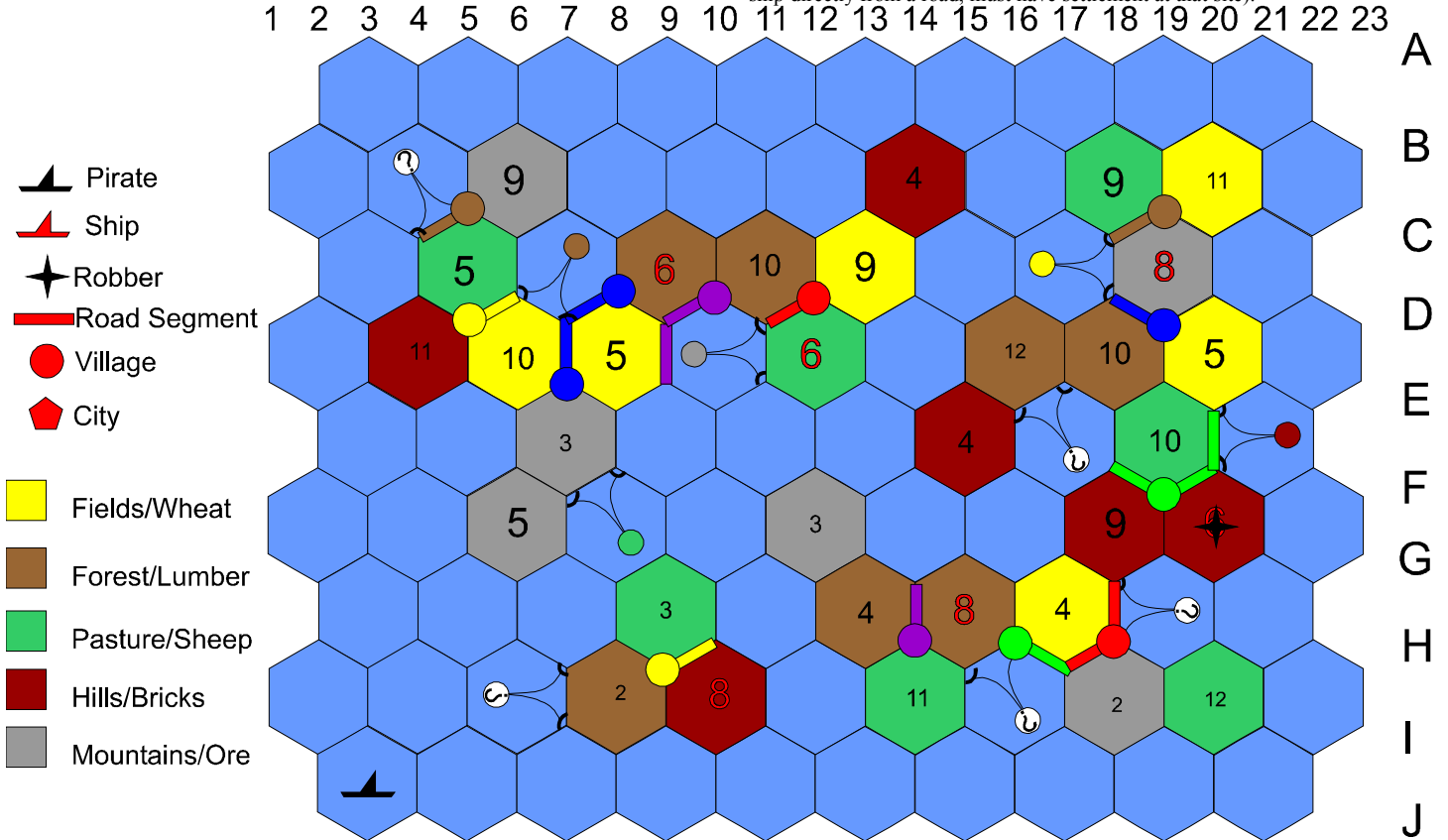
Joe Die roll = 9. Joe receives 1 wheat, Ward receives a wool and an ore, and Kevin receives a brick. Trades 3 wheat for 1 brick at the port, and buys a road from H18 to G18.

Dave Die roll = 10. Kevin receives 1 wool, Joe receives 1 lumber, Dave receives 1 lumber and 1 wheat, Brendan receives 1 wheat, and Tom receives 1 lumber. Dave trades 1 ore and 1 lumber to Kevin for 1 wool and 1 brick, gains 1 lumber from Tom. Builds a settlement at D8.

Brendan Die roll = 4. Kevin receives 1 wheat, Joe receives 1 wheat, and Brendan receives 1 lumber. No actions.

Tom Die roll = 9. Joe receives 1 wheat, Ward receives a wool and an ore, and Kevin receives a brick. No actions.

Ward Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Ward trades in 3 ore for 1 lumber at the port, and attempts to build a ship from C18 to C17 (impossible, cannot build a ship directly from a road, must have settlement at that site).



Turn 3

Kevin Die roll = 7. Discards 2 wheat, 2 wool, and 1 brick, moves the Robber to Forest 6 and steals a lumber from Tom. Builds a road from F18 to F19.

Joe Die roll = 7. Moves the Robber to Hills 6 and steals a lumber from Kevin. No actions.

Open Trades

None.

Turn 2 Rolls

Dave 6 **Brendan** 8 **Tom** 8 **Ward** 11

Turn 3 Rolls

Kevin 6 **Joe** 11 **Dave** 9

Press

Yellow bellied countrymen – Blue and Purple people eaters: Why?

Joe – Kevin: Sorry Kevin, I need bricks and you seem to be the only one with them.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1				1		2
Joe Carl	Red	2	2		2	1		2
Dave Partridge	Blue				1			3

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Brendan Whyte	Yellow				1		1 Unplayed	2
Tom Howell	Purple				4			2
Ward Narhi	Brown		3		1			2

Unplayed cards: _____

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. A man and a woman in a car drove down the drive from their house to the road. The man was behind the wheel. When they reached the road they got out and changed places. The woman turned the car around, then they swapped places again and the man drove back down the drive to the house. They did this several times. Why?

A1. The man was just learning to drive. He did not yet have a license, which would have allowed him to drive on the road, but he could drive on their private drive. The woman, his mother, turned the car around at the road so that he could continue to practice by driving back along their drive.

Andy York, Brendan Whyte, and Joe Carl each receive ½ point.

Q2. How could a baby fall out of a twenty-story building and live?

A2. The baby fell out of a first-floor window.

Bob Robles, Joe Carl, and Chris Geggus each receive ½ point.

Q3. A man went to the top of a 180-foot-high cylindrical tower. He leapt off, but was uninjured. He did not have a parachute or hang glider or any such device. How did he escape injury?

A3. The tower was the Leaning Tower of Pisa. The man jumped off the upper side and landed safely on the floor below.

No correct answers.

Q4. An executive who was based in New York was posted to Hong Kong on assignment. When he was due to return, he faxed his manager the following request: "Is it OK for me to transport back to New York, at the company's expense, my personal items, household effects, and junk?" He was given the approval to do so. A furious argument ensued. The company refused to pay the transportation charge and, in the end, the executive had to sue the company. He won, but that is not the issue. The question is: What was the cause of the argument?

A4. In this true story, the executive had had shipped back to New York a thirty-foot sailing junk (Chinese boat) that he had bought in Hong Kong.

Tom Howell, Andy York, Brendan Whyte, Caleb Cousins, Bob Robles, Dennis Cain, and Chris Geggus each receive ½ point.

Q5. One day a boss said to his employees, "I can fight and beat any man who works here." A new employee, a seven-foot-tall ex-prizefighter, stood up to take on the boss. What did the boss do?

A5. He fired the new employee on the spot!

Bill Scharf, Tom Howell, Andy York, Caleb Cousins, Dennis Cain, and Chris Geggus each receive ½ point.

Current Scores

Chris Geggus	80	Andy York	66½	Caleb Cousins	61
Paul Bolduc	59½	Bill Scharf	57½	Dennis Cain	52
Joe Carl	49½	Brendan Whyte	45	Andy Lewis	33½
Ward Narhi	31	Steve Koehler	31	Bob Robles	29
Tom Howell	22½	Brad Martin	16	Kevin Wilson	12
Sean Cousins	7				

Chris Geggus receives 1 free issue.

New Questions

Topic: Brain Teasers

1. In Paris, a man with a job known as a quatorzième sits in his place of work in the evening. Sometimes he is called on to do something, but most evenings he is not. What does he do?

2. Why does the United States Air Force employ the services of a top-class cartoonist?

3. In 1967, Sylvia Ester, an East German Olympic swimmer, swam the 100-meter freestyle in a time of 57.9 seconds, a new world record. But this was never recognized or acknowledged. Why not?

4. A secretary went on vacation. She inadvertently took with her something from the office. Her boss sent her a message asking her to return it immediately. This she did. Yet, when she returned from Vacation, she was dismissed. Why?

5. A man working late at the office left some sandwiches on his desk. As a result of this, he later became a multi-millionaire. How?

Pedagoguery

We know that ordinary matter can make up no more than about 3% of the critical density of the universe. In addition, dark matter can boost that percentage up to about 35%. But does the universe have to contain precisely the critical density? And if so, what else could be out there to comprise it?

There are several reasons to believe that the universe is geometrically flat; i.e. that it contains exactly the critical density of matter and energy. These reasons are both theoretical and observational. I will discuss the theoretical reasons first. The first reason is referred to as the "flatness problem." Briefly stated, the flatness problem arises from the fact that the universe appears to be so close to the critical density, but not quite there. As the universe expands, the ratio of the actual density to the critical density will change – it will get smaller if it starts out less than one, and if it starts out greater than one, it will get smaller during expansion, and larger during contraction, but it will never get less than one. The only circumstance in which this ratio doesn't change is when it starts out at precisely 1. Now, the degree by which it changes is quite large. In fact,

for the universe to have $\Omega=0.35$ at this point in its evolution, it would have had to start with Ω less than 1 by less than one part in 10^{15} . That is a staggeringly small number, and quite suspicious in the eyes of cosmologists. It suggests an extraordinary degree of fine-tuning that most cosmologists are unprepared to accept. It seems much more likely that $\Omega = 1$ and that we are just missing something.

Another theoretical argument for $\Omega = 1$ arises from inflationary theories. During the inflationary epoch, the universe will naturally end up with the critical density, because inflation will drive it there. Since inflation also solves a number of other problems in cosmology, most cosmologists will be unwilling to discard it unless forced to do so.

An observational reason to believe that $\Omega = 1$ comes from an analysis of the microwave background radiation. Since this radiation represents the farthest back we can probe, it has tremendous value for cosmologists. The minute fluctuations in the background represent the slight over- and under-dense areas of

the early universe. An analysis of the clustering and size of these regions can tell us what Ω is. The first attempt to do this was with COBE, the COsmic Microwave Background Explorer. Unfortunately, COBE could only see rough scales – nothing smaller than about 7 degrees. More recent, balloon-borne experiments have explored portions of the background, and all the data suggests that $\Omega = 1$.

What could be making up the remaining 65% of the universe? A potential answer has come from a study of type I supernovae. These are white dwarf stars in binary systems that accrete matter from their companion star. Eventually, they gain enough mass to push themselves over the Chandrasekhar limit, undergo runaway carbon fusion, and explode in a supernova. Such items are interesting to astronomers because they are what are called “standard candles” – a bright light source that in theory should always have the same brightness, no matter where or when they occur. Studies of these objects by two different research

teams brought to light an astounding fact – the universe appears to be accelerating. This could only happen if there was some repulsive force that acted only at long distances. This is precisely what Einstein was referring to when he added the Cosmological Constant to his General Theory of Relativity.

So, what could cause this cosmological constant? A possible answer arises from quantum mechanics. Quantum mechanics tells us that quantum fluctuations exist even in a vacuum. It is these quantum fluctuations that could contribute to a “vacuum energy density” which would act like a cosmological constant. Naïve calculations of the strength of this force, however, have resulted in a value many orders of magnitude too large. Clearly, we have much to learn before we comprehend the universe.

Next issue, I will discuss some ideas regarding habitable zones within our galaxy.

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			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428	

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, Cary Nichols
Dune: Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf
New World: Andy York, Bill Scharf, Cary Nichols
Merchant of Venus: Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols
Outpost: Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf
History of the World: Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols
Stellar Conquest: Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols
Liftoff!: Dennis Cain, Andy York, Cary Nichols, Bill Scharf
Age of Renaissance: Bob Robles, Michael Lowrey, Cary Nichols
Kremlin: Joe Carl, Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf
Silverton: Cary Nichols, Bill Scharf
Settlers of Catan: Michael Lowrey, Chris Geggus, Cary Nichols

Standby Calls

None this issue.