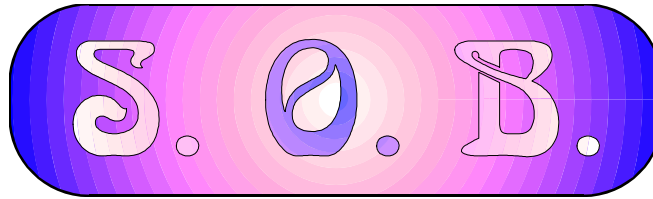


Number 141

January, 2008

**Notes from Hades**

I hope that the holidays find everyone well and that the new year brings only good things for you..

We have had one game end this issue: Dog Chow, the Age of Renaissance game. Congratulations to Paul Bolduc on his victory. With that, the next Age of Renaissance game, Greyhound will be starting up next issue.

The next deadline is **Tuesday, February 5 at 5:00 p.m. Pacific Time.**

**Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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**Game Openings**

**Greyhound.** Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin, Bob Robles, Dave Partridge, Steve Koehler, Dave Hood, and Robert Koehler. This game is full. **Starts next issue!**

**Sand Flea.** Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, Paul Bolduc, Michael Longdin, Ward Narhi, and Gina Teh, will take up to 1 more if one player plays the Bene Tleilaxu.

**Frontier Dog.** Gunslinger .Scenario to be determined. Have Paul Bolduc, Chris Geggus, Mike Scott, and Andy Lewis, will take up to 3 more.

**Pateel.** Kremlin. Will start after Flea Collar ends. Have Ward Narhi, Mike Scott,

Bill Scharf, Bob Robles, Pasquale Giovine, and Gina Teh. This game is full.

**Hunter.** Silverton. Will start after Terrier ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, Bill Scharf, and Dave Hooton. This game is full.

**Prosyon.** Merchant of Venus. This game will start when Sirius ends. Have Dave Partridge, Bob Robles, Chris Geggus, Gina the, and Dennis Cain. Will take up to 1 more.

**Robover.** Robo Rally. Have Dave Partridge, Bill Scharf, Chris Geggus, Dave Hooton, Gina the, Ward Narhi, Michael Longdin, and Chris Geggus. This game is full.

**Gaspode.** Puerto Rico. Have Andy York, Tom Howell, and Chris Geggus, will take up to 2 more.

**Wish List**

**History of the World.** Have Chris Geggus, Dave Partridge, and Gina Teh, will take up to 4 more.

**Industrial Waste.** Have Andy York, will take up to 3 more.

**Outpost.** Will start after Hound ends. Have Andy York and Cary Nighols, take up to 8 more.

**Machiavelli.** This game will start after the next Machiavelli game ends. Have Ward Narhi, Bob Robles, and Pasquale Giovine, will take up to 5 more.

**Machiavelli.** Gunboat. This game will start after the second Machiavelli game ends. Have 2, will take up to 6 more. You are signed up: .

**Power Grid.** Have Andy York and Michael Longdin, 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:

**Chris Hassler a.k.a. Cerberus**

**2000 S. Armour Court**

**La Habra, CA 90631**

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**On the Web at: <http://homepages.roadrunner.com/sobhome>**

Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

No letters received this issue.

**Dog Park**

**Miller Number 20077Apw10**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory  
Deadline for Summer 1051 2/5, Tuesday**

*The Muslims strike out at the Normans and Byzantium evicts the Lombards from Bari, while Venice, Pisa, the Pope, and the Holy Roman Empire all expand to adjacent neutrals.*

**Expenditures**

The Muslims borrow 6 ducats for 2 years (9 ducats due Spring 1053) and spend 12 ducats to disband Norman fleet Tyrrhenian Sea

**Outstanding Loans**

Spring 1053: 9 ducats from the Muslims (6 borrowed)

**Orders**

BYZANTINES (Giovine):

A Salerno to BARI, A OTRANTO supports A Salerno to Bari, F Ragusa to LOWER ADRIATIC

HOLY ROMAN EMPIRE (Partridge):

A PAVIA to MONTFERRAT, A Milan to TARENT, A Cremona to MANTUA

MUSLIMS (Robles):

A PALERMO supports A Messina, A MESSINA

Summer 1051 Plague

**Good Year – No Plague!**

Press

**Pisa – All:** Peace to all... and I hope you got what you wanted, other then in this game.

**Pope – Pisa:** The People of Florence has requested my aid to liberate them from their current ruler. I am therefore sending my Army to expel the Faithless one and bring peace to the citizens of Florence. Although I have no quall with you, and in fact have sent two envoys to you asking for Peace. Perhaps my envoys were sent to the wrong address, and therefore I ask for you to contact me so we can come to terms. War between us will only lead to our down fall and our enemies gain.

**Pope – Normans:** You are another leader who is hard to contact by envoy and so I rely on this announcement to try to get you to the bargaining table to set up our own Treaty. The Papacy has no quall with you either, and only wish for peace between us. I hope we can set up lines of communications.

supports A Palermo, F Central Mediterranean to WESTERN MEDITERRANEAN

NORMANS (Horsley): A Naples to CAPUA, F Tyrrhenian Sea to Western Mediterranean (nsu), F Gulf of Naples to TYRRHENIAN SEA

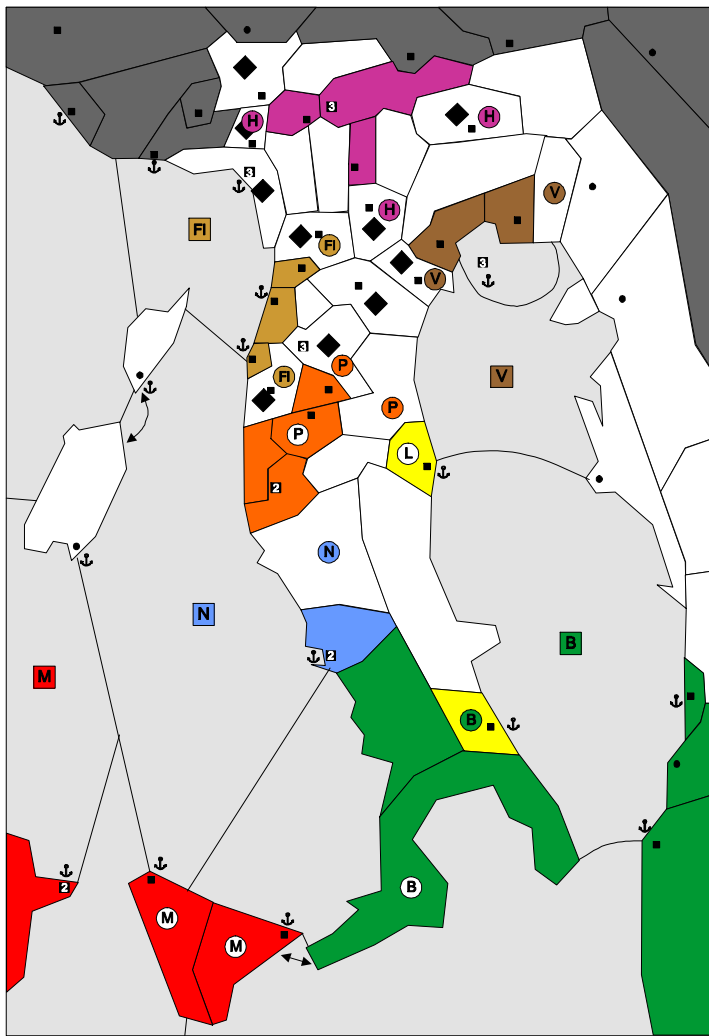
PAPACY (Roalstad): A Arezzo to FLORENCE, A Perugia to URBINO, A Rome to PERUGIA

PISA (Scott): A Lucca to MODENA, A Piombino to SIENNA, F Pisa to LIGURIAN SEA

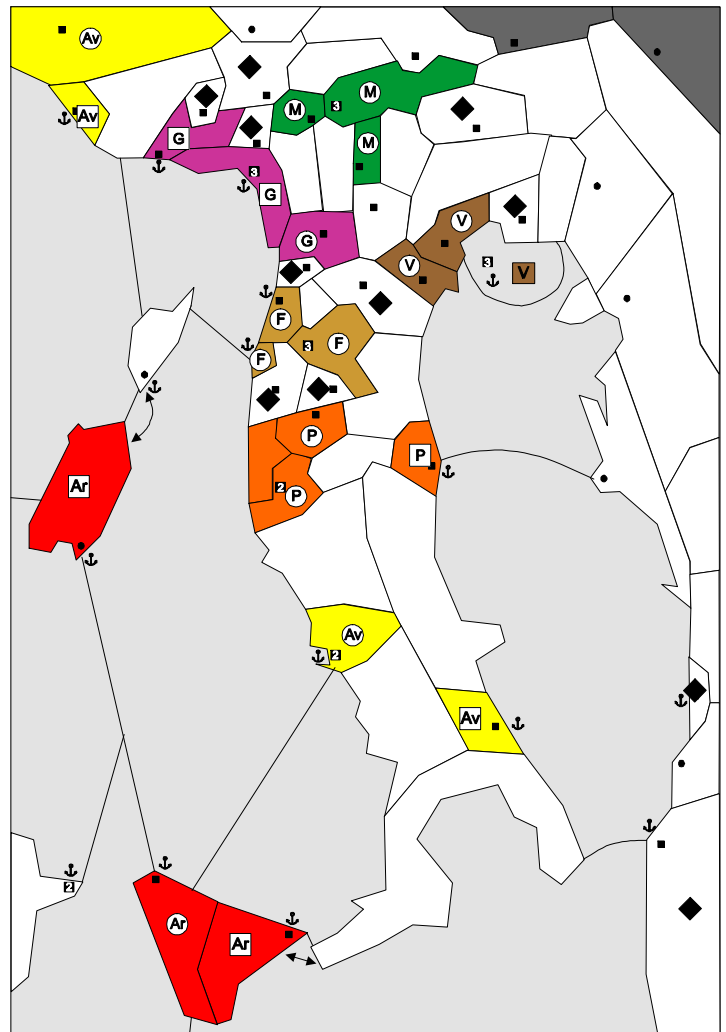
VENICE (Wilson): A Padua to FERRARA, A Treviso to FRIULI, F Venice to UPPER ADRIATIC

LOMBARDS: A ANCONA holds, A Bari holds (DESTROYED)

Dog Park



Barking Up the Wrong Tree



**Barking Up the Wrong Tree**

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline for Spring 1250 12/26, Wednesday

The Players

ARAGON Lynn Mercer  
 AVIGNON Cary Nichols  
 FLORENCE Brendan Whyte?

GENOA Mike Scott  
 MILAN Berend Renken  
 PAPACY Bob Robles

VENICE Dave Partridge  
 GAME MASTER Chris Hassler

**S.O.B.**

Venice: A Padua, A Ferrara, F Venice, 6 ducats  
 Autonomous Garrisons: Montferrat, Saluzzo, Trent, Lucca, Bologna,  
 Sienna, Arezzo, Sienna, Treviso, Ragusa, Durazzo

The Positions

Aragon: A Palermo, F Messina, F Sardinia, 6 ducats  
 Avignon: A Avignon, A Naples, F Marseilles, F Bari, 8 ducats  
 Florence: A Florence, A Pisa, A Piombino, 4 ducats  
 Genoa: A Modena, F Genoa, F Savoy, 6 ducats  
 Milan: A Milan, A Pavia, A Cremona, 6 ducats  
 Papacy: A Rome, A Perugia, F Ancona, 4 ducats

Notes

Brendan Whyte has NMRed. In accordance with my house rules, any NMR on the first turn means the game is held over while a standby is called. All orders that I have received will be used unless superseded. **Will Steve Koehler please submit standby orders for Florence!**

**Dog Chow****Age of Renaissance****Final Card Play****Deadline End of Game Statements 2/5, Tuesday**Play Cards

**London** plays War against Hamburg. London gains +1 due to Nationalism. London dr = 6, Hamburg dr = 6. London wins, gaining Angora. London Misery increases to 250, Hamburg increases to 175.

**Venice** plays Sir Isaac Newton (20: C, D).

**Hamburg** plays Fur (Hamburg gains \$63, Paris and Barcelona each gain \$7), Silk (Hamburg and Genoa each gain \$32, Barcelona and Venice each gain \$8), Silk (Hamburg and Genoa each gain \$32, Barcelona and Venice each gain \$8), Henry Oldenburg (30: D), Mysticism Abounds (Barcelona gains 1 Misery to 90, Hamburg gains 2 Misery to 250, London gains 2 Misery to 350, Venice gains 2 Misery to 175, Genoa gains 1 Misery to 125, and Paris gains 3 Misery to 450)

**Barcelona** plays Grain (London and Hamburg each gain \$16, Paris, Genoa, Barcelona, and Venice each gain \$4), Fur (Hamburg gains \$63, Paris and Barcelona each gain \$7), and Cloth (Genoa and Venice each gain \$20, Hamburg, Paris, and Barcelona each gain \$5). The Crusades is unplayable.

**Paris** plays Pirates/Vikings versus Montpellier, Marseilles, and Genoa, and Wool (London gain \$50, Barcelona gains \$8, and Paris and Genoa each gain \$2). Armor, Stirrups, and Papal Decree are unplayable.

**Genoa** plays Wool (London gain \$50, Barcelona gains \$8, and Paris and Genoa each gain \$2), Wine (Barcelona gains \$45, and Paris and Venice each gain \$20. Shortage is removed), Spice (Venice gains \$81, Genoa gains \$36, and Hamburg and Barcelona each gain \$9), Spice (Venice gains \$81, Genoa gains \$36, and Hamburg and Barcelona each gain \$9), Timber (Hamburg gains \$27, London, Paris, Barcelona, and Venice each gain \$3), and Timber (Hamburg gains \$27, London, Paris, Barcelona, and Venice each gain \$3)

Final Victory Point Tally

	Barcelona	Hamburg	London	Venice	Genoa	Paris
<b>Advances</b>	1490	820	410	630	1280	490
<b>Cash</b>	233	440	269	348	275	154
<b>Subtotal</b>	1723	1260	679	978	1555	644
<b>Misery</b>	90	250	350	175	125	450
<b>Total</b>	1633	1010	329	803	1430	194
<b>Place</b>	First	Third	Fifth	Fourth	Second	Sixth

Notes

Congratulations to Paul Bolduc on his victory!

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	90		\$233	4	10	O4	4	A, B, C, E, F, H, I, J, K, L, N, O, P, R, S, T, U, V, W, X, Y
Cary Nichols	Hamburg	250		\$440	3	16	O1	5	A, B, E, F, G, I, J, K, N, O, P, R, S, T, V
Bob Robles	London	350		\$269	1	11	8	1	A, B, E, F, G, I, J, V, W
Dennis Cain	Venice	175		\$348	2	12	O1	0	A, B, E, F, I, J, N, R, S, T, V, X
Steve Koehler	Genoa	125		\$275	6	11	O3	6	A, B, C, E, F, I, J, K, L, N, O, R, S, T, U, V, W, X, Y
Michael Longdin	Paris	450		\$154	5	9		5	A, E, F, I, J, K, L, V, W, X

**Sirius****Merchant of Venus****Turns 27.3 to 29.3****Turns 29.4 to 31.4 2/5, Tuesday**Turn 27

3<sup>rd</sup>: Paul Bolduc (Eeeppeep/R. Olivaw)

Thunderbolt Greaselapper Rolls Used: 3 \* 4

Jellybeast Landing(p) – A – (Y) – R – B – (Y) – R – A – Ice Station(p)

Sells Finest Dust for \$50 (from the cup: Primitive Art at 4b). Sells Finest

Dust for \$50 (from the cup: Mulch Wine at 3). Buys Pet Monsters for \$80 and Melf Pelts for \$50. Gains \$40 in factory commissions, and Mystery Machine 4 gains \$23 in port commissions.

4<sup>th</sup>: **Dennis Cain (Niks)**

**Space Revolver Rolls Used: 6 6 6 6**

**Airhome – A – R10 – A – A – Y – R20 – A – Aerie – R – B – Y – B – R10 – B10 – Y – B – R – Goliath – B – Greathome – B – Grandport(o) – Grandport(s).**

Sells Other Shoes for \$160 (from the cup: Demand for Spice at 3). Buys Grandport for \$200.

**Space Howitzer Rolls Used: 5 6**

**Titan's Tower(p) – Open Port – Terror Station – (R20) – (Y20) – A – (R) – B – (Y) – NC5 – Multi Generation Ship.**

Sells Impossible Furniture for \$180 plus \$70 demand (from the cup: Finest

Dust at 4a and Impossible Furniture at 8). Buys Megalith Paperweight for \$90.

5<sup>th</sup>: **Chris Geggus (Qossuth)**

**Kormoran Rolls Used: 2 \* 3**

**Poisonport(p) – R – B – Y – B – R – B.**

**Atlantis Rolls Used: 6 \* 3**

**R – B – R – (Y) – Aerie – R – B – (Y) – B – R10 – B10 – (Y) – B – R – Goliath – B – Greathome(p).**

Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Servo-Mechanism at 7b and Servo-Mechanism at 7b). Buys 1 Designer Genes for \$60. R. Olivaw gain \$27 in port commissions.

6<sup>th</sup>: **Bob Robles (Dell/Dells Without Names) Rolls Used: 5 6**

**Wet Landing(o) – Wet Landing(s).**

**Sells Megalith Paperweight for \$160 (from the cup: Finest Dust at 4a).**

### Turn 28

1<sup>st</sup>: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 2 2**

**NC1 – TeleGate 2 – TeleGate 1 – R – B – Y.**

2<sup>nd</sup>: **Dave Partridge (Whynoms)**

**Venus-Orion Oligarch Merchante 4 4 (uses Auto Pilot)**

**Paintfall(p) – TeleGate 1 – TeleGate 4 – (Y) – B – (R) – B – (Y10) – (R10) – B10 – (Y) – B – (R) – Goliath(p).**

Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Impossible Furniture at 8 and Glorious Junk at 2). Sells Custom Hives for \$220 (from the cup: Voll Silk at 1b). Sells Chicle Liquor for \$90 (from the cup: Finest Dust at 4a). Sells Chicle Liquor for \$90 (from the cup: Mulch Wine at 3). Buys 2 Designer Genes for \$120 and a Life Project for \$160. Mystery Machine 4 gains \$83 in port commissions and \$80 in factory commissions.

**ZOOM Rolls Used: 2 2 5 5**

**Galactic Base – NC5 – B30 – Space Station.**

Pays \$30 in penalties. Drops off Fare for \$160 (from the cup: Living Toys at 3). Buys Space Spice for \$30.

3<sup>rd</sup>: **Paul Bolduc (Eepeeep/R. Olivaw)**

**Thunderbolt Greaselapper Rolls Used: 4 \* 4**

**Ice Station(p) – R40 – B – (Y) – B – R – B – R – (Y) – Aerie(p).**

Sells Melf Pelts for \$110 (from the cup: Melf Pelts at 5). Sells Pet Monsters for \$150 (from the cup: Melf Pelts at 5). Trades in Scout for \$30 credit and buys a Freighter for \$300. Buys 2 Impossible Furniture for \$220. Gains \$81 in port commissions.

4<sup>th</sup>: **Dennis Cain (Niks)**

**Space Revolver Rolls Used: 1 1 1 1**

**Grandport(s) – Grandport(p).**

**Space Howitzer Rolls Used: 3 5**

**Multi-Generation Ship – (R20) – NC5 – (R) – (Y) – (R) – Space Station.**

Sells Megalith Paperweight for \$160 (from the cup: Space Spice at 2). Buys Space Spice for \$30.

5<sup>th</sup>: **Chris Geggus (Qossuth)**

**Kormoran Rolls Used: 4 \* 3**

**B – Y – R20 – Y20 – A – R – B – Y – NC4 – Multi-Generation Ship**

Sells Chicle Liquor for \$90 (from the cup: Demand for Liquor at 9a). Buys Megalith Paperweight for \$90.

**Atlantis Rolls Used: 5 \* 3**

**Greathome(p) – B – Goliath – B – R – B – (Y) – B – R – B – (Y) – R – Cobbleport(p) – Cobbleport(s).**

Sells Designer Genes for \$120 plus \$120 demand (from the cup: Chicle Liquor at 7a and Rock Videos at 4b). Sells Megalith Paperweight for \$160 (from the cup: Rock Videos at 4b). Buys Infinite Puzzles for \$120 and Psychotic Sculpture for \$160. Gains \$60 in factory commissions.

6<sup>th</sup>: **Bob Robles (Dell/Dells Without Names) Rolls Used: 3 6**

**Wet Landing(s).**

Sells Megalith Paperweight for \$160 (from the cup: Fare to 10 at 2). Buys 2 Voll Silk for \$280.

### Turn 29

1<sup>st</sup>: **Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 3 3 4**

**Y – B – R – B – Y – Open Port.**

Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Demand for Pelts at 6 and Immortal Grease at 6). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Impossible Furniture at 8 and Megalith Paperweight at 9b). Buys 2 Servo-Mechanisms for \$400.

2<sup>nd</sup>: **Dave Partridge (Whynoms)**

**Venus-Orion Oligarch Merchante 4 4 (uses Auto Pilot)**

**Goliath(p) – B – (R) – B – (Y) – B – (R) – B – (Y) – (R) – B – (R) – B – Comfort Station(p).**

Sells Designer Genes for \$120 plus \$120 demand (from the cup: Dribble Glass at 4a and Rock Videos at 4b). Sells Designer Genes for \$120 plus \$60 demand (from the cup: Demand for Genes at 10 and Demand for Grease at 7b). Sells Life Project for \$240 (from the cup: Pedigree Bolts at 7b). Buys 3 Psychotic Sculpture for \$480. R. Olivaw gains \$114 in port commissions.

**ZOOM Rolls Used: 4 5 5 5**

**Space Station – A – NC5 – NC5 – B – Y – A – R – B – Y – B – R – B – Y – R20 – Terror Station(p).**

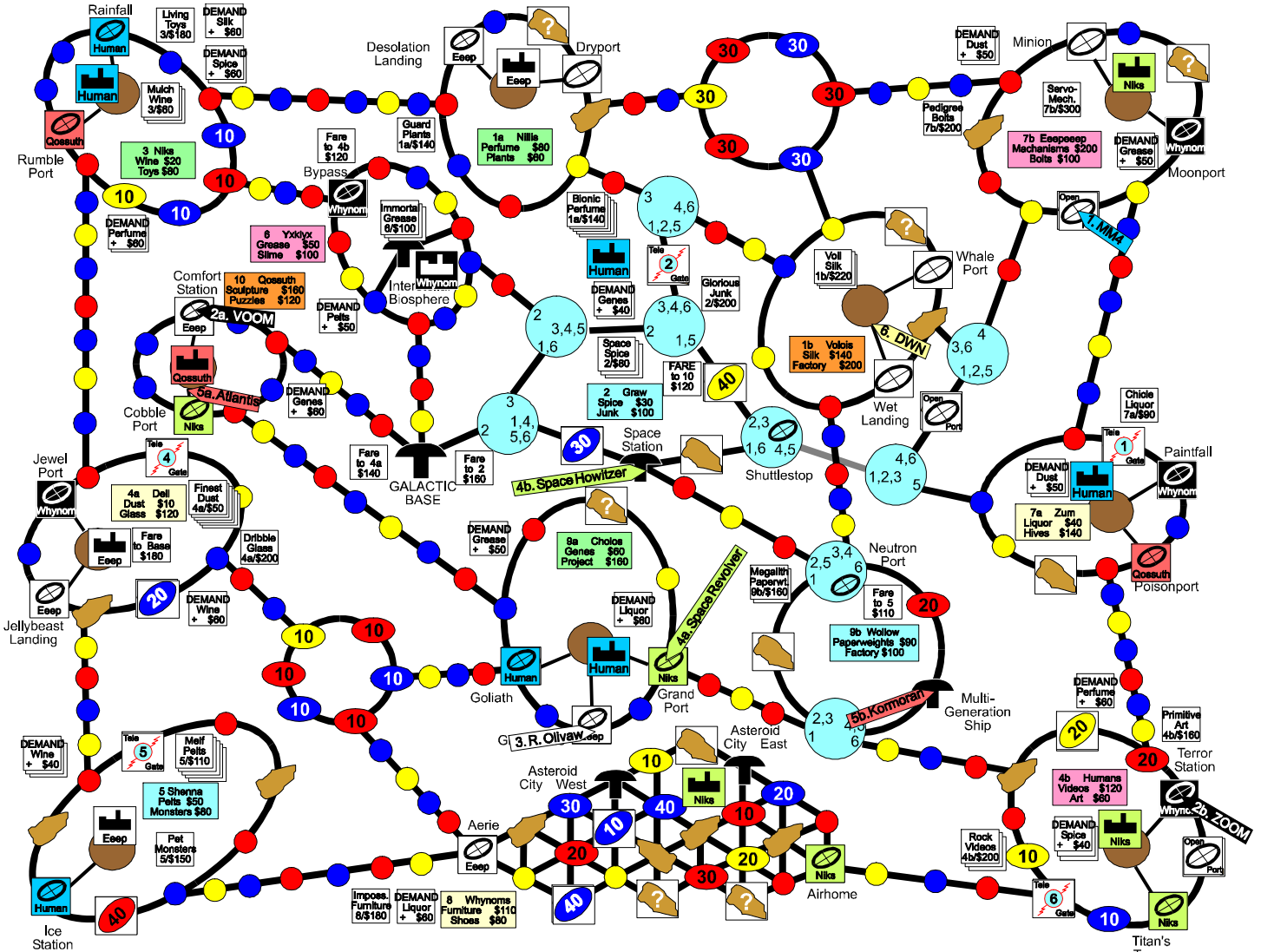
Sells Space Spice for \$80 plus \$160 demand (from the cup: Designer Genes at 9a and Fare to 2 at Base). Buys Primitive Art for \$60 and Rock Videos for \$120. Gains \$42 in port commissions. Space Revolver gains \$30 in factory commissions.

3<sup>rd</sup>: **Paul Bolduc (Eepeeep/R. Olivaw)**

**Thunderbolt Greaselapper Rolls Used: 5 \* 3**

**Aerie – R – B – (Y) – B – R10 – B10 – (Y) – B – R – Goliath – B – Greathome(p).**

Sells Impossible Furniture for \$180 (from the cup: Designer Genes at 9a). Sells Impossible Furniture for \$180 (from the cup: Pet Monsters at 5). Buys 2 Designer Genes for \$120. Gains \$48 in port commissions.



<b>1. Mystery Machine 4</b> \$1888			
Normal Scout			
30: 1 3 6/31: 1 4 5			
Hold1	Hold2	Hull	
Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	Shield (\$60)	
Graw \$200	Niks \$200		
Zum \$200	Goliath \$200		
Cholos \$200	Rainfall \$200	Ice Station \$200	

<b>2a. VOOM</b> \$2311			
Fast Freighter			
30: 2 4/31: 3 4 (Use 1 x 2)			
Hold1	Hold2	Hold3	Hull
Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	RELIC Auto Pilot 4 \$80
Hold4	Hold5		
	Comb. Drive (\$300)		
Jewelport \$200	Bypass \$200	Yxklyx \$200	Moonport \$200
Terror Station \$200	Paintfall \$200		

<b>2b. ZOOM</b>		
Fast Clipper		
30: 4 5 6/31: 2 4 6 (Double 1)		
Hold1	Hold2	Hull
Rock Videos 4b/\$200	Primitive Art 4b/\$160	

<b>3. R. Olivaw</b> \$1429			
Rocket Freighter			
30: 5 6/31: 3 5 (Use 1 * 3)			
Hold1	Hold2	Hold3	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120		Shield (\$60)
Hold4	Hold5		
		RELIC Yellow Drive \$80	
Dell \$200	Aerie \$200	Jellybeast Landing \$200	
Greathome \$200	Nills \$100	Shenna \$100	
Comfort Station \$200	Desolation Landing \$200		

Currently available:

- 1a (Nills):** 5 Bionic Perfume, Guard Plants
- 1b (Volois):** 3 Voll Silk
- 2 (Graw):** 3 Space Spice, 2 Demand for Designer Genes (+\$40), Glorious Junk, Fare to 10 (\$120)
- 3 (Niks):** 3 Mulch Wine, 1 Demand for Voll Silk (+\$60), 2 Demand for Space Spice (+\$60), 2 Demand for Bionic Perfume (+\$60), Living Toys
- 4a (Dell):** Fare to Base (\$180), 6 Finest Dust, 1 Demand for Mulch Wine (+\$60),

- Dribble Glass
- 4b (Humans):** 3 Demand for Space Spice (+\$40), 1 Demand for Bionic Perfume (+\$60), Primitive Art, 3 Rock Videos
- 5 (Shenna):** 3 Demand for Mulch Wine (+\$50), 5 Melf Pelts, 1 Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx):** 3 Immortal Grease, Fare to 4b (\$120), 1 Demand for Melf Pelts (+\$50)

**7a (Zum):** 2 Demand for Finest Dust (+\$50), 1 Chicle Liquor

(+\$60)

**7b (EeepEEP):** 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 1 Servo-Mechanism, Pedigree Bolts

**9b (Wollow):** 2 Megalith Paperweight, Fare to 5 (\$110)

**8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60), 1 Impossible Furniture

**10 (Qossuth):** 1 Demand for Designer Genes (+\$60)

**9a (Cholos):** 1 Demand for Immortal Grease (+\$50), 1 Demand for Chicle Liquor

**Base:** Fare to 4a (\$140), Fare to 2 (\$160)

<p><b>4a. Space Revolver \$888</b> Sports Clipper 29: 1 3 4 6//30: 1 4 4 6//31: 1 2 3 3 (Use 2*) Hold1 Hold2 Hull Fare to Base \$140 Shield (\$60) Cobble Port \$200 Titan's Tower \$200 Airhome \$200 EeepEEP \$100 Human \$100 Whynoms \$100 Grand Port \$200</p>	<p><b>4b. Space Howitzer</b> Sport Freighter 29: 1 4 5//30: 2 2 4//31: 1 4 4 (Use 2) Hold1 Hold2 Hold3 Hull Space Spice 2/\$80 Hold4 Hold5 Red Dice (\$120) Yellow Dice (\$80)</p>	<p><b>5a. Atlantis \$737</b> Torch Scout 29: 2//30: 1 (Times 3) Hold1 Hold2 Hull Psychotic Sculpture 10/\$250 Infinite Puzzles 10/\$250 Yellow Dice (\$80) Shield (\$60) Rumble Port \$200 Poisonport \$200 Qossuth \$200</p>	<p><b>5b. Kormoran</b> Torch Transport 29: 1//30: 6 (Times 3) Hold1 Hold2 Hold3 Hull Megalith Paperwt. 9b/\$160 Chicle Liquor 7a/\$90 Fare to Base \$150 Eq. Yellow Dice (\$80) Shield (\$60)</p>
<p><b>6. Dells Without Names \$320</b> Scow Scout 29: 1 1 1 6//30: 1 2 2 3 (Use 2) Hold1 Hold2 Hull Voll Silk 1b/\$220 Voll Silk 1b/\$220 Relic Shield (\$60) 7b \$100 RELIC Gate Lock \$100</p>			

**Doberman**

**Turn 7b**

**Turn 8a due 2/5, Tuesday**

*Cards*

100%Trash	BIBCO	PIT	GOO
Waste Removal	Waste Disposal	Growth	Waste Disposal
Hiring/Firing	Advisor	Innovation	Order
Innovation	Innovation	Order	Raw Materials

PIT plays Innovation to improve Rationalization to 4/3, paying \$5.

GOO processes an Order, using 4 raw materials to produce \$15 and 2 waste.

100%Trash plays Waste Removal, reducing his waste to 15 and increasing BIBCO's to 13, PIT's to 1, and GOO's to 8.

BIBCO plays Innovation with an Advisor to change Waste Reduction to 2/10, paying \$10 to do so.

PIT processes an Order, using 5 raw materials to produce \$19 and 5 waste.

GOO plays Waste Disposal, reducing his waste to 5.

100%Trash discards Hiring/Firing.

BIBCO plays Waste Disposal to reduce waste to 9.

PIT discards Growth.

GOO passes

100%Trash discards Innovation.

BIBCO passes

100%Trash and BIBCO each pay \$5, while PIT and GOO pay \$4. 100%Trash has to take out a loan.

*The Players*

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	2	\$9	20	4	16	5	
Dave Partridge	BIBCO	3	\$23	0	5	16	5	Hiring/Firing
Richard Weiss	PIT	4	\$25	0	1	19	4	Growth
Eric Brosius	GOO	1	\$24	0	1	15	4	Raw Materials

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	1/15	5/1	15	17
Dave Partridge	5/1	4/3	2/10	13	41
Richard Weiss	4/3	5/1	5/1	6	36
Eric Brosius	4/3	4/3	2/10	5	43

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Raw Materials	Growth	Order	Raw Materials	Order
Growth	Innovation	Hiring/Firing	Order	Raw Materials
Waste Removal	Order	Raw Materials	Waste Disposal	Innovation

Deck was reshuffled.

Discards

Order

**Flea Collar**

**Kremlin**

**Turn 4 Cure through Health**

**Turn 4 Funeral Commission through Parade, 2/5, Tuesday**

Turn 3 Special Influence Declaration Discards

MLI discards NKVD Reveals Plot (60), TCC discards Pravda Speaks Out (22) and Informants (47), and KGB discards Downing of Airliner (28)

Cure Phase

REDS plays Hungarian Revolution (70). Wasolin ages to 51. The first purge attempt must be against Schukrutoff with a -2 to the die roll. REDS declares 10 IP on Putschnik. KGB declares 3 IP on Schukrutoff and 6 IP on Boremtodev. Nogoodnik, Schukrotoff, Boremtodev, and Goferbok go to the Sanatorium. Nogoodnik ages to 90, Schukrutoff ages to 83, Wasolin ages to 52, and Boremtodev ages to 68.

Purge Phase

Mischif attempts to purge Schukrutoff (net +1 to the dice), and KGB plays U.S. Grain Deal Falls Through (16). Schukrutoff is immediately broken to the ranks of the People with influence intact. Mischif then attempts to purge Boremtodev; dr = 18 + 5 (weak and in Sanatorium), successful. Mischif then attempts to purge Goferbok; dr = 13 + 3, successful. Finally, Mischif attempts to purge Putschnik; dr = 6, fails. Mischif ages to 77.

Spy Investigation Phase

Wasolin condemns T. He then opens an investigation on Putschnik, and closes investigations on Mischif and himself. Wasolin ages to 57.

Health Phase

TCC plays Chernobyl (39). Putshnik ages 7 years (dr=13) to 59. Natasha Nogoodnik (dr = 4) dies. Anatol Mischif (dr = 2) falls ill. Viktor Wasolin (dr = 12) remains healthy. Oleg Satin (dr = 4) gets sick. Ulan Putshnik (dr = 9) remains healthy.

Politburo

Office	Policitian	Condition	Influence
Party Chief			
KGB Head	Anatol Mischif (I)	77, strong, + +	<b>5 (MLI)</b> , 4 (TCC)
Foreign			
Defense	Viktor Wasolin (Z)	57	<b>11+ (MLI)</b>
Ideology	Oleg Satin (O)	62, strong, +	<b>4 (REDS)</b>

Office	Policitian	Condition	Influence
Industry	Ulan Putschnik (Y)	59, ?	4 (LWT), 9 (HLM), <b>10 (REDS)</b>
Economy			
Sport			

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

**Candidates:** Q, U, W, X

**People:** B (83 +, **6 (KGB)**, 2 (LWT), 5 (HLM)), D, E, G, H, J, L, M, N, P, R, S (68, +)

**Siberia:** C (81 +), K (68 +), T

**Kremlin Wall:** A, G, F, V

Players

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

Intrigue Cards

Undeclared Influence

**Terrier**  
**Silverton**  
**Turn 8, Phases IV- VI and Turn 9, Phases I-III**  
**Turn 9, Phases IV- VI and Turn 10, Phases I-III, 12/26, Wednesday**  
**Turn 8**

**Operations**

**Brown** (Partridge) operates #48 (\$40, 2 silver). Gains \$130 in passenger revenue.

**Blue** (Bolduc) operates #88 (\$50, 1 coal) and #32 (\$50, depletes). Delivers 1 coal to Denver for \$140. Gains \$20 in passenger revenue.

**Red** (Scharf) operates #102 (\$40, 1 silver) and #108 (\$40, 2 copper). Gains \$60 in passenger revenue.

**Aqua** (Lewis) operates #35 (\$50, 1 silver), #68 (\$20, 2 coal), #73 (\$20, 4 coal), and #74 (\$20, 3 coal). Delivers 6 silver Heber City to Salt Lake City for \$1200 and 2 silver from Eureka (#37) to Salt Lake City for \$400. Collects \$20 in passenger revenue.

**Green** (Longdin) operates claim #92 (\$40, 4 coal), #47 (\$40, depletes), and #81 (\$40, 4 coal). Delivers 4 coal from Raton to Denver for \$560. Gains \$120 from passenger revenue.

**Orange** (Hooton) operates #106 (\$30, depletes), #119 (\$40, 3 coal), and #63 (\$50, 2 lumber). Delivers 1 copper from Cuba to Santa Fe for \$400 and 2 lumber from Porter to Santa Fe for \$320. Gains \$90 in passenger revenue. Buys a 24 train for \$200.

**Determine Price Changes**

Gold: +1 to \$300

Copper: Remains at \$400

Silver: -5 to \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	-1 to \$120	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	+2 to \$60	+1 to \$120	+2 to \$140

**Turn 9**

**Move Prospectors and Surveyors**

**Brown** (Partridge) surveys Delta to Grand Junction, no prospecting.

**Blue** (Bolduc) surveys Denver to Platte and Glenwood Springs to Rifle, prospects #80.

**Red** (Scharf) surveys Deming to Lordsburg, prospects #101

**Aqua** (Lewis) surveys Grand Junction to Delta and Grand Junction to Rifle, prospect passenger line 11.

**Green** (Longdin) no surveying, prospects passenger line 8.

**Orange** (Hooton) surveys Durango to Farmington and Durango to Dolores, prospects #46 and #51

**Dispute Resolution**

Brown and Aqua have a dispute over the Delta to Grand Junction line. Brown = 7, Aqua = 6. Brown wins and surveyor goes to S+1. Brown spends \$100, Blue spends \$240, Red spends \$340, Aqua spends \$450, Green spends \$500, and Orange spends \$500.

**The Players**

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$140	9, 15		S+1, S, P+1
Paul Bolduc	Blue	Denver	\$115	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$745	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$2130	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$690	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$120	9, 15, 24		S, S, P, P

**Purchased Claims**

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	4	\$40
32	Fairplay	Blue	Gold	1	Depleted
88	Walsenburg	Blue	Coal	0	\$50
80	Aspen	Blue	Coal	N	\$30
105	Silver City	Red	Silver	1	Depleted
98	Pinos Altos	Red	Gold	2	Depleted
102	Hillsboro	Red	Silver	6	\$40
108	Lordsburg	Red	Copper	4	\$40
101	Lake Valley	Red	Silver	N	\$20
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	1	\$50
37	Eureka	Aqua	Silver	2	Depleted
68	Scofield	Aqua	Coal	8	\$20
73	Hiawatha	Aqua	Coal	7	\$20

#	City	Owner	Type	Goods	Operation
74	Elk Springs	Aqua	Coal	3	\$20
92	Raton	Green	Coal	9	\$40
81	Crested Butte	Green	Coal	9	\$40
47	Ouray	Green	Silver	2	Depleted
119	Farmington	Orange	Coal	6	\$40
113	Porter	Orange	Lumber	2	\$30
128	South Fork	Orange	Silver	N	\$40
65	El Vado	Orange	Lumber	N	\$30
63	Lumberton	Orange	Lumber	2	\$50
46	Telluride	Orange	Silver	N	\$40
51	Silverton	Orange	Silver	N	\$30

**Purchased Passenger Lines**

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
1	A	Denver – Boulder	\$20	Blue	



#	Type	Route	Payoff	Owner	Notes
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	
11	B	Salt Lake City – Grand Jct.	\$140	Aqua	Discard when 20 is taken. Good for \$140 toward card 20 or 21
9	B	Denver – Leadville	\$120	Green	
8	A	Denver – Leadville	\$260	Green	Discard after 3 more Leadville depletions
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
82	Crested Butte	Coal	\$60	\$20
71	Sunnyside	Coal	\$100	\$20
123	Gallup	Coal	\$60	\$40
100	White Oaks	Gold	\$120	\$40
126	Santa Rita	Coal	\$60	\$30
30	Georgetown	Gold	\$80	\$30
40	Aspen	Silver	\$40	\$40
122	Lee Ranch West	Coal	\$60	\$20

Claims #121, #83, #90, and #53 were moved to the bottom of the deck (card #96 drawn)

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
10	B	Denver – Aspen	\$130	\$250	
13	B	El Paso – Santa Fe	\$140	\$320	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	8	\$200

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$70

**Hound**

**Turn 7**

**Deadline Turn 8, 2/5, Tuesday**

Commander Actions

**BORG** opens the bidding on Ecoplants at 30 and it goes to Roobie-Roo for 35 (Or2, Or3, Wa5, Wa7, Wa9, Wa9). Opens the bidding on a Warehouse at 25 and Golden Orb gets it for 26 (Or4, Wa8, Wa9, HE discount). Opens the bidding on a Warehouse at 25 and gets it (Or4, Wa7, Wa9, HE discount). Buys a population factor (Ti10).  
**Miles from Nowhere** buys a Titanium factory (Or3, Or5, Wa4, Wa6, Ti12) and a population factor (Or3, Wa8)  
**Roobie-Roo** passes.  
**Brosiarium** buys two water factories (Or5, Wa5, MWa). Move population from ore factories to man them.  
**Scharfpost** passes.  
**FEARLESS** buys one water factory (Or4, Wa4, Wa5, Wa7) and two population factors (Or1, Wa6, Wa6, Wa7)  
**Bartertown X** buys a water factory (Or3, Or5, Wa5, Wa7) and moves a population factor from an ore factory to man it.  
**Little Green Men** buys a water factory (Wa4, Wa4, Wa6, Wa6) and a population factor (Wa5, Wa7).  
**Golden Orb** passes.  
**HBDC** buys a titanium factory (Or4, Or5, Wa5, Wa7, Wa9) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE, No, Wa, Ec	14
2	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF	HE, No, Wa	12
3	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF	HE, No	11
4	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF	No	9
5	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No	9
6	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF	2DL, HE, Wa	8
7	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No	8
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF	HE, Wa	8
9	Bartertown X	Andy York	OrF, OrF, WaF, WaF, WaF, WaF	2DL	7
10	Scharfpost	Bill Scharf	OrF, OrF, WaF	3DL, Wa	7

BORG is Basic Orbital Research Group. HBDC is Heavenly Bodies Development Corporation. FEARLESS is Forward Extraction and Resource Location Exoterrestrial Space Services

Available Upgrades

Income

New Arrival: Outpost, Scientists, Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	2	0
Heavy Equipment (HE)	30	2	0
Nodule (No)	25	1	0
Scientists (Sc)	40	1	6
Orbital Lab (OL)	50	0	7
Robots (Ro)	50	2	5
Laboratory (La)	80	1	6
Ecoplants (Ec)	30	0	6
Outpost (Ou)	100	1	6

Brosarium and Little Green Men took Mega Water cards.

**Bulldog**

Turns 2.2 to 3.2

Deadline Turn 3.3 to 4.3, 2/5 Tuesday

Turn 2

**Dave P.** rolls a 10. Andy and Chris each gain 1 ore. Passes. During the special build turn, Andy builds a ship from D7 to E7 (discovering ocean) and a road from C7 to D7, gaining the longest trade route.

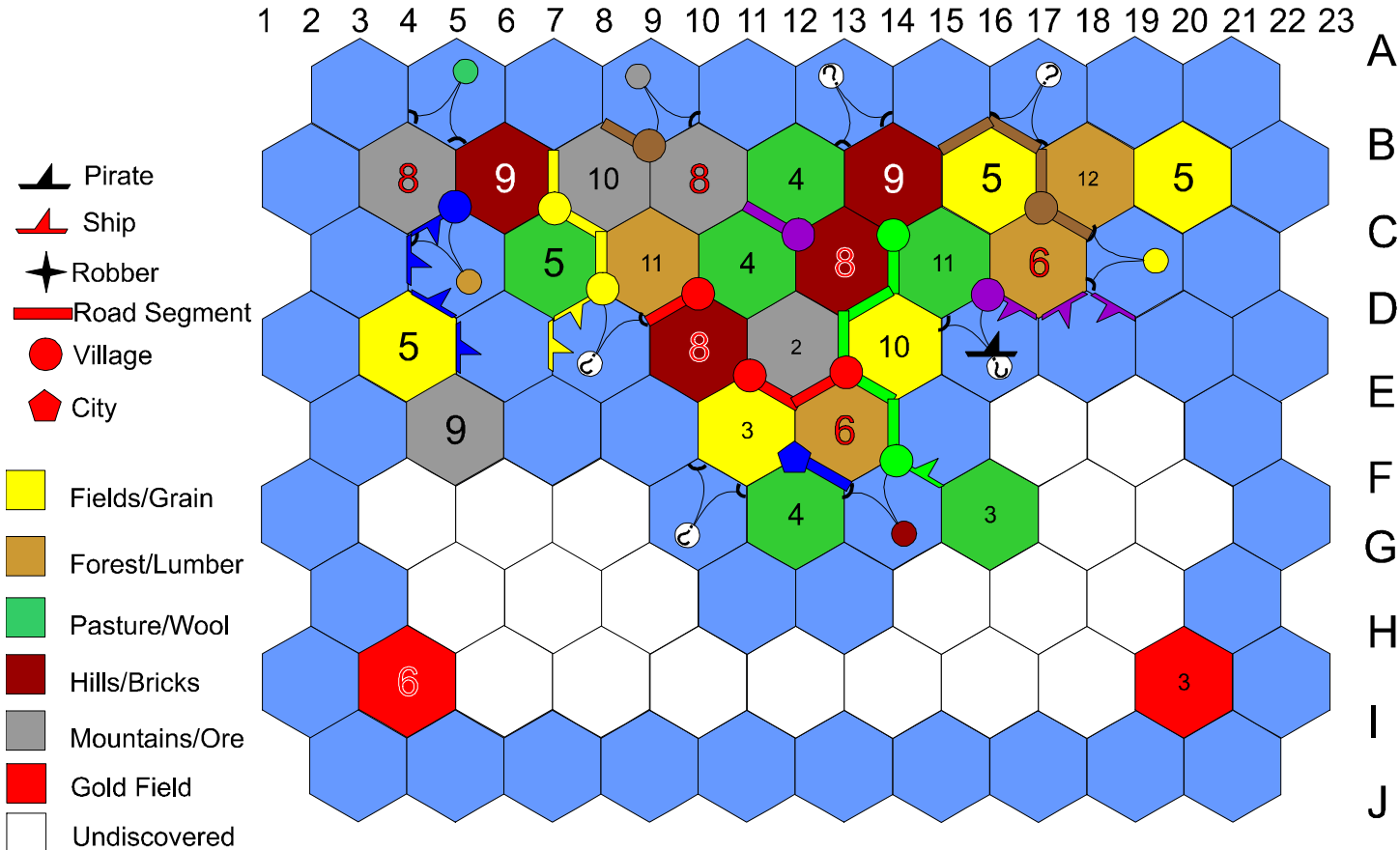
**Michael** rolls an 8. Mike gains 2 brick, Michael and Dave H. each gain 1 brick, and Dave P. and Chris each gain one ore. Passes.

**Andy** rolls a 6. Dave P., Michael, Dave H., and Chris each gain 1 lumber. Passes. During the special build turn, Michael builds a road from E14 to E13.

**Dave H.** rolls an 8. Mike gains 2 brick, Michael and Dave H. each gain 1 brick,

and Dave P. and Chris each gain one ore. Trades a brick to Chris in exchange for a lumber. Passes. During the special build turn, Dave P. upgrades the settlement at F12 to a city.

**Chris** rolls a 4. Dave P. gains 2 wool, and Mike and Dave H. each gain 1 wool. Trades 2 ore at the ore port for 1 brick. Builds a road from B16 to B15. During the special build turn, Mike builds a settlement at E13, Dave P. builds a ship from D4 to D5, and Dave H. builds a ship from D18 to D19 (discovers ocean)



Turn 3

**Mike** rolls an 8. Mike gains 2 brick, Michael and Dave H. each gain 1 brick, and Dave P. and Chris each gain one ore. Passes.

**Dave P.** rolls a 6. Dave P. gains 2 lumber, Michael, Dave H., and Chris each gain

1 lumber. Builds a ship from D5 to E5 (discovers a 9 Mountains space, gains 1 ore). During the special build turn, Michael builds a road from E13 to D13 and

Chris builds a road from B16 to B15.

Open Trades

Mike offers 1 grain or 1 brick for 1 wool.

Michael offers 1 brick for 1 grain.

Turn 3 Rolls

Michael 8 Andy 8 Dave H. 7 Chris 8

Turn 4 Rolls

Mike 9 Dave P. 10 Michael 5

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Mike Scott	Red	1		5		1		3
Dave Partridge	Blue			2	1	2		3
Michael Longdin	Green		1	3				2
Andy York	Yellow			1		1		4*
Dave Hooton	Purple	1		2	3			2
Chris Geggus	Brown		1			2		2

\* Longest trade route.

Malamute

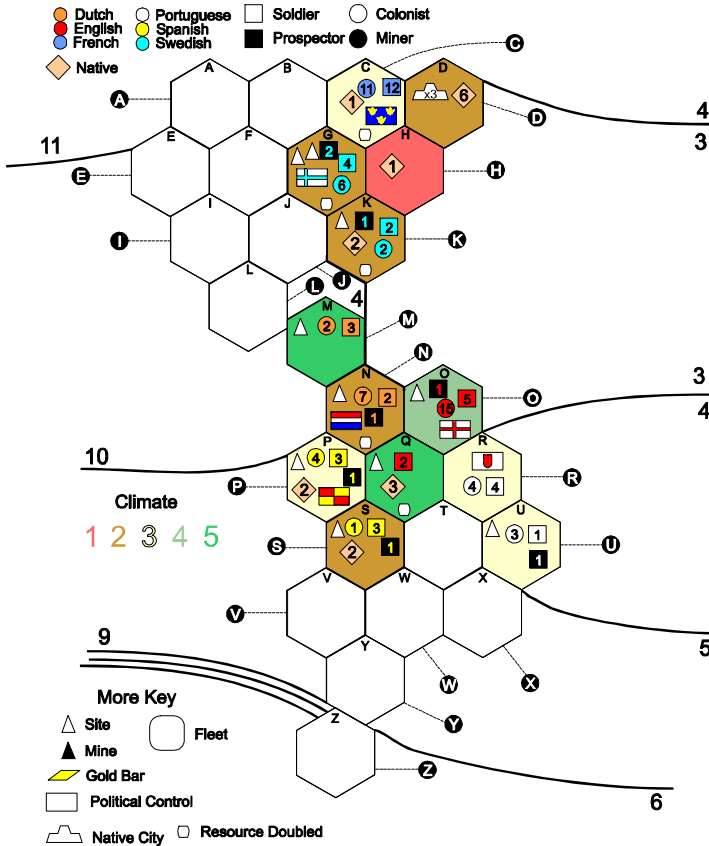
Turn 3

**Deadline Turn 4, 2/5 Tuesday**

Planning

**Swedes** maintains 2 ships (\$8), buys 1 ship (\$12) and 2 soldiers (\$20) for \$40.  
**Dutch** maintains 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.  
**Spanish** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.  
**English** maintain 5 ships (\$20) and buys 5 soldiers (\$50) for \$70.  
**French** maintain 5 ships (\$20) and buy 4 soldiers (\$40) for \$60.  
**Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

**Key**



Outbound Naval Movement

**Swedes** Move to K. Dice: 2, 5, 6. No losses.  
**Dutch** Move to N. Dice: 2, 3, 3, 5. No losses.  
**Spanish** Move to S. Dice: 1, 1, 2, 3, 4, 4, 6, 6, 6. Loses 2 colonists.  
**English** Move to O. Dice: 1, 4, 6. No losses.  
**French** Move to C. Dice: 1, 3, 3, 6. No losses.

**Portuguese** Move to R. Dice: 1, 1, 2, 2. Loses 1 ship containing 1 soldier and 1 colonist.

Discovery

None

Land Movement

**Swedes** move 3 colonists and 2 soldiers K to G, and 4 colonists and 2 soldiers from the fleet to K. Two soldiers in G and one in K prospect.  
**Dutch** move 4 soldiers and 2 colonists from N to M. It is a climate 5 area with 1 site and 2 natives. 5 colonists and 2 soldiers move from fleet to N.  
**Spanish** move 4 soldiers and 2 colonists from fleet to S. One soldier prospects.  
**English** move 2 soldiers from O to Q. It is a resource rich climate 5 area with 1 site and 3 natives. Moves 5 soldiers and 5 colonists from fleet to O.  
**French** move 1 soldier from C to D. It is a climate 2 area with the x3 city and 6 natives. Move 4 colonists and 4 soldiers from fleet to C.  
**Portuguese** move 3 colonists and 3 soldiers from R to U. It is a climate 3 area with 1 site and 2 natives. One soldier prospects. Moves 3 soldiers and 3 colonists from fleet into R.

Native Combat

**Swedes:** 1 native and 1 soldier killed in G. **Dutch:** 2 natives and 1 soldier killed in M. **Portuguese:** 2 natives killed in U.

Native Uprisings

Climate is a 3. Uprisings in K (2 colonists killed) and P (1 colonist killed).

Survival

Climate is a 4.

**French** lose 1 soldier in D. **Dutch** lose 1 soldier in N. **Spanish** lose 1 soldier in P and 1 colonist in S. **Portuguese** lose 1 soldier in U.

Political Control

**Swedes** gain political control of G..

Homebound Naval Movement

**Swedes:** Dice: 1, 2, 5. Loses 1 ship.  
**Dutch:** Dice: 1, 5, 6, 6. No losses.  
**Spanish:** Dice: 1, 1, 2, 4, 5, 5, 5, 5, 6. Loses 2 ships.  
**English:** Dice: 3, 5, 6. No losses.  
**French:** Dice: 1, 2, 2, 6. Loses 2 ships..  
**Portuguese:** Dice: 2, 3, 3, 4. No losses.

Income

**Swedes:** Political Control: \$40, resources: \$16.  
**Dutch:** Political Control: \$40, resources: \$32.  
**Spanish:** Political Control: \$40, resources: \$5.

**English:** Political Control: \$40, resources: \$15.

**French:** Political Control: \$40, resources: \$22.

**Portuguese:** Political Control: \$40, resources: \$7.

### Turn 4 Initiative

Portuguese, Swedes, English, Dutch, Spanish, French

Portuguese attitude is (dr = 8 - 1 = 7) Expansion.

### Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$66	10	3	4
Swedes	Andy Lewis	\$87	13	2	4
Dutch	Andy York	\$106	16	4	5
English	Dave Partridge	\$84	12	5	5
Spanish	Cary Nichols	\$57	13	2	4
Portuguese	Non-Player	\$58	15	3	4

## Cats and Dogs

### **Epoch 1 Babylonians, Shang Dynasty, and Aryans Deadline Epoch II Empire Selection and Assyrians, 2/5 Tuesday**

#### Epoch I

**Royal Manticoran Historical Society** (Wilson). BABYLONIANS. Army and Capital Middle Tigris, army Upper Tigris, Lower Tigris (vs. Sumerians; B: 2, 1; S: 2; B: 5, 1; S: 1; wins, Capital reduced to city), Eastern Anatolia (vs. Hittites; B: 4, 1; H: 3, 1; wins, Capital reduced to city). Points: Dominance in Middle East (4), 1 Capital (2), 2 cities (2), and 1 Monument (1) for 9 points.

**The Questioner** (Partridge). SHANG DYNASTY. Army and Capital Yellow River, army Great Plain of China, Chekiang, Si-Kyang. Points: Dominance in China (2), 1 Capitals (2) for 4 points.

**Arachnids** (Bolduc). ARYANS. Army Turanian Plain, plays Allies, army Tarim Basin, Persian Plateau (vs. Sumerians; A: 3, 2; S: 4, 2; loses), Hindu Kush (vs. Sumerians; A: 6, 5; S: 6, 4; A: 5, 2; S: 5, 1; A: 5, 1; S: 5, 2; A: 6, 1; S: 3, 2; wins), Persian Salt Desert, Zagros (vs. Hittites; A: 5, 1; H: 6; loses), Zagros (vs. Hittites; A: 3, 2; H: 4; loses). Points: Presence in Middle East (2), India (1), and China (1) for 4 points.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Systematic Chaos (black)	4	9
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	9
Dave Anderson	The Time Traveler (orange)	4	8
Andy Lewis	Marching through the Ages (red)	4	5
Dave Partridge	The Questioner (yellow)	4	4
Michael Longdin	100% Pussycats (green)	5	7
Paul Bolduc	Arachnids (blue)	5	4

#### Positions

**Systematic Chaos:** SUMERIANS: Armies Persian Plateau, Upper Indus.

**100% Pussycats:** EGYPT: Army, Capital, and Monument Nile Delta, armies Morea, Nubia, Levant.

**Marching Through the Ages:** Fleet Eastern Mediterranean. MINOANS: Army, Capital, and Fort in Crete, army and Fort in Western Anatolia, army Balkans.

**The Time Traveler:** HITTITES: Army Zagors. INDUS VALLEY: Army and Capital Lower Indus, armies Western Deccan, Western Ghats.

**Royal Manticoran Historical Society:** BABYLONIANS: Army and Capital Middle Tigris, army, city, and Monument Lower Tigris, army and city Eastern Anatolia, army Upper Tigris.

**The Questioner:** SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang.

**Arachnids:** ARYANS: Armies Turanian Plain, Tarim Basin, Hindu Kush, Persian Salt Desert

#### Event Cards

#### Epoch II Empire Draw

## Pedagoguery

What is a planet? As the debate over Pluto's status last year demonstrated, the boundaries are rather fuzzy. The lower boundary, between planets and minor bodies like asteroids and Kuiper belt objects was drawn during that debate, but the upper end still has some uncertainty. At the boundary between planet and star lies brown dwarfs.

Brown dwarfs are bodies, typically massing between 12 and 75 times the mass of Jupiter, that are more massive than typical planets, but are not quite big enough to allow hydrogen fusion. They are thought to form in much the same way as stars, but something arrests their growth early on, preventing them from gaining enough mass to initiate hydrogen fusion. The typical birth of a brown dwarf is

believed to go like this: First a region within a giant cloud undergoes gravitational collapse. The center of this region serves as the embryo, and surrounding gas and dust collects into an accretion disk, gradually allowing the embryo to gain more mass. So far, it is not any different from the process by which a star is formed, but after about 100,000 years, a brown dwarf for some reasons stops growing. After anywhere from 1 to 10 million years, the brown dwarf has gotten large enough to fuse deuterium, which will provide an energy source for around 100 million years. After the deuterium is gone, however, the brown dwarf will gradually cool, becoming more and more planet-like as it does so.

Can a brown dwarf form like a planet, accreting gas and dust within a disk

surrounding a protostar? The current belief is that that process of accretion is too slow to allow a planet to get larger than 10 to 15 times Jupiter's size before the central star blows away the available gas and dust in the disk. Observation seems to back this up, so a stellar origin is favored for brown dwarfs.

Stars form in large molecular clouds. Particularly dense portions of the cloud, called cloud cores, are what collapse to form stars. The smallest core that can collapse depends on the temperature and composition of the cloud and is termed the Jeans mass. The typical Jeans mass is about one solar mass. However, the entire core does not necessarily form a single star. Typically, the densest regions inside the core will break up and form multiple embryos, which themselves can be as small as one Jupiter mass. These embryos then go on to sweep up most of the mass surrounding them. If a Jeans mass core collapsed into 10 embryos, each would be expected to end up with about one tenth of a solar mass. Brown dwarfs, however, are about one tenth of that mass. What prevents them from growing larger?

There are two competing theories about brown dwarf formation. One is called the ejection scenario, and the other is the turbulence scenario. In the ejection scenario, the embryos within the collapsing core gravitationally interact, with smaller embryos getting ejected from the core before they can grow too large. The ejected embryos then become brown dwarfs.

induce cores to collapse that would otherwise be too small to collapse on their own. Therefore, with less mass available to accrete, the resulting object stays small.

Is there any way of distinguishing between the scenarios? In fact, there is. The primary difference is that in the turbulence scenario, brown dwarfs and stars are virtually indistinguishable. Only the overall mass is different. In the ejection scenario, however, ejected embryos will lose some of their star-like characteristics in the course of their ejection. Thus, if the turbulence scenario is true, we should see proto brown dwarfs with small accretion disks as well as binary and multiple brown dwarf systems in about the same abundance as regular stars. In the ejection scenario, however, much of the disk of the embryo will be stripped away in the course of the ejection. In addition, binary systems should be much less common, since the ejection event would tend to send the embryos flying out in different directions.

Observations of young brown dwarfs indicate that most of them do in fact have accretion disks, which seems to favor the turbulence scenario. However, the case is not closed. We are currently, limited in where and what we can observe. It is possible that we live in an area dominated by turbulent star formation, and that the ejection scenario dominates elsewhere. Further observations, particularly with the Spitzer Space Telescope, should be able to shed greater light on the issue.

Next issue: Intermediate mass black holes.



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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, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

### Standby Calls

Steve Koehler for Florence in Barking Up the Wrong Tree.