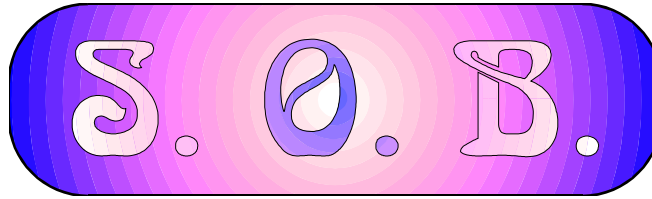


Number 174

November, 2011



Notes from Hades

As most of you have probably already heard, the hobby lost someone special recently. Paul Bolduc, the long-time proprietor of *Boris the Spider*, passed away of cancer at the end of August, just after my last issue was completed. I learned about *Boris the Spider* about a year after I started publishing *S.O.B.* It was one of the few other zines out there at the time that ran games other than Diplomacy, and so we started a trade, which lasted 17 and a half years. I always enjoyed receiving *Boris* every month. We had some of the same types of games, but enough different that I always thought it was a nice compliment to my own zine. My condolences go out to his family. He will be missed.

Two of the games from *Boris* have found a new home here: His Kremlin game (which I have named Boris) and his Puerto Rico game. Welcome to all of the players in those games that are new to *S.O.B.* I hope you enjoy your experience and decide to stay a while. With the two new-ish games added to the zine, I am postponing the start of Dog Show by one issue, so if you haven't yet gotten your game fee in, please hurry up and do so.

Frontier Dog ends this issue. Congratulations to James Pratt on his victory.

The next deadline is **Tuesday, November 15 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.

Contents

Barking Up...	Machiavelli	Page 1
Bolognese	Machiavelli Gamestart	Page 2
Pateel	Kremlin	Page 3
Frontier Dog	Gunslinger	Page 4
Procyon	Merchant of Venus	Page 5
Hunter	Silverton	Page 7
Dogbreath	History of the World	Page 9
Plantation Dog	Puerto Rico	Page 10
Rottweiler	Industrial Waste	Page 11
Boris	Kremlin	Page 11
Daquiri	Puerto Rico	Page 12
Pedagoguery		Page 13

Game Openings

Purebred. Machiavelli. Have Ward Narhi(\$), Bob Robles(\$), Mike Scott, Kevin Wilson(\$), Jerry Roalstad(\$), Jack McHugh(\$), Bogislaw von Schoenfeldt(\$). Will take up to 1 more and start when all game fees are received.

Golden Retriever. Seafarers of Catan. Have Chris Geggus(\$), Dave Hooton (\$),

Mike Scott, Bill Scharf(\$), Kevin Wilson(\$). Will take up to 1 more and start when all game fees are received.

Pick of the Litter. Silverton. Have Dave Hooton, will take up to 5 more.

Russian Wolfhound. Kremlin. Have Mike Scott, Bob Robles(\$), Bill Scharf(\$), Jack McHugh(\$), Chris Geggus (\$). Will take up to 1 more.

Dog Show. Outpost. Have Eric Brosius(\$), Andy York(\$), Andy Lewis, Dave Hooton(\$), Bill Scharf(\$), Kevin Wilson(\$), Dave Hood(\$), Michael Lowrey, will take up to 2 more. **Starts next issue! If you have not paid your game fee by then, you will be dropped from the game opening.**

Portuguese Water Dog. Goa. Have Brad Martin(\$), Chris Geggus(\$), will take up to 2 more.

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), will take up to 3 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

Power Grid. Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Chris Geggus, will take up to 4 more.

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, will take up to 8 more.

Puerto Rico. Will start after Plantation Dog ends. Have Chris Geggus, will take up to 4 more.

Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles, will take up to 7 more.

Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 1, will take up to 7 more. This box will be checked if you have signed up.

Robo Rally. Map to be decided. Have Chris Geggus, Brendan Whyte, Dave Hooton, will take up to 5 more.

Merchant of Venus. Options to be decided. Will take up to 6.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@roadrunner.com

On the Web at: <http://www.sob-zine.org>

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Barking Up the Wrong Tree

Spring 1260

Miller Number 2007Bpw10

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

Deadline Winter/Summer 1260 11/15, Tuesday

Florence and the Pope simultaneously try to attack the other, without success. Aragon and Venice position themselves against Milan, but the Duke of Milan cannot be found.

Fall 1259 Retreats

Florence retreats A Modena to Lucca

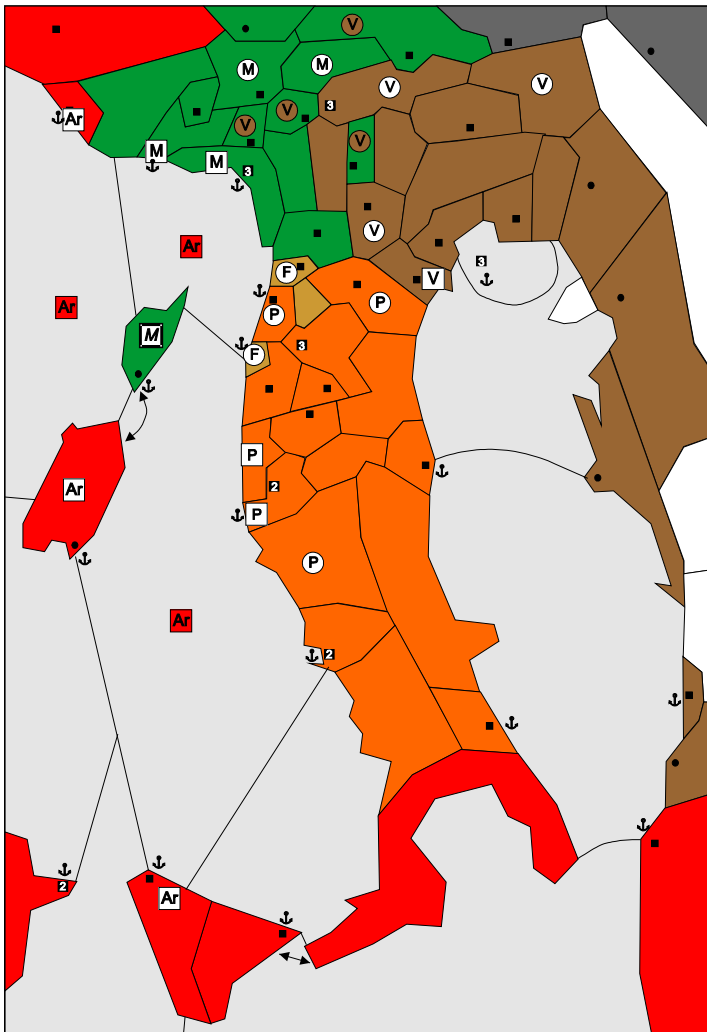
Venice retreats A Tyrolea to garrison

Builds

		Cost
Ara	Maintains all, builds F Sardinia	18
Flo	Maintains A Lucca, builds A Piombino	6

Mil	NBR! Maintains all, no new builds	27
Pap	Maintains all, builds G Rome, A Perugia	24
Ven	Maintains all, no new builds	21

Barking Up the Wrong Tree



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

Expenditures

Venice spends 18 ducats to buy Milan A Pavia

Orders

- ARAGON (Scharf): F Avignon to GULF OF LIONS, F MARSEILLES supports F Avignon to Gulf of Lions, F LIGURIAN SEA holds, F TYRRHENIAN SEA supports F Sardinia, F SARDINIA supports F Avignon to Gulf of Lions, F PALERMO supports F Tyrrhenian Sea
- FLORENCE (Whyte): A LUCCA supports A Piombino to Pisa (cut), A PIOMBINO to Pisa
- MILAN (Renken): NMR! A Tyrolea holds (DISLOADED, retreat SWISS, OTB), A Como holds, A TURIN holds, A Pavia holds (nsu), A MODENA holds, F SAVOY holds, F GENOA holds, F (EM) CORSICA holds
- PAPACY (Robles): A PERUGIA to SIENNA, A PISA supports A Bologna to Lucca (cut), A BOLOGNA to Lucca, A URBINO to Bologna, A SIENNA to Piombino, A ROME to CAPUA, F PATRIMONY supports G Rome convert to F, G ROME convert to F
- VENICE (Partridge): A MILAN supports G Tyrolea convert to A, A CARINTHIA supports A Milan, A Bergamo to CREMONA, A Parma to PAVIA, A PAVIA to MONTFERRAT, A MANTUA supports A Bergamo to Cremona, F FERRARA holds, G TYROLEA converts to A

Your ducats:

Notes

The Milan army in Tyrolea can only retreat off the board or to Swiss, and since Swiss is in Famine, it will be eliminated either way. Therefore, I will retreat it to Swiss and eliminate it in the famine. Also, **will Pasquale Giovine please submit standby orders for Milan!**

Spring 1260 Famine Losses

Milan loses A Swiss and A Modena. Papacy loses A Urbino.

Summer 1260 Plague

Poor Year – Column Only: Friuli, Sienna (Papal A destroyed), Albania, Modena, Parma, Urbino, Pistoia

Bolognese

Summer 1053

Miller Number 2010?????

**Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory
Deadline for Fall 1053 11/15, Tuesday**

Pisa pushes south against the Normans, who withdraw. The Pope braces himself against an attack that doesn't come. The Byzantines break out into the Upper Adriatic, and Venice and the Holy Roman Empire are strangely quiet.

Spring 1053 Retreats

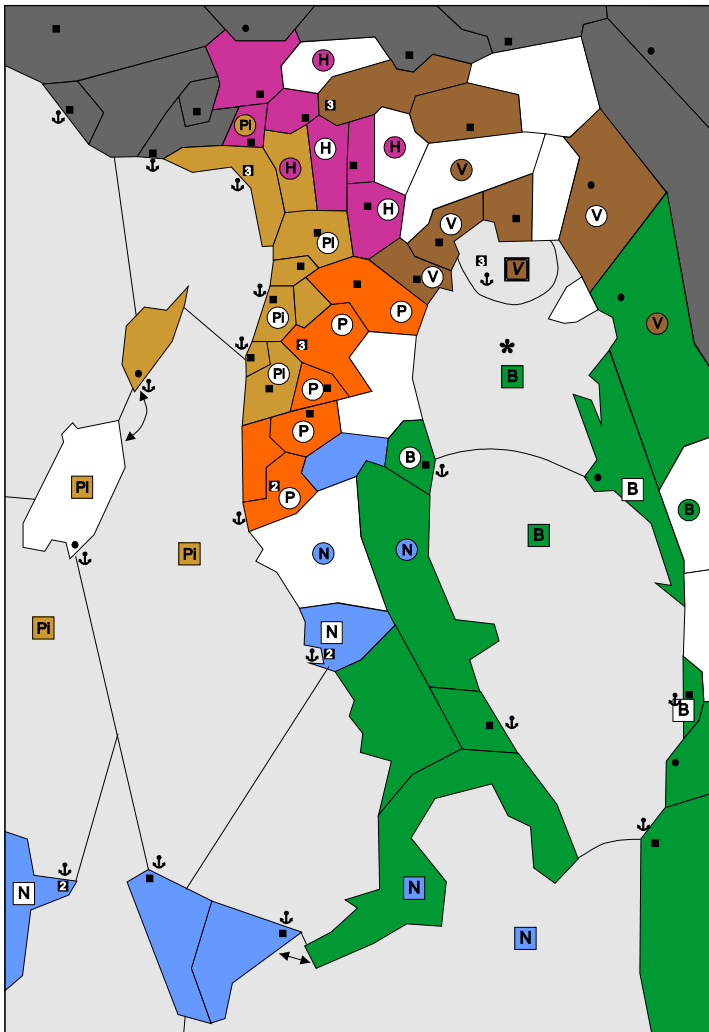
Pisa A Fornova retreats to Montferrat

Orders

BYZANTINES □: A ANCONA supports Norman A Spoleto hold (nsu), A Herzegovina to BOSNIA, F DALMATIA supports F Istria to Upper Adriatic, F Istria to UPPER ADRIATIC, F LOWER ADRIATIC supports F Istria to Upper Adriatic, F ALBANIA to RAGUSA ADRIATIC, F Durazzo to ALBANIA

- HOLY ROMAN EMPIRE □: NMR! A Como holds, A FORNOVA holds, A PARMA holds, A MANTUA holds, A BERGAMO holds
- NORMANS □: A Spoleto to AQUILA, A CAPUA supports A Spoleto to Aquila, F Gulf of Naples to OTRANTO, F Palermo to IONIAN SEA, F Tyrrhenian Sea to NAPLES, F Western Mediterranean to TUNIS
- PAPACY □: A BOLOGNA to Mantua, A FLORENCE holds, A AREZZO supports A Florence, A PERUGIA supports A Rome, A ROME supports A Perugia

Bolognese



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

S.O.B.

PISA :

A MONTFERRAT to Genoa, A MODENA to Genoa, A PISA to Piombino, A SIENNA to Piombino, F Ligurian Sea to TYRRHENIAN SEA, F Gulf of Lions to WESTERN MEDITERRANEAN, F SARDINIA supports F Gulf of Lions to Western Mediterranean

VENICE :

NMR! A VERONA holds, A PADUA holds, A FERRARA holds, A CARNIOLA holds, A CROATIA holds, F Upper Adriatic holds (DISLODGED, retreat Friuli, Urbino, OTB), F (EM) VENICE holds

Your ducats: Press

Normans – Pisa: I withdraw and recognize your claim.

Normans – Pope: South, young man, South!

Pisa – Pope: It seems that Normans and Bizantines made a strong pact to come North against us, as we could see in Spoleto and Sardinia; Rome itself is under siege soon, so I think that we must cooperate against them. When possible, I shall support you in Bologna from Modena and you should do the same. I confirm that I will not prove to take any your cities, and hope that you will do the same: ENEMY ARE SURROUNDING US, thus we must combat them together and not one another.

Pisa – HRE: You should defend yourself from Venice, and instead attack me? Are you crazy? I attack you so: cui prodest?

Notes

The Holy Roman Empire and Venice have NMRed. **If the box is checked, you are called as a standby for: Holy Roman Empire: Venice:**

Pateel

**Turn 9, Funeral Commission through Parade
Turn 9, Special Influence Declaration Phase, 11/15 Tuesday**

Funeral Commission

Strychnin nominates Talksalott as the next Party Chief. Wasolin votes no, all others vote yes. Talksalott becomes Party Chief.

Replacement Phase

Talksalott moves Strychnin to Defense Minister, Schukrutoff to Foreign Minister, Satin to Ideology Chief, Wasolin to Economy Minister, and Putschnik to Industry Minister. He then promotes Mischif to KGB Head, aging to 73. Mischif promotes Purgemoff to Sport Minister, aging to 69. R becomes a Candidate by age.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Antonj Talksalott (J)	74, +	6 (BBC)
KGB Head	Anatol Mischif (I)	69, ++, strong	1 (TCC), 2 (BBC)
Foreign	Lech Schukrutoff (B)	83, ++, ?	
Defense	Mikail Strychnin (T)	81, ++	1 (BBC)
Ideology	Oleg Satin (O)	62, +	2 (Fin), 7 (BBC)
Industry	Ulan Putschnik (Y)	62	1 (Fin), 2 (BBC)
Economy	Victor Wasolin (Z)	60, ?, weak	5 (KMFC)
Sport	Andrej Purgemoff (F)	72	1 (BBC)

Rehabilitation Phase

PaH plays General Amnesty (55). All rehabilitations now age the rehabilitator by 1 year instead of 5. BBC declares 1 IP on Purgemoff and Purgemoff rehabilitates M, aging to 72.

Parade Phase

Talksalott attempts to wave (dr = 19) and succeeds. Ages to 74.

Special Influence Declaration Phase Order

Bolsheviks Born in Calabria, The California Connection, People are Heros, Zapadniye Front, Karl Marx Fan Club, Finlandia

Candidates: R (64), P, U, V, W
People: M (66), X (61, ++)
Siberia: L (68), N, D (85, +)
Kremlin Wall: A, E, S, K, H, G, C, Q

Notes

The California Connection has NMRed! **Will Andy Lewis please submit standby orders!**

Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club

Player	Faction Name
Ward Narhi	Finlandia
Pasquale Giovine	Bolsheviks Born in Calabria
Mike Scott?	The California Connection
Bill Scharf	People are Heroes

Intrigue Cards

Player	Faction Name
Brad Martin	Zapadniye Front
KMFC have one wave. ZF have one wave. PaH have one wave. BBC have one wave.	

Undeclared Influence

Frontier Dog

Turn 20

End of Game Statements, 11/15 Tuesday

Segment 1

Old Man: Card 1 – Advance (ahead left to D17), turn 1 of 2, aim lost, HEAD counter removed
Banker: Card 5 – Cock/Aim/Shoot (aim at NCO), turn 1 of 2
NCO: Delay

Segment 2

Old Man: Card 1 – Advance (ahead left to D17), turn 2 of 2
Banker: Card 5 – Cock/Aim/Shoot (aim at NCO), turn 2 of 2
NCO: Delay

Segment 3

Old Man: Card 5 – Cock/Aim/Shoot (aim at Banker), turn 1 of 2
Banker: Card 6 – Cock/Aim/Shoot (aim at NCO), turn 1 of 2
NCO: Delay

Segment 4

Old Man: Card 5 – Cock/Aim/Shoot (aim at Banker), turn 2 of 2
Banker: Card 5 – Cock/Aim/Shoot (aim at NCO), turn 2 of 2
NCO: Delay

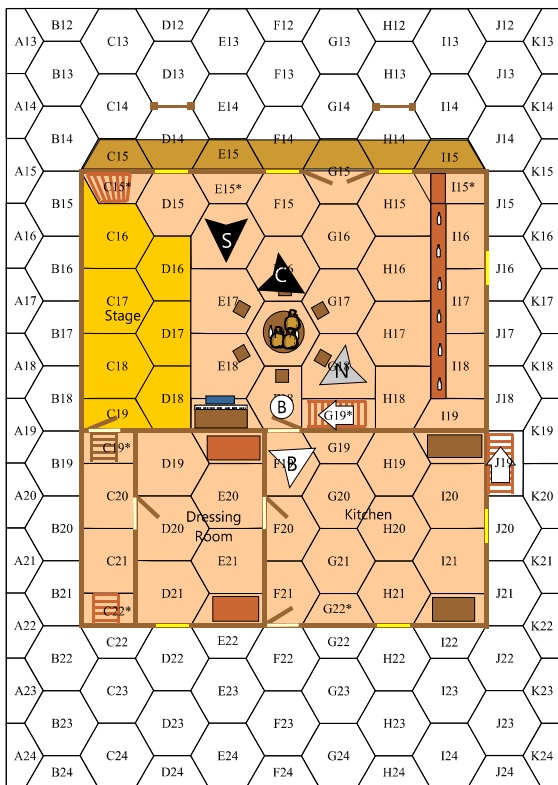
Segment 5

Old Man: Card 7 – Shoot (at Banker), turn 1 of 1, aim time 3, range 3, card 5: SIDE – LIGHT 4, cards 2, 87, 20, and 7 drawn, 2 delay points.
Banker: Card 7 – Shoot (at NCO), turn 1 of 1, aim time 4, range 2, card 69: HEAD-- STUN 6, cards 24, 93 (deck reshuffled), 39, 12, 10, 15 drawn: 4 delay points, NCO unconscious.
NCO: Delay

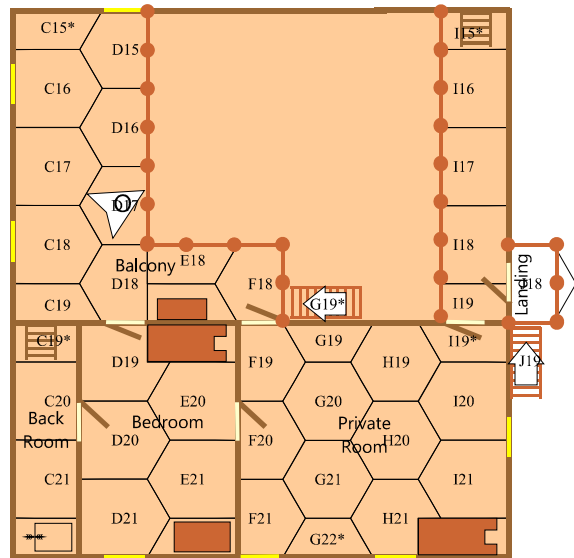
End of Turn

Banker loses 1 delay point.

Frontier Dog



**Frontier Dog
Second Story**



- Hitching Post
- Door
- Bottle
- Stairs
- Window
- Money Bag
- Player (up)
- Table
- Player (dead)
- Gun
- Chair
- Aim Points
- Player (down)
- Knife

- Hitching Post
- Door
- Bottle
- Stairs
- Window
- Table
- Player
- Gun
- Chair
- Knife

End of Game

SERIOUS wounds draw: Smith draws card 61, resulting in 2 delay points plus his SERIOUS 3 means he dies from his wounds. NCO draws card 44, resulting in 1 delay point plus his SERIOUS 2 means he recovers.

Final Victory Points:

Character	Points	Total
Shaggy	Killed (-8)	-8
Smith	Killed (-8)	-8
Old Man	Survive (+2)	2
NCO	Pass out (0), Kill enemy (Smith, +2)	2
Banker	Survive (+2), Kill enemy (Shaggy, +2), Knock out enemy (NCO, +1)	5

Congratulations to James Pratt on the win, and thanks to Tom Howell for stepping in to replace Paul Bolduc on the last turn.

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Tom Howell	Old Man (O)	UD17>UE17	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	F16>G17				0	DEAD
C	James Pratt	Banker (B)	F19>G19			1	18	HEAD in F18
D	Mike Scott	Smith (S)	E16>E17	8	BR +2		0	DEAD
E	Chris Geggus	NCO (N)	G18>F18	9	BR +1	N/A	0	SERIOUS 2, UNCONCIOUS

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Old Man	Knife	Empty	Empty	C36c, uncocked	C36c: △△△△⊗⊗
Shaggy	Knife, Money Bag	C45, uncocked	Empty	Empty	C45: ⊗⊗⊗⊗⊗⊗
Banker	None	SW45, uncocked	Empty	Empty	SW45: ○○○⊗⊗⊗
Smith	Knife	C45c, cocked	Empty	Empty	C45c: △△△△△△
NCO	SBR	C41, uncocked	Empty	Empty	C41: ⊗⊗⊗⊗⊗⊗

Procyon**Turns 33.2 through 35.2****Turns 35.3 through 37.3, 11/15 Tuesday**Turn 33

2nd: Cary Nichols (Dell/Not for Hire) Rolls Used: 6 * 3

Y – Galactic Base – NC6 – TeleGate 6 – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship – NC6 – Y – B – R – A – R – Y10 – Y20.

3rd: Bob Robles (Eeep/ep/Bender's Freedom Brigade) Rolls Used: 1 1 2
Space Station – TeleGate 5 – TeleGate 1 – Y – R10.

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 2 3
Poisonport(s) – Poisonport(p) – B – Paintfall – TeleGate 4.

5th: Chris Geggus (Niks)

Cutty Sark Rolls Used: 4 4 5 6

Goliath(p) – R – B – Y – B10 – R10 – B – Y – B – R – Aerie – Y – R – B – R – B – Y – B – A – Ice Station (p).

Sells Portable Pipe Organ for \$160 (from the cup: Demand for Liquor at 9a).

Sells Megalith Paperweight for \$160 (from the cup: Visible Holes at 4c).

Buys 2 Psychotic Sculpture for \$320. Not For Hire receives \$64 in port commissions.

Ganymede Enterprises Going South Rolls Used: 4 6

Dryport(p) – A – Y – (R) – NC6 – (R) – Y – B – Y – Open Port.

Sells Glorious Junk for \$200 (from the cup: Demand for Spice at 4b). Sells Space Spice for \$80 plus \$60 demand (from the cup: Designer Genes at 9a and Demand for Grease at 7b). Sells Space Spice for \$80 (from the cup: Demand for Grease at 9a). Sells Space Spice for \$80 (from the cup: Space Spice at 2). Buys Living Toys for \$80 and 3 Mulch Wine for \$60. QED receives \$40 in factory commissions.

6th: Dave Partridge (Whynoms)

ZOOM: Rolls Used: 1 3 3 3

Comfort Station(p) – B – R – B – Y – B – R – Galactic Base.

Drops off Fare for \$110 (from the cup: Immortal Grease at 6). Picks up Fares to 2 and 4a.

Venus-Orion Oligarch Mechantile) Rolls Used: 5 6

Poisonport(p) – (R) – B – (Y) – B – (R) – B – (Y) – (R20) – Open Port.

Drops off Fare for \$110 (from the cup: Demand for Wine at 4a).

Turn 34

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 1 2 3

Neutron Port (p) – Jump Start to TeleGate 1 – A – A – R10 – A – Airhome.

Sells Finest Dust for \$50 (from the cup: Servo-mechanism at 7b). Sells Finest Dust for \$50 (from the cup: Pedigree Bolts at 7b). Sells Finest Dust for \$50 (from the cup: Megalith Paperweight at 9b). Buys 3 Immortal Grease for \$150. VOOM receives \$30 in port commissions.

2nd: Cary Nichols (Dell/Not for Hire) Rolls Used: 4 * 3

Y20 – R – B – Y – Airhome – A – R10 – Asteroid City East.

Buy Aerie for \$200.

3rd: Bob Robles (Eeep/ep/Bender's Freedom Brigade) Rolls Used: 1 1 1

R10 – Y – Aerie – Y.

4th: Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 4 6

TeleGate 4 – (R) – B – (Y) – B – (R) – B – (Y) – A – (Y) – (R) – A – (R) – B – (Y) – B – (R30) – B30 (\$10 paid) – (Y) – Open Port.

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Servo-mechanism at 7b and Demand for Spice at 3).

5th: Chris Geggus (Niks)

Ganymede Enterprises Going South Rolls Used: 1 1

Open Port – Y – B30.

Cutty Sark Rolls Used: 1 4 5 6

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

Sells Psychotic Sculpture for \$250 (from the cup: Demand for Perfume at 4c).

Sells Psychotic Sculpture for \$250 (from the cup: Mulch Wine at 3). Buys 2

Bionic Perfume for \$160. Receives \$66 in port commissions.

6th: Dave Partridge (Whynoms)

ZOOM: Rolls Used: 2 6 6 6

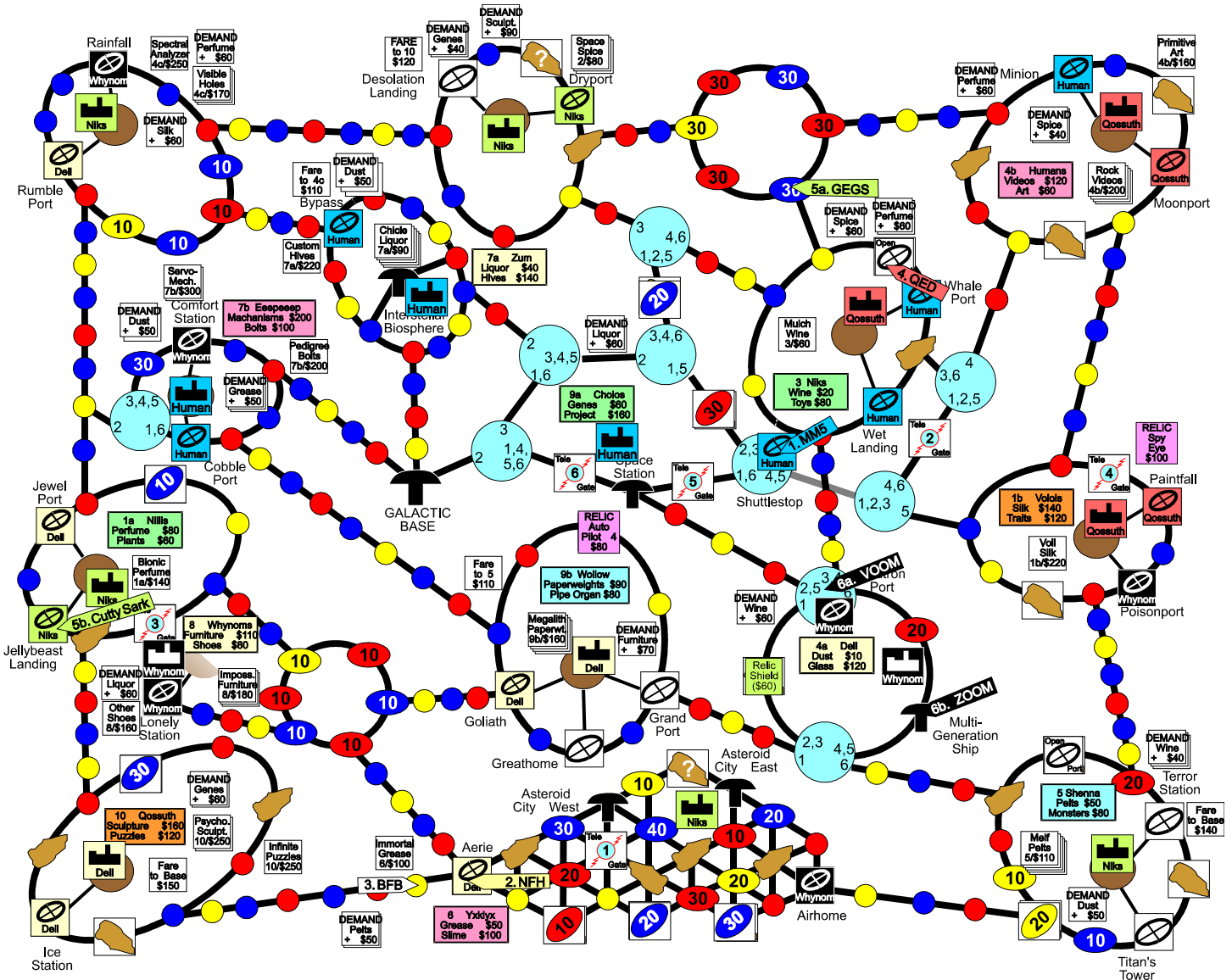
Galactic Base – NC6 – TeleGate 6 – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship.

Drops off Fare for \$140 (from the cup: Demand for Furniture at 9b). Buys Factory for \$200 and picks up Fare to Base.

Venus-Orion Oligarch Merchantile Rolls Used: 3 3

Open Port – A – (R) – B – (Y) – NC3 – ? (it's the Relic Shield) – Neutron Port.

Sells Voll Silk for \$220 (from the cup: Fare to 5 at 9b). Sells Voll Silk for \$220 (from the cup: Designer Genes at 9a). Sells Voll Silk for \$220 (from the cup: Infinite Puzzles at 10). Buys Dribble Glass for \$120 and 2 Finest Dust for \$20. Receives \$76 in port commissions and \$60 in factory commissions.



Turn 35

1st: Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 5 6 6

Airhome – Jump Start to TeleGate 5 – Shuttlestop.

Sells Immortal Grease for \$100 plus \$50 demand (from the cup: Space Spice at 2 and Fare to Base at 5). Sells Immortal Grease for \$100 (from the cup: Fare to 10 at 2). Sells Immortal Grease for \$100 (from the cup: Space Spice at 2). Buys 3 Designer Genes for \$180. Receives \$53 in port commissions.

2nd: Cary Nichols (Dell/Not for Hire) Rolls Used: 6 * 3

Asteroid City East – R10 – A – A – Y – R10 – Y – Aerie.

Sells Visible Holes for \$170 plus \$70 demand (from the cup: Psychotic Sculpture at 10 and Demand for Liquor at 9a). Buys Immortal Grease for \$50. Receives \$29 in port commissions.

Notes

Cary Nichols has taken over the Dell position due to Paul Bolduc's death.

Current status:

1a (Nillis): 1 Bionic Perfume

1b (Volois): 1 Voll Silk, Spy Eye Relic

2 (Graw): 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90), 3 Space Spice, Fare to 10 (\$120)

3 (Niks): 1 Demand for Space Spice (+\$60), 2 Demand for Bionic Perfume (+\$60), 1 Mulch Wine

4a (Dell): Demand for Mulch Wine (+\$60), Demand for Bionic Perfume (+\$60)

4b (Humans): Demand for Bionic Perfume (+\$60), 4 Rock Videos, 2 Demand for Space Spice (+\$40), Primitive Art

4c (Wraiths): Demand for Voll Silk (+\$60), 3 Visible Holes, Spectral Analyzer

5 (Shenna): 3 Demand for Mulch Wine (+\$40), 5 Melf Pelts, Demand for Finest Dust (+\$50), Fare to Base (\$140)

- 6 (Yxklyx): Demand for Melf Pelts (\$50), 1 Immortal Grease
- 7a (Zum): 5 Chicle Liquor, 3 Demand for Finest Dust (+\$50), Fare to 4c (\$110), Custom Hives
- 7b (Eeepeep): 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 2 Servo-mechanism, Pedigree Bolts
- 8 (Whynoms): 3 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other

- Shoes
- 9a (Chola): 2 Demand for Chicle Liquor (+\$60)
- 9b (Wollow): 4 Megalith Paperweight, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)
- 10 (Qossuth): 2 Demand for Designer Genes (+\$60), 2 Psychotic Sculpture, Fare to Base (\$150), Infinite Puzzles

Base: Nothing

1. Mystery Machine 5 \$1797
Transport
36: 1 1 1 5//37: 1 2 2

Hold1 Designer Genes 9a/\$120	Hold2 Designer Genes 9a/\$120	Hold3 Designer Genes 9a/\$120	Hull Shield (\$60)
Cholos \$200	Cobble Port \$200	Eeepeep \$100	RELIC Jump Start \$120
Shuttlestop \$200	Minion \$200	Bypass \$200	Zum \$200
Wet Landing \$200	Whale Port \$200		

2. Not for Hire \$931
Needle
36: 2 5//37: 3 4 (use 1*3)

Hold1 Immortal Grease 6/\$100	Hold2	Hull RELIC Mulligan Gear \$120
Ice Station \$200	Qossuth \$200	Shield (\$60)
Rumble Port \$200	Goliath \$200	
Wollow \$100	Jewelport \$200	Aerie \$200

3. Bender's Freedom Brigade \$990
Transport
35: 2 6 6 // 36: 2 4 4 // 37: 2 4 6

Hold1 Designer Genes 9a/\$120	Hold2 Designer Genes 9a/\$120	Hold3 Bionic Perfume 1a/\$140	Hull 1a \$80 RELIC Switch \$100
-------------------------------------	-------------------------------------	-------------------------------------	---------------------------------------

4. Qossuth Entrepreneur Division \$1080
Scow
35: 1 5 6 6//36: 1 4 4 5 (use 2)

Hold1 Voll Silk 1b/\$220	Hold2	Hold3 Canned Traits 1b/\$240	Hold4 Comb. Live (\$300)	Hull 4a \$60 Shield (\$60)
Paintfall \$200				
Niks \$200	Volois \$200	Moonport \$200	Human \$100	RELIC Gate Lock \$100

6a. VOOM \$2378
Merchantman
35: 3 4 4//36: 2 3 5 (use 2)

Hold1 Finest Dust 4a/\$50	Hold2 Finest Dust 4a/\$50	Hold3 Dribble Glass 4a/\$200	Hold4 Red Dye (\$120)	Hull RELIC Yellow Drive \$50
Airhome \$200	Neutron Port \$200	Whynoms \$100	Dell \$200	
Lonely Station \$200	Rainfall \$200	Poisonport \$200		
Comfort Station \$200				

5a. Ganymede Enterprises Going South \$2266
Freighter
35: 1 6 //36: 1 2

Hold1 Mulch Wine 3/\$60	Hold2 Mulch Wine 3/\$60	Hold3 Red Dye (\$120)	Hull Shield (\$60)
Hold4 Mulch Wine 3/\$60	Hold5 Living Toys 3/\$180		
Shenna \$100	Yxklyx \$200	Jellybeast Landing \$200	
Nills \$100	Dryport \$200	Grav \$200	Wraiths \$200

6b. ZOOM
Clipper
35: 1 2 3 5//36: 1 1 5 5

Hold1	Hold2 Fare to 2 \$160	Hull Shield (\$60)
	Fare to Base \$180	

5b. Cutty Sark
Clipper
35: 2 2 5 6//36: 2 4 4 4

Hold1 Bionic Perfume 1a/\$140	Hold2 Bionic Perfume 1a/\$140	Hull Shield (\$60)
-------------------------------------	-------------------------------------	-----------------------

Hunter

Turn 15, Phases IV – VI, Turn 16, Phases I - III
Turn 16, Phases IV – VI, Turn 17 Phases I - III, 10/4 Tuesday
Turn 15

Operations

- Red** (Nichols) operates #31 (\$80, depletes), #97 (\$40, 1 gold), delivers 1 gold from Cripple Creek to Pueblo for \$200 and 1 gold from Elizabethtown to Pueblo for \$200. Receives \$130 in passenger revenue.
- Orange** (Hooton) operates #38 (\$40, 3 silver), delivers 3 lumber from Hot Sulphur Springs to Pueblo for \$300 (\$300 to Brown). Receives \$530 in passenger revenue. Buys a 42 train for \$320.
- Green** (Longdin) declines #82. Operates #109 (\$20, 1 copper), #117 (\$50, 1 lumber), #66 (\$30, 2 lumber), delivers 8 lumber from Cloudcroft to El Paso for \$1280. Receives \$200 in passenger revenue.
- Brown** (Partridge) operates #76 (\$20, 2 coal), #36 (\$50, 2 silver), #75 (\$20, 2 coal), #67 (\$30, 3 coal), #78 (\$40, 3 coal), #54 (\$40, 1 lumber), #74 (\$20, 4 coal), #56 (\$30, 3 lumber), delivers 3 lumber from Steamboat Springs to Salt Lake City for \$900, 3 coal from Emery to Salt Lake City for \$300, and 1 coal from Schofield to Salt Lake City for \$100. Receives \$410 in passenger revenue. Buys a 72 train for \$500.
- Blue** (Scharf) operates #86 (\$20, 1 coal), #42 (\$40, 2 silver), #43 (\$50, 2 silver), #28 (\$60, depletes), #89 (\$30, 5 coal), delivers 6 coal from Canon City to Denver for \$840.
- Aqua** (Brosius) takes claim #103 for \$60. Operates #119 (\$40, depletes), #58 (40, 1 lumber), #122 (\$20, 3 coal), delivers 6 coal from Farmington to Santa Fe for \$600. Receives \$590 in passenger revenue. Buys a 42 train for \$320.

Determine Price Changes

Gold: +1 to \$225 Copper: Remains at \$160 Silver: +1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	+3 to \$160	-4 to \$60
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$100	Remains at \$140

Turn 16*Move Prospectors and Surveyors*

Red (Nichols) surveys Canon City to Westcliffe and La Madera to White Rock, prospects #83 and #45

Orange (Hooton) surveys Gunnison to Crested Butte and Buena Vista to Salida, prospects #48 and #82

Green (Longdin) surveys Vaughn to Santa Rosa, and prospects the deck.

Brown (Partridge) surveys Orestod to Minturn and Hiawatha to Green River, prospects #37 and #73

Blue (Scharf) surveys Canon City to Westcliffe, prospects #45.

Aqua (Brosius) surveys Farmington to Durango and Rincon to El Paso, prospects #83.

Dispute Resolution

Green draws claim #124 (coal at Magdalena) and has first right of refusal. Red and Blue have a dispute over the Canon City to Westcliffe line. Red: 7+1; Blue: 11+1. Blue wins, surveyor becomes +2. Red and Blue have a dispute over claim #45. Red: 9, Blue: 4+2. Red wins, prospector becomes +1. Red and Aqua have a dispute over claim #83. Red: 6+3; Aqua: 5+1. Red wins, prospector would become +1, except for counterlimit limits. Red spends \$280, Orange spends \$260, Green spends \$80, Brown spends \$360, Blue spends \$80, and Aqua spends \$260.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$3,190	9, 15		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$3,960	9, 24, 42	+2	S+2, S, P, P
Michael Longdin	Green	El Paso	\$10,180	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$5,735	9, 24, 24, 72		S, S, P+1, P
Bill Scharf	Blue	Pueblo	\$3,820	9, 15, 24		S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$2,210	9, 15, 24, 42	+3	S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	9	\$50
97	Elizabethtown	Red	Gold	0	\$40
45	Westcliffe	Red	Silver	N	\$30
83	Durango	Red	Coal	N	\$20
47	Ouray	Orange	Silver	8	Depleted
38	Aspen	Orange	Silver	3	\$40
48	Ouray	Orange	Silver	N	\$40
82	Crested Butte	Orange	Coal	N	\$20
108	Lordsburg	Green	Copper	2	Depleted
107	Santa Rita	Green	Copper	6	Depleted
109	Pinos Altos	Green	Copper	11	\$20
117	Cloudcroft	Green	Lumber	1	\$50
66	Vallecitos	Green	Lumber	4	\$30
25	Bingham	Brown	Gold	6	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	11	\$20
36	Eureka	Brown	Silver	2	\$50
75	Rangely	Brown	Coal	12	\$20
67	Coalville	Brown	Coal	11	\$30
78	Bowie	Brown	Coal	6	\$40
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	4	\$20
56	Hot Sulphur Springs	Brown	Lumber	0	\$30
73	Hiawatha	Brown	Coal	N	\$20
37	Eureka	Brown	Silver	N	\$40
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	3	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	5	\$40
43	Leadville	Blue	Silver	5	\$50
28	Leadville	Blue	Gold	4	Depleted
89	Walsenburg	Blue	Coal	5	\$30
106	Cuba	Aqua	Copper	1	Depleted
119	Farmington	Aqua	Coal	5	Depleted
58	Dolores	Aqua	Lumber	3	\$40

#	City	Owner	Type	Goods	Operation
122	Lee Ranch West	Aqua	Coal	12	\$20
114	McGaffey	Aqua	Lumber	2	Depleted
103	Hillsboro	Aqua	Silver	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
9	B	Denver – Leadville	\$120	Orange	
8	A	Denver – Leadville	\$260	Orange	¹
10	B	Denver – Aspen	\$130	Orange	
4	A	El Paso – Deming	\$60	Green	
13	B	El Paso – Santa Fe	\$140	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	²
11	B	Salt Lake City – Grand Jct.	\$140	Brown	³
6	A	Santa Fe – Albuquerque	\$90	Aqua	
18	C	Gallup – Santa Rosa	\$500	Aqua	

¹ Discard after 3 more Leadville depletions

² Discard when 22 is taken. Good for \$250 toward card 22.

³ Discard when 20 is taken. Good for \$140 toward card 20 or 21.

Available Claims

#	City	Type	Claim	Operation
51	Silverton	Silver	\$60	\$30
88	Walsenburg	Coal	\$80	\$50
100	White Oaks	Gold	\$120	\$40
131	Hot Sulphur Springs	Lumber	\$40	\$20
46	Telluride	Silver	\$160	\$40
55	Walden	Lumber	\$100	\$50
59	Dolores	Lumber	\$60	\$40
<i>124</i>	<i>Magdalena</i>	<i>Coal</i>	<i>\$80</i>	<i>\$40</i>

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes	#	Type	Route	Payoff	Cost	Notes
						19	C	Salt Lake City – Albuquerque	\$600	\$975	
14	B	El Paso – Albuquerque	\$220	\$405		12	B	Pueblo – Grand Jct.	\$150	\$310	4
21	C	Salt Lake City – Colorado Springs	\$600	\$930		23	C	Salt Lake City – Santa Fe	\$900	\$1340	
20	C	Salt Lake City – Pueblo	\$600	\$930		7	A	Pueblo – Santa Fe	\$120	\$280	

⁴ Discard when 20 is taken. Good for \$150 toward card 20 or 21.

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	2	\$200
42	6	\$320.00
72	7	\$500

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	3	\$80
Die +4	5	\$140
Die +5	6	\$200

Dogbreath

**Epoch V Vikings Holy Roman Empire, and Chola
Epoch V Sung Dynasty, Seljuk Turks, and Mongols, 11/15 Tuesday**

Epoch V

Great Explorers Grabbing Samples (Geggus) Plays Disaster (Volcano) in Tarim Basin (Monument destroyed). Plays Crusade. Army Nile Delta (vs. Arabs; C: 3+1, 2+1, A: 4, 3; C: 5+1, 1+1, A: 5, 1; wins), Arabian Peninsula (vs. Arabs; C: 5+1, 5+1, A: 1; wins, Capital reduced to city), Palestine (vs. Arabs; C: 4+1, 3+1; A: 3; wins, city and fort placed). **VIKINGS:** Army Scandinavia, fleet North Sea, army Western Gaul, Central Massif (vs. Romans; V: 5, 1; R: 1; wins), fleet Western Mediterranean (vs. Marching Through the Ages; GECS: 4, 1; MTtA: 1; wins), army Southern Apennines (vs. Byzantines; V: 5, 5; B: 5, 3; V: 6, 3; B: 5, 1; wins), North European Plain, Albion (vs. Romans; V: 6, 1; R: 3, 3; wins). Points: Dominance in Southern Europe (6), Presence in North Africa (2), Middle East (2), India (3), Northern Europe (2), Eurasia (1), 4 cities (4), 2 Seas (2), and 6 Monuments (6) for 28 points.

Marching Through the Ages (Lewis) plays Empire Revives and places 2 armies in Wei River. **HOLY ROMAN EMPIRE:** Plays Fanaticism. Army and Capital Central Europe (Hun army retreats to Baltic Seaboard), army Dniepr (vs. Huns; Ho: 4, 2; Hu: 4; wins), Western Steppe (vs. Huns; Ho: 5, 4; Hu: 3; wins), Turanian Plain (vs. Guptas; H: 6, 1; G: 5; wins), Persian Plateau (vs. Guptas; H: 4, 1; G: 2;

2; wins), Hindu Kush (vs. Guptas; H: 6, 1; G: 4; wins), Zagros (vs. Arabs; H: 6, 2; A: 3; wins), Middle Tigris (vs. Arabs; H: 4, 3; A: 5; loses), Upper Tigris (vs. Arabs; H: 3, 2; A: 5; loses), Upper Tigris (vs. Arabs; H: 6, 2; A: 5; wins). Points: Dominance in Middle East (4), Eurasia (2), Presence in China (3), India (3), Southern Europe (3), Northern Europe (2), North America (1), 2 Capitals (4), 1 Sea (1), and 4 Monuments (4) for 27 points.

Royal Manticoran Historical Society (Wilson) plays Plague in Sumatra (Mauryan army eliminated). **CHOLA:** Army and Capital Eastern Ghats (Persian army destroyed, fleet Bay of Bengal unsupported), army Eastern Deccan (vs. Rebels; C: 5, 4; R: 2; wins, city eliminated), Western Deccan (vs. Guptas; C: 2, 1; G: 4; loses), Western Deccan (vs. Guptas; C: 6, 5; G: 5; wins), Upper Indus (vs. Guptas; C: 5, 2; G: 6; loses), Upper Indus (vs. Guptas; C: 6, 3; G: 3; wins), fleet Bay of Bengal, army Sumatra. Builds Monument Eastern Ghats. Points: Dominance in India (6), Presence in China (3), Southern Europe (3), Southeast Asia (2), North America (1), 3 Capitals (6), 1 city (1), 3 Seas (3), and 4 Monuments (4) for 29 points.

Notes

Andy York will be taking over the Arachnids due to Paul Bolduc's death.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Partridge	The Questioner (green)	39	77
Dave Anderson	Time Traveler (orange)	39	76
Andy York	Arachnids (blue)	40	80
Chris Geggus	Great Explorers Grabbing Samples (yellow)	41	106
Andy Lewis	Marching Through the Ages (red)	43	95
Kevin Wilson	Royal Manticoran Historical Society (purple)	56	136

Positions

Arachnids: Fleet Red Sea. **NILE KINGDOM:** Army, city, and fort Upper Nile. **MAURYA:** Army Mekong. **ARABS:** Army, fort, and Monument Southern Iberia, army and Monument Shatts Plateau, Middle Tigris, army and fort Lower Tigris, armies Persian Salt Desert, Levant, Libya.

Time Traveler: **MACEDONIANS:** Army and city Lower Indus, army Western Ghats. **KINGDOM:** Army, city, fort Malayan Peninsula. **HUNS:** Army and Monument Tarim Basin, two armies Baltic Seaboard, armies Eastern Steppe, Caucasus, Lower Rhein, Northern Gaul.

Marching Through the Ages: Fleet Black Sea. **NORTH AMERICAN MIGRANTS:** Armies Great Plains, West Indies. **SASSANIDS:** Three armies Wei River. **BYZANTINES:** Army and Capital Balkans, army and Monument Southern Apennines, armies Northern Apennines, Dalmatia, Danubia, Western Anatolia, Eastern Anatolia. **HOLY ROMAN EMPIRE:** Army, Capital, and Monument Central Europe, army and Monument Zagros, Persian Plateau, Upper Tigris, armies Dniepr, Western Steppe, Turanian Plain.

Royal Manticoran Historical Society: Fleets Eastern Mediterranean, South China Sea, Bay of Bengal. **MAYANS:** Two armies and Capital Central America. **ROMANS:** Army, city, and Monument Crete, two armies and Monument Ganges Delta, army and Monument Albion, armies Central Massif, Ganges Valley. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **T'ANG DYNASTY:** Army and Capieal Yangtse Kian, army and Monument Great Plain of China, army Chekiang. **CHOLAS:** Army, Capital, and Monument Eastern Ghats, army and Monument Eastern Deccan, armies Western Deccan, Upper Indus, Sumatra.

The Questioner: **HAN DYNASTY:** Two armies Si-Kyang, armies Yellow River, Chekiang, Szechuan, Irrawaddy.

Great Explorers Grabbing Samples: Fleets North Sea, Western Mediterranean. SCOTTS: Army, city, and fort Highlands. GOTHs: Army and Monument Morea, army Pindus. CRUSADERS: Army, city, and Monument Arabian Peninsula, army, city, and fort Palestine, army and Monument Nile Delta. VIKINGS: Army and Monument Albion, Southern Appinines, armies Scandinavia, North European Plain, Western Gaul, Central Massif.

Epoch V EmpireEvent Cards**Plantation Dog****Turn 12****Turn 13, 11/15 Tuesday**

Chris selects the Craftsman, gains 1 doubloon, and produces 3 indigo, 1 corn, 1 sugar, and 2 tobacco. Richard produces 2 corn, 1 indigo, and 2 coffee. Andy Y. produces 1 corn. Andy L. produces 3 corn, 1 indigo, and 2 coffee. Brad produces 2 indigo.

Richard NMRs, selects a Prospector (gains 3 doubloons)

Andy Y. selects the Mayor, and places one colonist on the Tobacco plantation, 2 on the Tobacco Storage and moves one colonist from San Juan to the Tobacco Storage, Andy L. places colonists on the Quarry and Sugar plantation, Brad places colonists on the Indigo Plant and Tobacco Storage, Chris places colonists on the Guild Hall and Sugar Mill, and Richard places 2 colonists in San Juan.

Andy L. selects the Captain and ships 6 corn on Ship 2 for 7 VP, Brad ships 1 sugar on Ship 1 for 1 VP, Chris ships 1 corn on Ship 2 for 1 VP (Ship 2 sails), Richard cannot ship, Andy Y. ships 5 sugar on Ship 1 for 5VP (Ship 1 sails), Andy L. passes, Brad passes, Chris ships 2 Tobacco on Ship 3 for 2VP, Richard passes, Andy Y. passes, Andy L. passes, Brad passes, Chris ships 3 Indigo from his Wharf for 3VP. Brad discards 1 indigo and Richard discards 2 corn, 1 indigo, and 1 coffee.

Brad selects the Builder and builds the Cloister (6 doubloons, 3 Quarries, and Builder bonus, gains 2VP from Church), Chris passes, Richard passes, Andy Y. passes, and Andy L. passes.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Brad Martin	Builder	Indigo, Indigo, Quarry, Quarry, Quarry, Coffee, Sugar	Connection Hut, Indigo Plant (3), Small Sugar Mill, Church, Large Market, Tobacco Storage (2), Cloister		2	1 Indigo	9
Chris Geggus	Craftsman	Indigo, Quarry, Tobacco, Corn, Sugar, Indigo, Tobacco, Sugar	Indigo Plant (1), Aquaduct, Black Market, Tobacco Storage (2), Small Sugar Mill, Factory, Wharf, Sugar Mill (1), Guild Hall		2	1 Sugar	20
Richard Weiss	Prospector	Indigo, Coffee, Quarry, Corn, Quarry, Coffee, Corn, Corn	Small Market, Coffee Roaster (2), Small Indigo Plant, Harbour, Small Sugar Mill, Small Wharf	5	13	1 Coffee	13
Andy York	Mayor	Corn, Sugar, Sugar, Tobacco, Sugar, Sugar, Sugar, Tobacco	Sugar Mill (3), Small Sugar Mill, Small Indigo Plant, Small Warehouse, Tobacco Storage (3)	1	1	1 Corn, 3 Sugar	26
Andy Lewis	Captain	Corn, Coffee, Coffee, Indigo, Corn, Quarry, Corn, Corn, Sugar, Sugar, Quarry	Hacienda, Storehouse, Coffee Roaster (2), Small Indigo Plant, Trading Post		7	1 Indigo, 2 Coffee	27

Player in bold is the Governor for next turn. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Notes

Brad Martin has taken over for Paul Bolduc. Richard Weiss has NMRed. **Since both of my standbys are in the game, there is an open call for a standby for Richard's position.**

Available Items

Colonists: Supply: 4 Colonist Ship: 9 **Trading House:** **Victory Points:** 27
Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): Ship 3 (capacity 8): 4 Tobacco

Commodities

Corn: 9 **Indigo:** 9 **Sugar:** 7 **Tobacco:** 5 **Coffee:** 6

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP)	Indigo Plant (3d, 2VP)	Coffee Roaster (6d, 3VP)	Residence (10d, 4VP)
	Sugar Mill (4d, 2VP)	Lighthouse (7d, 3VP)	Fortress (10d, 4VP)
	Hospice (4d, 2VP)	University (8d, 3VP)	Customs House (10d, 4VP)
	Guesthouse (4d, 2VP)	Library (8d, 3VP)	City Hall (10d, 4VP)
	Office (5d, 2VP)	Specialty Factory (8d, 3VP)	Statue (10d, 8VP)
Forest House (2d, 1VP)	Large Warehouse (6d, 2VP)	Union Hall (9d, 3VP)	

Roles

Builder, Captain, Craftsman, Mayor, Prospector, Prospector(1d), Settler(1d), Trader(1d)

Plantations

Forest (x12), Indigo, Coffee, Indigo, Indigo, Coffee, Corn

Discard Pile:

Rottweiler

Turn 1a

Turn 1b, 11/15 Tuesday

Available Cards

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

Texas Reclamation Project selects set 3

Unnamed Company NMRs, set 2 randomly selected.

General Olfactory Organization selects set 4

The Players

Player	Company	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	1	\$15	0	5	14	5	
Richard Weiss?	Unnamed Company	2	\$15	0	5	14	5	
Eric Brosius	General Olfactory Organization	3	\$15	0	5	14	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	5/1	5/1	0	25
Richard Weiss	5/1	5/1	5/1	0	25
Eric Brosius	5/1	5/1	5/1	0	25

Notes

Richard Weiss has NMRed. **Will Michael Longdin please submit standby orders (including a name, if desired) for the Unnamed Company!**

Cards

TRP	UC	GOO
Order	Advisor	Waste Disposal
Bribery	Innovation	Raw Materials
Innovation	Waste Disposal	Growth

The Accident card was drawn to no effect. The deck will be reshuffled before the card draw of turn 1b.

Discards

Accident Waste Removal Order Raw Materials

Boris

Turn 2, Funeral Commission through Parade

Turn 3, Cure through Health, 11/15 Tuesday

Funeral Commission

Foreign Minister Niewitko nominates Patina for Party Chief. REDS reveals 2 IP on X. SHIT reveals 3 ip on X. TCC reveals 4 IP on X. SHIT reveals 5 ip on X. TCC reveals 6 IP on X. Vote! "Da": SDC; "Nyet": HX. Nomination succeeds.

Replacement Phase

Party Chief Patina takes no action, so Goferbok and Shootemdedsky promote by age to KGB and Defense respectively. No one else wants to promote, so

Schukrutoff promotes by age to Ideology, Purgemoff To Economy, and Mischif and Talksalot to Candidates.

Rehabilitation Phase

None

Health Phase

Patina waves! WKP has two waves.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Ludmila Patina (S)	64, ?	10 (WKP)
KGB Head	Alexej Goferbok (C)	76, ++, ?, weak	1 (WKP)
Foreign	Petr Niewitko (D)	78, weak	3 (RBF)
Defense	Nikolai Shootemdedsky (H)	69, weak	7 (REDS), 2 (TCC)
Ideology	Lech Schukrutoff (B)	75	
Industry	Boris Badenuff (X)	53	6 (TCC), 5 (SHIT), 2 (REDS)
Economy	Andrej Purgemoff (F)	71	
Sport	Natasha Nogoodnik (V)	58, +	4 (REDS), 5 (RBF)

Candidates: G, I, J, L, O

People: K, N, P, R, T, U, W, Y

Intrigue Cards

Siberia: E, M, Q, Z

Kremlin Wall: A

Notes

This is the final turn published for Kremlin IX in *Boris the Spider*. We will continue on from here. If you have not already done so, **please send me your Intrigue cards and undeclared influence!** If I don't have those, I will have to determine them randomly.

Players

Player	Faction Name
Cary Nichols	Retro-Education Deployment Society (REDS)
Mike Scott	The California Connection (TCC)
Doug Kent	Whining Kremlin Pigs (WKP)
Ron Fisher	Red Bivalve Faction (RBF)
Jack McHugh	Socialists for High Income Taxes (SHIT)

WKP has two waves

Undeclared Influence**Daquiri**

Turns 4.1 to 5.2

Turns 5.2 to 6.3, 11/15 Tuesday

Turn 4

Governor Saunders chooses Mayor, and places on Tobacco Storage, Coffee and Corn. Fisher must place two in San Juan. Martin places on the Indigo Plant. McHugh places on Small Indigo Plant. Zieske must place in San Juan. Colony ship gets 5 colonists.

Fisher chooses Builder(gains 1 doubloon) and builds Large Market (2 doubloons plus Builder bonus and 2 Quarries). Martin passes. McHugh builds a Small Market (1 doubloon). Zieske builds Small Indigo Plant (1 credit from Quarry). Saunders passes.

Martin chooses Craftsman(gains 1 doubloon); produces 3 indigo, including bonus. McHugh produces 2 indigo. Zieske produces nothing. Saunders produces 1 corn. Fisher produces 2 corn.

McHugh chooses Captain; ships 2 indigo (3 VP). Zieske has noting to ship. Saunders ships 1 corn on 7-ship (1 VP). Fisher ships 2 corn (2 VP). Martin ships 2 indigo (3 VP). 6-ship is full; 6 indigo returned to stock.

Zieske takes Trader(gains 1 doubloon). No one has anything to trade. Roles returned to center.

Turn 5

Governor Fisher chooses Settler(gains 1 doubloon): picks Indigo (gains population from Hospice). Martin takes Tobacco. McHugh takes Corn. Zieske takes Sugar (gains population from Hospice). Saunders takes Sugar. One Sugar is discarded and Coffee, Corn, Indigo, 2 Sugar and one Tobacco are revealed.

Martin takes Builder and builds Tobacco Storage (4 doubloons plus Builder bonus). McHugh passes. Zieske buys a Small Sugar Mill (1 doubloon plus 1 credit from a Quarry), Saunders buys a Small Sugar Mill (1 doubloon plus credit from 1 Quarry), Fisher buys a Small Indigo Plant (1 credit from Quarry).

McHugh takes the Mayor and places on the Quarry and Corn, and moves a colonist from the Small Indigo Plant to the Small Market, Zieske places colonist on the Small Sugar Mill and transfers one from San Juan to the Small Indigo Plant, Saunders ...

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Brad Martin	Builder	Indigo, Indigo, Indigo , Tobacco, Tobacco	Indigo Plant (2) , Tobacco Storage		2		3
Jack McHugh		Corn, Indigo, Indigo, Quarry , Tobacco	Indigo Plant (2) , Small Indigo Plant, Small Market		1		4
Paul Zieske		Quarry, Quarry, Quarry, Sugar, Indigo	Construction Hut, Hospise, Small Indigo Plant, Small Sugar Mill		0		
Saunders		Quarry, Quarry, Corn, Coffee, Sugar	Construction Hut, Tobacco Storage (1) , Small Sugar Mill		2		1
Ron Fisher	Settler	Quarry, Quarry, Corn, Corn, Indigo	Hospice, Small Market, Large Market, Small Indigo Plant	2	3		2

Player in bold is the Governor for next turn. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Notes

This is the last turn published in *Boris the Spider*. I was able to obtain contact information for Saunders, but I have not heard from him, so **will Andy York please submit standby orders.**

Available Items

Colonists: Supply: 67 Colonist Ship: 5

Trading House: Indigo **Victory Points:** 112

Cargo Ships: Ship 1 (capacity 6):

Ship 2 (capacity 7): 3 Corn Ship 3 (capacity 8):

Commodities

Corn: 7 **Indigo:** 10 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2 1d, 1VP)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP)	Guild Hall (10d, 4VP)
Small Sugar Mill (x4 2d, 1VP)	Sugar Mill (x3 4d, 2VP)	Coffee Roaster (x3 6d, 3VP)	Residence (10d, 4VP)
		Factory (x2 7d, 3VP)	Fortress (10d, 4VP)
Hacienda (x2 2d, 1VP)	Office (x2 5d, 2VP)	University (x2 8d, 3VP)	Customs House (10d, 4VP)
	Large Market (5d, 2VP)	Harbour (x2 8d, 3VP)	City Hall (10d, 4VP)
Small Warehouse (x2 3d, 1VP)	Large Warehouse (x2 6d, 2VP)	Wharf (x2 9d, 3VP)	

Roles

Builder, Captain, Craftsman, **Mayor**, Prospector (1d), Prospector (1d), **Settler**, Trader

Plantations

Sugar, Corn, Sugar, Indigo, Coffee, Tobacco

Discard Pile: Coffee, Sugar, Sugar, Corn, Corn, Corn, Corn, Coffee, Coffee, Sugar, Sugar

Pedagoguery

Last issue, I discussed Earth's history and how it could help us identify Earth-like planets. We have not yet found any, but various surveys have discovered super-Earths. These are planets that are smaller than the gas giants in our solar system, but larger than the rocky planets. Depending on how they are discovered, we can conceivably tell quite a lot about their composition and atmospheres.

Typical super-Earths would orbit small, red M-class stars, since those are the most numerous stars out there. If they were in the habitable zone, they would have to be much closer to their star than the Earth is to the Sun – around 2 million miles compared to 93 million. At such a close distance, the star would appear huge. A star with 20% of the mass of the sun would have about 30% of its radius. At a distance of 2 million miles, that star would cover an angle more than seven and a half time larger than the sun does from Earth. In addition, the close distance would also mean that the planet would be tidally locked to its star, with one side in perpetual daylight and the other in perpetual night. A year would be short – about 10 days or so.

Super-Earths, being larger than Earth, would also have a higher gravity. Most of the planets we have found are estimated to have masses between 2 and 10 times Earth's mass. Naturally, they would also have larger radii than Earth, but it would still translate to surface gravities much higher than ours.

Most of these worlds have been discovered through radial velocity measurements. Those measurements detect planets by detecting the miniscule wobble back and forth that the planet causes in the star. The disadvantage of this technique is that it provides only a minimum mass for the planet, and tell us nothing about the planet's radius. Another method is transiting, which is what the Kepler satellite does. It watches for the tiny dip in light from a star that occurs when a planet passes in front of the star. The advantage of this technique, especially when later paired with the radial velocity method, is that it provides relatively precise values for mass and radius, and thus density. If we know the density, then we can get a decent idea of the composition of the planet. This technique also provides the opportunity to learn more about the planet's atmosphere through spectroscopy of the star's light as it passes through the planet's

atmosphere.

Two planets discovered through the transiting technique are Corot-7b and Gliese 1214b. Corot-7b orbits a K0 star at a mere 1.6 million miles. It has 5 times the mass of Earth and 1.7 times Earth's radius. This gives it a density of 5.6 grams/cubic cm – just a shade higher than Earth's. It probably means that Corot-7b has a large nickel-iron core, and is made up primarily of silicate materials, just like Earth is. It would have almost twice Earth's surface gravity, however.

Corot-7b would be blisteringly hot. There is additional evidence that there are more planets in the same system, and the gravitational tug-of-war would mean that the planet is highly volcanic – due both to the tidal forces of the star and the other planets as well as the fact that a larger planet would both retain more of the initial heat of its formation plus it would have more of the radioactive elements that provide most of the heating within Earth's core.

Gliese 1214b is, if anything, more potentially interesting. It orbits a red dwarf planet at 1.3 million miles. It has 6.6 Earth masses and 2.7 times Earth's radius, yielding a density of only 1.9 grams/cubic cm. Such a world can be of several different types. One possibility is a very small gas giant – a gas dwarf, if you would. This would have a nickel-iron core, a silicate mantle, surrounded by an envelope of hydrogen. Another possibility would be a mini-Neptune. It would also have a nickel-iron core and a silicate mantle, but around that would be a layer of water ice, then a hydrogen/helium envelope.

The most intriguing possibility is a water world. Once again, we start with a nickel-iron core and silicate mantle, both of which would be somewhat smaller than in the previous examples. Surrounding that would be a layer of water. Near the mantle, the water would actually be a form of high-temperature ice -- it would be ice due more to pressure than temperature. This ice layer would gradually give way to a water vapor atmosphere. But there would be a thin layer between them of superfluid water, which is not quite liquid and not quite gas.

All of this demonstrates that there are some very strange places in the universe.

Next time, different ways that time itself could end.

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 ravenclawnerdz@sbcglobal.net andersond4@michigan.gov	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu Ron Fisher	Doug Kent 911 Irene Drive Mesquite, TX 75149 doug@whiningkentpigs.com Robert Koehler rkhoeler@triad.rr.com	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812 Walt O'Hara hussar@hotmail.com	Bogislaw von Schoenfeldt coldcomfort@gmx.net Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	210 Normandy Dr. Wilmington, NC 28412 skylark3@charter.net Chris Geggus "Davey Boy Smith"	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com James Pratt prattjames1960@yahoo.com	mikesmag2@jsbcglobal.net (909) 864-4343 Gina Teh lone_hammy@yahoo.com.sg
John Boardman Unit 508, 5820 Genesis Lane Frederick, MD 21703-5103 Jim Burgess 664 Smith St. Providence, RI 02908-4327 jfburgess@gmail.com	10 Talbrook, Brentwood Essex, CM14 4PY, UK Geggus@sky.com Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Michael Longdin michasel.longdin@virgin.net Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net (704) 569-4269	Berend Renken P.O. Box 249 Roy, WA 98580-0249 berend02@aol.com Paul Risner 10325 NW 63rd Dr. Parkland, FL 33076 goeben@aol.com	Richard Weiss richardweiss@higherquality.net Brendan Whyte 448 Suriyat Road Ubong Ratchathani 34000 Thailand obiwonfive@hotmail.com
Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Dave Hood dhood@phd-law.com Dave Hooton hootond@yahooc.com	Brad Martin 180 Peninsula Road Maylands 6051 Western Australia Australia Westfront@hotmail.com	Jerry Roalstad Gerald.roalstad@ang.af.mil Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobes5@comcast.net	Kevin Wilson 4758 Doncaster Ct. Long Grove, IL 60047 ckeivin@comcast.net Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew88@gmail.com
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 iamthedbear@sbcglobal.net	Dale Horsely dale.horsely@yahoo.com Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Lynn Mercer hancockfc@yahoo.com Ward Narhi 521 Moreley Akron, OH 44320 lurkertv@hotmail.com (330) 835-4013	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	Paul Zieske 3501 Keenan Lane Glenview, IL 60025 zieskep@juno.com
Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Geoff Kemp ggeoff510@aol.com			

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, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin **Dune:** Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

Pasquale Giovine for Milan in Barking Up the Wrong Tree
You (if checked) for Holy Roman Empire and Venice in Bolognese
Andy Lewis for The California Connection in Pateel
Open call for Richard Weiss in Plantation Dog
Michael Longdin for Richard Weiss in Rottweiler