

Notes from Hades

News from the gestational front is good. About a week ago, Celeste and I went in for a detailed ultrasound and an amniocentesis. It was pretty amazing. They spent about 40 minutes on each baby, going over them in minute detail. They took a look at their developing skeletal systems, brains, stomachs, hearts, kidneys, and a few other internal organs. They even were able to pinpoint the aorta and pulmonary artery on each of them. We also found out from the ultrasound that both of them are boys (once you know what to look for, it is quite unmistakable). So, we've done our part to add to the next generation of gamers! Everything looked good from the ultrasound, but Celeste had a lot of repressed anxiety about the health of the babies. She kept having nightmares where, for some reason or another, she lost them. However, once we got the amnio results back, a week after the ultrasound, we learned that none of the test detected anything wrong. I don't think Celeste had realized just how anxious she was about that until she heard the results. Our relief was tremendous, and she hasn't had those kinds of nightmares since.

Since Feral Dogs and Citizen Dog could in theory end at any time, I have added another Machiavelli game to the wish list. Also, with Hounds of Tindalos on its last turn, now is the time to sign up for Doggerel. Finally, with Doggin' It ending this turn, I have plenty of room for another game.

The next deadline is **Tuesday, November 27 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

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

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

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

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

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

Doggerel. New World. This will start after Hounds of Tindalos ends. Have Andy York, Andy Lewis, Kevin Wilson, and Bob Robles, will take up to 2 more.

Wish List

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

Outpost. This will start after Cannes Venatici ends. Have Dave Partridge, Michael Lowrey, and Dennis Cain, will take up to 7 more.

Machiavelli. This will start when the next game ends after Wild Dog begins. Scenario and specific rules to be determined at game start by player vote, as usual. Need up to 8.

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

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

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

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

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

Brad Martin

I agree with your editorial. It is incumbent on people to understand "why" - and the remedy the causes of fanaticism. As you say, just lashing out indiscriminating will only exacerbate the problem.

[Unfortunately, that is a point which the current administration seems unable to grasp. The roots of Islamic extremism are many and deep. They range from post World War I European colonialism to rich power elites in various Muslim countries who encourage extremism aimed at Europe, Israel, and America in order to distract the poor, downtrodden masses from the lack of democratic reform and economic opportunity. One fact remains, however. As long as there

is a large mass of disaffected people who perceive no hope for their own betterment, there will be people willing to blame others for their predicament and who will then be willing to die and kill for their cause.]

Caleb Cousins

Congratulations for the twins. You must be psyched for them by now. Sean and his wife just had a baby on October 4. Welcome to the world Ian Nicholas Cousins, future SOB subscriber.

[Congratulations to Sean and his wife on their new arrival.]

Cary Nichols

I was pleased to receive your personal letter. Thank you for replying so promptly and openly.

I would be happy to get into any game. However, in most cases I would need the rules/map. I have played/moderated only the “original” 7-country version of Diplomacy. I know those rules and have the map. I also have the map to Machiavelli but no rules. Any others, I would need both (but I am a quick learner).

I enjoyed the Sept. 2001 *S.O.B.* It is very well done. You obviously have some real-world (i.e. “paid”) experience.

[Thanks for your kind words. In general, maps and rules are not a problem. I provide maps for all the games that need them – if they don’t appear directly in the zine, then players in the game receive full-page maps along with their zines. As for rules, that can be arranged.

While I do have real-world, paid experience, it is not in the field of publishing. By profession, I am a computer consultant specializing in object-oriented software design and development. What I do have is a thorough knowledge of the software tools I use to produce the zine. Beyond that, I just try to put things together in a way that is both logical and intuitive. I guess I just hit on the right combination.]

Feral Dogs**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Fall 1467****Deadline/Winter-Spring 1468 11/27 Tuesday**

And then there were three. The lines appear to be drawn, as France and Milan square off against the Pope. How much longer can this go on?

Expenditures

Milan buys Papal A Bosnia for 21 ducats.

Orders

France : A SWISS holds, A Saluzzo to PROVENCE, F PROVENCE to GULF OF LIONS, F GENOA supports Milan A Modena (nso), F Gulf of Lions to TYRRHENIAN SEA

Milan : A MODENA to Bologna, A PARMA to Modena, A MANTUA supports A Modena to Bologna, A VERONA supports A Padua to Ferrara, A Trent to CARINTHIA, A Padua to FERRARA, A Carniola to ISTRIA, A Slavonia to CARNIOLA, A Bosnia to DALMATIA, F VENICE supports A Padua (nso)

Naples : G Bari converts to F Bari. **OUT!**

Papacy : A Ferrara holds (DISLODGED, retreat garrison, OTB), A BOLOGNA supports A Ferrara (cut), A LUCCA to Modena, A Florence to PISTOIA, A URBINO supports A Bologna, A Bosnia supports A Croatia (nsu), A CROATIA holds, A BARI besiege, A CAPUA holds, A Rome to PATRIMONY, F Lower Adriatic to DURAZZO, F Otranto to IONIAN SEA

Notes

The France/Milan/Papacy draw fails with 4 no votes. A France/Milan draw has been proposed. Also, since Naples fails to maintain control over any of his home cities, he is out. Finally, Milan has completed the conquest of Venice, and as such gains the Venetian variable income die rolls and can now build in Venetian provinces.

Press

France – Milan: Looks like you and I will need to go for a two way.

France – Papacy: I’m through talking with you...you’re not worth listening to.

Milan – Pope: Let you retreat in your original provinces, if you want to survive!

Milan – France: I hope that you join me against Papacy at the end. Also I remember you that, in this game, he just stabbed all players, you included. I proposed a two way draw between us! Any way we must coordinate in order to conquer only 22 cities each. Actually I ask again your support to Modena from Genoa and hope that you are in Ligurian Sea; after your support for my Modena – Lucca in spring, I shall support your taken of Pisa or what you will ask next season.

Papacy – All: Well I was going to try and get the solo, but I didn't know that the bribe rules said to a neighboring territory could also bribe units away, I thought it was just units, not just territories. It's very clear that I can't get the solo now, so I'm not gonna bother trying. I will sit and hold in place and eliminate Naples. Not bad for my first Mach game I think. If I get attacked I'll retreat and continue

to hold. I'll be open to working with anyone against someone else trying to get a solo as well.

Spring 1468 Income

Provinces or cities in *italics* may change hands depending on retreats.

Provinces

Fra	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Sardinia, Corsica, Tunis, Palermo, Messina, Otranto	14
Mil	Tyrolea, Austria, Hungary, Slavonia, Carinthia, Milan, Como, Pavia, Montferrat, Fornova, Modena, Mantua, Parma, Cremona, Bergamo, Trent, Verona, Treviso, Padua, Friuli, Carniola, Istria, Ferrara, Dalmatia	24
Pap	Rome, Patrimony, Sienna, Piombino, Pisa, Lucca, Pistoia, Florence, Arezzo, Perugia, Spoleto, Ancona, Urbino, Bologna, Ragusa, Albania, Herzegovina, Croatia, Durazzo, Bosnia, Capua, Aquila, Naples, Salerno, Bari	25

Seas

Fra	Gulf of Lions, Tyrrhenian Sea	2
Mil	Venice	1
Pap	Ionian Sea	1

Cities

Fra	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Sardinia, Corsica, Tunis (2), Palermo, Messina	15
Mil	Tyrolea, Austria, Hungary, Milan (3), Pavia, Montferrat, Modena, Mantua, Cremona, Trent, Treviso, Padua, Carniola, <i>Ferrara</i> , Dalmatia	17
Pap	Rome (2), Sienna, Piombino, Pisa, Lucca, Florence (3), Arezzo, Perugia, Ancona, Bologna, Ragusa, Albania, Croatia, Durazzo, Naples (2)	19

Totals

The variable income die roll was a 4.

	Var	Prov	Seas	Cities	Gross	Treas	Total
FRA	6	14	2	15	37	44	81
MIL	13	24	1	17	55	4	59
PAP	10	25	1	19	45	3	48

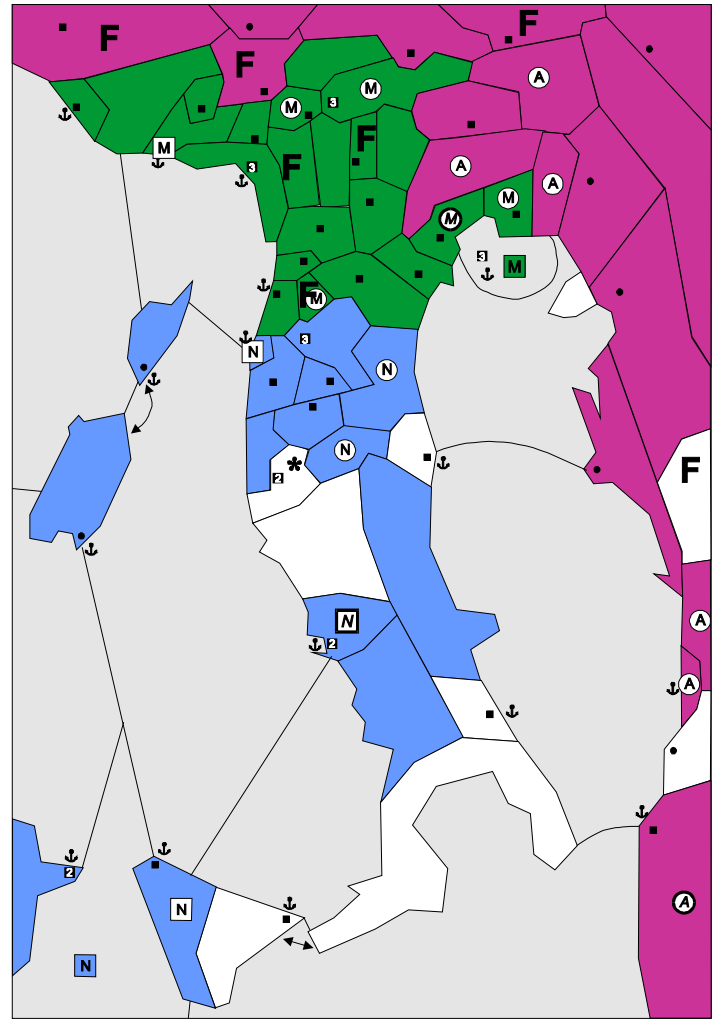
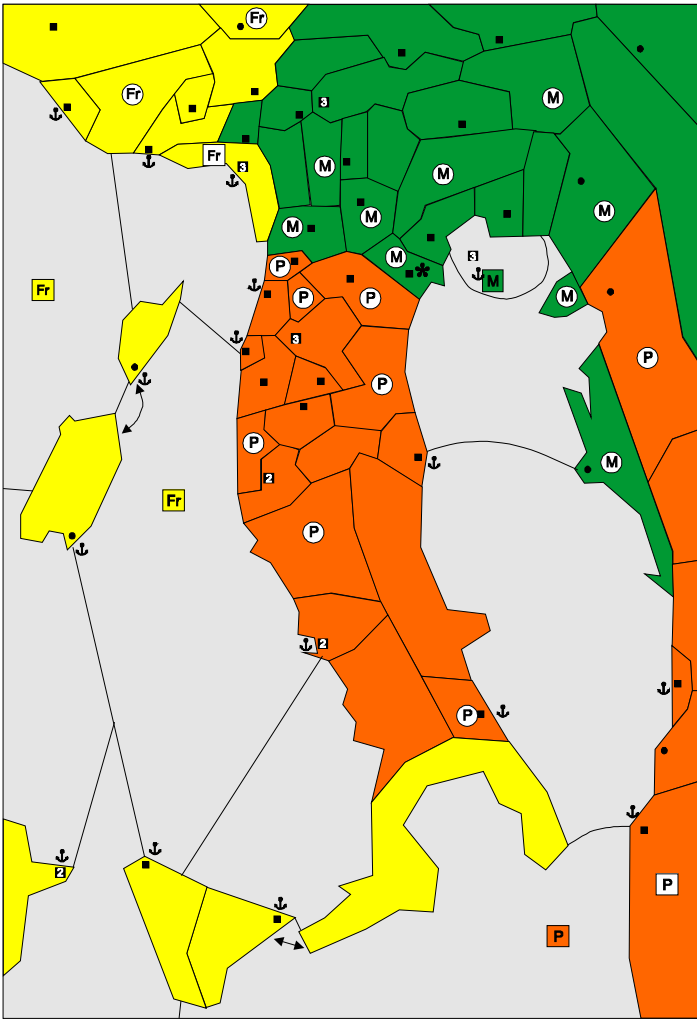
Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61
Aus	3	5	6	2	2	2	2	2
Flo	3	5	6	4	3	3	2	0
Fra	3	2	4	6	7	8	9	11
Mil	3	4	3	2	3	4	6	7
Nap	4	5	5	5	5	5	4	3
Pap	4	3	3	6	6	7	5	8
Tur	3	4	4	5	5	5	6	5
Ven	4	5	6	11	11	9	10	7

'Feral Dogs'

	'62	'63	'64	'65	'66	'67
Aus	3	0	0	0	0	0
Flo	0	0	0	0	0	0
Fra	10	11	12	13	13	12
Mil	8	9	10	14	15	15
Nap	3	3	3	2	1	0
Pap	9	10	12	14	14	16
Tur	3	1	0	0	0	0
Ven	8	10	4	1	0	0

Citizen Dog



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

Citizen Dog

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Fall 1463**

Deadline for Winter-Spring 1464: 11/27 Tuesday

Venice is finally eliminated. With Austria, Milan, and Naples peacefully coexist, or will one of them attempt to assert dominance over all of Italy?

Summer 1463 Retreats

Venice A Perugia retreats to Spoleto

Expenditures

Austria spends 12 ducats to disband Venice F Lower Adriatic

Milan spends 18 ducats to buy Venice F Venice

Orders

AUSTRIA (Robles): A Tyrolea to CARINTHIA, A Carinthia to FRIULI, A VERONA supports Milan G Treviso convert to A, A Bosnia to HERZEGOVINA, A Herzegovina to RAGUSA, A (EM) Albania to DURAZZO

Orders (cont.)

MILAN (Giovine): *A (EM) PADUA supports G Treviso convert to A, A MILAN holds, A PAVIA supports A Milan, A Bologna to PISTOIA, F Provence to SAVOY, F VENICE support G Treviso convert to A, G TREVISO convert to A*

NAPLES (Narhi): *A URBINO supports A Perugia to Spoleto, A Perugia to SPOLETO, A Rome to Capua (DISLODGED, retreat Perugia, Patrimony, garrison, OTB), F Sienna to PIOMBINO, *F (EM) Tyrrhenian Sea to NAPLES, F CENTRAL MEDITERRANEAN supports F Palermo (cut), F PALERMO supports F Central Mediterranean (nsu), F Lower Adriatic to Aquila (nsu), F IONIAN SEA to Central Mediterranean, F OTRANTO holds, F MESSINA holds, Out!**

Press

Venice – Naples: Just trying to keep the game interesting.

Notes

An Austria/Milan/Naples draw has been proposed. Please submit your votes with your next set of orders. Remember NVR = No, NMR = Yes. Also, since Venice no longer controls any of his home cities, he has been eliminated.

Spring 1464 Famine

Poor Year, Column only – Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1464 Income

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

Provinces

AUS *Avignon, Turin, Swiss, Tyrolea, Trent, Austria, Carinthia,* 14
Hungary, Slavonia, Carniola, Croatia, Friuli, Dalmatia,
Verona, Herzegovina, Ragusa, Durazzo

MIL Marseilles, Provence, Saluzzo, Savoy, Genoa, Montferrat, 18
Pavia, Como, Milan, Bergamo, Cremona, Parma, Fornova,
Modena, Mantua, Padua, Treviso, Ferrara, Bologna, Lucca,
Pisa, Pistoia

NAP Corsica, Sardinia, Piombino, Sienna, Florence, Arezzo, 15
Urbino, Perugia, Patrimony, Spoleto, Aquila, Naples,
Salerno, Palermo, Tunis

Seas

MIL Venice 1
NAP Central Mediterranean 1

Cities

AUS Avignon, Turin, Swiss, Tyrolea, Trent, Austria, Hungary, 9
Carniola, Croatia, Dalmatia, Ragusa, Durazzo

MIL Marseilles, Saluzzo, Savoy, Genoa (3), Montferrat, Pavia, 22
Milan (3), Cremona, Modena, Mantua, Padua, Treviso,
Ferrara, Bologna, Lucca, Pisa, Venice (3)

NAP Corsica, Sardinia, Piombino, Sienna, Florence (3), Arezzo, 14
Perugia, Naples (2), Palermo, Tunis (2)

Totals

Variable income die roll was 2.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	2	14	0	9	25	0	25
MIL	5	18	1	22	46	3	49
NAP	5	15	1	14	35	0	35

Game Summary

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

	'63	'64
Aus	10	12
Flo	0	0
Fra	0	0
Mil	15	17
Nap	12	10
Pap	0	0
Tur	0	0
Ven	7	0

Off the Leash

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

Deadline for Summer 1455: 10/23 Tuesday

Milan launches offensives against Austria and France, while the French launch an even stronger counteroffensive against Milan. Naples and the Pope continue to tangle, with the Pope appearing to be on the losing end of the deal. The Turks also start tangling with Naples, signaling the possibility of a two-front war for the Neapolitan king. Venice and Florence, meanwhile, reposition their forces.

Buils

	Treas	Cost	Rem		Palermo				
Aus	Maintains A Carinthia, A Slavonia, builds A Hungary	10	9	1	Pap	Maintains all, build G Rome, A Bologna	18	18	0
Flo	Maintains all, builds A Arezzo, F Pisa	25	18	7	Tur	Maintains all, builds F Tunis, F Durazzo	20	15	5
Fra	Maintains all, build F Marseilles, A Avignon	18	18	0	Ven	Maintains all, no new builds	35	12	23
Mil	Maintains all, build A Milan (Elite Mercenary), A Pavia	22	21	1					
Nap	Maintains all, build A Naples, A Bari, F	22	21	1					

Expenditures

The Turks buy Famine Relief in Herzegovina

Outstanding Debt

Spring 1456: 9 ducats due from Milan

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

Fall 1456: 18 ducats due from Austria, 14 ducats due from Florence, 21 ducats due from France

Orders

- AUSTRIA : A Hungary to AUSTRIA, A Carinthia supports A Hungary to Austria (cut, DISLODGED, retreat Verona, Friuli, OTB), A SLAVONIA supports A Hungary to Austria
- FLORENCE : A SIENNA holds, A Florence to PISTOIA, A LUCCA supports Papal A Modena, A Arezzo to FLORENCE, F PISA holds (u), F LIGURIAN SEA supports Milan A Genoa (cut), G PIOMBINO converts to F
- FRANCE : A TURIN to Montferrat, A Montferrat to GENOA, A SAVOY supports A Montferrat to Genoa, A AVIGNON to Turin, F CORSICA to Ligurian Sea, F Marseilles to GULF OF LIONS
- MILAN : A Como to MILAN, A Tyrolea to CARINTHIA, A Austria supports A Tyrolea to Carinthia (cut, DISLODGED, retreat Tyrolea, garrison, OTB), A (EM) Milan to TRENTO, A PAVIA to Montferrat, A Genoa supports A Pavia to Montferrat (siege lifted, cut, DISLODGED, retreat Fornova, OTB)
- NAPLES : A ANCONA besiege, A Bari to AQUILA, A CAPUA supports A Bari to Aquila, A Naples to PATRIMONY, F LOWER ADRIATIC support A Ancona, F TYRRHENIAN SEA transport A Naples to Patrimony, F PALERMO to Ionian Sea
- PAPACY : A MODENA besieges (garrison destroyed), A ROME supports A Spoleto, A SPOLETO supports G Ancona convert to F, A Bologna to URBINO, G ANCONA convert to E, G ROME support A Rome
- TURKS : A Ragusa to HERZEGOVINA, F Albania to RAGUSA, F SARDINIA holds, F Tunis to CENTRAL MEDITERRANEAN, F DURAZZO to Ionian Sea
- VENICE : A MANTUA besieges, A FERRARA holds, F CARNIOLA to Treviso (imp.), F UPPER ADRIATIC supports Papal G Ancona convert to A (nso)

Summer 1455 Plague

Good year, no plague!

Press

Austria – France and Venice: Help, I have an infestation of little green things, and they do bite so! Perhaps if we all jump on them together we can rid ourselves of this menace.

France – Milan: I haven't your news; any way actual borders are good for me, except for Genoa: who conquer it should give variable income to the other. If you agree with my proposal and don't attack any my province, I shall not attack you anywhere and leave you to finish with the rest of Austria.

France – Florence: It seems to me that you are going on a wrong direction. Ligurian Sea and Gulf of Lyon border our provinces. What are your intentions?

France – Naples and Venice: An alliance Florence-Papacy is very unusual for me, but it can become very dangerous for all: let you pay attention to their moves!

France – Turkey: If you stay south, I stay north.

Rome – Naples: Peace would be good. In fact, I heartily encourage it!

Rome – Florence: I hope we can remain friends, I sure don't need any more enemies!

Rome – Venice: The Holy See sees Venice squashing Naples.

Rome – Turkey: And you thought all that art of the Vatican was for spiritual purposes...heh, heh.

Turkey – Florence: Yes, but which direction?

Turkey – Jerusalem Post: We have to take care of our own first. Thus the famine relief in Herz.

Turkey – Naples: I have fleets available if you need a hand.

Turkey – Venice: WHO is being obstreperous?

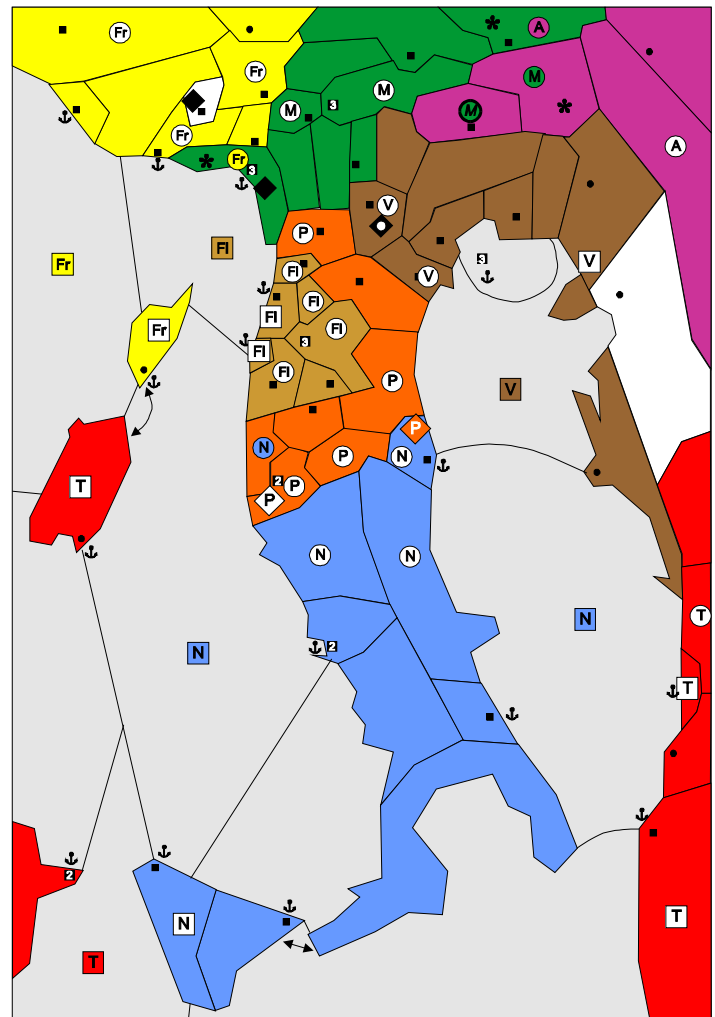
Venice – Pope: Will support you in Ancona. I am for peace between all neighbors and the Neapolitan offensive is unwarranted in these times.

Venice – Naples: I am still friendly towards you, just for the status quo in the region. Neither will I support the Pope into your lands.

Venice – Turk: Let's start over. May peace always exist between our nations.

Venice – Austria: I give you moral support in your war against Milan. I would help but such does not appear possible this season.

Off the Leash



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

Doggin' It

Turn 24, Phases IV-VII

End of Game Statements due: 11/27 Tuesday

Turn 24Construction and Operation**Red** (Scharf) passes.**Green** (Narhi) collects \$750 in passenger revenue.**Brown** (Carl) operates claims #65 (\$150, depleted). Delivers 1 lumber from Vallecitos to Santa Fe for \$800.**Gray** (Cain) operates claims #54 (\$200, 3 coal), #46 (\$200, 5 coal), and #43 (\$150, 3 coal). Delivers 4 coal from Coalville to Salt Lake City for \$2000.**Gold** (Bolduc) operates claims #12 (\$250, 1½ silver), #39 (\$250, 2 lumber), and #47 (\$100, 4 coal). Delivers 10 coal from Sunnyside to Salt Lake City for \$5000 and 2 lumber from Lumberton to Salt Lake City for \$3000. Gains \$100 in passenger revenue.**Blue** (Martin) operates #66 (\$200, 3 coal). Delivers 3 coal from Trinidad to Denver for \$1800.The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$121,350	S+1, P
Ward Narhi	Green	Denver	\$63,050	S, P+1
Joe Carl	Brown	Pueblo	\$39,550	S+1, P
Dennis Cain	Gray	Salt Lake City	\$37,750	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$79,750	S+1, P
Brad Martin	Blue	Santa Fe	\$104,350	S, P+1

Notes

Congratulations to Bill on his victory.

Dog Days

Epoch VI Ottoman Turks, Portugal, Spain, and Mughals

Deadline for Epoch VII Empire Selection: 11/27 Tuesday

Amorphous, Cadaverous, and Nebulous (Reynolds) plays Black Death on Middle East and India (losses: 1 Sumerian army in *Lower Tigris*, and Arab army in *Persian Plateau*). SAFAVIDS: Capital and army *Persian Salt Desert* (Mauryan army retreats to *Lower Indus*), army *Lower Indus* (vs. Mauryans; S: 5, 3; M: 6; loses), *Lower Indus* (vs. Mauryans; S: 3, 2; M: 3; S: 5, 1; M: 2; S: 2, 2; M: 4; loses). OTTOMAN TURKS: Army and Capital *Western Anatolia* (Minoan army eliminated), army *Eastern Anatolia* (vs. Huns; O: 5, 3; H: 6, 5; loses), *Eastern Anatolia* (vs. Huns; O: 2, 1; H: 4, 3; loses), *Eastern Anatolia* (vs. Huns; O: 4, 3; H: 5, 2; loses), *Eastern Anatolia* (vs. Huns; O: 5, 2; H: 4, 1; wins), *Zagros* (vs. Arabs; O: 3, 1; A: 3; O: 6, 3; A: 3; wins), *Persian Plateau*, *Hindu Kush* (vs. Timurid Emirates; O: 6, 3; T: 6; O: 6, 2; T: 6; O: 4, 1; T: 6; loses), *Hindu Kush* (vs. Timurid Emirates; O: 4, 2; T: 3; wins), *Upper Indus* (vs. Timurid Emirates; O: 5, 1; T: 6; loses), *Upper Indus* (vs. Timurid Emirates; O: 6, 6; T: 4; wins), *Ganges Valley* (vs. Arabs; O: 5, 1; A: 5; O: 5, 4; A: 4; wins), *Turanian Plain* (vs. Timurid Emirates; O: 5, 4; T: 6, 1; loses), *Turanian Plain* (vs. Timurid Emirates; O: 4, 1; T: 4, 2; O: 6, 3; T: 5, 5; wins, Capital reduced to city), fleet *Black Sea* (vs. Peoples who Need Peoples; ACN: 4, 1; PWNP: 2; wins). Builds Monument *Western Anatolia*. Points: Dominance in Middle East (4), India (6), and Southeast Asia (4), Presence in Southern Europe (2), Northern Europe (2), and Eurasia (1), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 6 Monuments (6) for 32 points.

PORTUGAL is missing.

The Triffids (Geggus) SPAIN: Army and Capital *Pyrenees* (Roman army retreats to *Western Iberia*), fleet *Atlantic Ocean*, army *Southern Andes*, fleet *North Sea* (vs. Peoples who Need Peoples; T: 2, 1; PWNP: 5; loses), *North Sea* (vs. Peoples who Need Peoples; T: 6, 5; PWNP: 1; wins), *Western Mediterranean* (vs. Gaming Through the Ages; T: 5, 2; GTTA: 1; wins), army

Western Iberia (vs. Romans; S: 2, 2; R: 2; S: 3, 3; R: 5; loses), *Western Iberia* (vs. Romans; S: 5, 2; R: 1; S: 5, 3; R: 1; S: 4, 1; R: 3; wins), fleet *Eastern Mediterranean* (vs. Peoples who Need Peoples; T: 6, 2; PWNP: 3; wins), *Western Anatolia* (vs. Ottoman Turks; plays Treachery, automatic victory, Capital reduced to city), *Scandinavia* (vs. Vikings; S: 6, 2; V: 5, 1; wins), *Baltic Seaboard* (vs. Anglo-Saxons; S: 5, 5; A: 4; wins), *Levant* (vs. Arabs; S: 6, 1; A: 2, 1; wins), fleet *Caribbean Sea*, army *Mexican Valley* (vs. Aztecs; plays Surprise Attack; S: 5, 3; A: 6; loses). Points: Dominance in Southern Europe (4) and Northern Europe (4), Presence in Middle East (2), Eurasia (1), South America (2), and Sub-Saharan Africa (1), 2 Capitals (4), 1 city (1), 4 Seas (4), and 4 Monuments (4) for 27 points.

Royal Manticoran Historical Society (Wilson) plays Empires Fortify to place forts in *Honshu*, *Korean Peninsula*, and *Nubia*. MUGHALS: Army and Capital *Ganges Valley* (Ottoman army retreats to *Upper Indus*), army *Ganges Delta* (vs. Chola; M: 6, 1; C: 5; wins), *Upper Indus* (vs. Ottoman Turks; M: 4, 4; O: 1; M: 5, 2; O: 2; wins), *Eastern Deccan* (vs. Timurid Emirates; M: 1, 1; T: 5, 2; loses), *Eastern Deccan* (vs. Timurid Emirates; M: 5, 2; T: 6, 3; loses), *Eastern Deccan* (vs. Timurid Emirates; M: 5, 5; T: 5, 4; M: 6, 2; T: 3, 1; wins), *Eastern Ghats* (vs. Chola; M: 5, 3; C: 6; loses), *Eastern Ghats* (vs. Chola; M: 5, 2; C: 1; wins, city eliminated), fleet *Bay of Bengal* (vs. Kibbles and Bits; RMHS: 6, 6; KB: 6; RMHS: 6, 1; KB: 4; wins), plays Pirates, fleet *Eastern Mediterranean* (vs. The Triffids; RMHS: 5, 1; T: 6; loses), army *Ceylon* (vs. Rebellion; M: 5, 3; R: 2; wins), *Western Deccan* (vs. Timurid Emirates; M: 6, 2; T: 4; wins), *Western Ghats* (vs. Chola; M: 4, 3; C: 3; wins). Builds Monument *Ganges Valley*. Points: Dominance of India (6), Presence in North Africa (2), Middle East (2), Northern Europe (2), Eurasia (1), and Nippon (1), 1 Capital (2), 1 city (1), 3 Seas (3), and 5 Monuments (5) for 25 points.

Players

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

Final Positions

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

Amorphous, Cadaverous, and Nebulous. Fleet *Black Sea*. CELTS: Three armies, fort, and Monument *Albion*, army and fort *Ireland*, army *Central Massif*. SOUTHERN IBERIAN KINGDOM: Army, fort, and city *Southern Iberia*. GUPTAS: Two armies *Irrawaddy*, and army *Sumatra*. SUNG DYNASTY: Army *Mekong*. SAFAVIDS: Army and Capital *Persian Salt Desert*. OTTOMAN TURKS: Army, city, and Monument *Turanian Plain*, army and Monument *Zagros*, and *Persian Plateau*, armies *Eastern Anatolia*, and *Hindu Kush*.

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

Peoples Who Need Peoples. Fleet *Atlantic Ocean*. HSUING-NU: Army *North European Plain*. ANGLO-SAXONS: Army *Western Gaul*. BYZANTINES: Army and Capital *Balkans*, armies *Shatts Plateau*, and *Libya*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. CRUSADERS: Army, city, and fort *Palestine*, army *Arabian Peninsula*. VIKINGS: Armies *Lower Rhine*, and *Deep South*. INCAS & AZTECS: Two armies and Capital *Northern Andes*, army, Monument, and Capital *Mexican Valley*, army *Pacific Seaboard*.

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

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

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

Event Cards

Epoch VII Empire Draw

Canes Venatici

Turn 13

Deadline for Turn 14: 11/27 Tuesday

Commander Actions

SUPERB (Lowrey) buys 3 titanium factories (Or3, Or3, Wa7, Wa7, Wa8, MTi, Mi18) and 3 population (Mi15).

Mystery Machine 2 (Lewis) opens the bidding on an Outpost at 100 and HBDC V gets it for 120 (Wa7, Wa7, Re12, Re12, Re13, Re13, Re13, Re13, Re15, Re15). Opens the bidding on the last Outpost at 100 and Miller's gets it for 119 (Or1, Or4, Or4, Wa6, MWa, Re13, Mi19, NC16, NC26). Buys 2 titanium factories (Or1, Or1, Or2, Or3, Or4, Or5, Or5, MWa, Ti9) and moves population from ore factories to man them.

S.A.R.A. (Cousins) buys a titanium factory (Wa7, Wa10, Ti13) and a population factor (Or2, Ti8)

2113 Corporation (Cain) buys 5 population factors (Wa7, Ti7, Mi16, NC20).

HBDC V (Wilson) buys a population factor to man the titanium factory (Re14)

Miller's (Scharf) moves population to the titanium factory.

BarterTown V (York) opens the bidding on a Laboratory for 80 and gets it (Wa5, Wa8, Ti7, Ti8, Ti9, Ti10, Ti11, Ti11, Ti11), moves population factor from an ore factory to man the research factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ec, 2OL, Wa, Ou	39
2	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF, ReF, ReF	Wa, 3DL, La, 4Sc, Ou	31
3	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	HE, 2No, Wa, 3Ec	31
4	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, ReF, NCF	HE, OL, La, Ou	29
5	Miller's	Bill Scharf	OrF, <i>OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF</i>	2DL, Wa, OL, Sc, Ro, Ou	29
6	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou	28
7	BarterTown V	Andy York	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	HE, No, Ec, La	26

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

Available Upgrades

New Arrivals: Laboratory

Upgrade	Minimum Bid	Available	TBD
Robots (Ro)	50	3	1
Laboratory (La)	80	2	0
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	0	0

Your Production Cards:

Mystery Machine 2 and Miller's took Mega Water cards, SUPERB and S.A.R.A. took Mega Titanium cards.

Dog Tired**Turn 6 Cure through Health****Turn 6 Funeral Commission through Parade due: 11/27 Tuesday****Cure**

HLS declares 1 IP on Doberman and ORRP declares 2 IP on Doberman. Doberman, Mischif, and Boremtodev all go the the Sanatorium, Schukrutoff returns to work. Eatstumuch ages to 74, Schukrutoff ages to 78.

Replacement

Talksalot attempts to purge Satin (dr = 15). Success, ages to 69.

Spy Investigation

Schukrutoff opens investigations on Boremtodev and Talksalot, and condemns R. Ages to 82.

Health

Sergei Eatstumuch (dr = 11) gets sick.
Antonj Mischif (dr = 14) improves to sick.
Eduard Boremtodev (dr = 14) gets well.
Lech Schukrutoff (dr = 12) gets sick.
Antonj Talksalot (dr = 13) remains well.
Igor Doberman (dr = 4) remains ill.
Nikolai Shootemdedsky (dr = 10) dies.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	74 +	2 (HLS), 3 (TCC), 4 (FBI)
KGB Head	Antonj Mischif (I)	71 (strong) ? +	3 (RE), 6 (ORRP), 7 (TCC)
Foreign	Eduard Boremtodev (K)	71 (strong) ?	1 (TCC), 4 (RE), 5 (TCC)

Office	Politician	Condition	Influence
Defense	Lech Schukrutoff (B)	82 (weak) +	1 (ORRP), 3 (FBI)
Ideology	Antonj Talksalot (J)	69 (strong) ?	1 (TCC)
Industry	Igor Doberman (L)	65 ++	1 (HLS), 2 (ORRP)
Economy			
Sport			

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

Candidates: G, S, U, V

People: W, Y, Z

Siberia: N, P, O, R

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

Dacha on the Black Sea: D

Your cards: _____

Your undeclared influence: _____

Players

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

Hounds of Tindalos**Turn 9****Turn 10 due: 11/27 Tuesday****Planning**

English maintains 4 ships (\$16) and buys 1 soldier (\$10) for \$26.
French maintain 3 ships (\$12) and buys 2 soldiers (\$20) for \$32.
Portuguese maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$26.
Spanish maintain 5 ships (\$20) and buy 1 soldier (\$10) for \$30.

Outbound Naval Movement

English Moves to L. Dice: 2, 2, 3, 5. No losses.
French Moves to N. Dice: 1, 2, 4, 6. Loses 1 colonist and 1 soldier.
Portuguese Moves to O. Dice: 1, 2, 5. Loses 1 soldier. Drop off 4 colonists, move to L. Dice: 2, 3. No losses.
Spanish Moves to H. Dice: 1, 2, 6. Loses 1 soldier and 1 ship.

Mining

English mine 1 gold each in I and L. **French** mine 1 gold in P. **Spanish** loot 4 gold in G (city depletes).

Discovery

None.

Land Movement

English moves 2 gold bars from L to fleet, 4 colonists and 1 soldier from I to E, 3 soldiers and 5 colonists from L to E (1 colonist mines), 1 gold bar from E to L, and 4 colonists and 1 soldier from fleet to L (1 colonist mines).
Spanish moves 4 gold bars from H to fleet, 10 soldiers from G to F, 4 gold bars from G to H, 5 colonists from J to F, 3 soldiers from J to G, 5 colonists from K to J, 4 colonists from H to K, 2 soldiers H to G, and 4 colonists from fleet to H.

French moves 1 gold from N to fleet, 1 gold and 1 soldier from P to N, 4 colonists from N to P, and 3 colonists and 1 soldier from fleet to N.

Portuguese move 4 soldiers and 5 colonists from Q to P, 4 soldiers and 5 colonists from O to Q, 4 colonists from anchoorage dot to O, 1 soldier from fleet to L.

Combat

English attack the Spanish in F. Spanish lose 4 soldiers, English lose 2 soldiers. **English** attack the Portuguese in L. Portuguese lose 1 soldier. **Spanish** attack the English in F. Spanish lose 2 soldiers, English lose 4 soldiers and 3 colonists. **French** attack Portuguese in P. Portuguese loses 4 soldiers, colonists retreat back to Q.

Native Combat

None.

Native Uprisings

Climate is a 5. Uprising in J, 2 colonists killed.

Survival

Climate is a 4. **Spanish** lose 1 soldier in G, 1 soldier in J and 1 colonist in K. **English** lose 1 colonist in E. **French** lose 1 soldier in N.

Political Control

Spanish lose political control in J and gain political control in F. **English** lose political control of F.

Homebound Naval Movement

English: Dice: 1, 2, 2, 6. No losses.

Spanish: Dice: 4, 4, 6. No losses.

French: Dice: 1, 5, 5, 6. Loses 1 ship.

Portuguese: Dice: 2, 2, 2, 4. No losses.

Income

English: Political Control: \$160, gold: \$40, resources: \$45.

Spanish: Political Control: \$160, gold: \$160, resources: \$51.

French: Political Control: \$120, gold: \$40, resources: \$108.

Portuguese: Political Control: \$200, resources: \$114.

Turn 10 Initiative

English, French, Portuguese, Spanish

Press

English – All: I love it. 50-50 shot and I only score on 25% and get none of the bonus shots. Put I fork in me, I'm done. Someone better win before Bill does AGAIN!

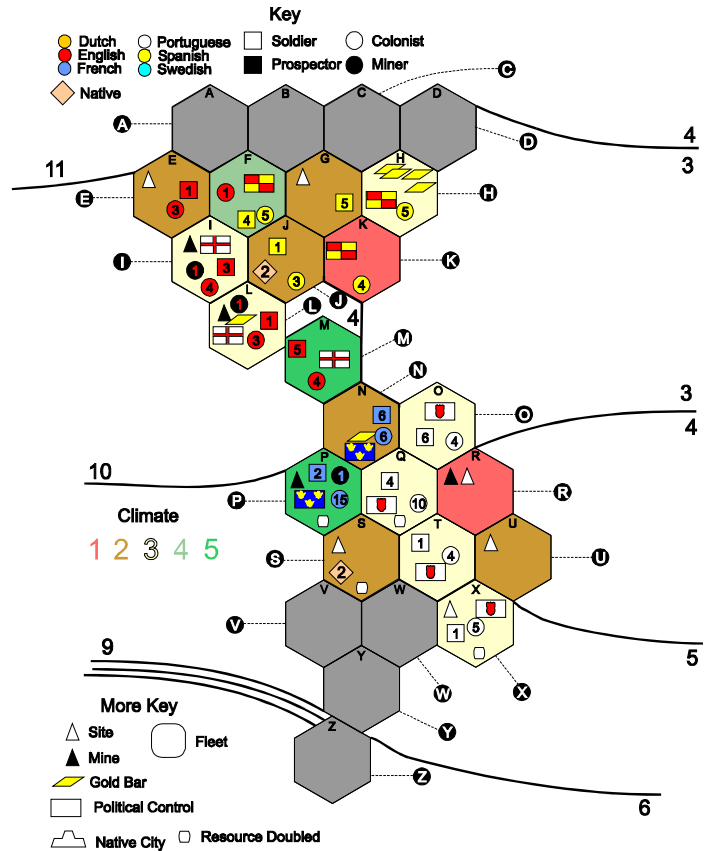
France – Spain: Good move, you might win this one after all...if you can hold onto your areas and the gold. Good luck.

France – Portugal: I hope you went for the five center win.

Portugal – France: Hmm.. spheres of influence seemed like a good idea to me. Now England has a clear run at a win.

Spain – Spanish soldiers in G: Damn fine shooting, muchachos.

Spanish – English in J: Can't let you win that easily. If you want it, you'll have to sail up the Pacific.



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	\$847	0	4	4
French	Bill Scharf	\$986	9	2	4
Portugese	Bob Robles	\$783	7	4	4
Spanish	Dennis Cain	\$895	5	4	4

Hyena

Turns 6.1 to 7.1

Deadline for Turns 7.2 to 8.2: 11/27 Tuesday

Turn 6

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 3 5

Poisonport (s) – Poisonport (o) – R - ? (it's an R20 penalty marker).

2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 1 4 4

Whaleport (s) – Whaleport (o) – A – NC1 – R40 – NC1 – NC1 - ? (It's the Auto Pilot relic) – Space Station.

Sells Immortal Grease for \$100 (from the cup: Fare to Base at 7b). Buys Megalith Paperweight for \$90. Picks up Fare to 5.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 3 5 6

R40 – NC5 – B – Y – R20.

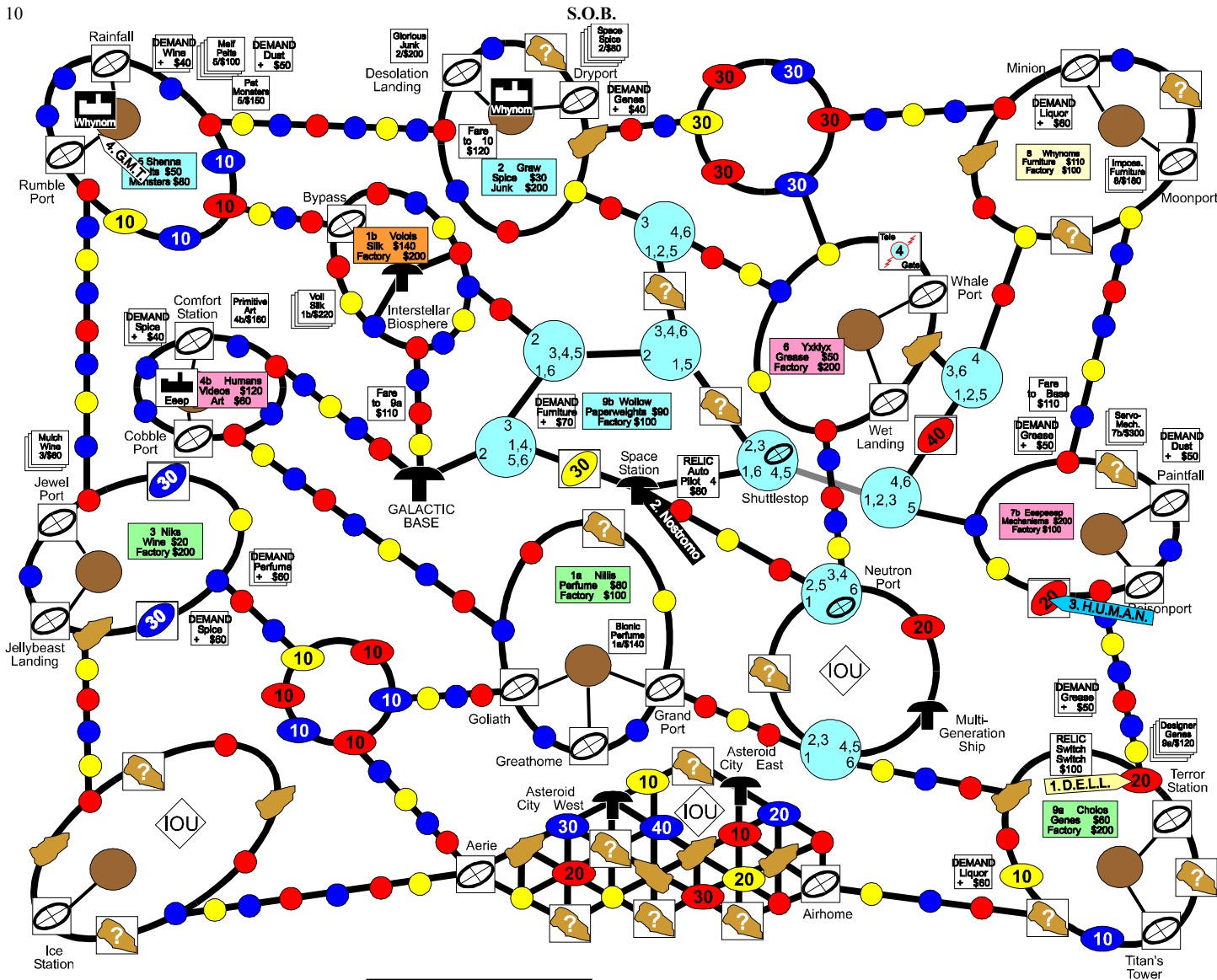
4th: Andy Lewis (Eeeppeep/Go for the Money Time) Rolls Used: 5 Rumbleport (s).

Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Demand for Spice at 3 and Psychotic Sculpture at 10). Buys 2 Melf Pelts for \$100.

Turn 7

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 6

R20 – R – S – B – Y – B – R – B – Y – R20.



1. D.E.L.L.			\$14
Scow Scout			
8: 1 1 4 4 (Use 2)			
Hold1	Hold2	Hull	
Designer Genes		9b	\$90
9a/\$120		7b	\$100

2. Nostromo			\$70
Fast Scout			
7: 1 2/8: 1 5 (Double 1)			
Hold1	Hold2	Hull	
Megalith Paperwt.			
9b/\$160			
Fare 6 to 4b			\$120
Fare 9b to 5			\$110
Shenna	Graw		
\$100	\$200		

3. H.U.M.A.N.			\$20
Normal Scout			
7: 1 1 6			
Hold1	Hold2	Hull	
Immortal Grease		8	\$80
6/\$100		6	\$100

4. Go for the Money Time			\$80
Rocket Scout			
7: 1 2 (Use 1 * 4)			
Hold1	Hold2	Hull	
Melf Pelts	Melf Pelts	7a	\$80
5/\$110	5/\$110	Shield (\$60)	
		3c	\$60
Humans			\$100

Goods and Demands:

- 1a (Nills):** 1 Bionic Perfume
- 1b (Volois):** 3 Voll Silk
- 2 (Graw):** Demand for Designer Genes (+\$40), 4 Space Spice, Fare to 10 (\$120), Glorious Junk
- 3 (Niks):** 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 1 Demand for Space Spice (+\$60)
- 4a (Dell):**
- 4b (Humans):** 2 Demand for Space Spice (+\$40), Primitive Art
- 5 (Shenna):** 2 Demand for Mulch Wine (+\$40), 2 Melf Pelts, 1 Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx):** 1 Immortal Grease, Fare to 4b (\$120)
- 7a (Zum):** 2 Demand for Finest Dust (+\$50), 3 Chicle Liquor
- 7b (Eeepeep):** 2 Servo-Mechanism, 1 Demand for Finest Dust (+\$50), 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110)
- 8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60), 2 Impossible Furniture
- 9a (Chola):** 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)
- 9b (Wollow):** 1 Demand for Impossible Furniture (+\$70)
- 10 (Qossuth):** 4 Psychotic Sculpture, Fare to Base (\$150), Demand for Designer Genes (+\$60)
- Base:** Fare to 9a (\$110)

Dog Show

Turn 1, Phase 7 and Turn 2, Phases 1 through 3 Deadline for Turn 2, Phases 4 through 6 and: 11/27 Tuesday

Errata

I miscalculated how many tokens Genoa needed to attack Florence. As a result, he had two fewer tokens to use elsewhere, and thus was unable to expand to Rome. The map has been corrected to reflect this.

Turn 1, Phase 7 – Purchase Tokens

Dennis Cain buys 20 tokens
Paul Bolduc buys 18 tokens

Bob Robles buys 22 tokens
Caleb Cousins buys 15 tokens

Ward Narhi buys 13 tokens

Turn 2, Phase 1 – Card Draw

Done

Phase 2 – Buy and Discard Cards

None eligible

Phase 3 – Play Cards

Genoa plays Fur (no payouts)

Paris plays Mysticism Abounds (Paris, Genoa, Venice, and Barcelona each increase Misery to 40, London increases Misery to 50)

Venice plays Stone (Paris, Barcelona, and Genoa each gain \$1), Dionysus Exiguus (protected, gives 20 for N).

London plays Crusade (misery increases to 60) and places a dominance in Aleppo, Silk (Barcelona and London each gain \$8), and Wool (London gains \$18, Barcelona gains \$6).

Barcelona plays Stirrups.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	40	15	\$36	2	7		I
Ward Narhi	Genoa	40	13	\$33	1	5	2	
Paul Bolduc	Venice	40	18	\$24	2	3	2	
Bob Robles	Barcelona	40	22	\$49	5	6	2	
Dennis Cain	London	60	20	\$48	4	6		I

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

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

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

Surplus, Shortage

Wolfhound

Turns 1.1 to 2.1

Deadline for Turns 2.2 to 3.2: 11/27 Tuesday

Turn 1

Kevin Die roll = 12. No actions.

Joe Die roll = 3. Dave receives 1 ore, Kevin receives 1 wool. No actions.

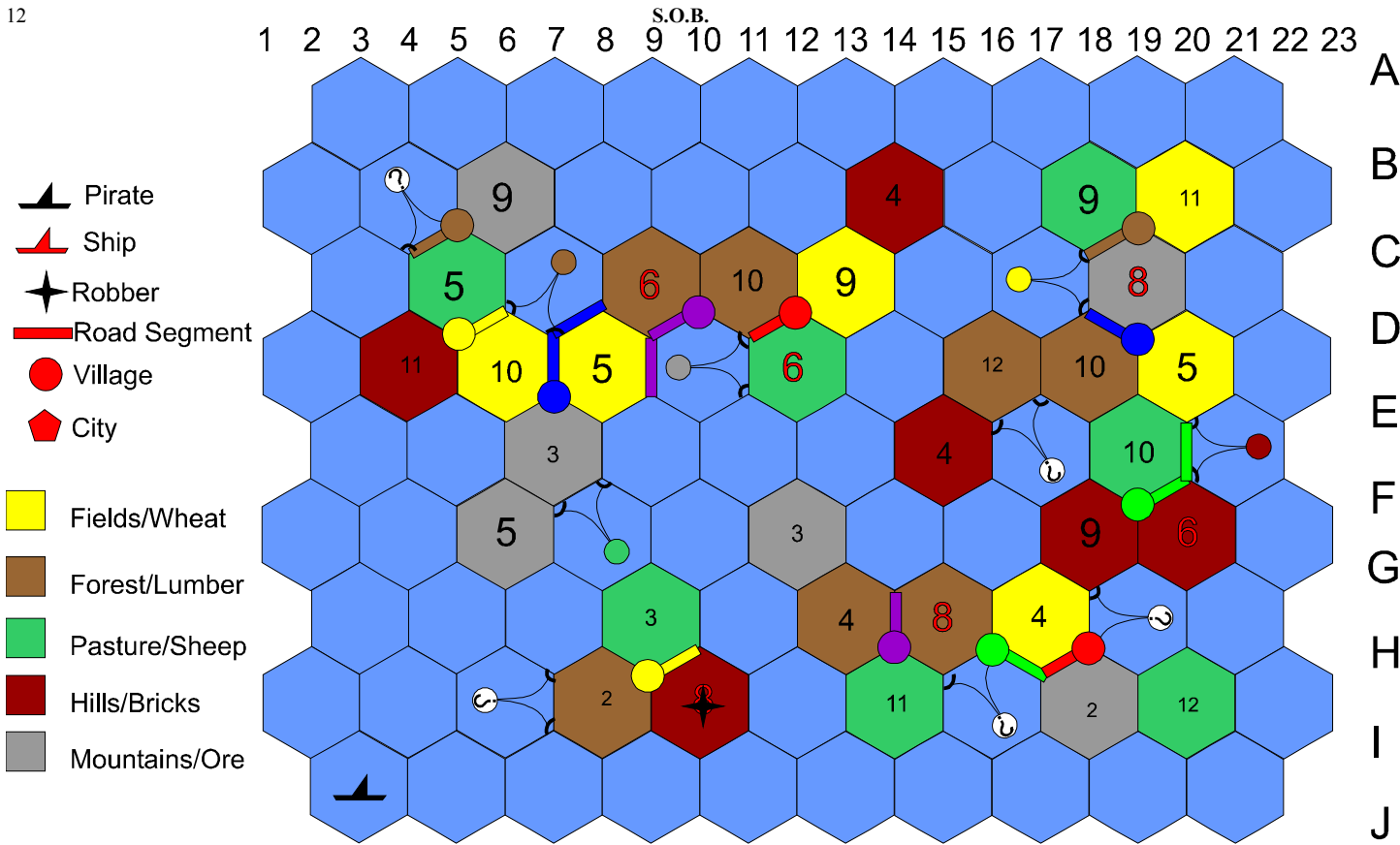
Dave Die roll = 10. Kevin receives 1 wool, Joe receives 1 lumber, Dave receives 1 lumber and 1 wheat, Brendan receives 1 wheat, and Tom

receives 1 lumber. Dave trades 1 ore to Brendan for 1 wheat, gains 3 lumber from Tom, and trades 4 wheat for 1 brick. Builds road at D7 – D8.

Brendan Die roll = 7. Places robber at the Forest 4 space and robs nothing from Tom. Buys a Development card (_____).

Tom Die roll = 7. Moves the robber to Hill 8 and steals a brick from Brendan. Receives 3 lumber from Dave. Builds road at D9 – E9.

Ward Die roll = 4. Kevin and Joe each receive 1 wheat, Tom receives 1 lumber.



Turn 2

Kevin Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, and Tom receives 1 lumber. Kevin builds a road E20 – F20.

Open Trades

Dave offers one ore for one brick

Turn 2 Rolls

Joe 9 **Dave** 10 **Brendan** 4 **Tom** 9 **Ward** 6

Turn 3 Rolls

Kevin 7 **Joe** 7

Press

Tom – B: Sorry, mate: as you did, so did I.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	2	2					2
Joe Carl	Red	2	1		1	1		2
Dave Partridge	Blue					1		2
Brendan Whyte	Yellow						1 Unplayed	2
Tom Howell	Purple				4			2
Ward Narhi	Brown		1			1		2

Unplayed cards:

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points. And so, without further ado, the answers to last issue’s questions:
 Q1. A man without eyes, saw plums on a tree. He did not take plums and he did not leave plums. How could this be?

A1. The answer lies in the use of plurals. He did not have eyes, he had one eye. He saw two plums on a tree. He took one and left one, so he did not take “plums” or leave “plums.”
 No correct answers.
 Q2. A man bought a door to fit in a door frame. The door was too large, so he cut off a piece. He found it was too small. So he cut off another piece. This time the door fitted perfectly. How come? (He cut pieces only off the door, he did not cut the frame.)

A2. The piece he cut off was too small, so he cut another piece off. The “it was too small” refers to the piece he cut off, not the door.

Kevin Wilson and Brendan Whyte each receive 1 point.

Q3. A bar in Rio has a regular dance competition every Thursday night. It banned one man from entering because he kept winning. He was not a professional dancer or schooled in dancing. Why did he keep winning?

A3. The dance contest was a limbo dancing competition. The man banned was a dwarf, who had a natural advantage in getting under low bars.

Dennis Cain and Paul Bolduc each receive 1 point.

Q4. A man went to a cash-dispensing machine outside a Los Angeles bank and withdrew \$200, which he carefully put into the back pocket of his trousers. He spent \$30 that day. The next day, when he reached into the back pocket of his trousers, he found only \$5. Nobody had robbed him. What had happened?

A4. The man had on a different pair of trousers in which he just happened to leave five dollars.

Kevin Wilson, Joe Carl, and Chris Geggus each receive ½ point.

Q5. Florence has 500 times as many as Washington. Of what?

A5. Hairs on the head. Florence is a brunette, and Washington is a bald man.

No correct answers.

Current Scores

Chris Geggus	78½	Andy York	65	Caleb Cousins	60
Paul Bolduc	59½	Bill Scharf	57	Dennis Cain	51
Joe Carl	48½	Brendan Whyte	44	Andy Lewis	33½
Ward Narhi	31	Steve Koehler	31	Bob Robles	28
Tom Howell	21½	Brad Martin	16	Kevin Wilson	12

Sean Cousins 7

No free issues awarded.

New Questions

Topic: Brain Teasers

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

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

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

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

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

Pedagoguery

As we have discussed in the last two columns, clearly something more exists in the universe than we can see. In fact, this “dark matter” appears to dominate the universe, in that there is far more of it than there is of normal matter. However, the question remains, what is this dark matter? I will discuss three candidates below.

The first dark matter candidate is perhaps the most problematic. It is the magnetic monopole. Magnetism as a force has a distinct difference from electricity. Electrical charges exist in two flavors: plus and minus. Electrons carry the minus form while protons carry the plus form. However, if you were to take a bar magnet, with its north and south poles, and cut it in half, you would not be able to isolate the north magnetic pole from the south magnetic pole. Both halves of the magnet would have both poles. However, there are theoretic reasons for magnetic monopoles to exist. In short, a magnetic monopole is an isolated magnetic charge – either a north pole or a south pole all by itself. Theory predicts that magnetic monopoles are incredibly massive – a single monopole would have a mass of as much as 10 milligrams; an enormous mass for a fundamental particle. Monopoles would be produced during the phase transition in the early universe that split the strong nuclear force off from the electroweak force. However, most standard Grand Unified Theories (or GUTs, as they are called) predicted a production rate that was far too high. Enough monopoles would have been produced to cause the universe to collapse back on itself in short order. It was to solve this particular problem that Alan Guth devised the inflationary cosmology. Among its other advantages, the inflationary theory does an excellent job of getting rid of excess monopoles. In fact, in its simplest form, there should be at most one monopole in the observable universe. However, more complicated theories do introduce the possibility that monopoles do make up at least a significant fraction of dark matter.

The second dark matter candidate is an outgrowth of a principle called supersymmetry. Symmetry is a popular concept in theoretical physics, but it does not generally mean what you or I generally think of. Typically, it refers to the fact that the fundamental equations remain the same if certain properties are replaced with their opposites. For instance, charge conjugation symmetry states that the

equations of electromagnetism remain the same if you were to replace a positive charge with a negative charge. Supersymmetry relates the properties of two classes of particles – fermions and bosons. Fermions are particles with half-integer multiples of quantum spin angular momentum. Particles such as electrons and protons are fermions. They have the property that no two fermions can occupy the same quantum state at the same time. This property makes the world, as we know it possible, for if electrons could all occupy the same state, chemistry, as we know it would not exist, since all electrons in all atoms would immediately occupy the lowest quantum state and thus binding energies between atoms would be zero. Bosons, on the other hand, have whole-integer spins, and they not only can occupy the same quantum state as each other, but they prefer to. For example, photons, which have a spin of 1, which are all in a single quantum state can traverse a material and any new photons that are emitted because of this will tend to have the same quantum state. This is the principle behind a laser. So, what supersymmetry says is that certain fundamental equations in physics do not change if a fermion is exchanged with a boson or vice versa. This requires that for every known particle, there exist a counterpart that has a spin that is different by 1/2. The bosonic counterparts of fermions are named by adding an s- to the name of the particle. Thus, the superpartner of the electron (spin 1/2) is a selectron (spin 1). Likewise, we have sneutrinos and squarks. The fermionic counterpart to a boson is named by adding an -ino to the end of the name. Thus the superpartner of the photon (spin 1) is the photino (spin 1/2), and we in addition have gravitinos, gluinos, winos, and zinos corresponding to gravitons, gluons, W, and Z particles.

Supersymmetry is popular in current theoretical physics because the changes that are introduced into the equations by supersymmetry solve a number of problems. They provide a justification for the top quark to be exceptionally massive -- over 100 times the mass of the proton. Likewise, without supersymmetry, the electromagnetic, strong, and weak nuclear forces do not have the same strength at a particular energy; with supersymmetry, they do. However supersymmetry is not without its issues. One issue with supersymmetry is that if the superpartners were identical to their counterparts in all characteristics except

for spin, we would have already seen them. Since we haven't there needs to be some sort of spontaneous symmetry breaking that causes the superpartners to have a different mass from their counterparts. Theoretical calculations indicate that the masses of the particles would be at least 10 to 1000 times the mass of the proton for the lightest superpartner, and correspondingly larger for other superpartners. Now, it is a fundamental principal of physics that systems tend to want to be in a state of minimum energy. Very massive particles will then have a tendency to decay into lighter particles, unless the conservation of some property prevents this. Supersymmetry indicates that superpartner number is one of those conserved quantities. Thus, the heavier superpartners will tend to decay into the lighter superpartners, but the lightest superpartner will be unable to decay. The lightest superpartner (or LSP) would then be an ideal candidate for dark matter. They would have a mass of about 100 times that of the proton and would interact with normal matter very weakly and only at short distances. This is because they would interact via virtual superpartners, and since all superpartners are very massive, and the effective range of any force is inversely proportional to the mass of the particle that carries it, it would interact with normal matter only at extremely short range -- far smaller than the diameter of a proton. Thus, the LSP is an ideal candidate for a WIMP, or Weakly Interacting Massive Particle. There are some other problems with this theory, not the least of which is the fact that no one has yet found any trace of any of the superpartners, but they are one of two leading candidates for dark matter.

The third candidate for dark matter also arises out of an argument about symmetry. There are three fundamental space-time symmetries in nature: Charge conjugation, or C, symmetry, which involves exchanging all particles in an

interaction with their antiparticles; Parity, or P, symmetry, which involves reflecting all positions in an interaction around a single point; and Time, or T, symmetry, which involves running time backwards. Electromagnetism and gravity both observe all three symmetries. An atom behaves just the same if it were made of matter as if it were made of antimatter. The solar system would behave identically if the orbits were run back in time. However, the weak interaction violates P symmetry. And, since the combination of all three, CPT symmetry, must be preserved or all physics as we know it is invalid, that must mean that C and T symmetry is broken in the weak interaction as well. When a theory of the strong interaction arose, it drew much of its structure from the corresponding theory of electromagnetism, so it was at first thought that it would also preserve C, P, and T symmetry individually. However, it was soon shown not to. A consequence of this symmetry breaking was a new particle, dubbed the axion. Axions are an experimentalist's nightmare. Not only are they extremely light, they have a mass energy of about 10^{-14} time that of a proton, they also interact very weakly; making them nearly impossible to detect directly. However, they are potentially produced in enormous numbers in the early universe -- easily enough to comprise the missing mass.

So, we have three potential candidates for dark matter. However, we know that regular baryonic matter comprises no more than about 3 percent of the critical density for a flat universe, with dark matter making up another 30 to 35 percent. Yet, every measurement we have been able to make indicates that the universe has precisely the matter/energy density to make the universe flat. What is left? I will discuss that in the next issue.

Best of Show

This is the complete list of all games that have finished in this zine, as well as who won.

Name	Game	Winner	Notes
The Gates of Hades	Machiavelli	Chris Hurley	
Mastiff	Machiavelli	Bill Scharf	
Pack of Curs	Machiavelli	Bill Scharf	
Dingo's Delight	Merchant of Venus	Caleb Cousins	
Sand Dog	Dune	Chris Hurley	
Mailman's Bane	Die Macher	Andy Lewis	
Dog Breath	Outpost	Andy York	
Fenris Wolf	History of the World	Dave Anderson	
Doghouse	Machiavelli	Dave Anderson	
Prairie Dog	Gunslinger	Paul Bolduc	
Rude Dog	Machiavelli	Ward Narhi	
Canine	Dune	Paul Bolduc	
Anubis	New World	Bill Scharf	
Dog Food	Merchant of Venus	Andy Lewis	
Mongrel	History of the World	Andy Lewis	
The River	Machiavelli	Ken Marcinonis	Rehoused from Jason Wilke's <i>Won if by Land</i>
Not Guilty	Machiavelli	Dave Anderson	Rehoused from Jason Wilke's <i>Won if by Land</i>
Rabid Dog	Machiavelli	Ward Narhi	
Wolfpack	History of the World	Sean Cousins	
Dog Biscuit	Slapshot	Dave Anderson	GMed by Andy Lewis
Rin Tin Tin	Settlers of Catan	Brendan Whyte	GMed by Andy Lewis
Mutt	Outpost	Kevin Kinsel	
Chihuahua	New World	Bill Scharf	
Fleabag	Machiavelli	Berry Renken/Ray Grib/Pasquale Giovine	
Rockhound	2038	Caleb Cousins	
Running Dogs	Dune	Andy York	
Hair of the Dog	Modern Art	Andy Lewis	
Dogged	Merchant of Venus	Dennis Cain	
Astro	Liftoff!	Andy Lewis	
Benji	Settlers of Catan	Brad Martin	GMed by Andy Lewis
Lassie	Wembley	Chris Geggus	GMed by Andy Lewis
Dogpaddle	History of the World	Andy Lewis	
Lupine	Die Macher	Andy Lewis	
Sun Dog	Solar Quest	Brad Martin	
Pooch	New World	Bill Scharf	
Dogstar	Outpost	Kevin Wilson	
Kennel Club	Age of Renaissance	Brad Martin	
Dog Pound	Liftoff!	Dennis Cain	
New Tricks	Machiavelli	Phil Reynolds	
Coyote	New World	Andy Lewis	
Dirty Dogs	Kremlin	Chris Geggus	
Doggin' It	Silverton	Bill Scharf	
Rover	Liftoff!	Bill Scharf	
Fenris	Settlers of Catan	Ward Narhi	

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

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

Standby Calls

None this issue.