

**Notes from Hades**

A few of you have asked how I made out during last month's earthquake. Well, when it hit, I was in Sacramento, so I missed all of the excitement. I did have an uneasy time of it when I woke up the next morning, turned on CNN, and discovered what had happened. All kinds of worst-case scenarios flashed through my mind in those first minutes, easing only after I discovered that the epicenter was a good thirty or so miles from my apartment. At that distance, it was unlikely that my apartment was a pile of rubble, but other things could have happened. Among the worst I could picture was my stereo rack falling over, destroying my entire stereo system. Or perhaps the bookshelf where I keep most of my games would fall over, which would not be disastrous in and of itself except for the fact that it would probably fall right on top of my computer and monitor, most likely destroying the monitor. Thoughts like those had a full week to work their evils in my imagination. I realized that they were unlikely, but I couldn't help worrying just a little. Well, when I finally got home on the Friday evening after the quake, the first thing I did was to make a quick inspection of my apartment. Judging from what I saw, I would never have been able to guess that there had been an earthquake of that magnitude. The worst thing that happened was my stack of *Generals* fell over. I consider myself very fortunate.

On a completely different topic, I wouldn't want everyone to think that the state government of California is all bad. There are a couple of projects going on right now that relate back to what I said last month, specifically, about information. A law that was passed last year required the state legislature to provide public access to its legislative databases. After some delays, the system is now on line. It is available through Internet ([ftpmain@leginfo.public.ca.gov](mailto:ftpmain@leginfo.public.ca.gov)) and through it, you can get the complete text of any bills submitted during the entire two-year legislative session, as well as the status of those bills, the complete voting records of any legislator, and the complete text of the California constitution and Codes. There is a lot of valuable data available. Unfortunately, it is in a somewhat raw state. For example, if you wanted to research the voting patterns of your representatives, you would first have to pull of the record of his or her votes. Then, you would have to pull up the text of each bill on which he or she voted. In most cases, that means pulling up several versions of the same bill, based on whether it has been amended. Because of these limitations, it is not terribly feasible for the average citizen to do a lot of research through the system. However, it is ideal for voter groups such as Voter Revolt, the organization that sponsored the term limitation bill for state legislators. There is another system that is not yet complete but which promises to be very interesting. Let's say that you wanted to know what the legislature was doing concerning a particular topic. Well, when the system is in place, you could simply call your representative's district office and inform them of your desire. The will log your request into a database and any time that the status of a bill dealing with your topic in the legislature updated, a form letter is generated and mailed to you describing what happened. It is a system which I hope will encourage more people to participate in the process of government, rather than letting government officials dictate to us how things will be.

This issue's deadline will be **Friday, March 18.**

**Current Games****Machiavelli**

"Pack of Curs"

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**Merchant of Venus**

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"Proteus"	Midway Campaign	Night June 5
"Sand Dog"	Dune	Page 7
"Dog Star"	Stellar Conquest	Starting

**Game Openings**

**"Doghouse"** Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis(pd.), Dave Anderson(pd.), Bob Robles(pd.), Ron Johnson(pd.), Dean Cochran, Tim Broyles(pd.), and Steve Koehler. Need 1 more.

**"Prairie Dog"** Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler(pd.). Need 3 more. This will be a barroom brawl. If I get one more player, I'll go ahead and run it, with each player playing one side in the conflict.

**"Fenris Wolf"** History of the World. The game fee is \$5.00. Have Dave Anderson(pd.), Kevin Kinsel(pd.), Caleb Cousins, Ken Goldstien(pd.), Murray Cowles, and Chris Geggus. This game will start as soon as I have game fees from all players.

**Wish List**

**New World** is a game of colonization and conquest in the Americas. It will be run in the zine. Have Chris Hurley, Andy Lewis, Ron Johnson, and Bill Scharf. Need 2 more.

**Time Agent** is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson and Sean Cousins. Need 4 more.

**Mustangs** is a game of WWII dogfights. The game would be run by flier.

Currently have Eddie Campisano and Chris Hurley. Need two more.

Note that a subscription to S.O.B. is not required to play in a game run by flier.

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**

**11735 S. Valley View Ave #10**

**Whittier, CA 90604**

**Phone: (310) 941-7179**

Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

S.O.B.  
**Pack of Curs / MGN# O/B/8/ABCG/1**  
**Summer 1457**  
**Deadline/Fall 1457 3/18 Friday**

*Naples deals the long delayed death blow to the Turks while joining Austria in tightening the noose around France. Florence and the Pope back off from each other while Milan is held motionless due to a misunderstanding with Florence.*

Expenditures

Austria gives 3 ducats to Milan  
 France borrows 11 ducats from the moneylenders for 1 year (14 ducats due Summer 1458).  
 Milan pays back 12 ducats to the moneylenders.

Orders

AUSTRIA: A2 Verona to VICENZA  
 (Johnson) A4 Swiss to AVIGNON  
 A5 (EM) Turin to MONTFERRAT  
 F1 UPPER ADRIATIC holds

FLORENCE: A1 LUCCA to Modena  
 (Koehler) A4 Seinna to PISA

FRANCE: A1 (EP) Marseilles to PROVENCE  
 (Anderson) F2 EASTERN GULF OF LYON supports A1

MILAN: A2 MILAN holds  
 (Scharf) A3 MANTUA to Modena

NAPLES: A1 Bari to AQUILA  
 (Lewis) F1 Eastern Tyrrhennian Sea to WESTERN TYRRHENNIAN SEA  
 F2 Western Mediterranean to WESTERN GULF OF LYON  
 F3 Dalmatia to ISTRIA  
 F4 Lower Adriatic to ALBAINIA  
 F5 Western Tyrrhennian Sea to CORSICA

PAPACY: A3 Urbino to ANCONA  
 (Robles) A4 Pistoia to BOLOGNA  
 F1 Bologna to FERRARA

TURKS(CD): No Units, **OUT!**

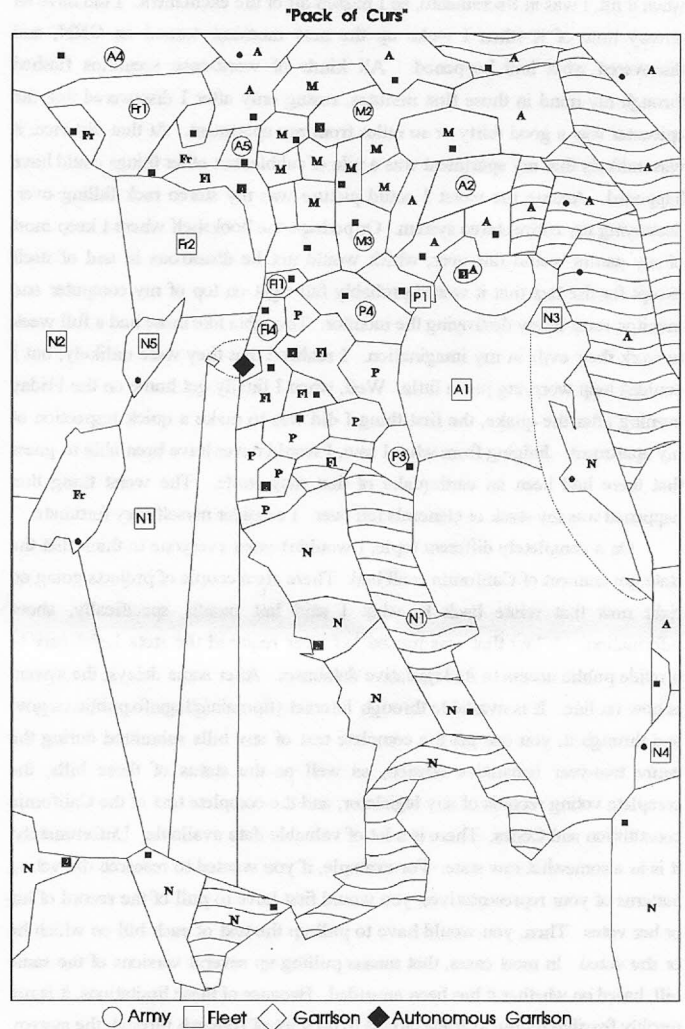
Notes

Since the Turks have been eliminated, the rebellion in Bosnia no longer has anyone to rebel against and is eliminated.

Press

**Milan - GM:** Ha! Your plague rolls missed me, you must be losing your touch.

**Cerberus - Milan:** Actually, I have noticed that players who submit press seem to possess a curious resistance to plague...



**Dingo's Delight**

Turns 16 and 17

Deadline Turns 20 and 21: 3/18 Friday

The Players

**Turn 18**

**1st: Andy York**  
**Human/Dr. Pepper 2-4-10 Rolls Used: 1 1 3**  
**Minion(s).**  
 Sells Rock Videos for \$200 (out of the cup pops a Fare from 10 to Base), buys 2 Servo-Mechanisms for \$400.  
**Human/Norman New Ruff Rolls Used: 2 4 4 6**  
**Space Station Planet - A - NC2 - Galactic Base - Y - R - B - R - B**  
**- Interstellar Biosphere.**

Sells Finest Dust for \$50 (out of the cup pops Voll Silk at 1b) plus \$50 demand (out of the cup pops Living Toys at 3). Buy one Melf Pelt for \$50.

**2nd: Sean Cousins**  
**Whynom/Black Bear Rolls Used: 2 (5 \* 2)**  
**Neutron Port(p) - R - Y - R - Space Station Planet.**  
 Buy Shuttlestop for \$200.  
**Whynom/Chez Alfond**

**3rd: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4\* 2**  
**Desolation Landing(p) - (R) - B - (Y) - B - (R) - B - (Y) - (R) - B10 - (R10) - B10 - (Y10) - (R) - B - (Y) - B - (R) - B.**



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- 4th: **Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 1 3 3**  
**Asteroid City East - R10 - A - Airhome(p).**  
 Sell Psychotic Sculpture for \$250 (out of the cup pops a Fare from 2 to 10). Buys one Mulch Wine for \$30, a Shield for \$60, and Aerie for \$200. Total commissions gained: \$54.
- 5th: **Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 5 \* 4**  
**A - Y - B30 - R30 - Y30 - B - R - A - Y - R - B - R - B - Y - B - R - B - Y - R - B - Rainfall(p).**  
 Sells one Finest Dust for \$50 (out of the cup pops Voll Silk at 1b) plus \$100 demand (out of the cup pops Pedigreed Bolts at 7b). Sells another Finest Dust for \$50 (out of the cup pops Space Spice at 2) plus \$50 demand (out of the cup pops Finest Dust at 4a). Barter the Air Foil for \$40 credit and his Scout for \$30 credit. Buys a Transport for \$240, the Zum Factory for \$200, Custom Hives for \$140, and 2 Chicle Liquor for \$80. Total commissions gained: \$171.
- 6th: **Andy Lewis**  
**Niks/Dog Catcher Taxi II Rolls Used: 2 2 3**  
**Interstellar Biosphere - B - R - B - R - Y - Galactic Base.**  
 Drop off Fare for \$140 (out of the cup pops Rock Videos at 4b). Pick up Fare to 9a.  
**Niks/Dog Catcher Taxi Rolls Used: 1 4 5**  
**Poisonport(s) - Poisonport(o) - R - A - B - NC1 - NC1 - A - Space Station Planet.**  
 Drop off Fare for \$120 (out of the cup pops a Servo-Mechanism at 7b).

- 2nd: **Sean Cousins**  
**Whynom/Black Bear Rolls Used: 1 (5 \* 2)**  
**Space Station Planet - A - Shuttlestop(p).**  
 Sell Space Spice for \$80 (out of the cup pops Fare to 2 at Base) with \$120 demand (out of the cup pops Demand for Grease at 7b). Sell Space Spice for \$80 (out of the cup pops Demand for Liquor at 9a) with \$80 demand (out of the cup pops Demand for Dust at 7a). Barter Scout for \$30 and purchase a Clipper for \$120. Buys 2 Rock Videos for \$240. Total commissions gained: \$75.
- 3rd: **Whynom/Chez Alford**  
**Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 \* 2**  
**B - (Y) - B - (R) - A - (Y) - B - ? (It's a R30 penalty marker, skipped by red drive) - A - Jellybeast Landing(o) - Jellybeast Landing(s).**  
 Picks up Agent.
- 4th: **Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 1 5 5**  
**Airhome(p) - (Y) - B - R - A - (Y10) - R - A - TeleGate5 - R20 - (Y) - B - R - B - (Y) - B.**
- 5th: **Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 4 \* 4**  
**Rainfall(p) - B - R - Y - B - R - B - Y - B - R - Desolation Landing(p).**  
 Sells 1 Chicle Liquor for \$90 (out of the cup pops Chicle Liquor at 7a) with \$120 demand (out of the cup pops Fare to 4b at 6), 1 Chicle Liquor for \$90 (out of the cup pops Dribble Glass at 4a) with \$60 demand (out of the cup pops Immortal Grease at 6), and 1 Custom Hives for \$200 (out of the cup pops Demand for Dust at 7a). Buys 2 Designer Genes for \$120. (\$68 in commissions to King Fischer.)
- 6th: **Andy Lewis**  
**Niks/Dog Catcher Taxi Rolls Used: 2 3 6**  
**Space Station Planet - A - NC2 - Galactic Base.**  
 Drop off Fare for \$110 (out of the cup pops Rock Videos at 4b). Give Mulligan Gear and 9a IOU to Dog Catcher Taxi II. Pick up Fare to 2.  
**Niks/Dog Catcher Taxi II Rolls Used: (Mulligans the 2, gets a 5) 5 5 5**  
**Galactic Base - Y - R - B - R - B - Y - R - Bypass(o) - R - B - Y - R10 - B10 - R - Y.**

Turn 19

- 1st: **Andy York**  
**Human/Dr. Pepper 2-4-10 Rolls Used: 3 5 6**  
**Minion(s) - Minion(o) - B - A - Moonport(o) - Y - B - R - B - Y - B - R - B - A.**  
**Human/Norman New Ruff Rolls Used: 1 2 3 4**  
**Interstellar Biosphere.**  
 Sells Dribble Glass for \$200 (out of the cup pops Rock Videos at 4b). Buy one Melf Pelt for \$50.

1a. Dog Catcher Taxi \$795  
 Sports Scout  
 20: 1 2 4 6 // 21: 1 4 4 6 (Use 3)  
 Hold1 Hold2 Hold3 Hull  
 FARE to 2 \$160  
 Relic Shield (\$60)  
 Niks \$200

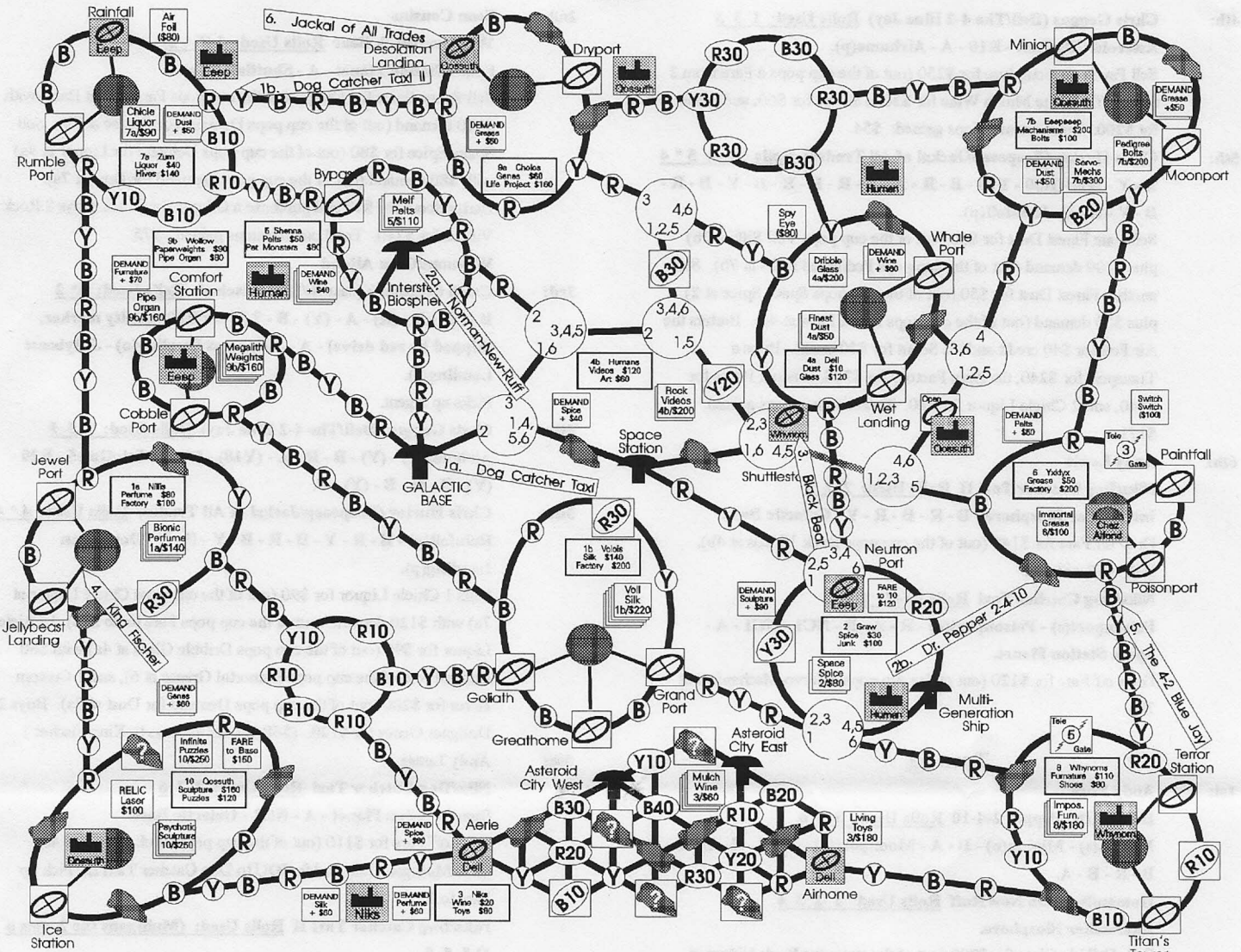
1b. Dog Catcher Taxi II  
 Transport  
 20: 1 1 1 4 // 21: 1 1 1 6 (Use 3)  
 Hold1 Hold2 Hold3 Hull  
 Melf Pelt 5/\$110  
 FARE to 9a \$110  
 Mulligan Gear (\$120)  
 9a IOU

2a. Norman-New-Ruff \$400  
 Clipper  
 20: 1 4 4 5 // 21: 1 2 2 5  
 Hold1 Hold2 Hull  
 Melf Pelts 5/\$110  
 Melf Pelts 5/\$110  
 Graw \$200 Shenna \$100 Dell \$200

2b. Dr. Pepper 2-4-10  
 Transport  
 20: 1 2 5 // 21: 4 4 5  
 Hold1 Hold2 Hold3 Hull  
 Servo-Mech. 7b/\$300  
 Servo-Mech. 7b/\$300  
 Servo-Mech. 7b/\$300  
 Shield (\$60)

3a. Black Bear \$295  
 Fast Clipper  
 20: 1 3 4 // 21: 3 3 6 (Double 1)  
 Hold1 Hold2 Hull  
 Rock Videos 4a/\$200  
 Rock Videos 4b/\$200  
 Gate Lock (\$100)  
 Whynom \$100 Shuttlestop \$200  
 Shield (\$60)

3b. Chez Alford Base  
 Hold1 Hold2 Hold3 Hull  
 Immortal Grease 6/\$100  
 Immortal Grease 6/\$100  
 Immortal Grease 6/\$100  
 Hold4 Hold5 Hold6 Hold7



4. King Fischer \$228 Torch Freighter 20: 4 // 21: 5 (times 2)			
Hold1	Hold2	Hold3	Hull
Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	5/50
Hold4	Hold5		Shield (\$60)
Life Project 9a/\$240	Yellow Drive (\$80)	Agent (\$80)	Relic Auto Pilot (\$80)
Eeepppp \$100	Cholos \$200		Red Drive (\$120)
Desolation Landing \$200	Gossuth \$200	Human \$100	

5. The 4-2 Blue Jay \$344 Scow Clipper 20: 1 2 6 6 // 21: 1 2 3 5 (Use 3)			
Hold1	Hold2	Hull	
Mulch Wine 3/\$60	Rock Videos 4b/\$200	Relic Yellow Drive (\$80)	
Airhome \$200	Aerie \$200		

6. Jackal of All Trades \$463 Rocket Transport 20: 3 5 // 21: 2 3 (Use 1 x 4)			
Hold1	Hold2	Hold3	Hull
Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	Shield (\$60)
Wallow \$100	Rainfall \$200	Neutron Port \$200	Zum \$200

### Mailman's Bane

#### Turn 1 Conferences, Cabinet, and Coalitions

Deadline for Turn 1 Media and Campaign Days: 3/18 Friday

#### Conferences

FDP holds a Regular Conference (700 DM spent) to reverse his stance on Atomkraft from NEIN to JA, Steuersenkung from JA to NEIN, and gain 3 party bases in Bonn.

CDU holds a Special Conference (500 DM spent) to reverse his stance on Atomkraft from NEIN to JA.

#### Regional Agreements

FDP gains 3 party bases in Bonn (Atomkraft JA, Steuersenkung NEIN, and §218 JA)

CDU gains 2 party bases in Bonn (Atomkraft JA and NATO NEIN)

SPD gains 2 party bases in Bonn (Atomkraft JA and Steuersenkung NEIN)

Grüne gains 1 party base in Bonn (§218 JA)

#### Cabinet

FDP sends his Außenminister (500 DM spent) to increase his vote share by 8.

#### Coalitions

None possible

S.O.B.  
Players

CDU

**Player:** Bill Scharf  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** Special  
 Regular  
**Platform:** Freigeutliche Grundordnung  
 Atomkraft JA  
 Gewerkschaft  
 NATO NEIN  
 §218 NEIN

Grüne

**Player:** Chris Hurley  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
 Regular  
**Platform:** Umweltschutz  
 Atomkraft NEIN  
 Marktwirtschaft  
 35-Stunden-Woche NEIN  
 §218 JA

FDP

**Player:** Sean Cousins  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
**Platform:** Marktwirtschaft  
 Atomkraft JA  
 Steuersenkung NEIN  
 35-Stunden-Woche NEIN  
 §218 JA

SPD

**Player:** Andy Lewis  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
 Regular  
**Platform:** Gewerkschaft  
 Atomkraft JA  
 Umweltschutz  
 Steuersenkung NEIN  
 §218 NEIN

Player order for turn 1 is: FDP, CDU, SPD, Grüne

Your Available Ministers: \_\_\_\_\_

Your Available Cash: \_\_\_\_\_

Provinces

Baden-Württemberg

	CDU	Grüne	FDP	SPD
Campaign Days	3	2	7	6
Vote Share	5	2	20	2
Media Tokens	0	0	1	1
Trend	0	0	0	0

**Issues:** Atomkraft JA  
 NATO NEIN  
 §218 JA  
 Steuersenkung NEIN

**Mandate Range:** 6 - 11

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	4	2	1	0
Vote Share	8	3	0	0
Media Tokens	1	0	0	0
Trend	0	0	0	0

**Issues:** Atomkraft JA  
 Freiheitliche Grundordnung  
 35-Stunden-Woche JA

**Mandate Range:** 1 - 6

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	1	1	0
Vote Share	1	4	3	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** §218 JA  
 Steuersenkung NEIN

**Mandate Range:** 8 - 13

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	0	3
Vote Share	1	6	0	10
Media Tokens	0	1	0	0
Trend	0	0	0	0

**Issues:** Markktwirtschaft

**Mandate Range:** 7 - 12

Available Issues

NATO JA  
 NATO NEIN  
 Atomkraft JA  
 Atomkraft NEIN

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	0	0
Party Bases	5	4	9	5
Votes	0	0	0	0

**Issues:** None



S.O.B.  
**Dog Breath**

Game Start

Deadline for Outpost Names and Commander Actions: 3/18 Friday

*The Commanders*

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	RJ	Ron Johnson	OrF, OrF, WaF		3
2	BS	Bill Scharf	OrF, OrF, WaF		3
3	SK	Steve Koehler	OrF, OrF, WaF		3
4	TS	Tom Swider	OrF, OrF, WaF		3
5	DC	Dean Cochran	OrF, OrF, WaF		3
6	KK	Kevin Kinsel	OrF, OrF, WaF		3
7	KG	Ken Goldstien	OrF, OrF, WaF		3
8	SC	Sean Cousins	OrF, OrF, WaF		3

*Income*

All commanders receive 4 Ore and 2 Water cards.

Your cards are: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

*Available Upgrades*

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	3	4
Warehouses (Wa)	25	3	4
Heavy Equipment (HE)	30	0	7
Nodules (No)	25	2	5

Note that those who do not submit outpost names will be given one by me, and that the names I have come up with are designed to make you wish you had done it yourself.

**Sand Dog**

**Turn 12 Nexus - Bidding**

*Players*

**Atreides:** Sean Cousins      **Fremen:** Bill Scharf  
**Bene Gesserit:** Andy Lewis      **Guild:** Chris Hurley  
**Emperor:** Ken Goldstien      **Harkonnens:** Tom Swider

*Turn 11 Combat Addendum*

Since the Harkonnens won the combat, they have taken Caid, the remaining leader of the Emperor, prisoner. Caid is held for future use.

*Nexus*

The Harkonnens play the Cone of Silence on everyone but themselves. No alliances are formed.

*Spice Blow (cont.)*

8 spice in the Red Chasm  
 6 spice in Sihaya Ridge

*Bidding*

Two cards are up for bid. Harkonnens and Emperor are eligible, but the Emperor is silenced by the Cone of Silence and may not bid.  
 CARD 1 goes to the Harkonnens for 1 spice. (Extra card is drawn.)  
 CARD 2 goes to the Harkonnens for 1 spice. (Extra card is not drawn because the Harkonnens have a full hand.)

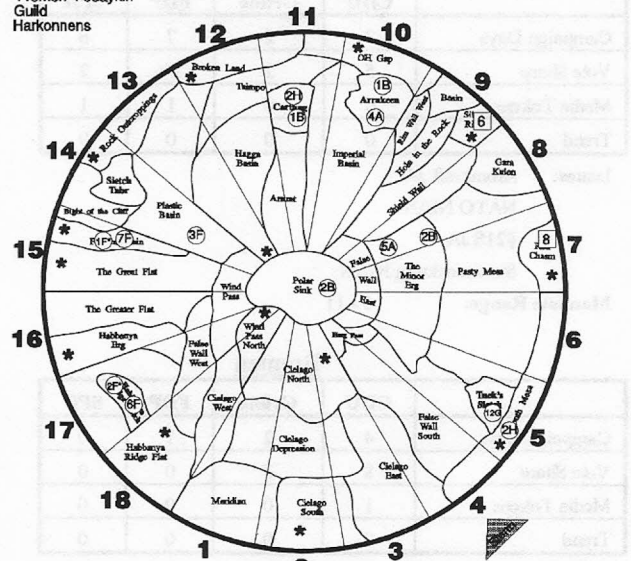
*Press*

**Harkonnens - Emperor:** Jackpot!

**Key**

- Tokens
- Spice
- A Atreides
- B Bene Gesserit
- E Emperor
- F Elite Sadaukar
- F Fremen
- F\* Fremen Fedaykin
- G Guild
- H Harkonnens

**Turn 12 Nexus - Bidding**



Final Positions

<b>Atreides:</b>	11 tokens off-planet, 4 tokens in Arrakeen, 5 tokens in the Minor Erg (8)
<b>Bene Gesserit:</b>	2 tokens in the Minor Erg (8), 2 tokens Polar Sink, 1 token Carthag, 1 token Arrakeen, 9 tokens off-planet, 5 tokens in the tanks
<b>Emperor:</b>	16 tokens in the tanks (3 Elite Sadaukar), 4 tokens off planet (2 Elite Sadaukar).

<b>Fremen:</b>	2 tokens in the tanks, 8 tokens (2 Fedaykin) in the Habbanya Ridge Sietch, 3 tokens Plastic Basin (14), 8 tokens (1 Fedaykin) in the Funeral Plain
<b>Guild:</b>	8 tokens off-planet, 12 tokens Tuek's Sietch
<b>Harkonnens:</b>	12 tokens in the tanks, 4 tokens off-planet, 2 tokens South Mesa, 2 tokens Carthag

Machiavelli House Rules

- The first edition rules will be used, with second edition modifications for plague and famine in effect.
- Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
- Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
- Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
- Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
- Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
- One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
- Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
- Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
- Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
- Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
- If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
- Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
- Treasuries are open to inspection only during income calculation and the Winter campaign.
- Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
- Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
- Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
- A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
- Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
- A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.
- In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

**Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**





**S.O.B.**  
**Addresses**

Name	Address	Phone
David Anderson "Snoopy"	18 B Street Pontiac, MI 48340-1202	(313) 334-4840
Tim Broyles	38227 Greenwood Westland, MI 48185	
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Eddie Campisano	P.O. Box 724 Norwood, MA 02062	(617) 491-0711
Dean Cochran	7290 Ewell Way Stanton, CA 92680	
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Murray Cowles	6 Chafford Gardens, West Homdon Brentwood, Essex, CM13 3NJ UK	
Pete Gaughan	1521 S. Novato Blvd. #46 Novato, CA 94947-4147	(415) 897-3629
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	21035 E. Washington St. Walnut, CA 91789	(909) 598-8222
Tom Howell "Whippet"	P.O. Box 1450 Port Townsend, WA 98368-0036	(206) 379-9697
Howard Hugh "Rebellion Dogs"	2541 Laurence Ave. Carmichael, CA 95608-4602	(916) 485-4231
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688	(714) 589-5777

Name	Address	Phone
Ron Johnson "Vulture Dog"	12571 Leroy Ave. Garden Grove, CA 92641	(714) 530-3605
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939
Steve Koehler "Devil Dog"	2906 Saintfield Place Charlotte, NC 28270	(704) 544-2849
Andy Lewis "Marmaduke"	4550 Montair Ave. Apt. F12 Long Beach, CA 90808	(310) 420-1652
George Mann	3326 Derby Lane Williamsburg, VA 23185-1465	0 (700) 624-6266
Gary Pomeroy	3629 Densmore Seattle, WA 98103	(206) 548-0262
James Pratt "Falcon"	939 Asbury St. San Jose, CA 95126	
Bob Robles "Howler"	1155 Everett Court Concord, CA 94518	(510) 827-9219
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Mike Stewart "Bulldog"	901 N. Citrus Dr. #10 La Habra, CA 90631	(310) 694-0900
Tom Swider	125 E. Bettelwood Ave., Apt J Oaklyn, NJ 08107	(609) 858-4306
Roy Vij "Metallic Dog"	12571 Camus Lane #2 Garden Grove, CA 92641	(714) 373-9288
Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307	(210) 658-6066

**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, lets get those people standing by. The current standby list is:

- |                              |  |
|------------------------------|--|
| <b>Machiavelli:</b>          | Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann |
| <b>Dune:</b>                 | Steve Koehler  |
| <b>New World:</b>            | Steve Koehler  |
| <b>Merchant of Venus:</b>    | None   |
| <b>Die Macher:</b>           | Tom Swider   |
| <b>Outpost:</b>              | Roy Vij  |
| <b>History of the World:</b> | None   |
| <b>Stellar Conquest:</b>     | None   |



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