

### Notes from Hades

Once again I'm rushing to get this out there. This weekend (the 14<sup>th</sup>) we are having the boys' second birthday party, so I want to get this out before then. Naturally the universe is conspiring against me to prevent it, though. Even so, I believe that I will be able to make the deadline.

Congratulations to Dave Partridge on his victory in Wolfbane.

The next deadline is **Tuesday, April 13 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. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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### Game Openings

**Dogwood.** History of the World. This will start when Dogface ends. Have Dave Anderson, Kevin Wilson, Andy Lewis, Dennis Cain, Chris Geggus, and Cary Nichols.

**Retriever.** Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols, will take up to 2 more. **Starts next issue!**

**Salty Dog.** Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, Chris Geggus, and Ward Narhi, will take up to 1 more.

**Doberman.** Industrial Waste. This game will start after Junk Yard Dog ends. Have Bill Scharf, Eric Brosius, Dave Partridge, and Richard Weiss. Dave is willing to defer to anyone who is not in the Junk Yard Dog.

**Dog Chow.** Age of Renaissance. Have Bob Robles, Cary Nichols, Caleb Cousins, Steve Koehler, and Paul Bolduc need up to 1 more.

**Dogfight.** Gunboat Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 8, this game is closed. This box will be checked  if you are signed up.

### Wish List

No games currently.

**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

No letters received.

### Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10**

Fall 1461

**Deadline for Winter-Spring 1462: 4/13 Tuesday**

*Venice scores a knockout punch on Austria while holding the line against France. Florence and Naples erupt into open conflict.*

### Expenditures

France spends 3 ducats to counterbribe A Milan (only has 2 ducats, both are spent).

Venice pays off his existing loan for 9 ducats, and borrows 8 more ducats for 2 years (12 ducats due Fall 1463). He then spends 18 ducats to buy French A Tyrolea.

### Outstanding Debt

Fall 1463: 12 ducats due from Venice.

### Orders

AUSTRIA : A Trent to VERONA, A CROATIA holds, **OUT!**

FLORENCE : A MODENA supports A Bologna, A BOLOGNA supports A Modena, A PISA holds, A Urbino to SPOLETO, A ROME supports A Urbino to Spoleto, F Western Mediterranean to TUNIS

FRANCE : A AVIGNON to Marseilles, A Genoa to FORNOVA, A Tyrolea to Austria (nsu), A MILAN to Tyrolea, A CREMONA to Milan, A MANTUA besieges (garrison eliminated), A PARMA supports A Mantua, F PROVENCE to Marseilles, F Ligurian Sea to GENOA

Orders (cont.)

NAPLES : A Ancona to URBINO, A CAPUA to Spoleto, A NAPLES to Aquila, F AQUILA to Upper Adriatic (imp), F Lower Adriatic to IONIAN SEA, F Ionian Sea to CENTRAL MEDITERRANEAN, F Sardinia to TYRRHENIAN SEA, F Gulf of Lions to CORSICA

VENICE : A FERRARA supports G Mantua convert to A, A TYROLEA supports A Verona to Carinthia (cut), A Carinthia to AUSTRIA, A Verona to CARINTHIA, A Slavonia to HUNGARY, F UPPER ADRIATIC supports F Dalmatia, F DALMATIA supports F Upper Adriatic, F ALBANIA holds (u), G Mantua convert to A (DESTROYED)

Notes

Austria has been eliminated, and Venice conquers Austria at the same time. In addition, France has finally completed his conquest of Milan. In both cases, the conquered countries now count as home provinces of the conqueror, and the conqueror gets the variable income of the conquered country.

Press

**Austria – All:** La la la la The Adriatic coast is so lovely at this time of year. A pity about the big brown stain around its northern and eastern edges. This pollution must be cleaned up!

**Austria – France:** So please leave Tyr...

**Austria – Naples:** What's that blue thing, doing here... (apologies to TMBG)

**Austria – Venice:** I'm wearing my trunks, and bout to make a big splash!

**Florence – France:** Thanks for your sentiment. My hands are full with Naples, so I can't consider further attacks against Venice. However, I too am happy with our borders and would like to avoid hostilities.

**Florence – Naples:** Yeah, well, I wasn't naughty first. <sticks tongue out>

**Florence – Venice:** I have been clear that I wanted to get back to my original border. Now that we have, I don't intend to press the matter. After what I did to Naples, I will have my hands full.

**France – Austria:** Dear friend, I proved to bounce venice in Austria. If I had luck and it is free, I shall give you ducats to build there an army.

**France – Florence:** Our actual border are good for me, and when you will require supports against Venice, I shall give you from my provinces. I wish to have peace with you.

**France – Naples:** I hope that you understood where are the dangers for you and left the GOL, otherwise I shall defend myself by supporting your enemies.

**Naples – Austria:** Keep up the fight!

**Naples – Florence:** Ah ha! it had to come to this did it, ok! Good moves, but your time is coming.

**Naples – France:** I'm trying to take Cor only temporary, to gain some monies due to what Florence is doing to me.

**Naples – France and Venice:** Looks to me like if we get Austria & Florence out of this, then the 3 powers to be can really duke it out. Right?

**Naples – Venice:** Our pact remains in the south, I would appreciate support in the ANC area if your UA fleet isn't busy....

**Venice – Austria:** Didn't I warn you about messing with me? I tried to leave you alone but you kept coming at me even when France was attacking you. Well, where are you now?

**Venice – Florence:** Remember when you were weak I could have attacked but instead chose to build trust with you? I hope we are still on friendly terms.

**Venice – France:** Looks like it is war. I'd rather avoid it but if you insist. Please advise.

**Venice – Naples:** Um, do we need three fleets each to stare at each other in the Adriatic region?

Spring 1462 Famine

**Poor Year – Column Only.** Ancona, Tunis, Sienna, Como, Capua, Caniola.

Spring 1462 Income

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

Provinces

FLO	Modena, Bologna, Lucca, Pisa, Pistoia, Florence, Arezzo, Perugia, <u>Sienna</u> , Piombino, Spoleto, Rome, <u>Tunis</u>	11
FRA	Avignon, Swiss, Marseilles, Provence, Saluzzo, Turin, <u>Como</u> , Milan, Bergamo, Cremona, Mantua, Parma, Pavia, Fornova, Genoa, Montferrat, Savoy	16
NAP	Urbino, <u>Ancona</u> , Patrimony, <u>Capua</u> , Naples, Aquila, Salerno, Bari, Otranto, Messina, Palermo, Sardinia, Corsica	11
VEN	Ferrara, Padua, Treviso, Friuli, Istria, <u>Carniola</u> , Dalmatia, Ragusa, Albania, Durazzo, Carinthia, Hungary, Austria, Tyrolea	13

Seas

NAP	Central Mediterranean, Tyrrhenian Sea, Ionian Sea	3
VEN	Venice, Upper Adriatic	2

Cities

FLO	Modena, Bologna, Lucca, Pisa, Florence (3), Arezzo, Perugia, <u>Sienna</u> , Piombino, Rome (2), <u>Tunis</u> (2)	12
FRA	Avignon, Swiss, Marseilles, Saluzzo, Turin, Milan (3), Cremona, Mantua, Pavia, Genoa (3), Montferrat, Savoy	16
NAP	<u>Ancona</u> , Naples (2), Bari, Messina, Palermo, Sardinia, Corsica	7
VEN	Ferrara, Padua, Treviso, <u>Carniola</u> , Dalmatia, Ragusa, Albania, Durazzo, Hungary, Austria, Tyrolea, Venice (3)	13

Totals

Variable income die roll was 2.

	Variable	Provinces	Seas	Cities	Gross
FLORENCE	4	11	0	12	27
FRANCE	7	16	0	16	39
NAPLES	2	11	3	7	23
VENICE	8	13	2	13	36

Your Treasury:

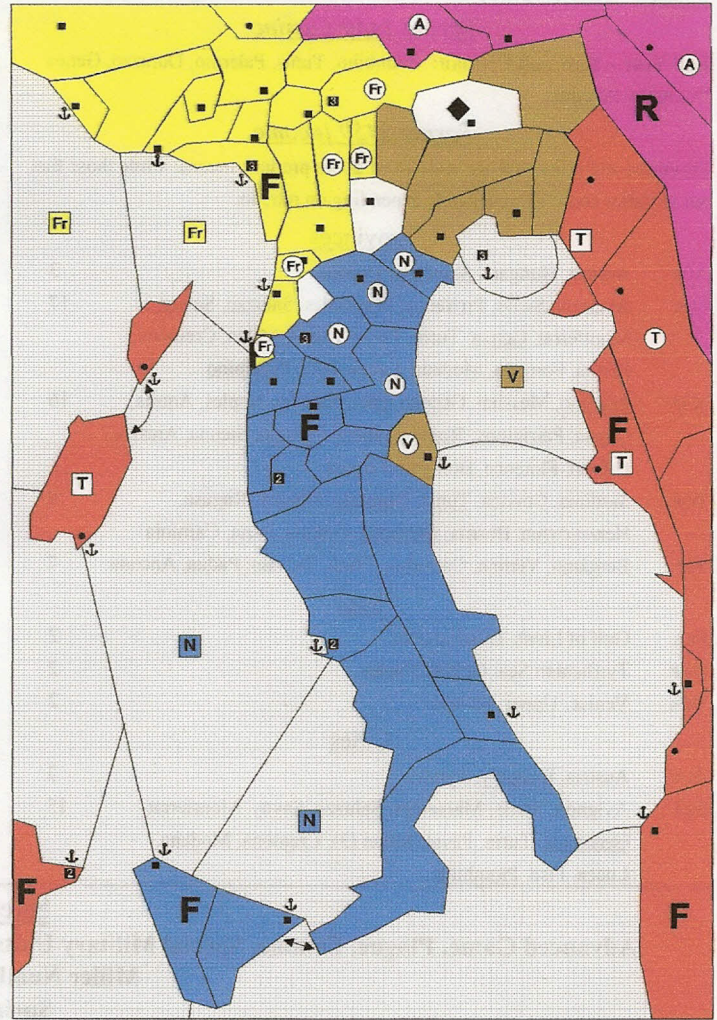
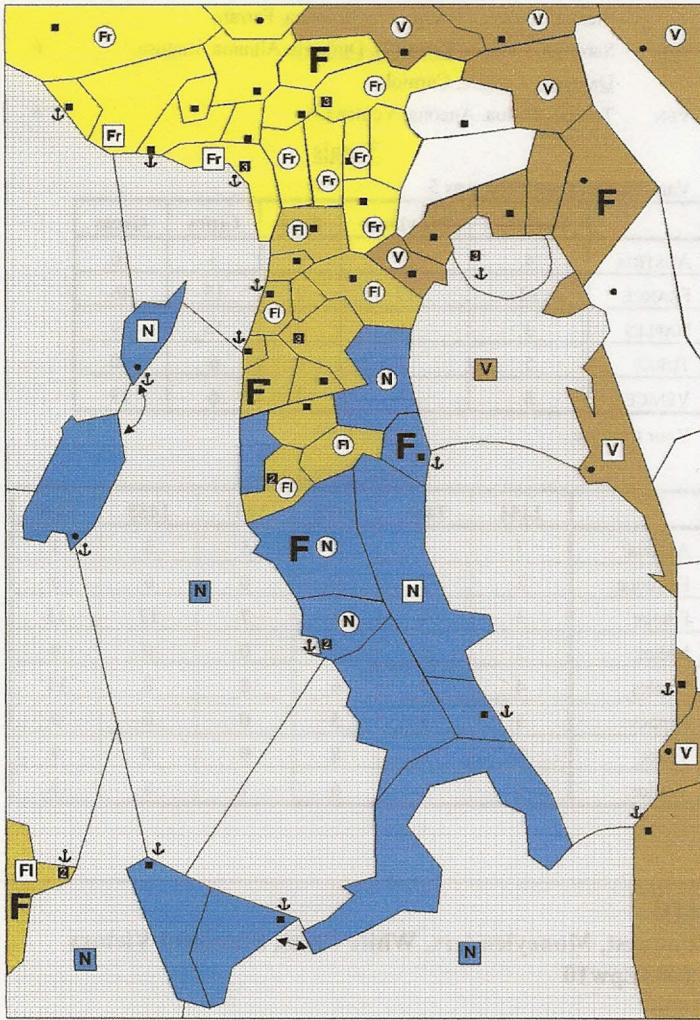
Your total:

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62
Aus	3	2	3	4	5	4	2	4	0
Flo	3	6	8	7	6	6	6	7	11
Fra	3	7	8	9	10	12	13	10	12
Mil	3	5	5	2	2	3	0	0	0
Nap	4	4	5	6	7	7	8	9	8
Pap	4	3	2	2	0	0	0	0	0
Tur	3	5	5	6	4	1	0	0	0
Ven	4	6	7	6	9	10	14	14	12

Off the Leash

Wild Dog



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

**Wild Dog**

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory**  
**Miller Number 2002Fpw10**

**Fall 1458**

**Deadline for Winter-Spring 1459 4/13, Tuesday**

France completes the conquest of Milan while Austria recovers most of his homeland. Naples takes more Venetian territory, but Venice prevents Naples from conquering the Papacy. Famine hits the Turks hard.

Expenditures

France spends 15 ducats to disband Venice A Swiss

Outstanding Debt

None

Orders

- AUSTRIA (Wilson): A Austria to TYROLEA, A HUNGARY holds (rebellion suppressed)
- FRANCE (Partridge): A Pavia to MILAN, A PARMA supports A Pavia to Milan, A CREMONA supports A Pavia to Milan, A PIOMBINO to Pisa, A LUCCA to Pisa, F GULF OF LIONS supports F Ligurian Sea, F LIGURIAN SEA supports F Gulf of Lions
- NAPLES (Scharf): A Bologna to FERRARA, A FLORENCE supports A Spoleto to Urbino, A Urbino to BOLOGNA, A Spoleto to URBINO, F TYRRHENIAN SEA supports Turkish F Western Mediterranean (nso), F GULF OF NAPLES supports F Tyrrhenian Sea

Orders (cont.)

- TURKS (Narhi): A CROATIA supports F Carniola, F CARNIOLA holds, F Lower Adriatic to DALMATIA, F Western Mediterranean to SARDINIA
- VENICE (Whyte): A Swiss to Avignon (nsu), A Friuli to ANCONA, F UPPER ADRIATIC transports A Friuli to Ancona

Notes

France has conquered Milan. All Milanese home areas are now considered French home areas and France now receives the variable income from Milan.

Press

- France – Venice: I don't begin to understand your actions, but the intent is clear and I expect my reply is as well.
- Venice – Austria: Hold on a moment, I need a moment to htink. Evil plots don't just make themselves, you know!
- Venice – Naples: As agreed. But you'll have to speak up, there's a loud whining coming from the direction of France... sounds like someone's annoyed.

**Venice – Turk:** Get your hands of my woman, Michael Fish!

Spring 1459 Famine

**Bad Year – Row and Column:** Piombino, Tunis, Palermo, Durazzo, Genoa, Dalmatia, Perugia

Spring 1459 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	Austria, Hungary, <u>Slavonia</u> , Tyrolea	3
FRA	Avignon, Swiss, Provence, Marseilles, Saluzzo, Savoy, Montferrat, <u>Genoa</u> , Turin, Pavia, Como, Milan, Cremona, Parma, Fornova, Modena, Lucca, Pisa, <u>Piombino</u>	17
NAP	<u>Palermo</u> , Messina, Otranto, Bari, Salerno, Naples, Aquila, Capua, Patrimony, Rome, Spoleto, <u>Perugia</u> , Sienna, Arezzo, Urbino, Florence, Bologna, Ferrara	16
TUR	Sardinia, Corsica, <u>Tunis</u> , <u>Durazzo</u> , Albania, Ragusa, Herzegovina, Bosnia, <u>Dalmatia</u> , Croatia, Istria, Carniola	9
VEN	Bergamo, Verona, Carinthia, Friuli, Treviso, Padua, Ancona	7

Seas

FRA	Gulf of Lions, Ligurian Sea	2
NAP	Tyrrhenian Sea, Gulf of Naples	2
VEN	Venice, Upper Adriatic	2

Cities

AUS	Austria, Hungary, Tyrolea	3
FRA	Avignon, Swiss, Marseilles, Saluzzo, Savoy, Montferrat, <u>Genoa</u> (3), Turin, Pavia, Milan (3), Cremona, Modena, Lucca, Pisa, <u>Piombino</u>	15

NAP	<u>Palermo</u> , Messina, Bari, Naples (2), Rome (2), <u>Perugia</u> , Sienna, Arezzo, Florence (3), Bologna, Ferrara	13
TUR	Sardinia, Corsica, <u>Tunis</u> (2), <u>Durazzo</u> , Albania, Ragusa, <u>Dalmatia</u> , Croatia, Carniola	6
VEN	Treviso, Padua, Ancona, Venice (3)	6

Totals

Variable income die roll was 5.

	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	4	3	0	3	10
FRANCE	12	17	2	15	46
NAPLES	3	16	2	13	34
TURKS	5	9	0	6	20
VENICE	8	7	2	6	23

Your treasury:

Your total:

Game Summary

	1454	1455	1456	1457	1458	1459
Austria:	3	4	4	5	3	3
Florence:	3	1	0	0	0	0
France:	3	4	6	7	12	15
Milan:	3	2	0	0	0	0
Naples:	4	4	6	8	8	11
Papacy:	4	3	5	0	0	0
Turks:	3	5	8	9	9	9
Venice:	4	6	6	7	8	4

Shepherd

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory**  
**Miller Number 2003Epw10**  
**Spring 1456**

**Deadline for Summer 1456 4/13, Tuesday**

France begins his invasion of Milan, but his amphibious assault is repelled. Florence moves south toward Neapolitan lands while Naples makes his first payment to the Moneylenders. Venice starts to retake lands taken from him by the Turks.

Builds

		Cost
<b>Florence</b>	Maintains all, builds A Arezzo, A (Elite Mercenary) Florence	21
<b>France</b>	Maintains all, builds A Avignon, A Marseilles	18
<b>Milan</b>	Maintains all, builds A Milan	12
<b>Naples</b>	Maintains F Tunis and F Tyrrhenian Sea	6
<b>Venice</b>	Maintains A Mantua, A Ferrara, A Herzegovina, F Albania, builds A Padua, F Venice	18

Expenditures

Florence borrows 13 ducats from the moneylenders for 2 years (20 ducats due Spring 1458).  
 Naples spends 12 ducats to repay the loan due in Fall 1456.

Outstanding Debt

Summer 1456: 18 ducats due from Florence  
 Fall 1456: 36 ducats due from Venice  
 Spring 1457: 36 ducats due from Milan  
 Summer 1457: 27 ducats due from France, 18 ducats due from Naples  
 Fall 1457: 8 ducats due from Naples  
 Spring 1458: 20 ducats due from Florence

Orders

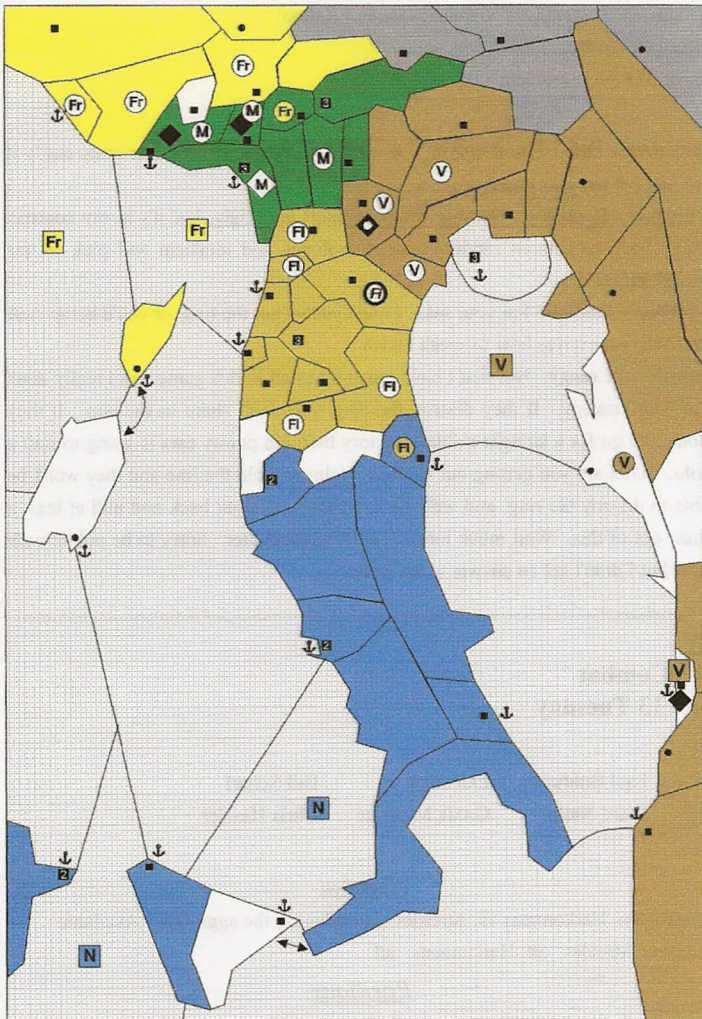
FLORENCE (McConnell):	A MODENA supports French A Marseilles to Genoa, A LUCCA supports A Florence to Bologna, A (EM) Florence to BOLOGNA, A Sienna to PERUGIA, A Arezzo to URBINO, A Urbino to ANCONA
FRANCE (Scott):	A MARSEILLES to Genoa, A Avignon to PROVENCE, A TURIN supports A Como to Pavia, A Como to PAVIA, F GULF OF LIONS transports A Marseilles to Genoa, F LIGURIAN SEA transports A Marseilles to Genoa
MILAN (Biehl):	A SAVOY to Genoa, A MONTFERRAT supports A Savoy to Genoa (siege abandoned), A Milan to PARMA, G GENOA supports A Savoy to Genoa
NAPLES (Cole):	F Tyrrhenian Sea to GULF OF NAPLES, F Tunis to CENTRAL MEDITERRANEAN
VENICE (Giovine):	A MANTUA besieges, A FERRARA supports A Mantua, A Padua to VERONA, A Herzegovina to DALMATIA, F Albania to RAGUSA, F Venice to UPPER ADRIATIC

Your treasury:

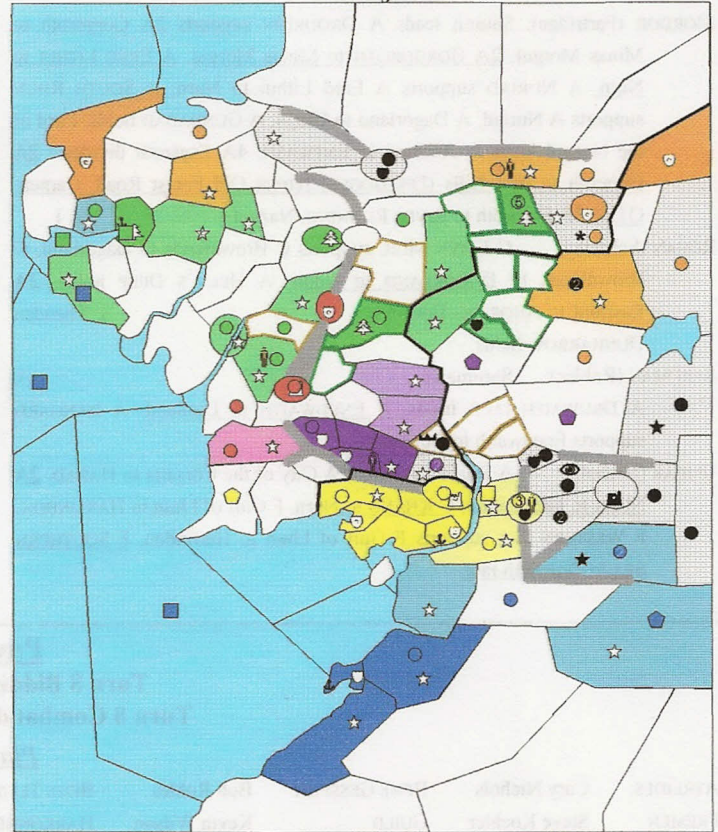
Summer 1456 Plague

**Poor year – Column only:** Capua, Sardinia, Como, Spoleto, Saluzzo (autonomous garrison destroyed)

Shepherd



Warg



- ☆ Supply Center
- Army
- Sauron
- Dwarves
- Fortress
- Garrisoned Double Fortress
- Gandalf
- Elves
- ⊞ Garrisoned Fortress
- Fleet
- ▲ Fellowship
- Gandalf
- ⊞ Elvish Fortresses
- Cavalry
- ⊞ Nazgul
- Gondor
- ⊞ Garrisoned Elvish Fortresses
- Ranger
- ⊞ Lord of the Nazgul
- Mordor
- ⊞ Double Fortress
- Saruman
- ⊞ Other Personality Units
- Rohan
- The One Ring
- Saruman
- Umbar

- Army
- Fleet
- ◇ Garrison
- ◆ Autonomous Garrison
- ◆ Besieged Garrison

**Warg**

Miller Number 2002Ets33

3019-7-I

Deadline for 3019-7-II 4/13, Tuesday

The Elves and Umbar trade centers in the north while the Dwarves and Mordor do likewise in the northeast. Gondor holds off an assault by Mordor while moving into position to strike against Saruman. Rohan reaches the Black Gate just in time to find it barred.

3019-6-II Retreats

- Dwarves retreat A Carn Dum to North Downs and A and Dain Esgaroth to Eothed
- Elves retreat F Western Sea to North Sea
- Mordor retreats A Nurn to Ered Lithui
- Saruman retreats A Tharbad to Nin-in-Eleph
- Umbar retreats A Druwaith Iaur Off the Board

Builds

Dwarves	Remove A Northern Wastes
Elves	Builds F Gray Havens, A Lorien, A Elven King's Hall (forming 5A)
Gondor	Builds A Pelagir
Mordor	Removes A Caer Andros and A Carn Dum
<b>Saruman</b>	Removes A Nin-in-Eleph
Umbar	Builds A Harad and A City of the Corsairs

Orders

**DWARVES (Reynolds):** A WITHERED HEATH supports A Erebor to Esgaroth, A Erebor to ESGAROTH, A North Downs to FOROCHEL, A NORTH RHUN to Iron Hills, A WILDERLAND to River Running, Dain leads A EOTHED supports A Erebor to Esgaroth (cut)

**ELVES (Koehler):** A Nenunial to FORLOND, A High Pass to BEORN'S MARCHES, A Hollin to NIN-IN-ELEPH, A THARBAD to Enedwaith, A DUNLAND to Isengard, 5A ELVEN KING'S Hall divides: 4A Elven King's Hall supports Dwarf A Erebor to Esgaroth, A Elven King's Hall to Eothed, A LORIEH holds (u), F North Sea to GULF OF LHUN, F GREY HAVENS supports F North Sea to Gulf of Lhun, R ( )

**GANDALF (Bolduc):** R ( ), Fe ( ), Gandalf ( ), Aragorn leads Elvish A DUNLAND to Isengard

**GONDOR (York):** Faramir leads 3A MINAS MORGUL holds, A LAMEDON supports C Morthond Vale to Anfalas, C Morthond Vale to Anfalas to ANDRAST, A MINAS TIRITH holds, A Pelagir to SOUTH ITHILIEH, F OSGILIATH supports A Minas Tirith

Orders (cont.)

MORDOR (Partridge): Sauron leads A ORODRUIN supports 2A Gorgoroth to Minas Morgul, 2A GORGOROTH to Minas Morgul, A ERED LITHUI to Nurn. A NURIAD supports A Ered Lithui to Nurn, A SOUTH RHUN supports A Nuriad, A Dagorland to UDUN, A GUNDABAD holds, Lord of the Nazgul leads A Anorien to ENTWASH, 4A Esgaroth divides: 2A Esgaroth to Iron Hills (DISLOGGED, retreat Old Forest Road, Carnen, OTB), 2A Esgaroth to RIVER RUNNING, Nazgul ( )

ROHAN (Scharf): C EMYN MUL supports C Brownlands to Dagorland, C Brownlands to DAGORLAND to Udun, A HELM'S DEEP holds, 2A Eastfold to ANORIEN, Eowyn ( ). Theoden DUNHARROW holds

SARUMAN (Robles): Saruman ( ). A DRUWAITH Iaur holds, A ENEDWAITH to Dunland, A ISENGARD supports Enedwaith to Dunland

UMBAR (Nichols): A Harad to POROS, A City of the Corsairs to HARAD, 2A NURN to Ered Lithui, C KHAND to Nurn, F Gulf of Lhun to HARLINDON, F WESTERN SEA supports F Gulf of Lhun to Harlindon, F SOUTHERN SEA to Druwaith Iaur

Alignment

**Good:** Dwarves, Elves, Gandalf, Gondor, Rohan  
**Neutral:** Umbar  
**Evil:** Mordor, Saruman

Press

**Dwarves – Other Good Guys:** You know, we could win this war quite easily if we just got our acts together!

**Mordor – Dwarves:** Nothing personal Short and Ugly, but it's in my contract that I have to commit random acts of violence and mayhem and pick on the easiest target.

**Mordor – Gondor:** For your sake, I hope you've got the ring, or you'd better start teaching your wives how to speak elvish.

**Mordor – Umbar:** Not that I have much invested in this game, but I really don't get your strategy. If they destroy the ring, you don't share in the win. If they don't and go for a straight military victory then old pointy ears is going to pull a solo. What are you getting out of this? Help me hold the line and they won't be able to destroy the ring, and we'll have a chance to fight back and pull at least a draw out of this. Wait much longer and it won't matter. Sorry to be public with this, but I didn't get an answer to my letter.

Pavlov

**Turn 8 Bidding to Combat**  
**Turn 8 Combat due: 4/13 Tuesday**

Players

ATREIDES:	Cary Nichols	BENE GESSERIT	Bob Robles	BENE TLEILAXU	Paul Bolduc	EMPEROR	Bill Scharf
FREMEN	Steve Koehler	GUILD	Kevin Wilson	HARKONNENS	Ward Narhi	GAME MASTER	Chris Hassler

Bidding

CARD 1 ( ) goes to the Bene Tleilaxu for 4 spice  
 CARD 2 ( ) goes to the Bene Tleilaxu for 4 spice.  
 CARD 3 ( ) goes to the Guild for 5 spice.

Combat

**Arrakeen:** Harkonnens vs. Atreides. Atreides are the aggressor. Available leaders: Atreides: all, Harkonnens: all.

Positions

**Atreides:** 11 tokens Arrakeen, 2 tokens in the tanks, 3 tokens Imperial Basin (10), 4 tokens off-planet

**Bene Gesserit:** 4 tokens Carthag, 3 tokens Habbanya Erg (16), 4 tokens Polar Sink, 7 tokens Cielago North (3), 2 tokens off-planet

**Bene Tleilaxu:** *Traps:* none

**Emperor:** 8 tokens (2 Elite Sadaukar) off-planet, 12 tokens (3 Elite Sadaukar) Shield Wall (8)

**Fremen:** 14 tokens (2 Fedaykin) Sietch Tabr, 1 token Cielago South (2), 3 tokens (1 Fedaykin) Habbanya Erg (16), 2 tokens, Chani, and Othym in the tanks

**Guild:** 18 tokens Tuek's Sietch, 1 token off-planet, 1 token and Master Bewt in the tanks

**Harkonnens:** 8 tokens Carthag, 3 tokens in the Tanks, 2 tokens Habbanya Ridge Sietch, 5 tokens Arrakeen, 2 tokens off-planet

Revival and Movement

Bene Gesserit coexist everywhere. Guild moves last.

Revivals

**Atreides** revive 2 tokens  
**Bene Gesserit** revive 2 tokens (2 spice to the Bene Tleilaxu)  
**Fremen** revive 3 tokens (1 Fedaykin)  
**Guild** revive 1 token  
**Harkonnens** revive 2 tokens

Shipping

**Atreides** ships 6 tokens to Arrakeen (Bene Gesserit accompany to Polar Sink). 6 spice to the Guild  
**Emperor** ship 8 tokens (2 Elite Sadaukar) False Wall South off-planet. 8 spice to the Guild.  
**Fremen** ship 3 tokens (1 Fedaykin) to False Wall West (17)  
**Harkonnens** ship 5 tokens to Arrakeen (Bene Gesserit accompany to Polar Sink). 5 spice to the Guild

Movement

**Atreides** move 3 tokens Arrakeen to Imperial Basin (10)  
**Bene Gesserit** play Hajr card, move 3 tokens False Wall West to Habbanya Erg (16) and 7 tokens Wind Pass North to Cielago North (3)  
**Emperor** moves 12 tokens (3 Elite Sadaukar) Pasty Mesa to Shield Wall (8)  
**Fremen** move 3 tokens False Wall West to Habbanya Erg (16)

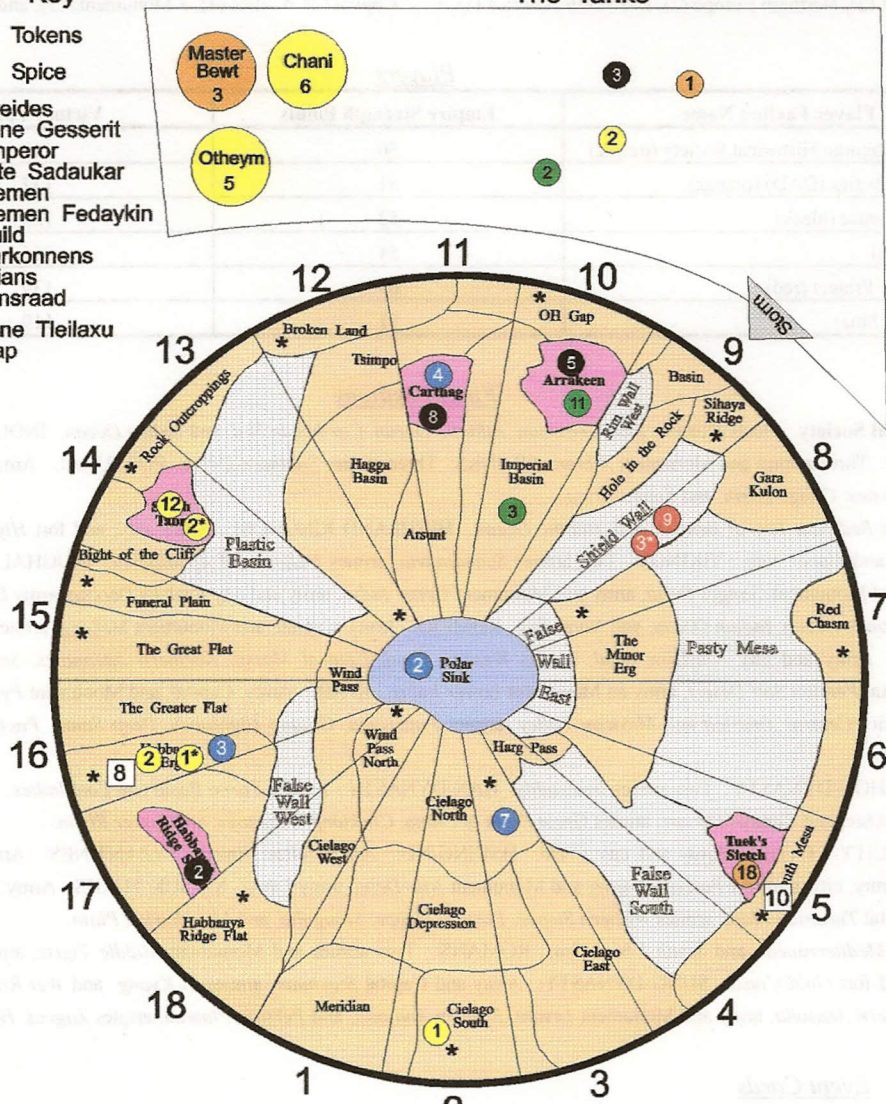
Your Spice: \_\_\_\_\_

Your Intrigue cards:

Your traitor(s):

- Key**
- Tokens
  - Spice
  - Atreides
  - Bene Gesserit
  - Emperor
  - Elite Sadaukar
  - Fremmen
  - Fremmen Fedaykin
  - Guild
  - Harkonnens
  - Ixians
  - Lansraad
  - ☠ Bene Tleilaxu Trap

**The Tanks**



**Dogface**

**Epoch VI Portugal, Spain, and Mughals**  
**Epoch VII Empire Selection due: 4/13 Tuesday**

**Royal Manticoran Historical Society** plays Disaster (Volcano) in the *Tarim Basin*. Monument destroyed. PORTUGAL. Army and Capital *Western Iberia* (Frank army retreats to *Southern Iberia*), fleet *Atlantic Ocean*, *Indian Ocean*, army *Brazil*, *West Indies*, *Congo Basin*, *South Africa*, *Lower Indus* (vs. Guptas; P: 3, 2; G: 5, 2; loses), *Lower Indus* (vs. Guptas; P: 4, 3; G: 5, 5; loses), fleet *Caribbean Sea*. Builds Monument *Western Iberia*. Points: Presence in Middle India (3), Southern Europe (2), Northern Europe (2), North America (1), and Sub-Saharan Africa (2), 1 Capital (2), 2 Monuments (2), and 2 Seas (2) for 15 points.

**Dogs and Deities** plays Safavids. Army and Capital *Persian Salt Desert* (Seljuk Turk army eliminated). Army *Lower Indus* (vs. Guptas; S: 3, 1; G: 2; wins) and *Upper Indus* (vs. Guptas; S: 5, 4; G: 4; wins). SPAIN: Army and Capital *Pyrenees* (Frank army retreats to *Southern Iberia*), fleet *Atlantic Ocean*, *Indian Ocean*, plays Allies, army *Madagascar*, *Deep South*, *Patagonia*, *Shatts Plateau* (vs. Arabs; S: 5, 5; A: 3, 2; wins), *Southern Andes* (vs. Inca; S: 3, 2; I: 6, 5; loses), *Southern Andes* (vs. Inca; S: 6, 2; I: 6, 1; S: 5, 5; I: 4, 3; wins), *Northern Andes* (vs. Inca; S: 5, 5; I: 3; wins, Capital reduced to city), *Guiana Highlands* (vs. Mayans; S: 5, 2; M: 5, 3; S: 6, 4; M: 4, 1; wins), *Central America* (vs. Mayans; S: 6, 3; M: 3+1, 2+1; wins, Capital reduced to city, fort eliminated), *Mexican Valley* (vs. Aztecs; S: 5, 2; A: 3, 2; wins, Capital reduced to city),

*Pacific Seaboard* (vs. Aztecs; S: 3, 1; A: 6; loses), *Pacific Seaboard* (vs. Aztecs; S: 2, 1; A: 5; loses), *Pacific Seaboard* (vs. Aztecs; S: 6, 4; A: 4; wins), fleet *North Sea* (vs. The Legacy Project; DAD: 3, 2; TLP: 1; wins), army *Baltic Seaboard* (vs. Mongols; S: 4, 4; M: 6, 2; loses). Builds Monument *Pyrennies*. Points: Dominance in India (6), Southern Europe (4), Southeast Asia (4), North America (2), and South America (4), Presence in North Africa (2), Middle East (2), Northern Europe (2), and Sub-Saharan Africa (1), 3 Capitals (6), 4 cities (4), 5 Monuments (5), and 1 Sea (1) for 43 points.

**The Legacy Project** plays Pestilence in *Eastern Ghats*. Mauryan army *Eastern Ghats*, Gupta army *Eastern Deccan*, and 2 *Indus Valley* armies *Western Ghats* eliminated. APA fleet *Bay of Bengal* unsupported. MUGHALS: Army and Capital *Ganges Valley* (Gupta army destroyed), army *Eastern Deccan* (Capital reduced to city), *Eastern Ghats*, fleet *Bay of Bengal*, army *Upper Indus* (vs. Safavids; M: 4, 1; S: 1; wins), *Ganges Delta* (vs. Mauryans; Mu: 4, 1; Ma: 2; Mu: 4, 2; Ma: 5; loses), *Ganges Delta* (vs. Mauryans; Mu: 5, 4; Ma: 6; loses), *Ganges Delta* (vs. Mauryans; Mu: 4, 1; Ma: 6; loses), *Ganges Delta* (vs. Mauryans; Mu: 4, 3; Ma: 6; loses), *Ganges Delta* (vs. Mauryans; Mu: 5, 2; Ma: 3; wins, Capital reduced to city), *Malay Peninsula* (vs. Khmers; M: 6, 4; K: 6, 4; M: 5, 3; K: 6, 4; loses), *Malay Peninsula* (vs. Khmers; M: 4, 3; K: 6, 2; loses). Builds Monument *Ganges Valley*. Points: Dominance in India (6), Presence in

North Africa (2), Middle East (2), Northern Europe (2), and North America (1), 1 Capital (2), 4 cities (4), 3 Monuments (3), and 2 Seas (2) for 24 points.

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	110
Andy Lewis	Dogs and Deities (DAD) (orange)	51	137
Cary Nichols	Common Cause (black)	52	123
Chris Geggus	APA (green)	54	164
Dennis Cain	The Legacy Project (red)	67	139
Paul Bolduc	Arachnids (blue)	71	119

### Final Positions

**Royal Manticoran Historical Society.** Fleets *Western Mediterranean, Atlantic Ocean, Caribbean Sea, and Indian Ocean.* INDUS VALLEY: Two armies *Western Deccan and Ceylon.* CELTS: Three armies and Monument *Albion.* FRANKS: Three armies *Southern Iberia.* PORTUGAL: Army, Capital, and Monument *Western Iberia, armies Brazil, West Indies, Congo Basin, and South Africa.*

**The Legacy Project.** Fleets *Red Sea, Bay of Bengal, and Atlantic Ocean.* HIGHLAND KINGDOM: Army, city, and fort *Highlands.* ARABS: Army and city *Arabian Sea, armies Nubia, and Upper Nile.* VIKINGS: Two armies *Scandinavia, armies Ireland and Appalachia.* MUGHALS: Army, Capital, and Monument *Ganges Valley, army, city, and Monument Ganges Delta, army and Monument Upper Indus, army and city Eastern Deccan, army Eastern Ghats.*

**Dogs and Deities.** Fleets *Atlantic Ocean, Indian Ocean, and North Sea.* KHMERS: Army, Capital, and Monument *Mekong, armies Malayan Peninsula and Sumatra.* HOLY ROMAN EMPIRE: Army and city *Northern Gaul, armies Western Gaul, Central Massif, Northern Apennines, Southern Apennines, and Dalmatia.* SAFAVIDS: Army and Capital *Persian Salt Desert, army an Monument Lower Indus.* SPAIN: Army, Capital, and Monument *Pyrennies, army, city, and Monument Northern Andes, army and city Central America and Mexican Valley, armies Patagonia, Guiana Highlands, Deep South, Pacific Seaboard, Madagascar, Shatts Plateau, and Baltic Seaboard.*

**APA.** Fleet *Sea of Japan.* CHOU DYNASTY: Two armies *Irrawaddy.* HAN DYNASTY: Armies *Tarim Basin and East Indies.* MONGOLS: Army, city, fort, and Monument *Honshu, Yangtse Kian, and Central Europe, armies Great Plain of China, Chekiang, Caucuses, and Lower Rhein.*

**Common Cause.** GREEK CITY STATES: Army and city *Crete.* HSUING-NU: Army *Yellow River.* BYZANTINES: Armies *Pindus, Morea, and Western Anatolia.* CRUSADERS: Army, city, and fort *Palestine, army and Monument Nile Delta, army Libya.* SELJUK TURKS: Army *North European Plain.* TIMURID EMIRATES: Army and Capital *Turanian Plain, armies Western Steppe, Eastern Steppe, Mongolia, and Manchurian Plain.*

**Arachnids.** Fleets *Eastern Mediterranean and South China Sea.* ROMANS: Two armies and Monument *Middle Tigris, army Lower Tigris.* GOLD COAST KINGDOM: Army, city, and fort *Gold Coast.* SUNG DYNASTY: Army and Capital *Szechuan, armies Si-Kyang and Wei River.* OTTOMAN TURKS: Army, Capital, and Monument *Western Anatolia, army and Monument Levant, Eastern Anatolia, and Persian Plateau, armies Zagros, Hindu Kush, Balkans, Danubia, and Dniepr.*

### Event Cards

Your Event Cards are: \_\_\_\_\_

Epoch VII Empire Draw

## Wolfbane

### Turn 17

**End of Game Statements due: 4/13 Tuesday**

### Commander Actions

**Planets 'R Us** opens the bidding on a Moon Base at 200 and OCEAN gets it for 217 (Or5, MWa, Ti9, Ti9, MTi, Mi14, Mi16, RO45, RO45). Opens the bidding on the second Moon Base at 200 and Minasl Ithil gets it for 211 (Or2, Wa7, Wa9, Wa9, Ti10, MTi, RO35, RO40, MO55). Opens the bidding on the third Moon Base at 200 and gets it (Wa5, Wa6, MWa, Re10, Re10, Re12, Re13, Re13, Re16, RO40, RO45). Buys 3 population factors (Wa9, Re10).

**2114 Corporation** opens the bidding on the Space Station and gets it for 151 (Wa8, MWa, Re9, Re11, Re13, OM20, OM20, RO40). Buys 3 robots (Mi17, Mi20).

**OCEAN** buys 2 population factors (Ti9, Ti13)

**Minas Ithil** buys a population factor (Or2, Wa8)

**Discovery Project** buys 2 titanium factories (Or3, Or3, Wa6, Wa8, Ti7, Ti9, Ti12, Ti12) and 2 population factors (Ti10)

**Bartertown** buys two titanium factories (Ti8, Ti9, Ti10, Ti11, Ti11, Ti11) and two robots (Ti9, Ti11)

**HBDC** passes.

**Dogs in Space** buys 2 new chemicals factories (Wa5, Wa6, Wa7, Wa8, Ti0, Ti11, Ti11, Re10, Re11, Re12, Re14, Re15) and moves the population from two water factories to man them.

### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, DL, Ec, La, Ou, 2Sc, PC, PC, MB	91
2	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, 2OL, Ou, PC, PC, MB	87



	Outpost Name	Commander	Factories	Upgrades	VP
3/4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, <b>WaF, WaF, ReF, ReF, ReF</b>	No, DL, 2OL, 2La, Ro, <b>SS, SS, PC, SS</b>	<b>81</b>
3/4	Minas Ithil	Bill Scharf	OrF, OrF, <b>WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</b>	HE, 2Wa, Ro, Ou, <b>PC, MB, MB</b>	<b>81</b>
5	Discovery Project	Cary Nichols	<b>OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF</b>	2Wa, No, HE, Ec, Ou, <b>OL, SS, SS</b>	57
6	Bartertown	Andy York	OrF, OrF, <b>WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF</b>	HE, No, Ro, 3Ec	48
7	HBDC	Kevin Wilson	OrF, OrF, WaF, <b>WaF, WaF, WaF, ReF, ReF, ReF, ReF</b>	2DL, Wa, Ro, La, 3Sc, <b>SS</b>	38
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, <b>WaF, TiF, TiF, TiF, ReF, ReF, ReF, ReF, NCF, NCF</b>	DL, HE, La, Ou	33

HBDC is Heavenly Bodies Development Corporation. OCEAN is Outer space Colonialization, Exploitation and Appropriation Network

Notes

Congratulations to Dave Partridge for his victory.

**Guard Dog**

**Turn 5 Funeral Commission through Parade Phase**

**Turn 6 Cure Phase through Health Phase due: 3/2 Tuesday**

Funeral Commission

TCC plays 3 IP on U. Lech Schukrotoff nominates Andrej Purgemoff. LVC declare 3 IP on U. Schukrotoff and Purgemoff vote yes, all others vote no. Schukrotoff ages to 79 and nominates Wassily Protzky. Schukrotoff, Strychnin, and Protzky vote yes. Eatstumuch, Purgemoff, and Boremtodev vote no. Schukrotoff ages to 80 and becomes the new Party Chief.

Replacement Phase

Schukrotoff moves Purgemoff to Foreign Minister, Strychnin to Industry, and Prozky to Ideology. He then promotes Niewitko to Defense, demotes Eatstumuch to Sport, and Promotes Protzky to KGB Head. Schukrotoff ages to 83. Purgemoff promotes Oleg Satin to Ideology Chief and ages to 77. L becomes a candidate.

Rehabilitation Phase

HLS declare 1 IP on Satin and release E, Q, and R from Siberia. Satin ages to 77.

Parade Phase

Lech Schukrotoff attempts to wave (dr = 16) and succeeds! Ages to 84.

Politburo

Office	Politician	Condition	Influence
Party Chief	Lech Schukrotoff (B)	84, +, ?	1 (HLS), 2 (LVC)
KGB Head	Wassily Protzky (U)	56	1 (MLI), 3 (TCC), 3 (LVC)
Foreign	Andrej Purgemoff (F)	77, +	1 (TCC)
Defense	<b>Petr Niewitko (D)</b>	76, +, ?	1 (LVC)
Ideology	Oleg Satin (O)	77, strong	1 (HLS)
Industry	Mikail Strychnin (T)	63, weak	10+ (MLI)
Economy	Eduard Boremtodev	66	1 (TCC)

Office	Politician	Condition	Influence
	(K)		
Sport	Sergei Eatstumuch (M) <sup>1</sup>	67, ++	6 (TCC), 3 (MLI), 5 (UNCLE)

<sup>1</sup> Great Bureaucrat (49) card active

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

**Candidates:** G, H, L, P (63), Z

**People:** E (73), N, Q (74, +), R, S, V, W, X, Y (54, 10 IP [UNCLE])

**Siberia:** J (76, ++)

**Kremlin Wall:** A, I, C

Players

- Andy Lewis      Trotskyite Internationalists
- Pasquale Giovine      Marxist-Leninists Integralists
- Mike Scot      The California Connection
- Ward Narhi      Underground Neo-Communist Liberation Effort
- Bob Robles      Hard Line Stalinists
- Chris Geggus      Lubianka Visitors Club

MLI have one wave, TCC have one wave, LVC have one wave.

Intrigue Cards

Undeclared Influence

**Dogged**

**Turn 10, Phases IV-VI and Turn 11, Phases I-III**  
**Turn 11 Phases IV-VI and Turn 12 Phases I-III due: 3/2 Tuesday**  
**Turn 10**

Construction and Operation

**Red** (Scharf) operates claims #85 (\$30, 3 coal). Delivers 8 coal from Canon City to Denver for \$960. Delivers 2 silver from Ouray to Denver for \$800. Gains \$400 in passenger revenue. Buys a +4 snowplow for \$140.

**Green** (Nichols) does not operate his claims. Gains \$20 in passenger revenue.

**Orange** (Narhi) operates claim #107 (\$50, 2 copper). Delivers 4 lumber from Pinos Altos to Santa Fe for \$640. Gains \$150 in passenger revenue.

**Blue** (Bolduc) operates claims #130 (\$80, 1 copper), #34 (\$40, depletes), and #72 (\$30, 3 coal). Delivers 7 silver to Salt Lake City from Heber City for \$2800. Gains \$410 in passenger revenue.

**Purple** (Carl) operates claims #129 (\$40, 3 copper), #44 (\$40, 4 silver), and #65 (\$30, 3 lumber). Gains \$530 in passenger revenue. Buys a +4 snowplow for \$140.

Determine Price Changes

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Gold: Remains at \$250					
Copper: Remains at \$200					
Silver: -4 to \$200					
Lumber:	+1 to \$120	Remains at \$300	Remains at \$200	-2 to \$100	+3 to \$120
Coal:	-1 to \$100	Remains at \$80	Remains at \$80	Remains at \$120	Remains at \$140

**Turn 11**Move Prospectors and Surveyors

**Red** (Scharf) surveys Placerville to Rico, prospects #47.

**Green** (Nichols) no prospecting or surveying.

**Orange** (Narhi) no surveying, prospects Passenger line #14.

**Blue** (Bolduc) surveys Glenwood Springs to Orestod and Moab to Monticello. Prospects the deck.

**Purple** (Carl) surveys Alimosa to South Fork and Moriarty to Willard, prospects the deck.

Dispute Resolution

No disputes. Red pays \$280, Orange pays \$405, Blue pays \$280, and Purple pays \$220. Blue draws Caught Trespassing, prospector goes to jail. He may be bailed out for \$200, or on the roll of a 7 or 11 on two dice. Purple draws claim #25. Purple has first right of refusal on claim #25.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$2005	9, 15, 42	+4	P+1, S+2, S
Cary Nichols	Green	Denver	\$70	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$910	9, 24		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$4135	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$720	15, 24, 24, 42	+4	P, P+2, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	9	\$30
48	Ouray	Red	Silver	2	Depleted
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	N	\$40
38	Aspen	Green	Silver	N	\$40
80	Aspen	Green	Coal	N	\$30
52	Lake City	Green	Silver	N	\$40
98	Pinos Altos	Orange	Gold	3	Depleted
109	Pinos Altos	Orange	Copper	7	Depleted
116	Pinos Altos	Orange	Lumber	6	Depleted
107	Santa Rita	Orange	Copper	9	\$50
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	2	\$80
72	Emery	Blue	Coal	5	\$30
129	Dillon	Purple	Copper	4	\$40
44	Leadville	Purple	Silver	4	\$40
65	El Vado	Purple	Lumber	3	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver - Colorado Springs	\$50	Red	
5	A	Denver - Pueblo	\$80	Red	
15	B	Denver - Grand Jct.	\$270	Red	Discard when 20 is taken. Good for \$270 toward card 22
1	A	Denver - Boulder	\$20	Green	
4	A	El Paso - Deming	\$60	Orange	
6	A	Santa Fe - Albuquerque	\$90	Orange	
14	B	El Paso - Albuquerque	\$220	Orange	
2	A	Salt Lake City - Provo	\$20	Blue	
16	B	Salt Lake City - Grand Jct.	\$250	Blue	Discard when 22 is taken. Good for \$250 toward card 22

#	Type	Route	Payoff	Owner	Notes
11	B	Salt Lake City – Grand Jct.	\$140	Blue	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver – Leadville	\$260	Purple	Discard after 3 more Leadville depletions
10	B	Denver – Aspen	\$130	Purple	
7	A	Pueblo – Santa Fe	\$120	Purple	
9	B	Denver – Leadville	\$120	Purple	

#	Type	Route	Payoff	Cost	Notes
					Good for \$150 toward card 20 or 21
19	C	Salt Lake City – Albuquerque	\$600	\$975	
20	C	Salt Lake City – Pueblo	\$600	\$930	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
17	C	Denver – Santa Fe	\$420	\$585	
13	B	El Paso – Santa Fe	\$140	\$320	
24	C	Denver – El Paso	\$1000	\$1380	

Available Claims

#	City	Type	Claim	Operation
114	McGaffey	Lumber	\$40	\$30
118	Cimarron	Lumber	\$60	\$20
113	Porter	Lumber	\$60	\$30
121	York Canyon	Coal	\$100	\$30
122	Lee Ranch West	Coal	\$60	\$20
124	Magdalena	Coal	\$80	\$40
25	Bingham	Gold	\$200	\$60
60	Pagosa Springs	Lumber	\$40	\$20

Available Trains

Type	# Available	Cost
9	2	\$80
15	3	\$120
24	4	\$200
42	6	\$320

Available Snowplows

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

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken.

Notes

Turn 12 is a winter turn. No surveying on winter track on turn 12.

**Junk Yard Dog**

**Turn 4b**

**Turn 5a due: 4/13 Tuesday**

Cards

Eric	Dave	Andy	Cary
Advisor	Waste Disposal	Innovation	Order
Order	Order	Raw Materials	Waste Removal
Raw Materials	Raw Materials	Waste Disposal	Innovation

Cary takes out a loan for \$10, plays Innovation to improve Waste Reduction (\$5 spent).

Eric plays Raw Materials with an Advisor, auctioning off 10 raw materials. Dave bids \$4, Andy bids \$5, Cary passes, and Eric takes it for \$6.

Dave plays an Order, generating \$15 and 4 waste, and using 4 raw materials.

Andy plays Innovation to improve Raw Materials (\$5 spent).

Cary plays an Order, generating \$16 and 4 waste, and using 5 raw materials.

Eric plays Waste Disposal, reducing his waste to 1.

Dave plays Waste Disposal, reducing his waste to 2.

Andy plays Raw Materials, offering 3 raw materials for sale. Cary passes, Eric bids \$5, Dave and Andy pass.

Cary plays Waste Removal, reducing his waste to 5, and increasing Eric's waste to 2, Dave's to 3, and Andy's to 7.

Eric passes.

Dave plays Raw Materials, offering 4 raw materials for sale. Andy passes, Cary passes, Eric bids \$6, and Dave passes.

Andy plays Waste Disposal, reducing waste to 4.

Eric and Dave each pay \$4 for maintenance, Andy and Cary each pay \$5.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	1	\$10	0	17	14	4	Order
Dave Partridge	2	\$21	10	1	15	4	Waste Disposal
Andy York	3	\$18	10	11	16	5	Raw Materials
Cary Nichols	4	\$18	10	10	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	5/1	2	24
Dave Partridge	4/3	4/3	4/3	3	24
Andy York	5/1	3/6	3/6	4	28
Cary Nichols	5/1	5/1	4/3	5	20

Available Cards

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

Discards

Order                      Order

**Hot Dog**

Turns 8.2 to 9.2

Turns 9.3 to 11.3 due: 4/13 Tuesday

Turn 82<sup>nd</sup>: **Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 4 5 6****A – (Y20) – A – A – (Y) – R20 – (Y) – Aerie – (Y) – R – B – R – B – (Y) – B – ? (it's an Open Port).**

Sells Infinite Puzzles for \$250 (from the cup: Chicle Liquor at 7a). Sells Psychotic Sculpture for \$250 (from the cup: Fare to Base at 10). Buys Factory for \$200, Canned Traits for \$120, and Voll Silk for \$140. Receives \$60 in factory commissions.

3<sup>rd</sup>: **Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 2 6****Y10 – Y20 – R20 – Asteroid City East – ? (it's a Y20 penalty marker) – Y10 – Asteroid City West.**

Discovers Eepeeep (from the cup: Rock Videos at 4b, Demand for Wine at 5, Fare to Base at 4a, and Immortal Grease at 6).

4<sup>th</sup>: **Bob Robles (Eepeeep/Mean Machine) Rolls Used: 5****Multi-Generation Ship.**

Buys Chicle Liquor for \$40.

5<sup>th</sup>: **Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5****R – Y – R – B – R – Desolation Landing (o) – Desolation Landing (s).**

Discovers Graw (from the cup: Designer Genes at 9a, Mulch Wine at 3, Demand for Liquor at 9a, and Demand for Greast at 7b). Sells Bionic Perfume for \$140 (from the cup: Psychotic Sculpture at 10)

Turn 91<sup>st</sup>: **Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 6 6****Goliath (s).**

Buys 2 Melf Pelts for \$100.

2<sup>nd</sup>: **Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 3 4****Open Port – Ice Station (o) – A – R – (Y) – B – R – (Y) – A – Jellybeast Landing (o) – B – Jewel Port (p).**

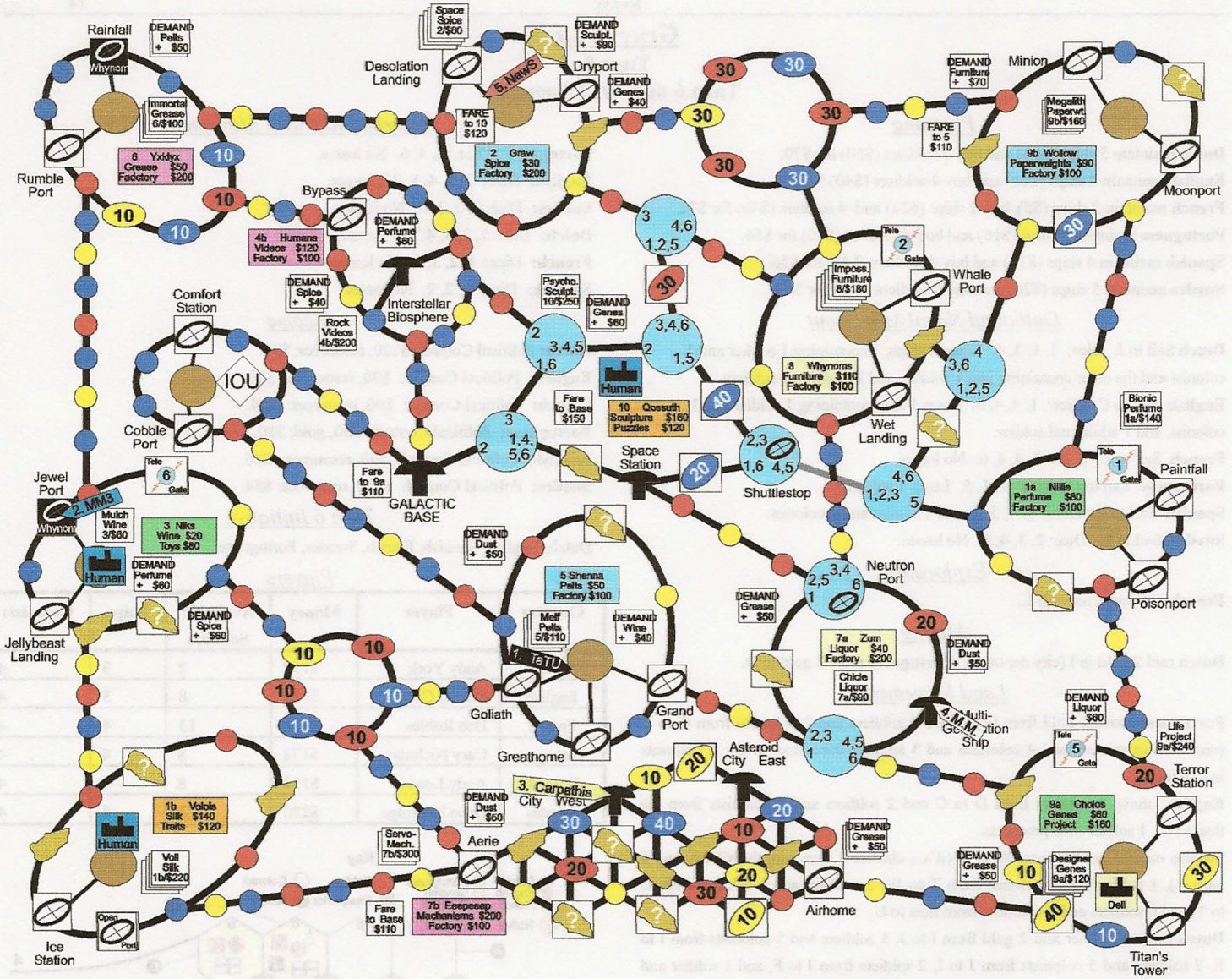
Sells Canned traits for \$240 (from the cup: Space Spice at 2). Sells Voll Silk for \$220 (from the cup: Demand for Grease at 9a). Buys Factory for \$200, Living Toys for \$80, 1 Mulch Wine for \$20, and 1 Shield for \$60. Receives \$40 factory commission. TaTU receives \$82 in port commissions.

Notes

As there is only one more undiscovered culture, we will not conduct two turns per issue.

Goods and Demands:

**1a (Nillis):** 2 Bionic Perfume**1b (Volois):** 4 Voll Silk**2 (Graw):** 4 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 1 Demand for Designer Genes (+\$40)**3 (Niks):** 1 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60), 1 Demand for Space Spice (+\$60), 1 Mulch Wine**4a (Dell):** 2 Demand for Mulch Wine (+\$60), 6 Finest Dust, Fare to Base (\$180)**4b (Humans):** 1 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$40), 1 Rock Videos**5 (Shenna):** 2 Demand for Finest Dust (+\$50), 3 Melf Pelts, 1 Demand for Mulch Wine (+\$40)**6 (Yxklyx):** 4 Immortal Grease, 2 Demand for Melf Pelts (+\$50)**7a (Zum):** 1 Chicle Liquor, 2 Demand for Finest Dust (+\$50)**7b (Eepeeep):** 2 Servo-Mechanism, Fare to Base (\$110), 2 Demand for Dust (+\$50), 3 Demand for Immortal Grease (+\$50)**8 (Whynoms):** 5 Impossible Furniture**9a (Chola):** 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), Life Project, 1 Demand for Chicle Liquor (+\$60)**9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 3 Megalith Paperweight**10 (Qossuth):** 2 Demand for Designer Genes (+\$60), Fare to Base (\$150)**Base:** Fare to 9a (\$110)



**1. Trade and Transport Unity \$280**  
Fast Scout  
10: 3 6//11: 2 4 (Double 1)  
Hold1 Hold2 Hull

Melf Pelts 5/\$110	Melf Pelts 5/\$110	
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Rainfall \$200 JewelPort \$200

**2. Mystery Machine 3 \$279**  
Normal Scout  
10: 2 3 5 // 11: 2 3 3  
Hold1 Hold2 Hull

Living Toys 3/\$180	Mulch Wine 3/\$60	Yellow Drive (\$80)
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Qossuth \$200 Volois \$200 Niks \$200 Shield (\$60)

**3. Carpathia \$20**  
Scow Scout  
9: 3 4 5 // 10: 2 4 4 5 // 11: 3 3 3 6 (Use 2)  
Hold1 Hold2 Hull

Designer Genes 9a/\$120	Choleos \$200	Relic Shield (\$60)
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7a \$80 7b \$100

**4. Mean Machine \$160**  
Rocket Transport  
9: 1 6//10: 2 6 (Use 1 \* 4)  
Hold1 Hold2 Hold3 Hull

Chicle Liquor 7a/\$90			
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**5. Not as we Seem \$150**  
Torch Scout  
9: 1//10: 5 (Times 3)  
Hold1 Hold2 Hull

		Eq.
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Shield (\$60) 2 \$90

# Gray Wolf

Turn 5

Turn 6 due: 4/13 Tuesday

## Planning

- Dutch** maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
- English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- French** maintain 2 ships (\$8), buy 2 ships (\$24) and 4 soldiers (\$40) for \$72.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Swedes** maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.

## Outbound Naval Movement

- Dutch** Sail to J. Dice: 1, 1, 3, 4. Loses 2 ships, 1 containing 1 soldier and 1 colonist and the other containing just 1 soldier, and 2 additional soldiers.
- English** Sail to C. Dice: 1, 4, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist, and 1 additional soldier.
- French** Sail to L. Dice: 2, 4, 4, 6. No losses.
- Portuguese** Sail to O. Dice: 1, 1, 5. Loses 1 soldier.
- Spanish** Sail to K. Dice: 1, 4, 5. Loses 1 soldier and 1 colonist.
- Swedes** Sail to U. Dice: 2, 3, 4, 6. No losses.

## Exploration

**French** discover a mine in L.

## Mining

**Dutch** raid 2 gold in I (city depletes). **Portuguese** mine 2 gold in O.

## Land Movement

- Portuguese** move 2 gold from O to fleet, 4 soldiers and 2 colonists from O to R (one colonist mines), and 4 colonists and 3 soldiers from fleet to O. 2 colonists in O mine.
- English** move 2 soldiers from D to C and 2 soldiers and 3 colonists from the fleet to C. 1 soldier in C prospects.
- Swedes** move 1 soldier from W to Y (it's a climate 3 area with the x3 city and 6 natives), 1 soldier and 1 colonist from T to W, 5 soldiers and 1 colonist from U to T, and 6 soldiers and 4 colonists from fleet to U.
- Dutch** move 1 soldier and 2 gold from I to J, 3 soldiers and 5 colonists from I to E, 2 soldiers and 5 colonists from J to I, 2 soldiers from J to F, and 1 soldier and 3 colonists from fleet to J.
- French** move 4 colonists and 4 soldiers from fleet to L. 1 colonist mines.
- Spanish** move 6 soldiers and 6 colonists from K to G, and 3 soldiers and 3 colonists from fleet to K. 1 soldier prospects.

## Native Combat

**English:** 1 native killed in C. **Dutch:** 1 native killed in E and 1 native killed in FI. **Spanish:** 2 natives and 1 soldier killed in G.

## Native Uprisings

Climate is a 4. Uprising in O (2 colonists and 1 miner killed).

## Survival

Climate is a 2.

**English** lose 1 colonist and 1 soldier in C and 1 colonist in D, **Spanish** lose 1 soldier and 1 colonist each in H and G, and 1 colonist in K, **Dutch** lose 1 soldier and 1 colonist each in E and I, 2 soldiers in F, and 1 soldier in J, **French** lose 1 soldier and 1 colonist in L, and 1 colonist in N, **Portuguese** lose 1 miner and 3 soldiers in O, and 1 colonist and 1 soldier each in Q and R, and 1 soldier in R, **Swedes** lose 1 colonist each in T and W, and 1 soldier in Y.

## Political Control

**English** gain political control of C. **Spanish** gain political control of G but lose political control of K. **Dutch** gains political control of E. **French** gain political control of L. **Portuguese** lose political control of Q.

## Homebound Naval Movement

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

## Income

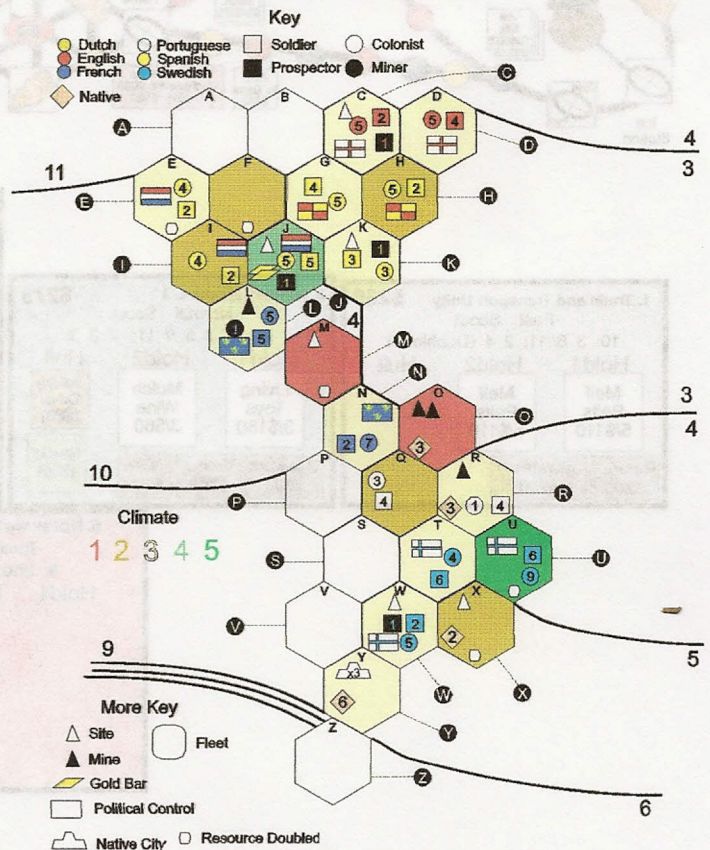
- Dutch:** Political Control: \$120, resources: \$34.
- English:** Political Control: \$90, resources: \$20.
- French:** Political Control: \$90, resources: \$24.
- Portuguese:** Political Control: \$30, gold: \$80, resources: \$8.
- Spanish:** Political Control: \$90, resources: \$26.
- Swedes:** Political Control: \$120, resources: \$54.

## Turn 6 Initiative

Dutch, English, Spanish, French, Swedes, Portuguese

## Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$157	2	3	4
English	Dennis Cain	\$112	8	3	4
French	Bob Robles	\$121	13	4	4
Portugese	Cary Nichols	\$178	8	4	4
Spanish	Andy Lewis	\$153	8	4	4
Swedes	Dave Partridge	\$220	3	5	4



**Laika**

1960

1961 due: 4/13 Tuesday

Event Card Resolution/Saved Cards**Republic of Texas:** Fortunate accident: rocket.Purchase Hardware**JOE** buys the Two Stage Rocket program for 60MB, 3 one stage rockets for 9MB, 2 one person capsules for 4MB, and 1 orbital satellite for 1MB.**Republic of Texas** buys a third launch facility for 30MB, 3 one stage rockets for 9MB, 2 one person capsules for 4MB, and the Liquid Fuel Strap-on program for 12MB.**Cain Program** buys 2 one stage rockets for 6MB, 2 one person capsules for 4MB, an EVA Suits program for 18MB, and a third launch facility for 30MB.**Romulus Project** buys a second launch facility for 30MB, EVA Suit program for 18MB, and 1 one person capsule for 2MB.Conduct Research**JOE** EVA: 8 dice (1, 1, 1, 3, 3, 5, 5, 5) +24%. 8MB spent. B: 4 dice (2, 2, 6, 6) +16%. 16MB spent.**Republic of Texas** a: 8 dice (1, 2, 2, 3, 6, 6, 6, 6) +32% to Max R&D. 8MB spent. F: 6 dice (1, 2, 3, 4, 4, 5) +18% to Max R&D. 6MB spent. D: 8 dice (1, 1, 2, 2, 3, 3, 3, 4) +19%. 16MB spent.**Cain Program** a: 8 dice (1, 3, 3, 3, 4, 4, 6, 6) +30%. 8MB spent. EVA: 8 dice (1, 1, 2, 3, 3, 5, 5, 6) +26%. 8MB spent.**Romulus Project** a: 8 dice (1, 1, 2, 2, 4, 5, 5, 6) +26%. 8MB spent. EVA: 8 dice (2, 2, 2, 3, 3, 4, 6, 6) +28%. 8MB spent.Declare Future Missions**JOE** declares 3 launches, **Republic of Texas** declares 3 launches, **Cain Program** declares 2 launches, and **Romulus Project** declares 2 launches.Missions

No rushing. Launch order is: Romulus Project, Cain Program, Cain Program, Republic of Texas, Republic of Texas, JOE, JOE, JOE

**Romulus Project** launches a Manned Sub-orbital (Caesar). Liftoff (03%<86%), Re-Entry (49%<76%), Recovery (54%<76%). Mission success! +1% to A and a, Caesar to 20%, +2MB to budget.**Cain Program** launches a Manned Sub-orbital (Abel). Liftoff (57%<89%), Re-Entry (26%<66%), Recovery (81%>66%), total parachute failure. Catastrophic mission failure. +1% to A, a to 10%, Abel killed, -10MB to budget.**Cain Program** launches a Orbital Satellite (Enoch). Liftoff (11%<90%), Earth Orbital Burn (96%>10%), engine burn failure, Re-entry (13%>10%), extreme heat causes cabin components to give off toxic fumes, which kill Enoch. Catastrophic mission failure. +1% to A, -10MB to budget.**Republic of Texas** launches a Manned Sub-orbital (Travis). Liftoff (30%<89%), Re-entry (43%<81%), Recovery (42%<81%). Mission success. +1% to A and a, Travis to 10%, +6MB to budget.**Republic of Texas** launches a Manned Orbital (Crockett). Liftoff (03%<90%), Earth Orbital Burn (91%>82%), engine burn failure, Re-entry (36%<82%), Recovery (49%<82%). Mission failure. +1% to a and A, Crockett to 10%, -10MB to budget.**JOE** launches an Orbital Satellite. Liftoff (49%<88%), Earth Orbital Burn (67%<97%), Earth Orbital Activities (33%<97%). Mission success! +1% to 1 and A, +2MB to budget.**JOE** launches a Manned Sub-orbital (Astro). Liftoff (71%<89%), Re-entry (78%<81%), Recovery (83%>81%), extraction difficulties, capsule floatation fails, Astro escapes. Mission failure. +1% to a and A, Astro to 30%, -10MB to budget.**JOE** launches a Manned Orbital (Roger Manning). Liftoff (70%<90%), Earth Orbital Burn (65%<82%), Earth Orbital Activities (01%<82%), Earth De-orbital Burn (94%>82%), burn is good, Re-entry (05%<82%), Recovery (74%<82%). Mission success! +1% to A and a, Roger Manning to 30%, +18MB to budget.Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1960 Budget	84	73	100	85
Cash	77	1	4	10
Launch Facilities	3	2	3	3
Astronauts	0	1	3	4

**Astronauts:** **Cain Program:** none, **Romulus Project:** Caesar (20%), **JOE:** Tom Corbett Roger Manning, Astro (30%), **Republic of Texas** Travis, Crockett (10%), Bowie, Houston (0%)Programs and Hardware**Cain Program:** Orbital Satellite (1): 3/98%, One Stage Rocket (A): 5/91%, One Person Capsule (a): 4/10%, EVA: 56%**Romulus Project:** Orbital Satellite (1): 2/95%, One Stage Rocket (A): 3/87%, One Person Capsule (a): 0/77%, EVA: 58%**JOE:** Orbital Satellite (1): 1/98%, One Stage Rocket (A): 3/91%, Two Stage Rocket (B): 1/41%, One Person Capsule (a): 2/83%, EVA: 88%**Republic of Texas:** Orbital Satellite (1): 1/98%, Docking Module (4): 1/45%, One Stage Rocket (A): 2/91%, Liquid Fuel Strap-on (D): 1/49%, Kicker (F): 1/95%, One Person Capsule (a): 1/83%, EVA: 97%

1961

Draw Event Cards

- Bill Scharf:** Computer Breakthrough: Max R&D and Max Safety factors for Interplanetary Satellite, Lunar Probe, and Mars Probe increased by 5%. -7MB to budget.
- Andy York:** Fortunate Accident: Capsule. +5MB to budget.
- Cary Nichols:** Storms: 15MB needed to repair one launch facility. +10MB to budget.
- Dennis Cain:** Severe Setback: pay 18MB or lose 20% on safety factor of next one stage rocket launch. +1MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1961 Budget	74	80	117	91
Cash	87	8	6	10
1962 Budget	75	90	110	96

Pedagoguery

The concept of the parallel universe has been a staple of science fiction almost since the birth of the genre. However modern physics and observations have indicated that parallel universes not only should exist, but that there are four general classifications of them.

The first type of parallel universe, or multiverse arises from the observation that space appears to be flat. This means that, all other things being equal, space is of infinite extent. Infinity is a difficult concept for our minds to grasp, but fundamentally, in infinite space, everything that is possible *must* exist somewhere. In this case, each Hubble volume is a different universe within the multiverse ensemble. A Hubble volume is the volume of space that is observable from a given point. The limitation is whether light has had a chance to travel from the source to the observer in the time that the universe has existed, which in our case is about 14 billion years, giving us a distance of  $4 \times 10^{26}$  meters. Beyond this is effectively another universe; one we could eventually be able to observe, but which we cannot observe currently.

This is called the Level I Multiverse and is the least controversial of the four. Level I universes all experience the same physical laws. If you were to travel far enough, you could even come across an exact analog of yourself. How far away would this be? Statistics can give us an idea. There are about  $10^{118}$  particles in the observable universe, thus there are 2 to the  $10^{118}$  different arrangements of those particles. To find a collection of  $10^{118}$  particles with exactly the same arrangement as our own, you would have to travel 10 to the  $10^{118}$  meters away, an unimaginably vast distance.

The Level II Multiverse is an outgrowth of Inflation theory. The idea is that there is a field that causes space to expand at an exponential rate. In some areas, however, this field, called the inflaton field, can lose its strength, nucleating a multiverse. This is what happened in our own universe. However, inflating space exists around each multiverse. Even more intriguingly, each multiverse that nucleates out would have a different set of physical laws. This is how we infer that other such Level II universes exist. When we look at our universe, we see a set of physical laws that seem incredibly fine-tuned to support life. If a Level II Multiverse exists, it just means that we got lucky. If you were to plot the relative strengths of the electromagnetic and strong nuclear forces on a graph, the area in which the physical laws would permit life is incredibly small. If the strong nuclear force is too weak, deuterium is unstable. Since the production of elements heavier than hydrogen depends on deuterium being stable, such a universe would consist only of hydrogen. If the electromagnetic force is too strong, carbon is unstable, and therefore carbon-based life is impossible. If the strong nuclear force is too strong, all stars explode because nuclear reactions release tremendous amounts of energy. And finally, if both are too strong, all atoms are radioactive – hardly an hospitable environment for life.

Likewise, the number of observable space and time dimensions would vary from one Level II universe to another. There is only one combination of space and time dimensions where we could exist – 3 space and 1 time dimension. If you have a universe where there are 0 space or time dimensions, events become totally unpredictable. This is also the case where you have two or more space and time dimensions. In a universe with one time dimension and one or two space dimensions, or where you have one space dimension and one or two time dimensions, complex structures cannot exist. In a universe with one space dimension and three time dimensions, fields, such as the electromagnetic or gravitational, are unstable. Therefore you could not have a planet in a stable orbit around a star. Finally, the case where you have one time dimension and four or more space dimensions, or where you have one space dimension and four or more time dimensions, atoms are unstable. The statistical argument is that since the conditions of our universe are so precisely what we need, other universes where life cannot form must exist out there somewhere. The main other difference between Level I and Level II universes, is that it appears to be impossible to travel to another Level II universe.

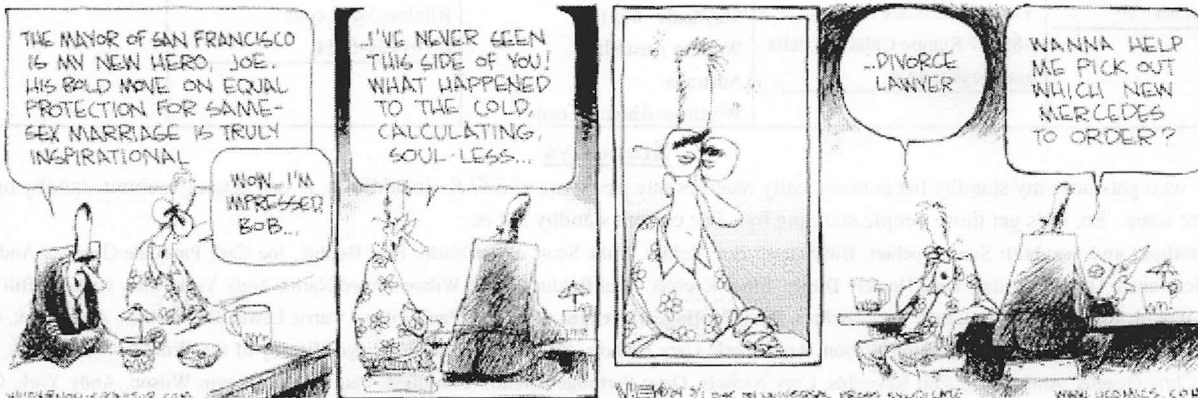
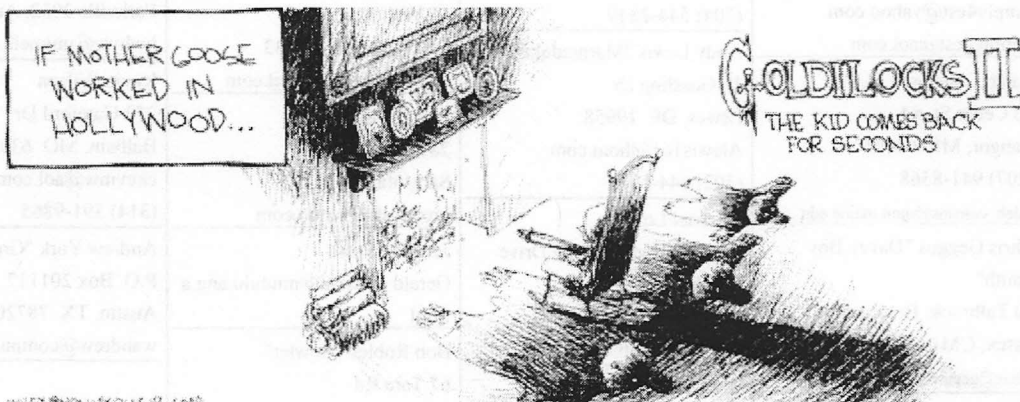
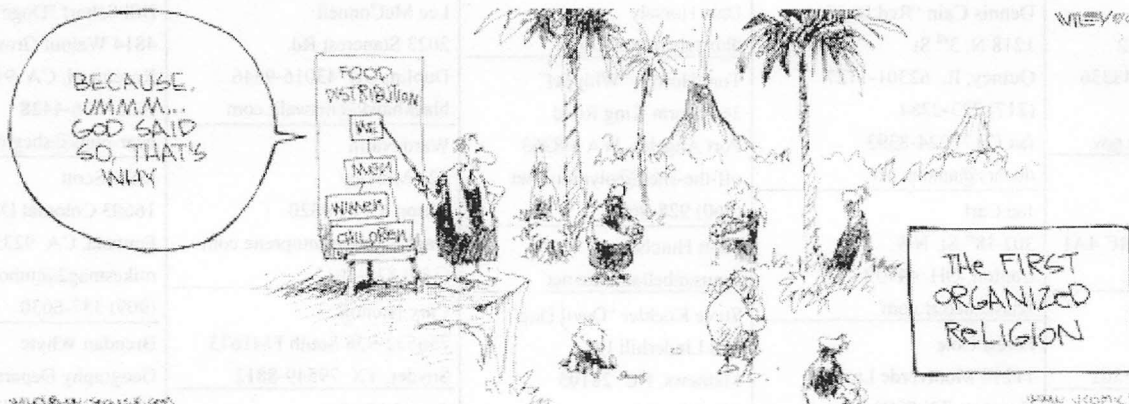
Level III universes come to us from the realm of quantum physics. According to quantum physics, a particle exists as a wave function. The wave function can give you the probability that the particle exists in a particular state at a particular time. However, when that particle is actually observed, it exists in only one state. That conundrum was the center of a debate in the early 20<sup>th</sup> Century. The prevailing interpretation, called the Copenhagen interpretation, was that observation “collapses” the wave function, producing only the result observed. An alternative interpretation exists, however. Called the “many worlds hypothesis”, it posits that when such an observation is made, all possible outcomes exist, we only observe one of them, however. Other analogs of ourselves observe the other outcomes. In many ways, these Level III universes are indistinguishable from Level I universes; the only difference is how they come about.

Finally, Level IV universes are the most bizarre. All the other universe types conform to a single model of mathematics. The details differ in all cases, but the underlying physical laws are the same. However, other mathematical models exist, can they form the basis of other universes? How about a universe that has no quantum effects at all? Or one in which time exists in discrete steps, rather than a continuous flow (which may actually be the case in our universe – if just that the steps are incredibly small)? Or something as bizarre as an empty dodecahedron. The basis behind the reasoning of Level IV universes is that mathematical structures are incredibly accurate in describing the universe we see around us. Furthermore, mathematical structures satisfy something called objective existence: they are the same no matter who studies them. A theorem is true regardless of whether it is studied by a person, a dolphin, or an intelligent



alien. However, some mathematical structures exist that do not describe the universe we see around us. Might they describe other universes?

Next time I will discuss the standard model of physics and how it could be changing.



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

Standby Calls

None this issue.