

### Notes from Hades

A few of you have expressed some interest about what I do for a living. So for the benefit of those of you who are interested, here it is. (Those of you who are not interested can skip ahead to the next paragraph if you find yourself dozing off.) I am a founding member of a small computer consulting company. We specialize in the Smalltalk language, which is a relatively new language that is getting a great deal of attention these days. It was developed in the mid seventies at Xerox, and like so many innovative ideas, Xerox let it get away. It was the inspiration behind the Macintosh and Microsoft Windows, because both Steve Jobs and Bill Gates toured the Xerox Parc facility while Smalltalk was being developed. It is what is called an object-oriented language, which is a difficult concept to explain, so I won't even try. The upshot is that Smalltalk is gaining tremendous acceptance right now, so we're pretty busy. By now, you're probably saying, all this is fine, but what do you actually do? Well, on a day to day basis, I go out to client sites and write Smalltalk applications. Usually, these are front-ends to existing databases. (In computer jargon, a front-end is an application that the user actually deals with to make accessing data from the host or server – "back-end" – more easy and understandable.) Frequently, we are called onto a project just at the time they realize that they can't get it done by themselves, so there is usually severe deadline pressure, which means long hours. It is enjoyable work, however. Going from client to client, you get the opportunity to learn about a lot of different businesses. Also, the work itself is challenging and rewarding. One of the most rewarding things about it is just the fact that we've survived for over four years now, and things are really starting to pick up for us. The way things are going right now, it is quite likely that we could double or triple in size over the next year. Any other questions?

In other news, the Italian zine *Compendio Ars Diplomatica* is currently looking for players for an international Machiavelli game. If Davide gets enough interest, he will publish an English language version of his zine, so we won't have to all go out and learn Italian. The zine itself looks quite good, with a clean layout and nice graphics. Give it a try, so I can get some issues I can actually read.

Pete Gaughan has finally come out with the long-awaited *Zine Register* 23, a fat volume just crammed with all of the information you would ever want about the North American (and to some extent, the world) hobby. It costs \$2.00 (a bargain) and can be obtained at 1236 Detroit Ave. #7, Concord, CA 94520-3651.

I desperately need a standby for Die Macher. My one standby has NMR'ed and that's left me in quite a quandary, since the game can only be played with four players – no more, no less. So I am offering the following deal: The first person who will submit standby orders for the position will get either five free issues or one free game start (their choice). Any information you may need to accomplish this feat is yours for the asking.

Finally, I have finally acquired a CompuServe ID, and am now accepting orders by email. My CompuServe ID is 70514,37.

This issue's deadline will be **Friday, July 1.**

### Current Games

#### Machiavelli

"Pack of Curs"

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"Doghouse"

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### Merchant of Venus

"Dingo's Delight"

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#### Die Macher

"Mailman's Bane"

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### History of the World

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#### Flier Games

"Proteus"

Midway Campaign

1700 June 5

"Sand Dog"

Dune

Page 9

"Dog Star"

Stellar Conquest

Turns 17, 18

### Game Openings

"Prairie Dog" Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson (pd.), James Pratt (pd.), and Steve Koehler. Need 0, 1, or 3 more. This will be a barroom brawl. I have decided to go ahead and start this as soon as I get game fees from everybody. If I don't get any more players, I will run the small version of the scenario.

### 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, Sean Cousins, and Chris Hurly. Need 3 more.

**Machiavelli.** This would be a gunboat game with all random elements removed. The only optional rule in effect would be Special Military Units and that would be modified by allowing unlimited units to be built. It would be played to Ultimate Victory Conditions.

**Dune.** "Sand Dog" is just about to end, and since I have already received a lot of interest in any other game of this I may choose to offer, I do not believe anyone will object to another game. This one will be a seven player game, using the Lansraad variant that was published in *The General*, Volume 26, Number 1. I will probably run this one in the zine, rather than by flier like I did the last one. 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**

**CompuServe: 70514,37**

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 1458**  
**Deadline/Fall 1458 7/1 Friday**

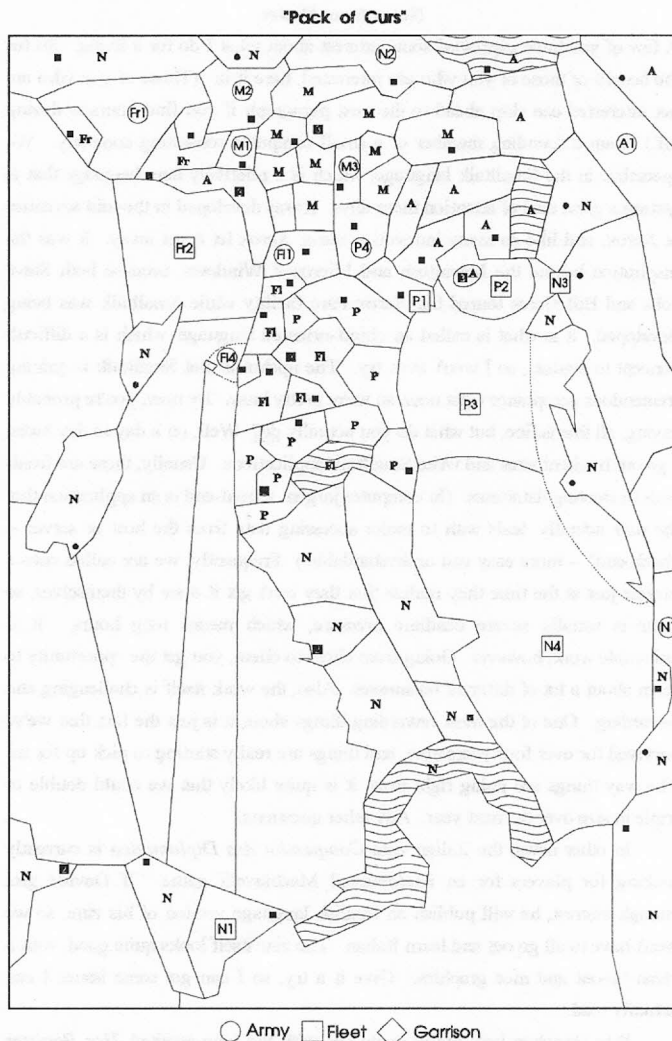
Milan turns on his erstwhile ally, snatching a couple of cities from Austria, who is busy putting down rebellions. Naples marches a step closer to victory by placing an army in the Balkans while the Pope strikes out at Milan for past (imagined?) transgressions, extracting Mantua as penance. Florence and France both simultaneously get the bright idea that since Austria can no longer defend Genoa, he no longer deserves it. However, since each prevents the other from taking it, Genoa remains Austrian by default.

Orders

- AUSTRIA: A1 SLAVONIA holds (rebellion put down)  
 (Johnson)
- FLORENCE: A1 MODENA to Genoa  
 (Kochler) A4 PIOMBINO besieges (autonomous garrison destroyed)
- FRANCE: A1 (EP) Marseilles to PROVENCE  
 (Anderson) F2 EASTERN GULF OF LYON to Genoa
- MILAN: A1 Pavia to MONTFERRAT  
 (Scharf) A2 Como to TURIN  
 A3 Mantua to CREMONA
- NAPLES: A1 Aquila to HERZEGOVINA  
 (Lewis) A2 Swiss to TYROLEA  
 F1 MESSINA holds (rebellion put down)  
 F3 Camolia to CROATIA(nc)  
 F4 LOWER ADRIATIC transports A1
- PAPACY: A4 Bologna to MANTUA  
 (Robles) F1 FERRARA supports F3  
 F2 (EM) Upper Adriatic to VENICE LAGOON  
 F3 Ancona to UPPER ADRIATIC

Press

**Milan - GM:** Ha! You only got 2 out of 5. You're losing your touch.  
**Cerberus - Milan:** If you want to lose more units to plague, it can be arranged.... And if you really think I've lost my touch, take a look at "Doghouse". Heh, heh, heh.  
**Papacy - Milan:** One unfriendly move deserves another.  
**Papacy - Venice:** No hard feelings...really. It's just time to make hay while the sun is shining.



**Doghouse / MGN# O/B/8/ABC/3**  
**Spring 1454**  
**Deadline/Summer 1454 7/1 Friday**

The Pope starts things off by bouncing with the Infidel and Venice, while Florence stakes his claim to Sienna right away. Austria moves southward (of course) while France moves from famine to plague. Milan goes to elaborate lengths to end up right back where he started and Naples exercises his right to keep his units exiled on an island.

Orders

- AUSTRIA: A1 TYROLEA holds  
 (Robles) A2 Austria to CARINTHIA  
 A3 Hungary to SLAVONIA
- FLORENCE: A1 Florence to SIENNA  
 (Johnson) A2 AREZZO supports A1  
 F1 Pisa to EASTERN GULF OF LYON
- FRANCE: A1 Swiss to TURIN  
 (Broyles) A2 AVIGNON supports A1  
 F1 Marseilles to WESTERN GULF OF LYON

- MILAN: A1 PAVIA supports A2  
 (Cochran) A2 CREMONA to Milan (imp.)  
 A3 MILAN holds
- NAPLES: A1 BARI converts to G1  
 (Kochler) A2 MESSINA holds  
 F1 Naples to GULF OF NAPLES  
 F2 PALERMO holds
- PAPACY: A1 BOLOGNA to Ferrara  
 (Hurley) A2 PERUGIA holds  
 A3 Rome to PATRIMONY  
 F1 ANCONA to Lower Adriatic

- TURKS: A1 Albania to RAGUSA  
 (Lewis) F1 DURAZZO to Lower Adriatic  
 F2 Tunis to WESTERN MEDITERRANEAN  
 VENICE: A1 PADUA to Ferrara  
 (Anderson) A2 Verona to VICENZA  
 F1 Dalmatia to UPPER ADRIATIC  
 G1 VENICE converts to F2

Spring 1454 Famine Losses

Autonomous garrison in Modena.

Summer 1454 Plague

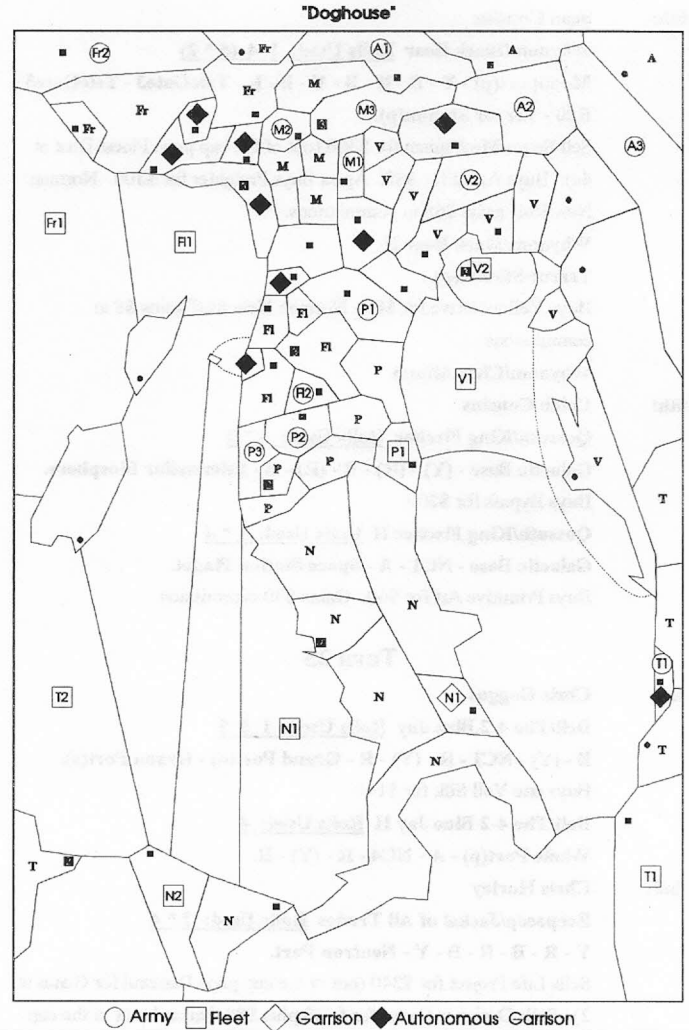
Good Year! Turin (French A1 destroyed), Sienna (Florentine A1 and autonomous garrison destroyed), Messina (Naples A1 destroyed), Padua (Venice A1 destroyed), Austria, Ferrara (autonomous garrison destroyed)

Notes

Florence controls the province but not the city of Sienna because both his army and the autonomous garrison died at the same time.

Press

- Austria - All: I guess I'm the runt of the litter...  
 Venice - Austria: Meet you in Paris.  
 Venice - Florence: Meet you in Rome.  
 Venice - France: See you in Vienna.  
 Venice - Pope: Meet you in Florence.  
 Cerberus - Venice: Ah, yes. That's what I like to see in a player: Decisiveness!



**Dingo's Delight**

Turns 24 and 25

Deadline Turns 26 and 27: 7/1 Friday

**Turn 24**

- 1st: **Chris Geggus**  
 Dell/The 4-2 Blue Jay Rolls Used: 2 3 3  
 Titan's Tower(s) - Titan's Tower(o) - B10 - A - (Y10) - R - A - R - B.  
 Dell/The 4-2 Blue Jay II Rolls Used: 6  
 Whale Port(p).  
 Buys 4 Finest Dust for \$40, one Yellow Drive for \$80, Wet Landing for \$160, and picks up the Fare to Base. Gains \$28 in commissions.
- 2nd: **Chris Hurley**  
 Eepeeep/Jackal of All Trades Rolls Used: 3 \* 4  
 Desolation Landing(p) - B - A - Dryport(o) - A - R - B - Y30 - R30 - B30 - Y - B - Y.  
 Eepeeep/Jackal of All Trades II Rolls Used: 3 \* 4  
 Terror Station(s) - Terror Station(p) - R10 - Titan's Tower(p).  
 Tries to trade in Scout for Transport (impossible, already has one in play), buys Yellow Drive for \$80. Norman New Ruff gains \$8 in commissions.
- 3rd: **Andy Lewis**  
 Niks/Dog Catcher Taxi Rolls Used: 4 6 6  
 Ice Station(p) - A - (R) - (Y) - B - (R) - (Y) - A - (R30) - B - (R) - B - (Y10) - (R10) - B10 - (Y) - B - (R) - Goliath(o) - B - (R) -

(R30) - (Y) - Grand Port(o) - (R) - (Y) - (R) - NC4 - Multi-Generation Ship - (R20) - Neutron Port(p).

Sell Psychotic Sculpture for \$250 plus \$90 demand (out of the cup pops a Servo-Mechanism at 7b and a Psychotic Sculpture at 10). Buys one Space Spice for \$30. Agent buys Base. Jackal of All Trades gets \$49 in commissions.

**Niks/Dog Catcher Taxi Dispatch**

Buys four Space Spice for \$120. Jackal of All Trades gets \$12 in commissions.

**Niks/Dog Catcher Taxi II Rolls Used: 3 3 4**

Neutron Port(p) - R - (Y) - R - Space Station Planet.

Sells Space Spice for \$80 plus \$120 demand (out of the cup pops Psychotic Sculpture at 10 and Dribble Glass at 4a). Buys Red Drive for \$120.

4th: **Andy York**

Human/Norman New Ruff Rolls Used: 1 2 3 4

R - B - Y - B - R - B - R - Y - Galactic Base - R - B.

Human/Dr. Pepper 2-4-10 Rolls Used: 2 4 6

R - Y - R - Grand Port(o) - Grand Port(s).

Sells Impossible Furniture for \$180 (out of the cup pops Impossible Furniture at 8). Buys the Volois Factory for \$200.

- 5th: Sean Cousins**  
**Whynom/Black Bear** Rolls Used: 1 4 (5 \* 2)  
**Moonport(p) - Y - B - R - B - Y - B - R - TeleGate3 - TeleGate5 - R20 - Terror Station(p).**  
 Sell Servo-Mechanism for \$300 (out of the cup pops Finest Dust at 4a). Buys Agent for \$80. Agent buys Freighter for \$300. Norman New Ruff gains \$68 in commissions.
- Whynom/Black Bear II**  
**Terror Station(p).**  
 Buys Yellow Drive for \$80. Norman New Ruff gains \$8 in commissions.
- Whynom/Chez Alfond**
- 6th: Caleb Cousins**  
**Qossuth/King Fischer** Rolls Used: 4 \* 2  
**Galactic Base - (Y) - (R) - B - (R) - B - Interstellar Biosphere.**  
 Buys Bypass for \$200.
- Qossuth/King Fischer II** Rolls Used: 1 \* 4  
**Galactic Base - NC1 - A - Space Station Planet.**  
 Buys Primitive Art for \$60. Gains \$30 commission.

### Turn 25

- 1st: Chris Geggus**  
**Dell/The 4-2 Blue Jay** Rolls Used: 1 5 5  
**B - (Y) - NC1 - R - (Y) - R - Grand Port(o) - Grand Port(s).**  
 Buys one Voll Silk for \$140.
- Dell/The 4-2 Blue Jay II** Rolls Used: 4  
**Whale Port(p) - A - NC4 - R - (Y) - R.**
- 2nd: Chris Hurley**  
**Eeep/peep/Jackal of All Trades** Rolls Used: 2 \* 4  
**Y - R - B - R - B - Y - Neutron Port.**  
 Sells Life Project for \$240 (out of the cup pops Demand for Genes at 2). Sells Designer Genes for \$120 plus \$80 demand (out of the cup pops Designer Genes at 9a and Immortal Grease at 6). Sells Designer Genes for \$120 plus \$40 demand (out of the cup pops a Fare to Base at 10 and Demand for Spice at 4b). Buys Glorious Junk for 100. Norman New Ruff gains \$50 commission while Jackal gains \$70 commission.
- Eeep/peep/Jackal of All Trades II** Rolls Used: 6 \* 4  
**Titan's Tower(p) - B10 - A - R - B - (Y) - Airhome - A - (Y20) - A - A - B10 - Aerie - R - B - (Y) - B - R10 - B10 - (Y) - B - R - Goliath(o) - Goliath(s).**  
 Buys Goliath for \$200.
- 3rd: Andy Lewis**  
**Niks/Dog Catcher Taxi** Rolls Used: 5 5 6  
**Neutron Port(p) - (Y30) - NC6 - (Y) - B - (R) - A - (R) - (Y10) - A - (R) - B - (Y) - Airhome.**  
 Sell Space Spice for \$80 plus \$60 demand (out of the cup pops Melf Pelts at 5 and Demand for Space Spice at 3). Buys Mulch Wine for \$20. 4-2 Blue Jay gains \$16 in commission.

**Niks/Dog Catcher Taxi II** Rolls Used: 2 2 6  
**Space Station Planet - R - (Y) - R - Neutron Port(p).**  
 Picks up Space Spice from Base.

- 4th: Andy York**  
**Human/Norman New Ruff** Rolls Used: 3 3 4 6  
**B - Y - B - R - B - Comfort Station(o) - Comfort Station(s).**  
 Sells Servo-Mechanism for \$300 (out of the cup pops Finest Dust at 4a). Buys Comfort Station for \$200.
- Human/Dr. Pepper 2-4-10** Rolls Used: 5 5 5  
**Grand Port(s).**  
 Sells two Impossible Furniture for \$360 (out of the cup pops Demand for Spice at 4b and Demand for Sculpture at 2). Buys Canned Traits for \$120, Grand Port for \$200, two Voll Silk for \$280, and Greathome for \$200. Gains \$60 in commission.
- 5th: Sean Cousins**  
**Whynom/Black Bear** Rolls Used: 2 3 (3 \* 2)  
**Terror Station(p) - R20 - TeleGate5 - A - R - B - Y - NC2 - Y30 - Neutron Port.**  
**Whynom/Black Bear II** Rolls Used: 5 \* 2  
**Terror Station(p) - R20 - (Y) - B - R - B - (Y) - B - R - Poisonport(o) - Poisonport(s).**  
 Buys Red Drive for \$120. Transfers 4 Immortal Grease from Base.
- Whynom/Chez Alfond**
- 6th: Caleb Cousins**  
**Qossuth/King Fischer** Rolls Used: 4 \* 2  
**Interstellar Biosphere - B - Y - R - Bypass(p).**  
 Sells Mulch Wine for \$60 plus \$120 demand (out of the cup pops Chicle Liquor at 7a and Demand for Liquor at 9a). Sells Mulch Wine for \$60 plus \$80 demand (out of the cup pops Demand for Dust at 7b and Fare to 4b at 6). Sells Mulch Wine for \$60 plus \$40 demand (out of the cup pops Demand for Liquor at 8 and Pedigreed Bolts at 7b). Sells Living Toys for \$180 (out of the cup pops Demand for Wine at 5). Cashes in IOU for \$90 credit. Buys five Melf Pelts for \$250. Gains \$94 commission.
- Qossuth/King Fischer II** Rolls Used: 2 \* 4  
**Space Station Planet - A - NC2 - Galactic Base - Y - R - B - R - B.**

### Notes

Oops. There was some confusion in 4-2 Blue Jay's orders last turn. His agent moved to the Whale Port port before purchasing the Freighter. He has been credited with the \$30 commission the error cost him.

### Press

**The 4-2 Blue Jay - Cerberus:** Nearly!  
**Cerberus - 4-2 Blue Jay:** Well, don't let me stop you.

1a. King Fischer \$1630  
Torch Freighter  
26: 4 // 27: 4 (times 2)

Hold1	Hold2	Hold3	Hull
Melf Pelt 5/\$110	Melf Pelt 5/\$110	Melf Pelt 5/\$110	Shield (\$60)
Hold4	Hold5		Relic Auto Pilot (\$80)
Melf Pelt 5/\$110	Melf Pelt 5/\$110		Comb. Drive (\$300)
Eeeppeep \$100	Cholos \$200	Ice Station \$200	
Desolation Landing \$200	Gossuth \$200	Human \$100	Bypass \$200

1b. King Fischer II  
Torch Clipper  
26: 6 // 27: 6 (times 4)

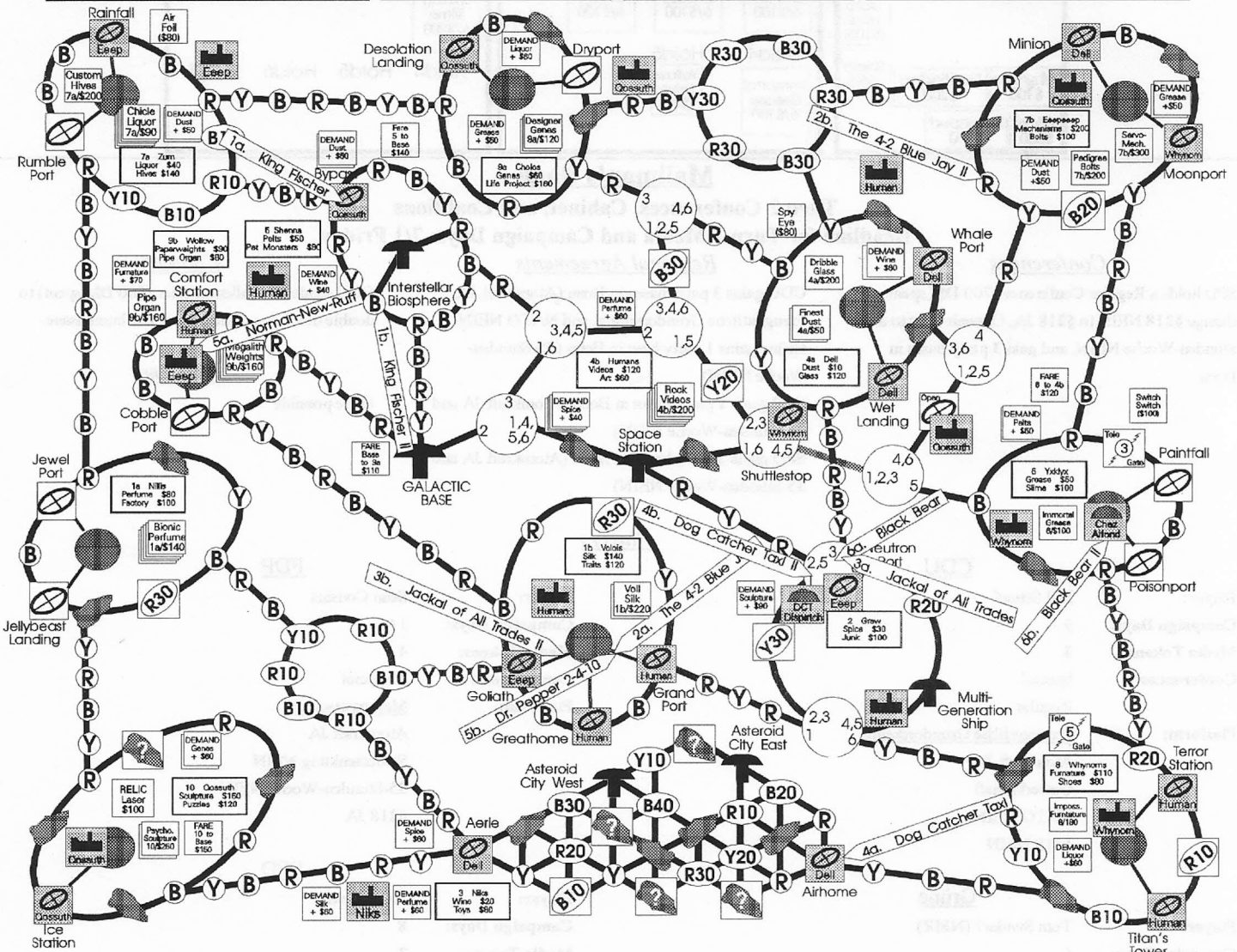
Hold1	Hold2	Hull
Primitive Art 4b/\$160		

2a. The 4-2 Blue Jay \$238  
Scow Clipper  
26: 2 3 4 6 // 27: 1 1 3 4 (Use 3)

Hold1	Hold2	Hull
Alrhome \$200	Aerte \$200	Minlon \$200
Whale Port \$200	Wet Landing \$200	

2b. The 4-2 Blue Jay II  
Scow Freighter  
26: 2 4 4 5 // 27: 1 1 3 4 (Use 1)

Hold1	Hold2	Hold3	Hull
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Finest Dust 4a/\$50	
Hold4	Hold5		
Finest Dust 4a/\$50	FARE 4a to Base \$180	Yellow Drive (\$80)	



3a. Jackal of All Trades \$1180  
Rocket Transport  
26: 3 5 // 27: 1 3 (Use 1 x 4)

Hold1	Hold2	Hold3	Hull
Glorious Junk 2/\$200			Shield (\$60)
Wallow \$100	Rainfall \$200	Neutron Port \$200	Zum \$200

3b. Jackal of All Trades II  
Rocket Scout  
26: 3 6 // 27: 1 6 (Use 1 x 4)

Hold1	Hold2	Hull
Imposs. Furn. 8/\$180	Yellow Drive (\$80)	
Gollath \$200		

4a. Dog Catcher Taxi \$1345  
Sports Scout  
26: 1 1 5 5 // 27: 1 2 3 4 (Use 3)

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Comb. Drive (\$300)	Relic Shield (\$60)
Niks \$200		

4b. Dog Catcher Taxi II  
Transport  
26: 2 3 5 6 // 27: 2 3 5 6 (Use 3)

Hold1	Hold2	Hold3	Hull
Space Spice 2/\$80	Yellow Drive (\$80)	Mulligan Gear (\$120)	
	Red Drive (\$120)		Shield (\$60)

S.O.B.

<p>4c. Dog Catcher Taxi Dispatch Base</p> <p>Hold1   Hold2   Hold3   Hull</p> <p>Space Spice 2/\$80   Space Spice 2/\$80   Space Spice 2/\$80</p> <p>Hold4   Hold5   Hold6   Hold7</p>	<p>5a. Norman-New-Ruff \$444 Clipper</p> <p>26: 3 3 4 5 // 27: 1 3 4 5</p> <p>Hold1   Hold2   Hull</p> <p>Grow \$200   Shenna \$100   Dell \$200   Voloks \$200</p> <p>Titan's Tower \$200   Terror Station \$200</p>	<p>5b. Dr. Pepper 2-4-10 Transport</p> <p>24: 3 6 6 // 27: 3 4 4</p> <p>Hold1   Hold2   Hold3   Hull</p> <p>Canned Traits 1b/\$240   Voll Silk 1b/\$220   Voll Silk 1b/\$220   Shield (\$60)</p> <p>Comfort Station \$200   Grand Port \$200   Greathome \$200</p>
<p>6a. Black Bear \$320 Fast Clipper</p> <p>26: 3 3 6 // 27: 2 5 5 (Double 1)</p> <p>Hold1   Hold2   Hull</p> <p>Gate Lock (\$100)</p> <p>Shield (\$60)</p> <p>Whynom \$100   Shuttlestop \$200</p> <p>Ydklyx \$200   Moonport \$200</p>	<p>6b. Black Bear II Fast Freighter</p> <p>26: 2 4 // 27: 5 5 (Use 1 x 2)</p> <p>Hold1   Hold2   Hold3   Hull</p> <p>Immortal Grease 6/\$100   Immortal Grease 6/\$100   Immortal Grease 6/\$100</p> <p>Hold4   Hold5</p> <p>Immortal Grease 6/\$100   Yellow Drive (\$80)</p>	<p>6c. Chez Alford Base</p> <p>Hold1   Hold2   Hold3   Hull</p> <p>Shining Slime 6/\$200</p> <p>Hold4   Hold5   Hold6   Hold7</p>

**Mailman's Bane**

**Turn 2 Conferences, Cabinet, and Coalitions**

**Deadline for Turn 2 Media and Campaign Days: 7/1 Friday**

Conferences

SPD holds a Regular Conference (700 DM spent) to change §218 NEIN to §218 JA, Umweltschutz to 35-Stunden-Woche NEIN, and gain 3 party bases in Bonn.

Regional Agreements

CDU gains 3 party bases in Bonn (Atomkraft JA, Freugeutliche Grundordnung, and NATO NEIN)  
Grüne gains 1 party base in Bonn (35-Stunden-Woche NEIN)  
FDP gains 2 party bases in Bonn (Atomkraft JA and 35-Stunden-Woche NEIN)  
SPD gains 2 party bases in Bonn (Atomkraft JA and 35-Stunden-Woche NEIN)

Cabinet

CDU sends his Außenminister (500 DM spent) to double the Freugeutliche Grundordnung issue.

Coalitions

None possible

Players

CDU

**Player:** Bill Scharf  
**Campaign Days:** 9  
**Media Tokens:** 3  
**Conferences:** Special  
Regular  
**Platform:** Freugeutliche Grundordnung  
Atomkraft JA  
Gewerkschaft  
NATO NEIN  
§218 NEIN

FDP

**Player:** Sean Cousins  
**Campaign Days:** 14  
**Media Tokens:** 4  
**Conferences:** 2 Special  
**Platform:** Marktwirtschaft  
Atomkraft JA  
Steuersenkung NEIN  
35-Stunden-Woche NEIN  
§218 JA

Grüne

**Player:** Tom Swider? (NMR)  
**Campaign Days:** 6  
**Media Tokens:** 3  
**Conferences:** 2 Special  
Regular  
**Platform:** Umweltschutz  
Atomkraft NEIN  
Marktwirtschaft  
35-Stunden-Woche NEIN  
§218 JA

SPD

**Player:** Andy Lewis  
**Campaign Days:** 8  
**Media Tokens:** 3  
**Conferences:** 2 Special  
**Platform:** Gewerkschaft  
Atomkraft JA  
35-Stunden-Woche NEIN  
Steuersenkung NEIN  
§218 JA

S.O.B.

Player order for turn 2 is: CDU, Grüne, FDP, SPD

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

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

Note: Standby needed!! See Notes From Hades for details.

Provinces

Bremen

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

Issues: Atomkraft JA

Freiheitliche Grundordnung \* 2

NATO NEIN

35-Stunden-Woche NEIN

Mandate Range: 1 - 6

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	2	0	4
Vote Share	1	4	7	2
Media Tokens	0	0	0	2
Trend	0	0	0	0

Issues: §218 JA

Steuersenkung NEIN

35-Stunden-Woche NEIN

Mandate Range: 8 - 13

Available Issues

NATO JA

Atomkraft NEIN

35-Stunden-Woche JA

Marktwirtschaft

NATO NEIN

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	0	7
Vote Share	1	6	0	14
Media Tokens	0	2	0	1
Trend	-1	0	0	+2

Issues: Atomkraft JA

NATO JA

Mandate Range: 7 - 12

Hamburg

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

Issues: Umweltschutz

Mandate Range: 2 - 7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	9	6	14	12
Votes	108	56	700	64

Issues: Atomkraft JA, §218 JA, Steuersenkung NEIN.

Dog Breath

Turn 3

**Deadline for Turn 4 Commander Actions: 7/1 Friday**

Commander Actions

**Basset Base Beta** (Koehler) bids 15 on a Data Library but is outbid by NODNOL at 17 (Or4, Or5, Wa8). Uses Wa6 and Wa8 to buy one population factor.

**Fangland** (Kinsel) uses Wa8, Wa7, Or3, and Or2 to buy a water factory and Or4, Or4, and Or3 to buy a population factor.

**NODNOL** (Cochran) has shot his wad.

**Miller's Outpost** (Johnson) uses Wa7, Wa7, and Wa8 to buy a water factory and Or1 and Wa9 to buy a population factor.

**Interstellar Mining and Pizza Delivery** (S. Cousins) passes.

**BarterTown** (York) bids 30 on Heavy Equipment and wins it (Wa4, Wa8, Wa9, Wa9). Uses Or5 and Or5 to buy a population factor.

**New Earth** (Scharf) uses Wa10 to buy a population factor.

**Dealer's Den** (Goldstien) uses Wa5 and Wa6 to buy a population factor which he uses to man an OrF.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	NODNOL	Dean Cochran	OrF, OrF, WaF	3DL	6
2	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF	No	6
3	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF	No	6
4	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF		5
5	BarterTown	Andy York	OrF, OrF, WaF, WaF	HE	5
6	Dealer's Den	Ken Goldstien	OrF, OrF, WaF, WaF, WaF		4
7	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF	DL	4
8	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF		4

Available Upgrades

New Arrivals: 1 Data Library and 1 Nodule.

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	2
Warehouses (Wa)	25	4	3
Heavy Equipment (HE)	30	2	4
Nodules (No)	25	1	4

Income

Existing cards: \_\_\_\_\_

New cards: \_\_\_\_\_

Notes

Andy York is now the BarterTown player of record.

Press

NODNOL - All: Isn't this Terminus?

NODNOL - Tom Terrific: Oh come on. You can still play. I can't send an OSHA inspector to BarterTown - we are not using Space Terrorism.

**"Fenris Wolf"**

**Epoch I**

**Deadline for Epoch II Empire Selection: 7/1 Friday**

**Dealer Dogs for Hell** (Goldstein) EGYPT: places Capital and army in the Nile Delta, 1 fleet in the Red Sea, and 1 army each in Nubia, Upper Nile, and Arabian Peninsula. Points: Dominance in North Africa (2), Presence in Middle East (2), 1 Capital (2), 1 Sea (1) for 7 points.

**Purple People Eaters** (C. Cousins) MINOANS: places Capital and army in Crete, 1 fleet in the Eastern Mediterranean, and 1 army each in Western Anatolia and Libya. Points: Presence in Middle East (2) and North Africa (1), 1 Capital (2), and 1 Sea (1) for 6 points.

**Olde Sea Dogge** (Cowles) INDUS VALLEY: plays the Engineering card. Places Capital, 1 army, and 1 fortress in Lower Indus, 1 army in Upper Indus, 1 army in Persian Salt Desert, and 1 army in Zagros (vs. Sumerians: I: 1, 3 S: 4 - loses). Points: Presence in India (1) and Middle East (2), 1 Capital (2) for 5 points.

**Wesley Crusher Returns** (Anderson) CHANG DYNASTY: plays the Allies card. Places Capital, 1 army, and fort in Yellow River; 1 army each in Wei River, Taurim Basin, Yangtze Kian, and Chekaing. Builds monument in Yellow

River. Points: Dominance in China (2), 1 Capital (2), and 1 Monument (1) for 5 points.

**The Flintstones** (Geggus) BABYLONIA: places Capital and army in Middle Tigris (Sumerian army retreats to Lower Tigris), 1 army each in Upper Tigris, Eastern Anatolia, and Western Anatolia (vs. Minoans: B: 3, 1 M: 1 - wins). Points: Dominance in the Middle East (4) and 1 Capital (2) for 6 points.

**Quantum Coyotes** (Kinsel) HITTTITES: Places Capital and army in Eastern Anatolia (Babylonian army retreats to Upper Tigris), 1 army in Levant, and 1 army in Zagros (vs. Sumerians: H: 6, 5 S: 6; H: 5, 3 S: 5; H: 6, 5 S: 5 - wins). Builds Monument in Eastern Anatolia. ARYANS: Places 1 army each in Turanian Plain, Persian Plateau, Hindu Kush, Upper Indus (vs. Indus Valley: A: 1, 5 I: 1 - wins), Lower Indus (vs. Indus Valley: A: 2, 5 I: 4 + 1 - loses [Fortress wins ties]). Points: Dominance in Middle East (4), Presence in India (1), 1 Capital (2), 1 Monument (1) for 8 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Purple People Eaters	4	6
Chris Geggus	The Flintstones	4	6
Murray Cowles	Olde Sea Dogge	4	5
Dave Anderson	Wesley Crusher Returns	4	5
Ken Goldstien	Dealer Dogs for Hell	5	7
Kevin Kinsel	Quantum Coyotes	8	8

**Final Positions**

**Dealer Dogs for Hell** (Goldstein) EGYPT: Capital and army in the Nile Delta, 1 fleet in the Red Sea, and 1 army each in Nubia, Upper Nile, and Arabian Peninsula.

**Purple People Eaters** (C. Cousins) MINOANS: Capital and army in Crete, 1 fleet in the Eastern Mediterranean, and 1 army in Libya.

**Olde Sea Dogge** (Cowles) INDUS VALLEY: Capital, 1 army, and 1 fortress in Lower Indus, 1 army in Persian Salt Desert.

**Wesley Crusher Returns** (Anderson) CHANG DYNASTY: Capital, 1 army, Monument, and fort in Yellow River; 1 army each in Wei River, Taurim Basin, Yangtze Kian, and Chekaing.

**The Flintstones** (Geggus) BABYLONIA: Capital and army in Middle Tigris, 2 armies in Upper Tigris, and 1 army in Western Anatolia.

**Quantum Coyotes** (Kinsel) HITTTITES: Capital, Monument, and army in Eastern Anatolia, 1 army each in Levant and Zagros. ARYANS: 1 army each in Turanian Plain, Persian Plateau, Hindu Kush, and Upper Indus.

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

Epoch II Empire Draw

Your Empire is: \_\_\_\_\_



## Sand Dog

### Turn 15 Movement - Combat

#### Players

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

#### Revival and Movement

The Guild chooses to move and ship first. The Bene Gesserit coexist everywhere but Tuck's Sietch.

#### Revival

**Atreides:** 2 tokens  
**Bene Gesserit:** 1 token  
**Emperor:** 1 token  
**Harkonnens:** 2 tokens

#### Shipping

**Bene Gesserit:** 10 tokens to Tuck's Sietch  
**Emperor:** 1 token to Tuck's Sietch  
**Fremen:** 1 token to Sietch Tabr  
**Guild:** 20 tokens to Habbanya Ridge Sietch (Bene Gesserit accompanies)

#### Movement

**Emperor:** 8 tokens (5 Elite Sadaukar) Carthag - Imperial Basin - Arrakeen  
**Fremen:** 8 tokens (2 Fedaykin) Habbanya Ridge Flat - Habbanya Ridge Sietch

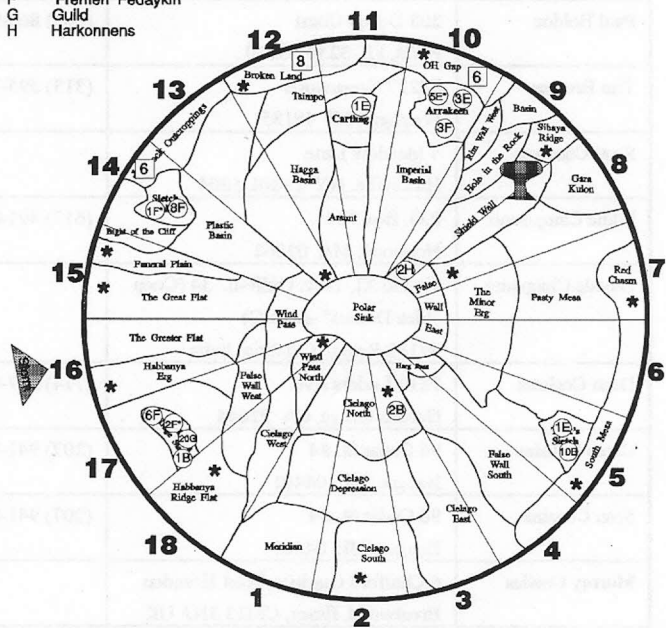
#### Combat

**Arrakeen:** Emperor vs. Fremen. Fremen are the aggressors. Available leaders: Emperor: None; Fremen: Stilgar, Otheym, Shadout Mapes.  
**Tuck's Sietch:** Emperor vs. Bene Gesserit. Bene Gesserit are the aggressors. Available leaders: Emperor: None; Bene Gesserit: Princess Irulan, Alia, Lady Fenring, Wanna Marcus.  
**Habbanya Ridge Sietch:** Fremen vs. Guild. Guild are aggressors. Available leaders: Fremen: Stilgar, Otheym, Shadout Mapes; Guild: Esmar Tuck, Master Bewt, Soo Soo Sook, Guild Representative

#### Final Positions

**Atreides:** 19 tokens off-planet, 1 token in the tanks  
**Bene Gesserit:** 2 tokens Cielago North(3), 10 tokens in Tuck's Sietch, 2 tokens off-planet, 5 tokens in the tanks, 1 token Habbanya Ridge Sietch  
**Emperor:** 10 tokens in the tanks, 8 tokens in Arrakeen (5 Elite Sadaukar), 1 token Carthag, 1 token Tuck's Sietch  
**Fremen:** 8 tokens (2 Fedaykin) in the Habbanya Ridge Sietch, 3 tokens Arrakeen, 9 tokens (1 Fedaykin) in Sietch Tabr  
**Guild:** 20 tokens Habbanya Ridge Sietch  
**Harkonnens:** 5 token in the tanks, 13 tokens off-planet, 2 tokens False Wall East

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



### Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. 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.
4. 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.
5. 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.
6. 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.
7. 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.

8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. 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.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. 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.
12. 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.
13. 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.

**S.O.B.**

- 14. Treasuries are open to inspection only during income calculation and the Winter campaign.
- 15. 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.
- 16. 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.
- 17. 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.
- 18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.

- 19. 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.
- 20. 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.
- 21. 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.**

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

- |                           |   |                    |                    |  |
|---------------------------|---|--------------------|--------------------|--|
| <b>Machiavelli:</b>       | Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles |                    |                    |  |
| <b>Dune:</b>              | Steve Koehler   | <b>Die Macher:</b> | Tom Swider         | <b>History of the World:</b> Andy Lewis        |
| <b>New World:</b>         | Steve Koehler   | <b>Outpost:</b>    | Roy Vij, Andy York | <b>Stellar Conquest:</b> Tom Swider, Andy York |
| <b>Merchant of Venus:</b> | Andy York   |                    |                    |  |

**Standby Calls**

"Mailman's Bane" Open call. See Notes From Hades for details.

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