

Notes from Hades

Here comes another one. Issue of S.O.B., that is. Yes, another issue of the zine that brings you a wide variety of games. Anyway, here it is. This issue sees the actual start of the new Merchant of Venus game, "Dog Food" as well as continued interest in the Trivia Quiz.

In recent months, I have heard of more incidents of issues of zines getting lost in the mail. I do have a policy concerning this, which I have mentioned to a few of you, but I don't recall ever stating it openly, so here it is. If you do not receive your copy of the zine by two weeks after the prior deadline (more for overseas mail) LET ME KNOW! I will immediately send you a replacement copy at no charge. The point is that "I didn't receive my copy of the zine." is not a legitimate excuse for NMRs because it is the player's responsibility to let the publisher know, in a timely fashion, that the zine didn't arrive. If I don't know that your zine didn't arrive, I can't do anything about it. NMRs are a serious pain in the ass for a GM and a disruption in the game for the other players and I will try to do what I can to avoid them.

On a more personal note, I would like to congratulate Andy Lewis and his bride Carrie who got married on May 13. May their love and marriage both last.

This issue's deadline will be on **Friday, June 30 at 5:00 pm Pacific Time.**

Contents

Howling at the Moon	Page 1
"Pack of Curs"	Page 2
"Doghouse"	Page 3
"Rude Dog"	Page 4
"Mailman's Bane"	Page 5
"Dog Breath"	Page 7
"Fenris Wolf"	Page 7
"Prairie Dog"	Page 8
"Canine"	Page 9
"Anubis"	Page 10
"Dog Food"	Page 12
Trivia Quiz	Page 13
Pedagogy	Page 13

Flier Games

"Proteus"	Midway Campaign	1500 Aug 26
"Canis Major"	Stellar Conquest	Turns 9, 10

Game Openings

None at this time.

Wish List

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy. 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. It will be run by flier. Have Sean Cousins and Chris Hurley. Need 4 more.

Mystery Game. Due to the total lack of response to his Gangsters and Race for the White House offerings, Andy Lewis has asked me to throw the floor open for suggestions. Send in a suggestion of a game you would like to play by mail, either to me or direct to Andy. He will entertain all reasonable suggestions.

Machiavelli. With the completion of "Pack of Curs" I will open up another Machiavelli game. I am going to try the 9-player Genoan variant with plague, famine, and unlimited special military units, to the Advanced game victory conditions. Have Bob Robles, need 8 more.

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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CompuServe: 70514,37

Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

Kevin Wilson

The quality of the reproduction of maps in S.O.B. is great. The "blockishness" has disappeared. I guess the upgrade in your software went well. Although I don't think maps are a requirement to sub to a 'zine or to play a game in one, it sure does make watching more fun and easier to follow. I like to follow games and having to set up a board or mark up a photocopies map to see the action is time consuming. Supplying maps eliminates the need and lets me follow the action. I wish more did so. [Thanks for the kind words. The actual reason why the maps have improved is that I changed the way in which I was exporting them from CorelDraw and into Word. Before, I was using a TIF format file. Last issue, I changed to a Windows Metafile format, which Word apparently handles much better. The only drawback is

that fill patterns (like the crosshatched pattern of the stage on the Gunslinger map) are translated to solid gray. Oh, well.]

Several of your subbers have been discussing the possibility of a revolution or other political crisis in Mexico. I agree with W. Narhi that the probability of a significant uprising in Mexico is small. While the distribution of wealth in Mexico is significantly uneven, the lot of the majority of people is much better under the current system than anything prior. There are many political reforms that can be enacted to address the inequalities and electoral problems, but I doubt that the lack of these reforms will lead to anything significant occurring.

However, given what I said above, I do feel the probability of a significant political crisis which could lead to the downfall of the government is not zero. Should such an unlikely event occur, I do feel the US government

The Results

AUSTRIA:	Ron Johnson (out, Summer, 1461)	5th place	3
FLORENCE:	Asher Gaylord-Ross (dropped, Fall 1454), Steve Koehler	2nd place	8
FRANCE:	Dave Anderson (out, Fall 1459)	5th place	3
MILAN:	Bill Scharf	1ST PLACE	10
NAPLES:	Andy Lewis	4th place	6
PAPACY:	Bob Robles	2nd place	8
TURKS:	Shaun Johnston (out, Summer 1457)	5th place	3
VENICE:	Gary Pomeroy (out, Summer 1456)	5th place	3

The Statements

Steve Koehler (Florence): I came into this game as a sub in April of 1993 when Florence had 4 cities and provinces. I survived with 8 cities and 8 provinces. I guess that is a positive showing.

I had a good time stabbing the Howler, and I want to say congratulations to Bill. He played a good solid game.

Bill Scharf (Milan): The first part of the game I cooperated with Austria to take out Venice. Venice is always capable of a win. I then turned on France while Austria was having a bad time with the Papacy. Eventually I took out France while the Papacy took out Austria. After that I raced east to grab a few more dots and that was it.

Florence and I had a neutrality pact virtually the whole game. The Papacy kept bugging Florence, keeping him under pressure, so we were both glad for the neutrality. Once I started pulling out in front the only person

capable of hurting me was Florence, but by then he realized that the Papacy couldn't be trusted. There was no way Florence was going to turn his back on the Papacy to attack me.

This game was a lot of fun. Everyone played well. Steve (Koehler) was a good ally -- everyone had a shot at winning -- what can make a game more interesting than that? And thanks to the GM for decent plague rolls for once & thanks for running a great game.

Chris Hassler (GM): This was a good game. With a few exceptions, all of the players kept a high level of interest throughout. Into the end game, any one of four players could potentially have won. The decisive factor was the Milan-Florence neutrality pact. This allowed Milan to mop up in the north without distraction while the *menage a trios* was going on in the south. Bill played a very canny game, as usual. Congratulations to him for the win.

Doghouse / MGN# O/B/8/ABC/3

Summer 1457

Deadline/Fall 1457 6/30 Friday

A new, revitalized France lunges forward at a Milan holding out an olive branch. Florence announces an extended period of mourning for the many citizens lost to plague. Venice, showing no religious bias whatsoever, continues to press against both the Pope and the Infidel, while shuffling things around to the north. Naples circles the wagons in anticipation of an attack which never arrives, as the Turk repositions himself for different goals.

Fall 1456 Retreats

France A4 retreats to Avignon

Orders

FLORENCE: A2 PISA holds

(York)

FRANCE: A1 SWISS to TURIN

(Wilke) A3 (EM) PROVENCE supports A1

A4 (EM) Avignon to SWISS

G1 GENOA converts to A2

MILAN: A1 PIACENZA supports A4

(Scharf) A2 SAVOY besieges (autonomous garrison destroyed)

A3 (EP) Turin supports A2 (cut, DISLODGED, retreat Como, Pavia, ..

Montferrat, Saluzzo, OTB)

A4 (CM) MILAN holds

NAPLES: F2 PALERMO holds

(Koehler) G1 (EM) PALERMO supports F2

PAPACY: A1 Bologna to ROME

(Hurley) A2 Rome to PERUGIA

TURKS: F1 Eastern Tyrrhenian Sea to GULF OF NAPLES

(Lewis) F2 Western Tyrrhenian Sea to EASTERN TYRRHENIAN SEA

F3 Bay of Tunis to IONIAN SEA

F4 ANCONA to Lower Adriatic

F5 Western Mediterranean to BAY OF TUNIS

VENICE: A1 (EM) Austria to TYROLEA

(Anderson) A2 Trent to VERONA

A3 Tyrolea to CARINTHIA

A4 MANTUA supports A6

A5 Bosnia to HERZEGOVINA

A5 (CM) Ferrara to BOLOGNA

F1 UPPER ADRIATIC supports F2

F2 Dalmatia to LOWER ADRIATIC

Notes

There was an error in the prior adjudication (gasp!). It turns out that Albania is not a port, and therefore, fleets may not be built there. According to the house rules, however, the Turks are still out the ducats for the attempted purchase. Finally, Jason Wilke is now the French player of record.

Press

Stand-by France - GM: I wish this Broyles dude would get his shit together. If he's gonna NMR out, fine, but at least have the integrity to back out all at once and let someone else come in. This is like his 3rd NMR, non?

Cerberus - France: Well, you've got your wish -- and the position.

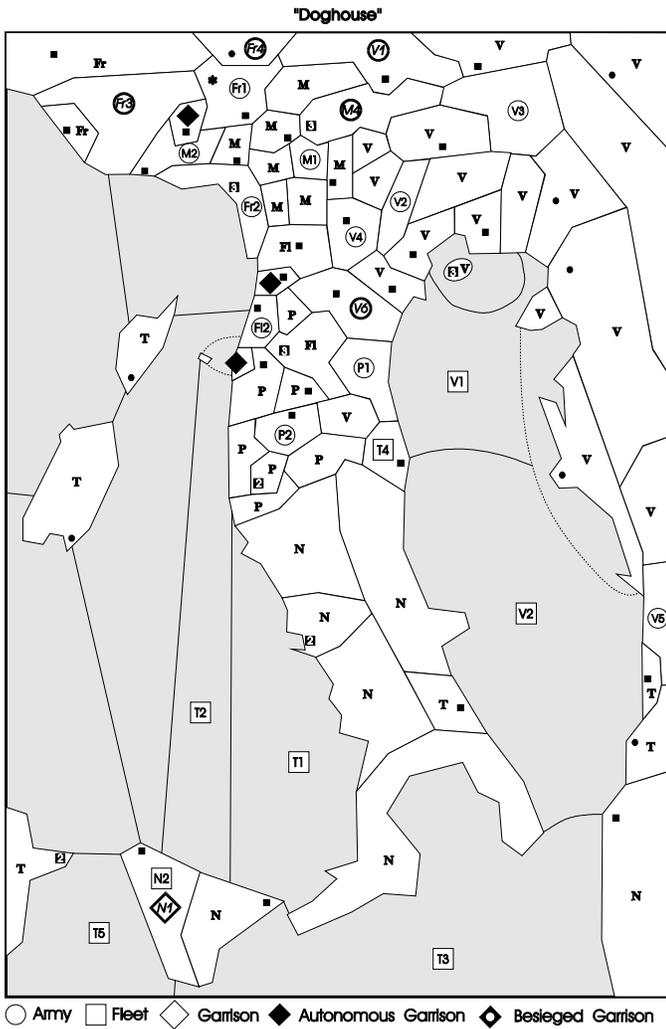
Milan - Florence: Yeesh, losing 2 of 3 units is not healthy; and I speak from experience....

Milan - France: Leave me alone and I'll do the same. Attack me, and I'll wreak terrible vengeance upon you! My argument was with the old France ... not you.

Milan - Venice: Our deal is still good. (Now that should make some people worry.)

Milan - GM: Thank you, oh mighty Plague Master, for sparing my units.

Cerberus - Milan: Well, you are writing press...



Rude Dog / MGN# O/B/8/CH/1 - GUNBOAT

Summer 1455

Deadline/Fall 1455 6/30 Friday

The situation for Austria worsens as Venice uses his considerable cash reserve to buy off an army. France has turned his attention southward, but Milan is still bumping heads with the Hapsburg. The Pope completes his takeover of the Florentine lands while the war between Naples and the Turk heats up.

Expenditures

Venice spends 18 ducats to buy Austrian A2 Vicenza.

Orders

Austria(): A1 AUSTRIA to Tyrolea
A2 Vicenza to Padua (nsu)
A3 Croatia to Dalmatia (DISLODGED, retreat Bosnia, Istria, Carniola, OTB)
A4 SLAVONIA to Carinthia

France(): A1 Saluzzo to SAVOY
A2 TURIN supports A1
A3 Provence to SARDINIA
F1 Corsica to WESTERN TYRRHENIAN SEA
F2 WESTERN GULF OF LYON transports A3

Milan(): A1 MILAN to Tyrolea
A2 GENOA supports A3
A3 Pavia to MONTFERRAT
A4 Mantua to BOLOGNA
G1 MILAN converts to A5
G2 PAVIA converts to A6

Naples(): A1 AQUILA to Bari
A2 Ragusa to ALBANIA
A3 Naples to SALERNO
F1 IONIAN SEA to Durazzo
F2 LOWER ADRIATIC supports F1 (cut)
F3 PALERMO to Bay of Tunis

- Papacy(): A1 Pisa to PISTOIA
 A2 Arezzo to FLORENCE
 A3 Rome to SPOLETO
F1 ANCONA to Lower Adriatic
- Turks(): A1 BARI to Aquila
 A2 Albania to HERZEGOVINA
F1 DURAZZO to Ionian Sea
F2 BAY OF TUNIS support F1 (cut)
F3 WESTERN MEDITERRANEAN to Palermo
- Venice(): A1 Romagna to CROATIA
 A2 TRENT supports A4
A3 (EM) Treviso to FRIULI
 A4 Vicenza to CARINTHIA
 F1 DALMATIA supports A1
 F2 UPPER ADRIATIC transports A1

If you are in the game, a red check will appear next to the country you are playing.

Notes

Since the Pope now occupies all former Florentine provinces, he has completed the conquest of Florence and may now build in Pisa, Arezzo, and Florence. He also receives the Florentine variable income die rolls.

Press

- Austria - Venice:** OOOOH! I'm so scared. Too bad most of your units are in that south. Looks like an opportunity for me.
- Fra - Mil:** You're too gullible.
- France - Milan:** I am glad to see you writing press.
- France - Turkey:** I would like to be pals. As you can see by my moves I'm trying to be friendly.
- Mil - Aus:** Sorry can't help just yet. Ask N/T to SWIM that way.
- Mil - Fra:** My moves are defensive only. I'm TREADING WATER until I see what happens to my east/south. The loss of Florence changes my perspective a bit.
- Mil - Fra:** You're dead meat!
- Mil - Fra:** Where, pray tell, are your armies headed? It's like they're all FLOATING around aimlessly... Perhaps a convoy to Piombino is what's called for...
- Mil - FR/N/T:** Would someone put a fleet in E Tyrr to help us vs the Pope, please?
- Mil - N/T:** Why don't you dismiss your little skirmish and move towards Venice or the Papacy before we all get SOAKED.
- Mil - Pap:** What a WET BLANKET! You didn't even give my friends in Pisa a fighting chance. You keep talking about the Venetian threat, but YOU'RE earning 3 die dolls if you're in Pistoia.
- Mil - Pop:** Why do you keep harping on me when I can't even build an eastern fleet? The only way to bring Venice down to size is to take Venice proper. That can only be done by SEA. So, if you're so interesting in WASHING Venice off the board, why don't YOU go help Austria, since you can build in Ancona?

Mil - Ven: Perhaps we can DOUSE the sparks that Mr Holier-Than-Thou is lighting. We can't allow him to start collecting Florence's income and building in his centers... My unit in Bologna will assist you in the best manner that I can predict, so make your move and I'll try to help.

Mil - Ven: If you'd care to make me a loan, I'm guessing I'll be able to CLEAN HIS CLOCK -- which will keep both our heads above water. Remember, he's the only other person with money.

Mil - World: TELL ME... WHO'S ATTACKING THE POPE?

Naples - Turkey: OK, if that's the way you want it...

Pope - All: My blessings on the deceased Florentine, DiMidici. Although he fought bravely, he eventually felt the full power of the church and God.

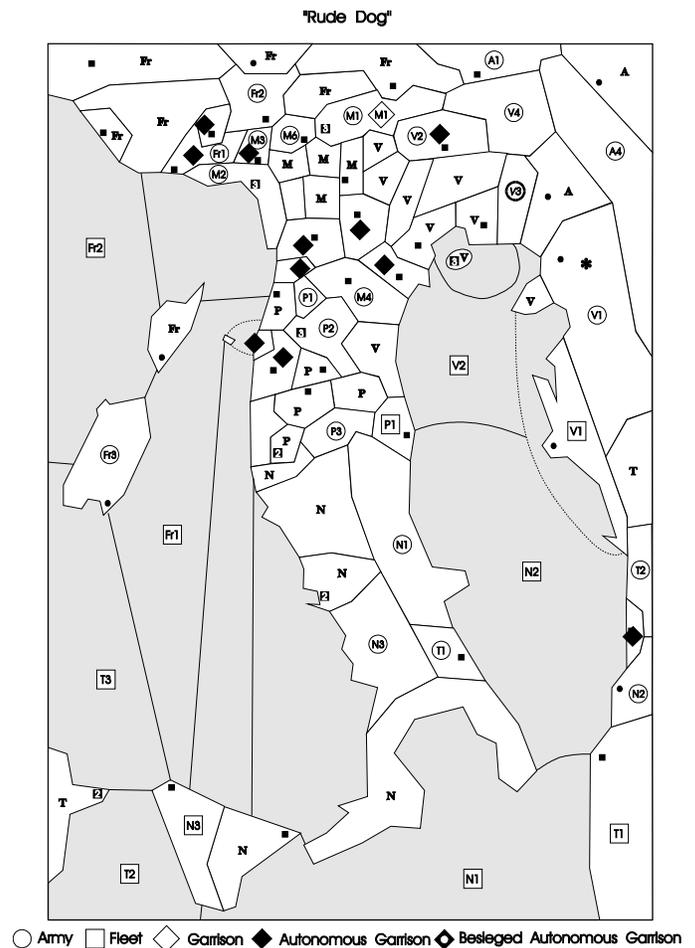
Pope - Milan: Shall you follow your words with deeds?

Pope - Neopolitan: I cast thee out!

Pope - Turk: Your timely attack on Naples shall not go unrewarded. But I find I need to turn my attentions towards the powerful Doge. May the Lord be with us.

Venice - Papacy: Hey, are you talking to me? Are you talking to Me!? YOU TALKING TO ME?! Looks like it's time to scrape you off my shoe.

Venice - Papacy: You can consider this a good will measure. Both of us have better things to do with our forces.



Mailman's Bane

Turn 5 Conferences, Cabinet, and Coalitions

Deadline for Turn 5 Media and Campaign Days: 5/19 Friday

Media Tokens

Grüne buys one in Niedersachsen (400 DM spent)
 SPD buys one in Rheinland-Pfalz (400 DM spent)
 CDU buys one in Rheinland-Pfalz (400 DM spent)
 Grüne buys one in Rheinland-Pfalz (400 DM spent)
 SPD buys one in Rheinland-Pfalz (400 DM spent)

Campaign Days

Grüne buys 4 each in Hamburg, Rheinland-Pfalz, and Niedersachsen (1200 DM spent)
 SPD buys 4 each in Hamburg, Rheinland-Pfalz, and Niedersachsen (1200 DM spent)
 CDU buys 4 each in Hamburg and Rheinland-Pfalz, and 2 in Niedersachsen (1000 DM spent)
 Grüne sends his Außenminister to Hamburg to turn his trend +1 (500 DM spent).

Issue Exchange

None

Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
Player: Bill Scharf	Player: Dave Anderson	Player: Sean Cousins	Player: Andy Lewis
Campaign Days: 0	Campaign Days: 3	Campaign Days: 6	Campaign Days: 0
Media Tokens: 0	Media Tokens: 0	Media Tokens: 2	Media Tokens: 0
Conferences: None	Conferences: Special	Conferences: None	Conferences: Special
Platform: <u>Freugeutliche Grundordnung</u>	Platform: <u>Umweltshutz</u>	Platform: <u>Marktwirtschaft</u>	Platform: <u>Gewerkschaft</u>
Atomkraft JA	NATO JA	Atomkraft JA	Atomkraft JA
35-Stunden-Woche NEIN	Steuersenkung NEIN	Steuersenkung NEIN	NATO JA
NATO JA	35-Stunden-Woche NEIN	35-Stunden-Woche NEIN	Steuersenkung NEIN
§218 NEIN	§218 JA	§218 JA	§218 JA

Player order for turn 5 is: Grüne, SPD, CDU, FDP

Your Available Cash: _____

Your Available Ministers: _____

Notes

Will Andy York please submit standby orders for FDP!

Provinces

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	9	4	8	4
Vote Share	0	10	0	14
Media Tokens	2	2	1	0
Trend	-2	+1	+1	0

Issues: **Umweltschutz *2**

NATO JA

Atomkraft NEIN

Steuersenkung JA

Mandate Range: 2 - 7

Niedersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	2	4	0	7
Vote Share	0	0	0	2
Media Tokens	0	1	0	3
Trend	-1	0	0	+1

Issues: NATO JA

Steuersenkung JA

Mandate Range: 6 - 11

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	4	4	1	4
Vote Share	10	16	1	0
Media Tokens	1	2	0	2
Trend	0	+2	-2	+2

Issues: NATO JA

35-Stunden-Woche NEIN

Steuersenkung NEIN

Mandate Range: 4 - 9

CDU Parteiboss

Available Issues

Steuersenkung JA Atomkraft NEIN (x2)
 35-Stunden-Woche JA Marktwirtschaft (x2)
 NATO NEIN (x3) 35-Stunden-Woche NEIN
 Freiheitliche Grundordnung §218 JA (x2)
 NATO JA

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	2	0	2	0
Party Bases	22	20	33	28
Votes	1568	575	1593	1044

Issues: Atomkraft JA (x3), §218 JA, Steuersenkung NEIN (x2).

Dog Breath

Turn 13

Deadline for Turn 14 Commander Actions: 6/30 Friday

Commander Actions

BarterTown (York) opens the bidding on an Orbital Lab at 50 and NODNOL gets it for 75 (Or4, Wa7, Wa8, Re13, Re13, Mi15, Mi15). Opens bidding on a Laboratory for 100 and gets it (MTi, Ti12, MWa, Ti9, Or5). Moves population from ore factory to research factory.

Last Chance Cafe (Lewis) opens the bidding on an Outpost at 100 and Dealer's Den gets it for 112 (Wa6, Wa8, MTi, MTi). Buys 2 titanium factories (Or4, Or4, Or4, Or5, Wa8, Mi17, Mi18) and 2 robots (Or2, Mi18)

Fangland (Kinsel) buys a titanium factory (MWa) and a population (Or2, Or3)

Basset Base Beta (Koehler) buys two titanium factories (MTi, Ti12, Wa4) and two population (Wa10, Wa7, Or3)

New Earth (Scharf) Opens bidding on a warehouse for 25 and gets it (Mi20, HE discount).

NODNOL (Cochran) Passes.

Dealer's Den (Anderson) buys one population (Wa10)

Interstellar Mining and Pizza Delivery (S. Cousins) NMR! Discards Wa6, Wa6.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, ReF	HE, No, Ou, La	32
2	Last Chance Cafe	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TIF, TIF, TIF	No, HE, Ro, Wa, 2OL, Ec	30
3	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF	No, HE, Wa, Ou	28
4	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF	No, HE, Wa, Ec, Ou	26
5	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF	No, HE, Ro, Wa, Ou	26
6	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF	HE, No, 2Wa, Ro, OL	24
7	NODNOL	Dean Cochran	OrF, OrF, WaF, WaF	6DL, 2Sc, 3OL	23
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF	DL, HE, No, Ro	17

Available Upgrades

New arrivals: 2 Ecoplants, Laboratory, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse	25	1	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	0	1
Robots (Ro)	50	3	0
Laboratory (La)	100	1	5
Ecoplants (EP)	30	2	3
Outpost (Ou)	100	0	3
Space Stations (SS)	120	1	6
Planetary Cruiser (PC)	160	0	7
Moon Base (MB)	200	0	7

Income

Existing cards: _____

New cards: _____

Mega Water recipients: Last Chance Cafe, Fangland, Dealer's Den
 Mega Titanium recipients: BarterTown, Basset Base Beta, New Earth, Dealer's Den, Interstellar Mining and Pizza Delivery

Notes

Will Dan Eisenhut please submit standby orders for Interstellar Mining and Pizza Delivery!

"Fenris Wolf"

Epoch V Empire Selection

Deadline for Franks, Vikings, Holy Roman Empire, Chola, and Sung Dynasty: 6/30 Friday

Quantum Coyotes (Kinsel) keeps

Wesley Crusher Returns (Anderson) gives to the Hellfighters

Olde Sea Dogge (Cowles) gives to Purple People Eaters

Purple People Eaters (C. Cousins) gives to the Flintstones

Hellfighters (Lewis) gives to Wesley Crusher Returns

The Flintstones (Geggus) gives to the Olde Sea Dogge

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Kinsel	Quantum Coyotes	29	73
Dave Anderson	Wesley Crusher Returns	29	61
Murray Cowles	Olde Sea Dogge	34	65
Caleb Cousins	Purple People Eaters	36	74
Andy Lewis	Hellfighters	41	69
Chris Geggus	The Flintstones	48	89

Press

The Flintstones - Quantum Coyotes: Your last press was out of order, both on the grounds of poor reasoning and an unwarranted suggestion of bias by Murray.

The Khmers had to go to you or I and with only one victory point in it and you with less than half my empire strength points you were the obvious recipient. If given to me you would win the game by a stretch and indeed I would also benefit by possibly not selecting last in subsequent turns. Murray has ensured that I continue to select last each epoch until game end and your v.p.s have been curtailed. Indeed your presence in S.E. Asia was doubly harmful to you. If you play the game by “always, always, giving the Romans the Khmers” then your opponents must enjoy the predictability of your play.

As to your suggestion of a U.K. connection, you couldn't be more wrong. I have gamed with Murray for many years now and he is without doubt the most honest player I have ever come across. You could have been Mother Theresa and I Saddam Hussain -- he would still have given the Khmers to you. The only possible time Murray would have shown bias would have been if you and I had been totally equal in all respects. In that case, Murray would have laughed loud and long -- and given the Khmers to me! He's been shafted by me too many times in the past to forget them all!

You will see my name as a playtester in the Avalon Hill version, but I can assure you that all the actual work on behalf of our AHKS playtest group was done by Murray. He knows the game very well indeed and it would be a foolhardy player who dared rely on Murray making a mistake.

Basically, Kevin, you're pissed off! Murray played correctly and you'll just have to live with it!

Final Positions

Purple People Eaters (C. Cousins) Fleet in *Red Sea*. CHOU DYNASTY: Three armies in *Irrawaddy*. ARABS: Capital, Monument, and army in *Arabian Peninsula*, City, Monument, and army in *Middle Tigris*, City and army in *Lower Indus*, Monument and army in *Zagros*, one army each in *Palestine, Levant, Persian Salt Desert, Nile Delta, Libya, Shatts Plateau, Upper Tigris, Nubia, and Southern Iberia*.

The Flintstones (Geggus) Fleet in *North Sea*. ROMANS: Army and City in *Pindus*, one army each in *Northern Gaul, Albion, Central Massif, Western Iberia, and Western Anatolia*. ANGLO-SAXONS: Army in *Baltic Seaboard*. MALAYAN KINGDOM: Army, City, and fort in *Malay Peninsula*. T'ANG DYNASTY: Army and Monument each in *Taurim Basin, Wei River, and Great Plain of China*, one army each in *Chekiang and Szechuan*.

Olde Sea Dogge (Cowles) Fleets in *Black Sea and Eastern Mediterranean*. NORTH AMERICAN MIGRANTS: One army each in *West Indies and Great Plains*. HAN DYNASTY: Monument, City, Fortress, and army in *Yellow River*. BYZANTINES: Capital and army in *Balkans*, City, Monument, and army in *Southern Apennines*, one army each in *Danubia, Dalmatia, Northern Apennines, Crete, Morea*.

Wesley Crusher Returns (Anderson) Fleet in *Bay of Bengal*. MAYANS: Army, Capital, and fort in *Central America*. GUPTAS: Capital and army in *Eastern Deccan*, City and army in *Ganges Delta*, one army each in *Eastern Ghats, Ceylon, and Western Deccan*.

Quantum Coyotes (Kinsel) Fleet in *South China Sea*. ARYANS: 2 armies in *Hindu Kush*, 1 army in *Turanian Plain*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. MAURYANS: City and army in *Upper Indus*, one army in *Ganges Valley*. KHMERS: Army and Capital in *Mekong*, army, City, and Monument in *Yangtse Kian*, one army each in *Si-Kiang and East Indies*.

Hellfighters (Lewis) SYTHEANS: Army in *Persian Plateau*. CIVIL WAR: One army in *Pyrenees*. HUNS: Two armies in *Northern European Plain*, one army each in *Western Steppes, Eastern Steppes, Caucasus, Eastern Anatolia, Central Europe*.

Your event cards are: _____

Epoch V Empire

Your Empire is: _____

Prairie Dog

Turn 8

Deadline Turn 9: 6/30 Friday

Segment 1

Andy: Card 5 -- Aim (), segment 1 of 2
John Henry: Cards 9 and B9 -- Draw and Cock (chair to both hands) add 3 to wielding factor, segment 1 of 4
Ronnie: Card 1 -- Advance, ahead left (to bar), segment 1 of 2
Laundry Boy: Card (2) -- Spin Around (straight back, to face hex H15), segment 1 of 2

Segment 2

Andy: Card 5 -- Aim (), segment 2 of 2
John Henry: Cards 9 and B9 -- Draw and Cock (chair to both hands) add 3 to wielding factor, segment 2 of 4
Ronnie: Card 1 -- Advance, ahead left (to bar), segment 2 of 2, draw 2 delay cards, receive 1 delay point
Laundry Boy: Card (2) -- Spin Around (straight back, to face hex H15), segment 2 of 2

Prairie Dog

Segment 3

- Andy:** Card 5 -- Aim (), segment 1 of 2
- John Henry:** Cards 9 and B9 -- Draw and Cock (chair to both hands) add 3 to wielding factor, segment 3 of 4
- Ronnie:** Delay
- Laundry Boy:** Card 9 -- Draw and Cock (bottle to both hands), segment 1 of 3

Segment 4

- Andy:** Card 5 -- Aim (), segment 2 of 2
- John Henry:** Cards 9 and B9 -- Draw and Cock (chair to both hands) add 3 to wielding factor, segment 4 of 4
- Ronnie:** Card 2 -- Run (ahead left to hex H18), segment 1 of 1
- Laundry Boy:** Card 9 -- Draw and Cock (bottle to both hands), segment 2 of 3

Segment 5

- Andy:** Pass
- John Henry:** Pass
- Ronnie:** Pass
- Laundry Boy:** Card 9 -- Draw and Cock (bottle to both hands), segment 3 of 3

End of Turn

Ronnie loses 1 delay point.

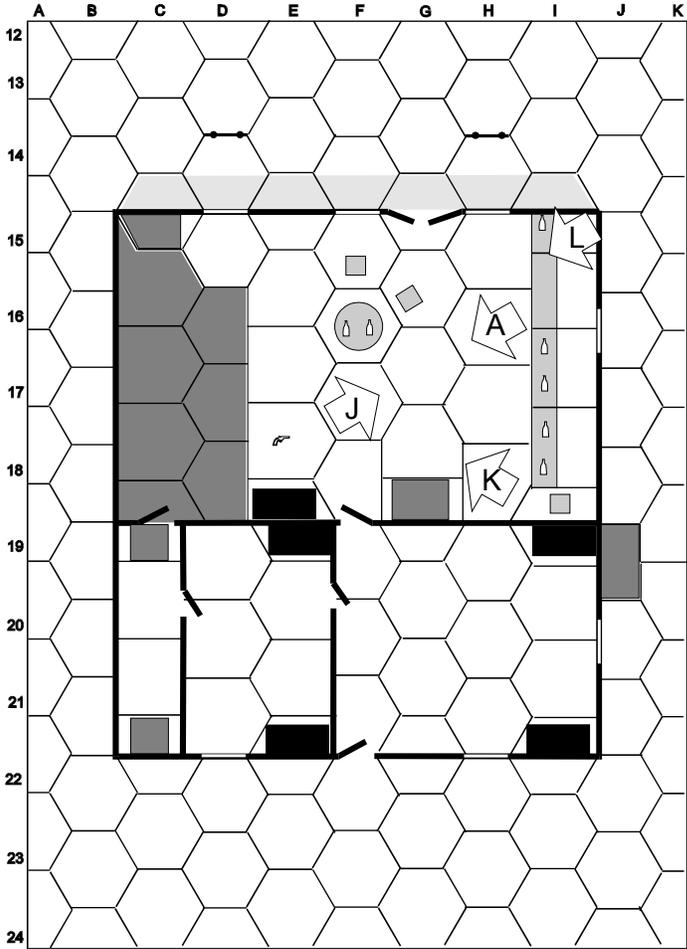


Table
 Chair
 Bottle
 Westerner

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	H16 > G17	4, 6, 9	None	0	25	4 aim points ()
B	Steve Koehler	John Henry (J)	F17 > F18	5, 6, 8, 9	Brawling +2	0	34	GUN ARM 1
C	James Pratt	Ronnie (K)	H18 > G18	5, 8	Brawling +2	0	15	
D	Paul Bolduc	Laundry Boy(L)	I15* > H15	1, 4, 5, 6, 7	Brawling +2	0	18	

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	Knife	C45, cocked	Empty	Empty	C45: O O O O O O
John Henry	C45, Knife	Empty	Empty	Chair	C45: O O O O O O
Ronnie	None	Knife	Empty	Empty	n/a
Laundry Boy	None	Empty	Empty	Bottle	n/a

Notes

Paul Bolduc has taken over as Laundry Boy.

Anubis

Turn 3

Deadline Turn 4, Planning: 6/30 Friday

The English momentarily lose interest in the New World, while all other powers succeed in establishing political control. Seas are calm on the outbound trip, but storms hit the Dutch hard coming home. The natives are restless, but not restless enough.

Planning

French maintain 3 ships (\$12), buy 1 ship (\$12), and buy 4 soldiers (\$40) for \$64.

English NMR! Maintains 3 ships (\$12), no new builds, for \$12.

Swedes maintain 3 ships (\$12), buy 1 ship (\$12), and buy 4 soldiers (\$40) for \$64.

Dutch buy 3 soldiers (\$30) and maintain 4 ships (\$16) for \$46.

Portuguese buy 2 soldiers (\$20) and maintain 4 ships (\$16) for \$36.

Discovery

English prospector in Area K discovers nothing.

Dutch prospector in Area L discovers nothing.

Outbound Naval Movement

French: Dice: 3, 4, 4, 4, 4. No losses.

English: None.

Swedes: Dice: 3, 3, 6. No losses.

Dutch: Dice: 3, 5, 5, 6. No losses.

Portuguese: Dice: 2, 2, 5, 5. No losses.

Land Movement

French: Move 1 soldier to Area Z. It is a resource rich 2 climate area with one site and 2 natives. Move 4 soldiers and 4 colonists to Area Y.

English: None.

Swedes: Move one soldier from Area O to Area N. It is a 3 climate area with 3 natives. Move 4 soldiers and 4 colonists to Area O.

Dutch: Move 3 soldiers and 4 colonists to Area J.

Portuguese: Move 1 soldier to Area U. It is a resource rich climate 3 area with 2 natives. Move 2 soldiers and 4 colonists to Area R.

Native Combat

French: 2 soldiers and 1 native are killed.

English: Conduct no combat.

Swedes: 1 soldier and 1 native are killed.

Dutch: 1 native killed in Area L, 1 soldier and 1 native killed in area J.

Portuguese: Conduct no combat.

Native Uprisings

Climate is a 2. No uprisings.

Survival

Climate is a 4.

French: Loses 1 soldier each in Areas Y and Z.

English: Loses 1 colonist.

Swedes: Loses one soldier in Area N.

Dutch: Loses one soldier each in Areas J and L.

Portuguese: Loses one soldier each in Areas R and U.

Political Control

The Dutch gain political control in Area J and the Portuguese in Area R.

Homebound Naval Movement

French: Dice: 1, 4, 5, 5, 6. No losses.

English: None.

Swedes: Dice: 1, 5, 5. No losses.

Dutch: Dice: 1, 2, 4, 6. Loses 2 ships.

Portuguese: Dice: 4, 5, 5, 6. No losses.

Income

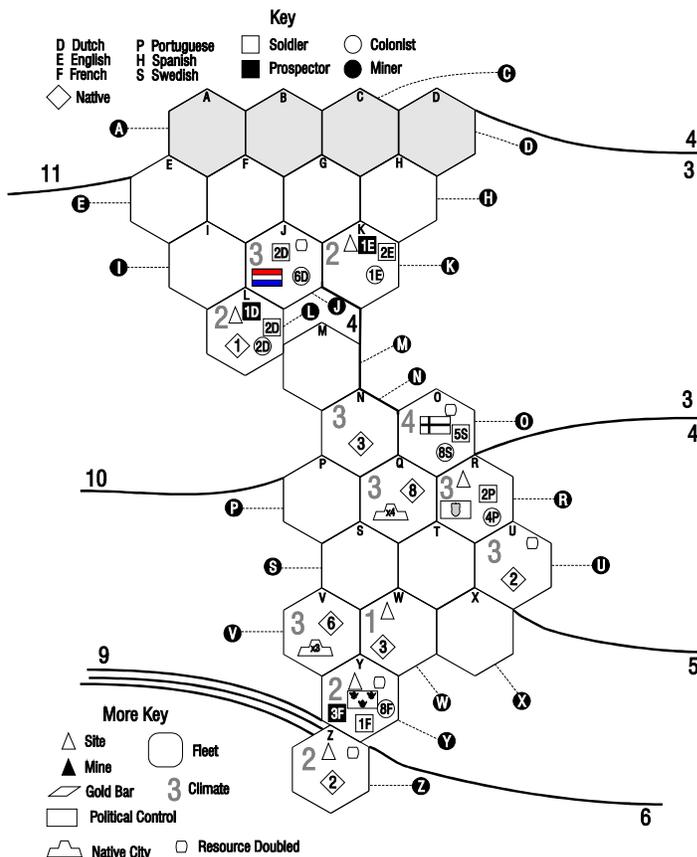
French: Political control: \$40, resources: \$16

English: Political control: \$20, resources: \$1

Swedes: Political control: \$40, resources: \$16

Dutch: Political control: \$40, resources: \$14.

Portuguese: Political control: \$40, resources: \$4



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$55	15	2	4
English	Sean Cousins?	\$57	21	3	4
French	Jeremy Gerson	\$97	15	4	4
Portuguese	Bill Scharf	\$60	17	4	4
Swedes	Andy Lewis	\$105	16	4	4

Notes

Will Steve Koheler please submit standby orders for the English!

Dog Food

Gamestart

Deadline Turn 1: 6/30 Friday

1st: Dan Eisenhut (Dell/Naga Trading Corp)
Has \$129 on hand. Die rolls: 2 3 4 4 (Use two)

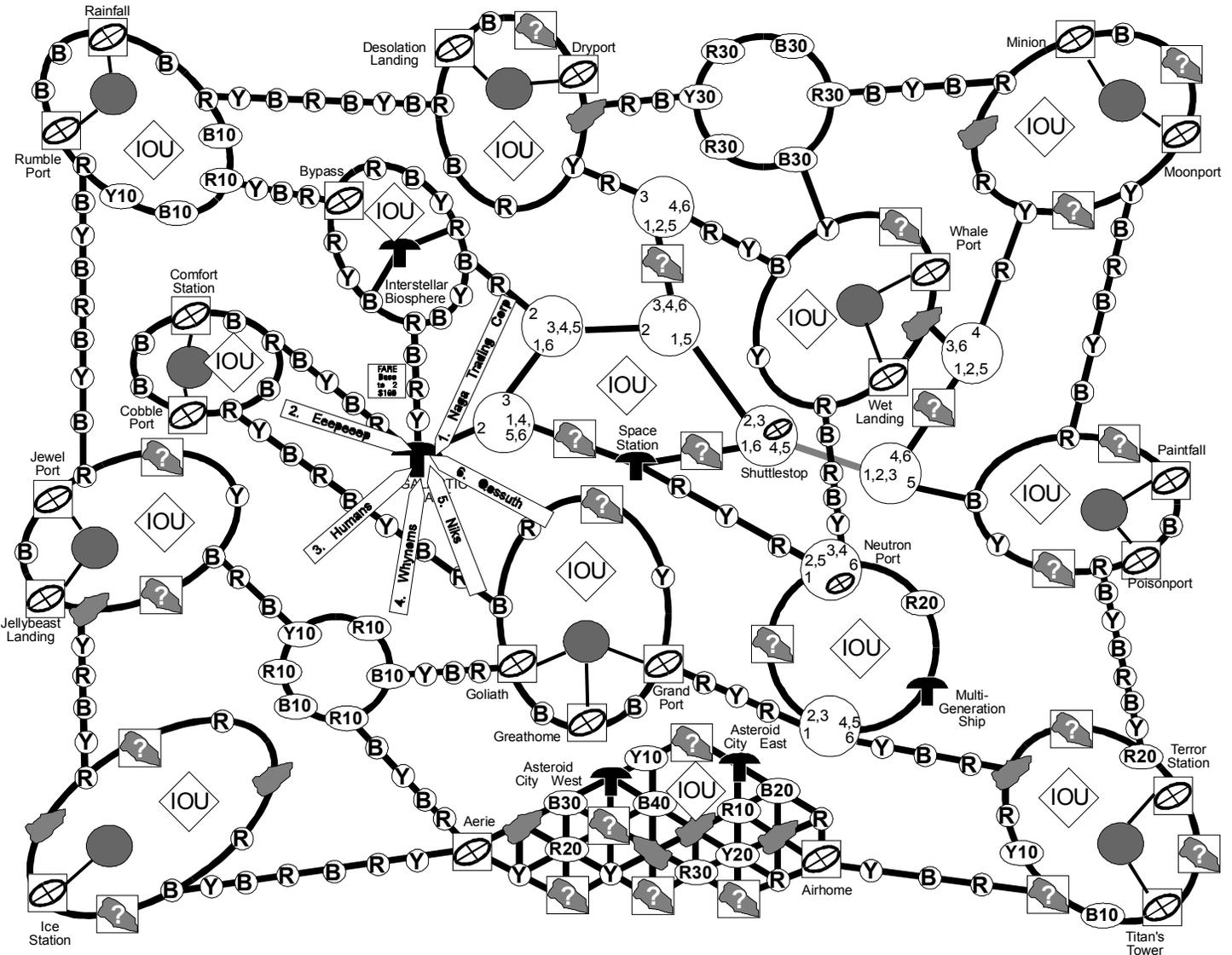
2nd: Steve Koehler (Eepeeep/ NNR!)
Has \$140 on hand. Die rolls: 6 6 (Use one times 4)

3rd: Andy Lewis (Humans/ NNR!)
Has \$140 on hand. Die rolls: 2 2 6

4th: Pete Gaughan (Whynoms/ NNR!)
Has \$140 on hand. Die rolls: 3 3 (Double one)

5th: Eddy Mattei (Niks/NNR! [No Name Received])
Has \$125 on hand. Die rolls: 2 2 2 5 (Use three)

6th: Chris Geggus (Qossuth/ NNR!)
Has \$140 on hand. Die rolls: 3 (Times 3)



Just a reminder of the rules. We are using the following variant rules: The Lost "?" Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species' world), Customized Spaceships (which explains the rolls above), the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. In fact the first 20 draws from the cup are as follows:

- 1a (Nillis): one Bionic Perfume
- 1b (Volois): one Voll Silk
- 2 (Graw): two Space Spice
- 3 (Niks): one Mulch Wine
- 4a (Dell): two Finest Dust
- 4b (Humans): one Demand +\$40 for Space Spice
- 5 (Shenna): Nothing
- 6 (Yxklyx): one Immortal Grease, one Fare to 4b for \$120
- 7a (Zum): two Chicle Liquor
- 7b (Eepeeep): one Fare to Base for \$110, two Demand +\$50 for Immortal Grease
- 8 (Whynoms): Nothing
- 9a (Chola): one Designer Genes
- 9b (Wollow): one Megalith Paperweight

10 (Qossuth): one Fare to Base for \$150, one Demand +\$60 for Designer

Galactic Base: one Fare to 2 for \$160

Genes

Upon discovery of each new culture, four more chits will be drawn from the cup, until it is its normal size after all cultures have been discovered.

Well, that about covers it. Happy trading!

<p>1. Naga Trading Corp \$129 Scow Scout 1: 2 3 4 4 (use 3) Hold1 Hold2 Hull</p>	<p>2. Eepeeep \$140 Rocket Scout 1: 6 6 (Use 1 * 4) Hold1 Hold2 Hull</p>	<p>3. Humans \$140 Normal Scout 1: 2 2 6 Hold1 Hold2 Hull</p>
<p>4. Whynoms \$140 Fast Scout 1: 3 3 (Double one) Hold1 Hold2 Hull</p>	<p>5. Niks \$125 Sports Scout 1: 2 2 2 5 (Use 3) Hold1 Hold2 Hull</p>	<p>6. Qossuth \$140 Torch Scout 1: 3 (Times 3) Hold1 Hold2 Hull</p>

Trivia Quiz

Well, the response to the trivia quiz was quite good. And, on further consideration of the scoring scheme, I have decided to revise it. You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. The other portions will remain the same. And so, without further ado, the answers to last issues questions:

Q1. Measured from base to summit, what is the tallest mountain in the world?

A1. While Everest may actually attain the greatest height of any mountain in the world, it has quite a head start, because its base is already quite far above sea level. Moana Loa in Hawaii is actually the tallest mountain measured from base to summit, especially when you consider that the Pacific Ocean is quite deep around there. I never specified that the base had to be above sea level.

Andy Lewis, Kevin Wilson, Jeremy Gerson, Bill Scharf, and Steve Koehler each receive ½ point.

Q2. Imagine a tetrahedron large enough that if it were placed at the center of the Earth, the vertices would just barely stick out. If you could rotate this tetrahedron in any direction, you would find that there is one orientation where all four vertices stick out on dry land. Approximately where are those four points?

A2. When I came up with this question, I thought that there was only one correct solution. Upon further study, there is actually two. The first one, which most everyone got, has the vertices in Antarctica, North America, China, and Europe or North Africa. A number of different combinations are possible. The one I was looking for, which nobody got, has the vertices in New Guinea, Rappa Nui (aka Easter Island), Greenland, and South Africa.

Kevin Wilson, Chris Geggus, and Steve Koehler each get ½ point.

Q3. The fossil record on the floor of the Atlantic Ocean indicates that the polarity of the Earth's magnetic field reverses periodically. About how often does this happen?

Q3. The Earth's magnetic field reverses polarity approximately every 50,000 years. In an interesting side point, we are several thousand years overdue for

a reversal. This would probably cause no lasting damage, but at the time it occurred, it could cause significant navigational confusion.

No correct answers.

Q4. What is the single largest source of the oxygen in the Earth's atmosphere? (Hint: Plants is too general an answer.)

A4. The great majority of the Earth's oxygen comes from small sea-borne plants called phytoplankton.

Chris Geggus, Jeremy Gerson, Caleb Cousins, Bill Scharf, and Steve Koehler each get ½ point.

Q5. What is the most abundant element on the Earth?

A5. Most of the mass of the Earth is made up of iron. Consider, the Earth's core, which contains approximately 35% of the mass of the Earth, is made up almost entirely of iron. When you also factor in the amount of iron in the mantle rock and the crust, iron is the clear winner.

Jeremy Gerson gets 2 points.

Current Scores

Jeremy Gerson	3	Chris Geggus	2½
Kevin Kinsel	1½	Steve Koehler	1½
Kevin Wilson	1½	Bill Scharf	1
Dave Anderson	½	Caleb Cousins	½
Andy Lewis	½	Ward Narhi	½
Debbie Osborne	½	Bob Robles	½

New Questions

Topic: Beer

- Describe the three steps in the malting process.
- What is the difference between "top fermentation" and "bottom fermentation"?
- What are the six different categories of beer?
- What is the Reinheitsgebot Law and what does it specify?
- What makes a dark beer dark?

Pedagogy

One of the biggest tasks in theoretical physics today is to find the so-called "Theory of Everything" or TOE for short. Basically, this theory will unify the four fundamental forces of the universe into different aspects of a single force. Before I talk about TOEs, it would be useful to talk about the forces themselves.

The four fundamental forces of the universe are, from strongest to weakest, the strong nuclear force, electromagnetism, the weak nuclear force, and gravity. They all have certain things in common. First of all, they all operate on a specific property of matter. For example, electromagnetism only operates on particles that have an electric charge. The second commonality is

that all forces are exerted through the medium of the exchange of virtual particles. What this means is that any time a force is felt, particles are virtual particles are exchanged. Virtual particles are particles whose energy level and time of existence is so small that they cannot be directly detected because of the Uncertainty Principle. We do know they exist, however, because we see the effects of their exchange. These particles are constantly being emitted and absorbed by matter. For example, your average electron will be constantly emitting and absorbing photons. If an emitted photon is absorbed by another electron before it can be absorbed by the original electron, an exchange of forces has taken place. The mass of the particle that carries a force also determines the distance at which that force can act. The more massive the particle, the shorter range the force. Beyond that, however, the forces act in very different ways.

Electromagnetism is the force which dominates phenomena on the scales with which we are most familiar. Aside from the obvious aspects of technology which rely on electricity, the electromagnetic force is also responsible for the fact that matter feels solid, and hence you do not fall through your chair when you sit down. It is also responsible for chemical phenomena, and physical properties such as friction. As I stated above, the electromagnetic force operates on a property of matter called charge. Charge can be either positive or negative. As you probably already know, the force between like charges is repulsive and that between unlike charges is attractive. The higher the charge, the stronger the force. The particle that carries the electromagnetic force is the photon. Since photons are massless, the electromagnetic force theoretically has an infinite range. It falls off very rapidly with distance however. This is because the larger the distance between two charged particles, the longer it will take the photon to travel between them. Since the photon will therefore exist for a longer period of time, it must therefore have a lower energy in order to remain a virtual particle, and for that reason, the effect of the force exchange is lessened.

Gravity is by far the weakest of the forces, yet it dominates the large-scale structure of the universe. The reason for this is two-fold. The first is that the particle that carries the gravitational force, the graviton, like the photon is massless, which means that gravity has an infinite range. Unlike electromagnetism, however, the property of matter on which gravitation acts is mass itself, which is always positive, so far as we have been able to observe. Therefore, the gravitational force is always an attractive one, while the electromagnetic force tends to cancel itself out over long distances. Gravity is currently the odd man out in physics, since there is no satisfactory quantum theory of gravity. Einstein's General Relativity is a fine classical theory, but it defines gravity by space-time curvature, rather than through the exchange of virtual particles.

The weak nuclear force was one which caused me some confusion for a while. What exactly was it? Since it was weaker than electromagnetism, it could not be what holds a nucleus together despite the mutual repulsion of the protons. Upon closer study, it actually turns out to be one of the most universal of forces. It is carried by three particles, collectively called intermediate vector bosons. Individually, they are called W^- , W^+ , and Z^0 . They all possess mass, so the weak nuclear force is a short ranged one -- it is limited to about the diameter of an atom. Now, to describe the weak nuclear force in more detail, I will have to discuss the fundamental particles of matter. They fall into two categories: quarks and leptons. Quarks come in six "flavors" arranged in three pairs: Up and down, strange and charmed, and top and bottom. The most common are the up and down quarks. Protons are made up of two ups and a down and neutrons two downs and an up. The strange and charmed pair are the next least common. The most uncommon pair is the top and bottom pair (sometimes known as truth and beauty). In

fact, it has only been in the last year that a top quark has been conclusively identified in a particle accelerator experiment. The leptons also come in three pairs: the electron and its neutrino, the muon (or muon) and its neutrino, and finally the tau lepton (or tauon) and its neutrino. In a side note, neutrinos are very ephemeral particles, since they interact with other matter only through the weak nuclear force. Your average neutrino could pass completely through the Earth and never even notice. The most common manifestation of the weak nuclear force is through atomic decay. The prime example of this is what is called beta decay. What happens with beta decay is that a neutron will decay into a proton, emitting an electron and an anti-neutrino. At a deeper level, what is actually happening is that one of the down quarks emits a W^- particle, which it does not reabsorb. As a result of this, the down quark is transformed into an up quark, changing the neutron into a proton. The W^- particle then decays into an electron and an anti-neutrino. The presence of a neutrino or an anti-neutrino in a nuclear reaction is a sure-fire tip off of a weak force interaction.

The strong nuclear force is by far the strangest of the four. It operates on a property of quarks called "color." Now, do not get this confused with the color that you see. On the scales we are talking about, a wavelength of visible light is an enormous distance. This is another case of physicists using a common term in a completely new way. In the same way that there are two electric charges, positive and negative, there are six different colors: red, anti-red, green, anti-green, blue, and anti-blue. The strong nuclear force always operates in such a way as to make sure groupings of particles have no net color. Because of this, quarks either come grouped in pairs or trios. Pairs of quarks will have a color and its anti-color and are called mesons. Because only antimatter particles possess anti-color, mesons are very unstable, since they require matter and antimatter to be in close proximity. Trios of quarks are called hadrons and will come in one of two combinations: red, green, blue, or anti-red, anti-green, anti-blue. Since only one type of matter is involved, they are much more stable. Protons and neutrons are examples of hadrons. Now, the particle that carries the strong force is called a gluon. Gluons are very massive, and hence, the strong nuclear force is very short-ranged, on the order of the width of a proton. Gluons also possess one other peculiar quality: they also have color. This means that the strong force acts on the particles that carry it. None of the other force carrying particles have this property: photons have no charge, gravitons have no mass, and intermediate vector bosons are neither quarks nor leptons. This gives rise to an unusual property of the strong nuclear force. It actually gets stronger with increasing distance. The farther away two quarks are from each other, the more they will be attracted to each other. Why, then, is it not possible to separate a quark from, for example, a proton by simply moving it beyond the range of the strong force? The reason is this. All forces have a field associated with them. For example, any mass has a gravitational field. There is energy tied up in this field, and since Einstein demonstrated the equivalence of energy and matter ($E=mc^2$) we know that energy can be transformed into matter. If we were to move the red quark away from its companions in a proton, the field associated with the strong nuclear force would gain energy. Eventually, it would gain enough energy that it would spontaneously create a quark-antiquark pair, one of which would join with the other two quarks in the proton and the other of which would annihilate the quark we were moving.

That, in a nutshell, is the description of the four basic forces of the universe. Obviously, there is quite a lot that I did not or could not cover, but that should give you the general idea. Next time, I will be discussing the attempts to unify these theories, and the early universe.

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.
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:

Machiavelli (gunboat and regular): Steve Koehler, Andy York, Bill Scharf, Bob Robles, Jason Wilke **Dune:** Steve Koehler, Paul Bolduc **New World:** Steve Koehler, Dan Eisenhut **Merchant of Venus:** Andy York, Paul Bolduc, Dan Eisenhut, Debbie Osborne **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Roy Vij, Dan Eisenhut **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran **Gunslinger:** Paul Bolduc

Standby Calls

Steve Koehler for the English in "Anubis", Dan Eisenhut for Interstellar Mining and Pizza Delivery in "Dog Breath", and Andy York for FDP in "Mailman's Bane"