

**Notes from Hades**

The last few weeks have been eventful for me. Work has started to pick up, and in fact I spent two days in Atlanta week before last meeting with a client. It was actually the first time I'd ever been to Atlanta (although, probably not the last), and I liked what little I saw of the city. Most of my time was spent with the client, so I didn't get time to do much sight seeing, but I definitely noticed how many trees there are. It was something of a shock compared to Los Angeles. But, I guess I shouldn't be surprised, after all L.A. is built in the middle of the desert.

A couple of you have asked how the my Big Brother thing is going. It's going quite well so far. Recently, we've been playing a lot of games -- we've gone through all of the Rail Builder-type games that I have, as well as a number of the other beer and pretzels styles games. We haven't played much in the way of wargames, Rise of the Luftwaffe, Enemy In Sight, and Attack Sub have been pretty much it on that score. We've also been going to a lot of movies, which is nice because I normally don't get out to movies much otherwise. He likes action movies, so we've seen "Broken Arrow", "Rumble in the Bronx", "Sudden Death", and "Executive Decision." Other activities we've tried have included museums, miniature golf, and horseback riding.

It's Runestone Poll time again! Included with this issue is a ballot. Please fill it out and send it in. The Poll had a significant decline in participation last year, let's see if we can't turn that around. And don't forget to vote for Andy Lewis and his subzine "In the Doghouse."

As promised, "Mutt" starts up this issue. If you are in the game, the house rules and a player aid will be included with your zine. Also new with this issue is a map for History of the World. Due to its size, however, it will be included as an insert for the players only.

Finally, "Anubis" has ended this issue. Congratulations to Bill Scharf on his surprise victory.

This issue's deadline will be on **Thursday, May 16 at 5:00 pm 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.

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Game Openings

**"Mutt" Outpost.** This game will use the Expert Rules, which alter the sequence of play a bit. Anybody who signs up will be provided with the details of the differences. Have Andy Lewis, Dave Anderson, Dan Eisenhut, Andy York, Sean Cousins, Brian Boulanger, Kevin Wilson, and Bill Scharf. **Starts this issue!**

Wish List

**Die Macher** is a game of German elections. Have Andy Lewis, need 3 more.  
**2038** is an 18xx-style game based on asteroid mining. Need 6.  
**Machiavelli** guest GMed by Mike Scott. This will be the Struggle for Dominance, Part II scenario, run using the first edition rules (I believe). No optional rules in play. Have Jason Wilke, Ward Narhi, and Bob Robles, need 3 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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**Howling at the Moon**  
**The S.O.B. Letter Column**

**Ward Narhi**

I also read your review of the 2nd Edition Machiavelli in *Diplodocus* and I am a bit wary of it. One of my main concerns is the strategic movement. I think this would allow the backstab to be almost too powerful. Let us say a campaign develops over a long period, say Venice is invading the Papacy while Austria dukes it out with France. Venice decides to stab his buddy Austria so uses strategic movement to position a couple (how many is the max?) of armies up north to move into Austria's lands unopposed for one

turn. This seems too powerful to me. One of the things I like about Diplomacy and Machiavelli is that things take time to develop. A stab can be executed but many times there are warning signs which can tip off the defender. The new Machiavelli might be a bit too free-wheeling for me. I do like the sound of the Pope having that ability to excommunicate. That one seems somewhat fun. The map changes I would have to see. I'll play it, but with some trepidation.

[There are some restrictions on the use of Strategic Movement. First of all, it is limited to two units per turn. Secondly, it is not simultaneous. Powers with more cities move first, allowing smaller powers to react to those moves. In this way, it makes it easier for the smaller powers to stab the larger powers than vice versa -- a somewhat balancing factor. Finally, Strategic Movement is an optional rule, so you need not play with it at all.]

The folding of *Perelandra* was quite upsetting to me. It was my entry mag into pbm dip and I really lucked out that it was such a good one. I had played Dip off and on with my friends when I was a teen but they didn't have my love of the game so we played infrequently. I had not played my favorite game in years until I found email Dip about two years ago and went wild but burnt out on its frenetic pace. That is when I found *Perelandra*. The commentary was always worth reading, columns were first rate, and the games were a good variety. Pete produced a very high quality product that will be sorely missed. As an aside, I believe I found *S.O.B.* either through *Pontevdria* or through Pete's guidance.

With the collapse of *Perelandra* in mind I read Nathan Trent's letter and Pete's response in the final issue and felt the need to do more for you in SOB. I'll try and write more press, perhaps some small notes to you detailing some behind-the-scenes action, etc..... The last magazine I want to see fold is SOB.

[Thanks for the sentiment. Indeed, *Perelandra* will be missed. Although I'm not a big fan of Dip myself, I thoroughly enjoyed the columns, commentary, press, and other games he ran. As for your impulse to do more in S.O.B., I fully support it. Press and the notes certainly make GM games more interesting. You can guess at what's going on behind the scenes, but there is no substitute for getting it straight from the players. Besides, press livens up the zine as a whole. As for the reasons behind *Perelandra*'s collapse, they don't really apply to me. Financially, I'm doing better than I ever have and things look like they will continue to improve. Besides that, I still enjoy running this monster.]

By the way, what does your company do and how many do you employ?

[My company, which is called Salient Corporation, is a software consulting company which specializes in object-oriented design, analysis, and programming, particularly with the language called Smalltalk. We currently employ about 15 people, but we will probably be hiring 2 to 6 more within the next month or so. We are getting quite a bit more work from our client out in Atlanta.]

One final note. In Pedegogurey, were these values of  $\gamma$  verified experimentally and does it follow the equation for all tested ranges of  $v$ ?

[The values I printed last issue I got by simply plugging numbers into the formula. I do know, however, that enough work has been done with timing decay rates of relativistic particles to validate the formula for all tested velocities.]

#### Rich Goranson

The quote I gave you from "White Mountain" definitely wasn't the best one to give. How about the line that immediately follows the one I gave:

Snarling, he tore at the throat of his foe  
But Fang fought the hero in vain.  
Dawn saw the white mountain dim deadly red,  
Never would the crown leave again.

It is on the album *Trespass* from 1970. I recommend it to anyone.

Have fun and see you next issue...

#### Bob Robles

What do you and the readers think of the California's [or put your state here] legislature move to not recognize same sex marriages performed or recognized in other states? I say, what's the big deal?

[That's my reaction as well. The California State Legislature certainly has much more important things to worry about than this issue.]

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

#### Summer 1458

#### Deadline/Fall 1458 5/16 Thursday

*Milan continues to be squeezed between France and Venice while Naples again outmaneuvers the Turk. The Pope remains neutral except for some moral support of France.*

#### Spring 1458 Retreats

Turkish F4 retreats to the Ionian Sea

#### Expenditures

Venice spends 3 ducats to counterbribe A5

#### Orders

France( ): A1 FORNOVA supports A5

A2 SWISS to AVIGNON

A3 Pontremoli to PARMA

A4 (EM) Montferrat to PAVIA

A5 Pavia to PIACENZA

A6 TURIN supports A4

F1 WESTERN GULF OF LYON holds

F2 WESTERN TYRRHENIAN SEA to Western Mediterranean

F3 PROVENCE(SC) holds

Milan( ): A2 Brescia to VERONA

A4 CREMONA to Milan

A5 (EM) MILAN converts to G1

Naples( ): A2 SALERNO to Naples

F1 LOWER ADRIATIC supports F2

F2 Otranto to IONIAN SEA

F3 Bari to AQUILA

#### Orders (cont.)

Papacy( ): A1 FERRARA hold

A2 Mantua to MODENA

A3 Spoleto to ANCONA

A4 SIENNA besieges (autonomous garrison destroyed)

F1 BOLOGNA supports A1

F3 PISA supports French F2 hold (nso)

Turks( ): F1 NAPLES holds

F4 Ionian Sea to Palermo (DISLODGED, retreat Durazzo, Gulf of

Naples, Bay of Tunis, Messina, OTB)

F6 WESTERN MEDITERRANEAN to Palermo

Venice( ): A1 Herzegovina to ALBANIA

A2 TRENT supports A4

A3 (EM) COMO supports A4

A4 Carinthia to MILAN

A5 PADUA holds

F1 UPPER ADRIATIC holds

F2 (EM) VENICE LAGOON supports F1

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

Press

**Anon - All:** Beware!! His Holiness preaches gathering his flock. He really plans to clean your clock!

**Milan - All:** Venice has 10 cities and a 2nd country (he owns Austria) yet you do not attack him. This I don't understand. France rejects my peace offering and goes picking on a country with all of 5 provinces. The Pope claims only anti-aggression. Who's fighting the almighty Venice?

**Milan - France:** Sure! Give Milan to Venice. He only has 2 die rolls plus Austria's. That's just pittance. What threat am I to you? I have 5 provinces, 2 cities and 1 die roll. Venice has 19 provinces, 10 cities, 3 die rolls and an extra special unit. When I go, he either turns west at you or south at the Pope. Do you think he'll take on the equally matched Pope? If so, you have your head up your arse!

**Milan - Pope:** Don't bother to help or anything.  
"Rude Dog"

**Pope - Venice:** I'm just consolidating some neutrals right now. Happy hunting!

**Pope - Turkey:** Hindering Neapolitan retreats was he? Methinks the Venetian speaks with forked tongue to you.

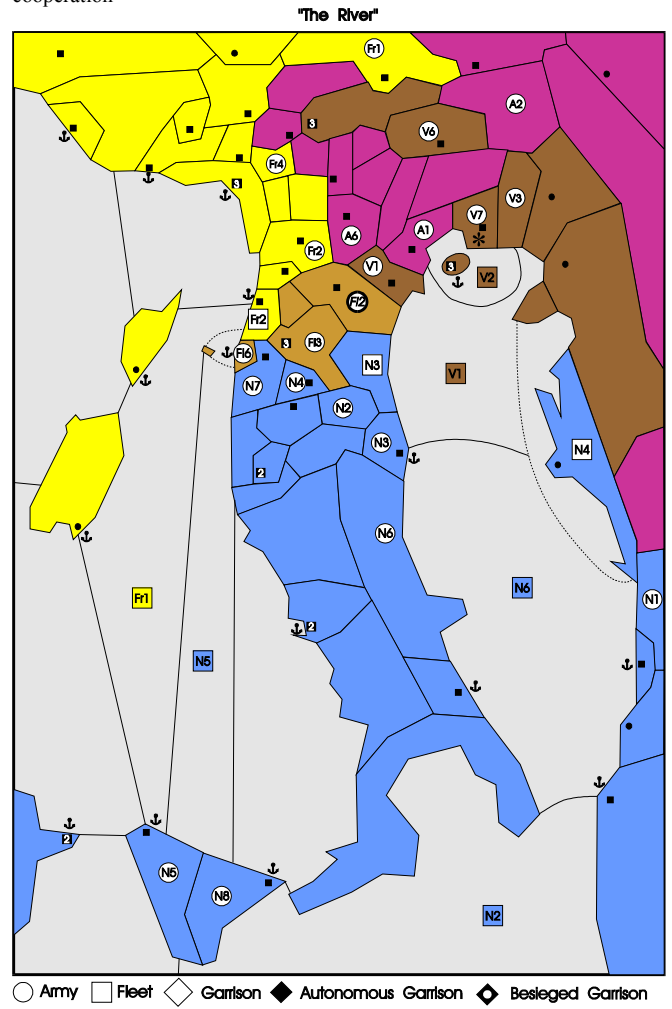
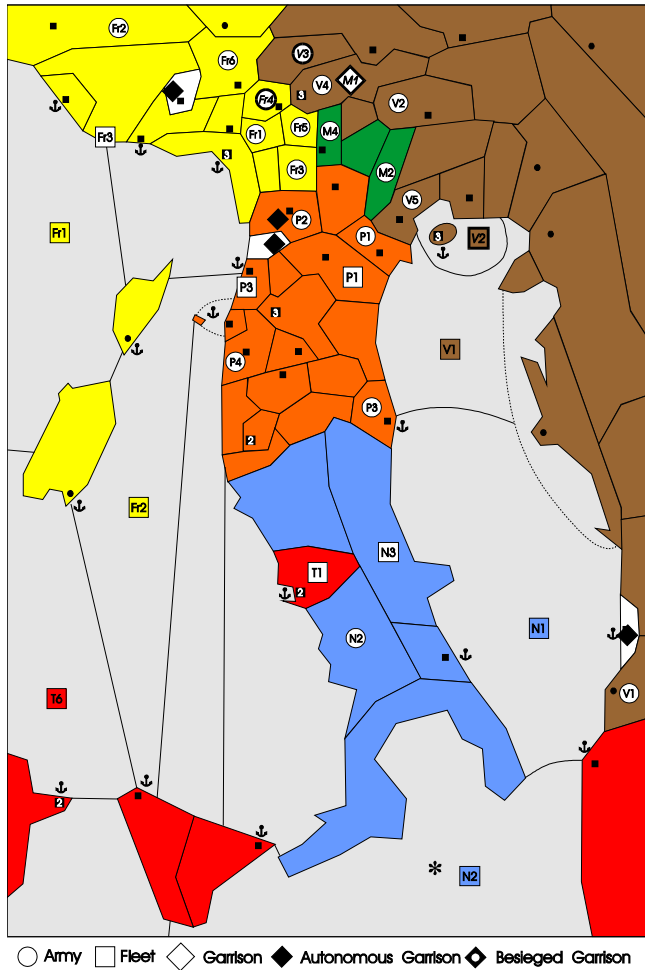
**Pope - France:** Yeah, let Venice get the income for Milan, especially since he is already getting the Austrian income. I suggest that you take the income for Milan and send half to Venice. His deal, in a word, sucks.

**Pope - Naples:** Turkey's gamble did not seem to pay off. I think you are going to come out the stronger. Again, your strategies are above reproach! Do you contract out your generals cause I could use some.

**Naples - Venice:** Come on down! The price is right.

**Venice - Papacy:** Sticking to Deal

**Venice - France, Turkey & Naples:** Some press might help gain cooperation



The River / MGN# O/B/8/AD2/1

Summer 1461

Deadline/Fall 1461 5/16 Thursday

The Franco-Neapolitan assault on Florence continues, as Florence slowly loses ground to almost overwhelming opposition. France also takes a swing at Austria, who is himself locked in a death struggle with Venice. Will the confusion never end?

Orders

- Austria: A1 Vicenza to PADUA
- (Grib) A2 Slavonia to CARINTHIA
- A4 TREVISO supports A1 (cut, DISLODGED, retreat Vicenza, OTB)
- A6 MANTUA to Ferrara

Orders (cont.)

- Florence: A2 (EM) Florence to BOLOGNA
- (Scott) A3 Romagna to FLORENCE
- A6 PIOMBINO to Pisa

Orders (cont.)

France: A1 Turin to TYROLEA  
(Marcinonis) A2 MODENA to Bologna  
A4 Genoa to FORNOVA  
F1 WESTERN TYRRHENIAN SEA supports F2  
F2 Eastern Gulf of Lyons to PISA

Naples: A1 Albania to HERZEGOVINA  
(McConnell) A2 URBINO supports F3  
A3 Spoleto to ANCONA  
A4 Perugia to AREZZO  
A5 Otranto to PALERMO  
A6 Capua to AQUILA  
A7 SIENNA supports French F2 to Pisa  
A8 MESSINA to Piombino  
F2 IONIAN SEA transports A5  
F3 Ancona to ROMAGNA  
F4 Herzegovina to DALMATIA  
F5 EASTERN TYRRHENIAN SEA transports A8  
F6 LOWER ADRIATIC supports F4

Venice: A1 FERRARA supports F1 (cut)  
(Palumbo) A3 FRIULI supports A7  
A6 Milan to TRENTO  
A7 Venice to TREVISO  
F1 UPPER ADRIATIC to Verona (imp.)  
F2 VENICE LAGOON transports A7

Press

**Austria - Venice:** Looks like mutual annihilation, godfather.  
**Austria - France:** Help, help!  
**Austria - Florence:** Tell your chum to go south and fight the real power in this game.  
**Austria - Naples:** Looks like rabbits multiplying down there.  
**Austria - GM:** Good plan on your new mach coverage. I'm looking forward to it..  
**GM watching from the beaches of Spain to the naughty and mischievous backstabbing players:** Lions and tigers and bears ,oh my! Who repainted the board when I turned my head?  
**Cerberus - Relaxing GM:** Aye, 'tis a lively game, 'tis it not?  
**Relaxing GM to Austria:** Did somebody mention "back-door treachery" ?  
**France - Austria:** Well, what can I say? Pete is very persuasive.  
**France - Florence:** What a nice Elite unit, Perhaps they can be persuaded to join the French cause.  
**France - GM:** I know, more French treachery but Austria did attack me first a while back.  
**Cerberus - France:** Whatever, you are acting in the finest traditions of the game.  
**Naples - Austria:** Sure, go ahead.  
**Venice - Austria:** Whose jugular are you after? As you take me down slowly, you hand the victory to Naples quickly.

Treasuries

Austria: 0	Florence: 8	France: 18
Naples: 0	Venice: 1	

**Rabid Dog / MGN# O/E1/9/ABC/1**

**Summer 1451**

**Deadline/Fall 1451 5/16 Thursday**

*Venetian ducats put a crimp into Austrian plans while France pulls back from Milan. Genoa's forces are paralyzed in the absence of their leader. Florence continues to lose ground, but the Pope now has trouble of his own, with an attack by Naples. How much trouble remains to be seen, as the Turks continue their advance up the boot.*

Addendum

The plague results for last turn were slightly wrong. Plague hit Lucca, destroying the Florentine army and the autonomous garrison there.

Spring 1451 Retreats

Florentine A3 retreats to garrison (imp. retreats OTB).  
Florentine A4 retreats to garrison.  
Papal F1 retreats to Upper Adriatic

Expenditures

Venice spends 12 ducats to disband Austrian A2

Orders

Austria: A1 Tyrolea to CARINTHIA  
(Koehler) A2 Vicenza to Carinthia (nsu)  
A4 Slavonia to CARNIOLA

Florence: A1 MODENA besiege (autonomous garrison destroyed)  
(Lewis) G1 AREZZO converts to A2

France: A1 Como to TURIN  
(Wilke) A2 SAVOY supports A1  
A3 Turin to PROVENCE  
F2 WESTERN GULF OF LYON to Eastern Gulf of Lyon

Orders (cont.)

Genoa: NMR! F1 CORSICA holds  
(Schoenberger) F2 EASTERN GULF OF LYON holds  
F3 GENOA holds  
G1 (EM) GENOA holds

Milan: A1 Fornova to PAVIA  
(Anderson) A2 MONTFERRAT supports A1  
A3 MILAN supports A1  
G1 MILAN supports A3

Naples: A1 Aquila to SPOLETO  
(Narhi) A2 Messina to TIVOLI  
F1 Western Tyrrhenian Sea to SARDINIA  
F2 WESTERN MEDITERRANEAN supports F1  
F3 EASTERN TYRRHENIAN SEA transports A2

Papacy: A2 Sienna to PISA  
(Rutherford) A3 Urbino to FLORENCE  
A4 FLORENCE supports A2 (cut)  
A5 AREZZO besiege  
F1 UPPER ADRIATIC holds  
F2 ROMAGNA supports F1

Orders (cont.)

Turks: A1 Bari to AQUILA  
 (Wilson) A2 Herzegovina to DALMATIA  
 F1 LOWER ADRIATIC supports A1  
 F2 Otranto to SALERNO  
 F3 Albania to DURAZZO  
 Venice: A2 TRENTO besieges (autonomous garrison destroyed)  
 (Robles) F1 (EM) Venice Lagoon to TREVISO

Notes

Will Kevin Kinsel please submit standby orders for Genoa!

Press

**France - Venice:** Let me explain this to you. The things on the board are called armies. They're good. They help you win. When he rolls the dice, that creates plague. Plague is bad. It takes away armies. Your armies should AVOID the plague areas. In summary, armies = good; plague = bad. Got it?

**France - Naples:** Hello?

**France - Papacy:** Slick move ... and good timing. I'm impressed. He refused to help, so might as well take him out...

**Naples - Turk:** May, you are going to pay big time for your infidelity! And what the hell is "Phase II?" If Phase I was that rectal reaming I got in Bari then let me enema first before Phase II.

**Naples - France:** Talk away, German boy. Naples is listening.

**Naples - Genoa:** And don't you never come round here no more! You must be a strong advocate of the saying, "Silence is Golden," but let's see...it has been almost two years and you haven't expanded at all. Hardly a lucrative strategy.

**Naples - Milan:** I'm coming for you buddy. I'm going to cut that forked tongue right out of your ugly head.

**Naples - Florence:** Your payers have been answered!

**Naples declares:** I have found out that I am the second coming. The man ruling the Papacy is not a man of God and I represent the true teachings of the church. The Pope has become a heresy. There now exists a schism in the church and I ask all other powers to decide who is right; the Pope who followed his "teachings" and stabbed Florence most heinously, or the peaceful Neapolitan who is valiantly fending off heathen hoards from encroaching on our fair lands.

**Pope - Genoa:** You look like you could use a friend, or at least some ecumenical counseling....

**Pope - Venice:** You're doing OK for an in-patient.

**Pope - Turkey:** What's monotheism got to do with it? The dice help them what help themselves.

**Turkey - Austria:** I never heard back from you so I guess HERZ-DALM was ok.

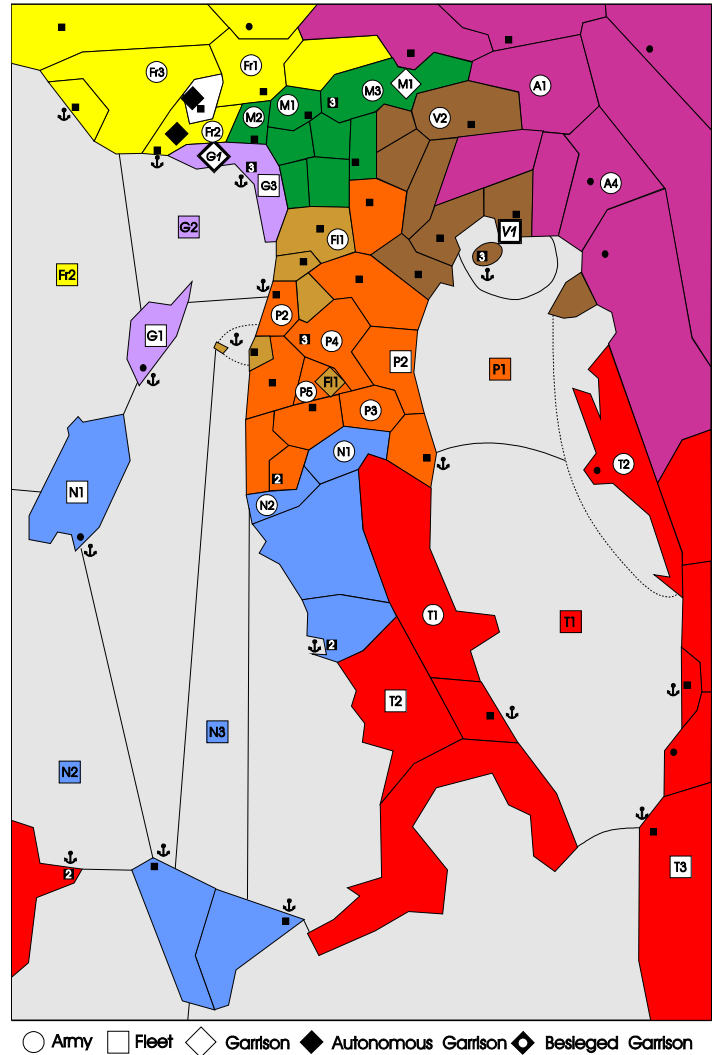
**Turkey - Naples:** Decided I needed just a little bit more.

**Turkey - France:** I have no intention of letting Ragusa go.

**Turkey - Venice:** You got nailed by Plague again? You should have taken my offer. My wizards seem to be holding up OK so far. But now it will cost you even more, I'll get back to you on the price.

**Venice - All:** The Pope endeavors to bring the light of truth to all those near him. Watch out!

"Rabid Dog"



"Mongrel"

**Epoch II Carthagina and Persia and Epoch III Empire Selection**

**Deadline for Epoch III Celts, Macedonia, Maurya, and Han Dynasty: 5/16 Thursday**

**The Dark Side** (Eisenhut) plays Civil War. Armies *Upper Indus* (vs. Vedic City States: C: 5, 2; V: 6; loses), *Lower Indus* (vs. Vedic City States: C: 2, 1; V: 6; loses), *Ceylon* (vs. Vedic City States: C: 4, 3; V: 2; wins). **CARTHAGINIA.** Army and Capital in *Shatts Plateau*. Fleet *Eastern Mediterranean* (vs. Hector: D: 5, 4; H: 6; loses), fleet *Eastern Mediterranean* (vs. Hector: D: 4, 1; H: 2; wins), army *Southern Iberia, Levant* (vs. Scythians: C: 6, 3; S: 5, 3; wins, city eliminated), *Crete* (vs. Phoenicians: C: 6, 2; P: 6, 3; C: 3, 3; P: 5, 1; loses), *Crete* (vs. Phoenicians: C: 6, 5; P: 3, 1; wins), *Nile Delta* (vs. Minoans: C: 6, 5; M: 5, 1; wins, city eliminated). Builds Monument in *Shatts Plateau*. Points: Presences in North Africa (2), Southern Europe (2), India (2), and Middle East (3), one Capital (2), one Monument (1), one Sea (1) for 13 points.

**The Hoard** (Hurley) plays Civil War. Armies *Tarim Basin* (vs. Chou Dynasty: CW: 1, 1; CD: 2; loses), *Great Plain of China* (vs. Chou Dynasty:

CW: 3, 2; CD: 4; loses), *Chekiang* (vs. Chou Dynasty: CW: 4, 4; CD: 3; wins). **PERSIA.** Army and Capital in *Persian Plateau* (Aryan army retreats to *Turanian Plain*). Army *Zagros* (vs. Assyrians: P: 4, 2; A: 3; wins), *Persian Salt Desert* (vs. Assyrians: P: 3, 2; A: 1; wins), *Lower Indus* (vs. Vedic City States: P: 3, 1; V: 3; P: 6, 4; V: 1; wins, city eliminated), *Upper Indus* (vs. Vedic City States: P: 5, 5; V: 2; wins, Capital reduced to city), *Ganges Valley, Eastern Deccan, Upper Tigris* (vs. Scythians: P: 3, 2; S: 6; loses), *Upper Tigris* (vs. Scythians: P: 6, 5; S: 6; P: 4, 1; S: 1; wins, city eliminated), *Levant* (vs. Carthaginians: P: 6, 5; C: 6; P: 6, 2; C: 6; P: 4, 1; C: 2; wins), fleet *Eastern Mediterranean* (vs. Dark Side: H: 6, 4; D: 1; wins), army *Palestine, Nile Delta* (vs. Carthaginians: P: 6, 6; C: 5; wins), *Balkans* (vs. Scythians: P: 5, 4; S: 5, 4; P: 5, 1; S: 6, 1; loses), *Balkans* (vs. Scythians: P: 4, 1; S: 6, 3; loses). Builds Monument in *Persian Plateau*. Points: Dominance in Middle East (6), India (4), Presence in China (2), and

North Africa (4), one Capital (2), one city (1), four Monuments (4), and two Seas (2) for 25 points.

Epoch III Empire Selection

**Hector** gives to the Horsemen of the Apocalypse  
**Horsemen of the Apocalypse** gives to The Hoard  
**Gamers' Lonely Hearts Club** gives to Civs-R-Us

**Civs-R-Us** gives to Hector  
**The Dark Side** keeps  
**The Hoard** gives to the Gamers' Lonely Hearts Club

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	10	28
Kevin Wilson	Horsemen of the Apocalypse	10	20
Dave Anderson	Gamers' Lonely Hearts Club	11	20
Andy Lewis	Civs-R-Us	12	31
Dan Eisenhut	The Dark Side	12	18
Chris Hurley	The Hoard	20	32

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

**The Hoard.** Fleets *Red Sea* and *Eastern Mediterranean*. EGYPT: One army each in *Nubia* and *Upper Nile*. PERSIA: Army, Capital, and Monument in *Persian Plateau*, army, city, and Monument in *Upper Indus*, army and Monument each in *Upper Tigris* and *Lower Indus*, armies each in *Eastern Deccan*, *Ganges Valley*, *Persian Salt Desert*, *Zagros*, *Levant*, *Palestine*, and *Nile Delta*. CIVIL WAR: Army *Chekiang*.

**Civs-R-Us.** MINOANS: Army *Libya*. ASSYRIA: Two armies in *Hindu Kush*.

**The Dark Side.** CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Army, Capital, and Monument *Shatts Plateau*, armies *Southern Iberia* and *Crete*.

**Horsemen of the Apocalypse.** CHOU DYNASTY: Two armies, Monument, and Capital in *Wei River*, one army each in *Tarim Basin* and *Great Plain of China*.

**Hector.** SHANG DYNASTY: Two armies, Capital, Monument, and fort in *Yellow River*. VEDIC CITY STATES: One army each in *Western Deccan* and *Eastern Ghats*.

**Gamers' Lonely Hearts Club.** ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army, Monument, and city in *Middle Tigris*, army and Monument in *Eastern Anatolia*, one army each in *Western Anatolia*, *Balkans*, and *Caucuses*.

Your event cards

are: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Epoch III Empire Draw

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

"Wolfpack"

**Epoch I Babylonia, Shang Dynasty, and Aryans  
Deadline for Epoch II Empire Selection: 5/16 Thursday**

**Moody Indignants** play Barbarians from the Syrian Desert. *Middle Tigris*(vs. Sumerians: B: 2, 2; S: 4; loses). BABYLONIA: Army and Capital in *Middle Tigris* (Sumerian army retreats to *Lower Tigris*), army in *Upper Tigris*, *Levant* (vs. Egypt: B: 6, 1; E: 5; wins), *Zagros* (vs. Sumerians: B: 5, 5; S: 4, 3; wins). Builds Monument in *Middle Tigris*. Points: Dominance in Middle East (4), one Capital (2), and one Monument (1) for 7 points.

**The Blunt Approach** plays the Hittites. Capital and army in *Eastern Anatolia*, army *Western Anatolia* (vs. Minoans: H: 6, 5; M: 3; wins), *Balkans*. SHANG DYNASTY: Army and Capital in *Yellow River*. Armies each in *Great Plain of*

*China*, *Chekiang*, and *Si-Kyang*. Points: Dominance in China (2), Presence in Middle East (2), and two Capitals (2) for 6 points.

**Dead Peoples** ARYANS: Army in *Turanian Plain*. Army *Hindu Kush*, *Lower Indus* (vs. Indus Valley: A: 5, 1; I: 2; wins, Capital reduced to city), *Taurim Basin*, and *Persian Salt Desert* (vs. Indus Valley: A: 6, 2; I: 5; wins). Plays Allies in *Persian Plateau* and *Upper Indus*. Builds Monument in *Lower Indus*. Points: Dominance in India (2), Presence in Middle East (2) and China (1), one city (1), and one Monument (1) for 7 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Debbie Osborne	Moody Indignants	4	7
Sean Cousins	Pinky and the Brain	4	6
Chris Geggus	The Blunt Approach	4	6
Kevin Kinsel	Quantum Coyotes	4	5
Paul Bolduc	The Arachnids	5	10
Caleb Cousins	Dead Peoples	5	7

Notes

Thanks to Dave Anderson for his unused standby orders.

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

**The Arachnids:** Fleet *Red Sea*. EGYPT: Army, Capital, and Monument in *Nile Delta*. One army each in *Nubia*, *Upper Nile*, *Palestine*, and *Arabian Peninsula*.

**Quantum Coyotes:** Fleet *Eastern Mediterranean*. MINOANS: Army, Capital, and Fort in *Crete*.

**Pinky and the Brain:** One army each in *Western Deccan* and *Western Ghats*.

**Moody Indignants:** BABYLONIA: Army, Capital, and Monument in *Middle Tigris*, one army each in *Upper Tigris*, *Levant*, and *Zagros*.

**The Blunt Approach:** HITTITES: Army and Capital in *Eastern Anatolia*, armies each in *Western Anatolia* and *Balkans*. SHANG DYNASTY: Army and Capital in *Yellow River*, armies each in *Great Plain of China*, *Chekiang*, and *Si-Kyang*.

**Dead Peoples:** ARYANS: Army, Monument, and city in *Lower Indus*, armies each in *Turanian Plain*, *Tarim Basin*, *Upper Indus*, *Hindu Kush*, *Persian Salt Desert*, and *Persian Plateau*.

Your event cards

are: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Epoch II Empire Draw

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

**Mutt**

**Game Start**

**Deadline, Turn 1: 5/16, Thursday**

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	DA	Dave Anderson	OrF, OrF, WaF		3
2	BB	Brian Boulanger	OrF, OrF, WaF		3
3	DE	Dan Eisenhut	OrF, OrF, WaF		3
4	AY	Andy York	OrF, OrF, WaF		3
5	KW	Kevin Wilson	OrF, OrF, WaF		3
6	BS	Bill Scharf	OrF, OrF, WaF		3
7	SC	Sean Cousins	OrF, OrF, WaF		3
8	AL	Andy Lewis	OrF, OrF, WaF		3

Available Upgrades

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

Notes

Player aids and house rules have been included with all of your zines. Please look them over. Remember that this is the Expert Game and some things are different from the last game of Outpost I ran. Also, please come up with a name for your outpost or you will be assigned one which you may not find as acceptable....

Production Cards

New Cards: \_\_\_\_\_

**Prairie Dog**

**Turn 17**

**Deadline Turn 18: 5/16 Thursday**

Segment 1

**Andy:** Delay  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card (2) -- Spin Around (Back Right, facing E19), segment 1 of 2.

Segment 2

**Andy:** Delay  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card (2) -- Spin Around (Back Right, facing E19), segment 2 of 2.

Segment 3

**Andy:** Delay  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card B1 -- Advance (Ahead Right to F19), segment 1 of 1

Segment 4

**Andy:** Card 5 -- Aim (at Ronne), segment 1 of 2  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card 1 -- Advance (straight ahead to F18), segment 1 of 2

Segment 5

**Andy:** Card 5 -- Aim (at Ronne), segment 2 of 2  
**John Henry:** Delay  
**Ronnie:** Pass  
**Laundry Boy:** Card 1 -- Advance (straight ahead to F18), segment 2 of 2

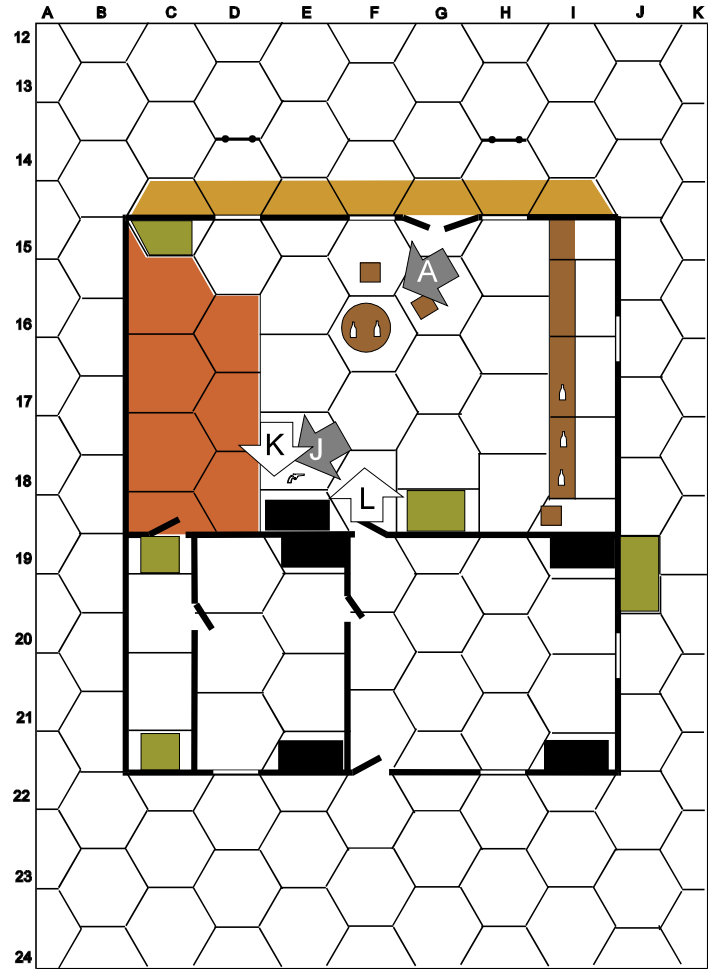
End of Turn

Andy loses 2 delay points.  
 John Henry loses 6 delay points.  
 Ronnie loses 2 delay points.

Beginning of Turn 18

Andy gains 2 delay point due to wounds and falls unconscious.  
 John Henry gains 2 delay points due to wounds.

Prairie Dog



● Table    ■ Chair    △ Bottle    A Westerner

*Westerners*

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	3	0	SERIOUS 1, UNCONSCIOUS
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	8	4	GUN ARM 1, SERIOUS 3, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	E18 > E19	5, 8	Brawling +2	2	10	
D	Paul Bolduc	Laundry Boy(L)	F18 > F17	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
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	Empty	n/a



# Canine

## Turn 6 Bidding to Combat

Deadline Turn 6 Combat: 5/16 Thursday

### Players

ATREIDES:	Debbie Osborne	BENE GESSERIT	Steve Koehler
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

### Final Positions

<b>Atreides:</b>	2 tokens Arrakeen, 6 tokens and Duncan Idaho in the tanks, 12 tokens off-planet
<b>Bene Gesserit:</b>	7 tokens Arrakeen, 2 tokens Sietch Tabr, 1 token Carthag, 4 tokens False Wall South (5), 3 tokens off-planet, 3 tokens in the tanks
<b>Emperor:</b>	10 tokens (5 Elite Sadaukar) off-planet, 10 tokens and Captain Aramsham in the Tanks
<b>Fremen:</b>	5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 4 tokens Sietch Tabr, 6 tokens (2 Fedaykin) Carthag, 5 tokens, Stilgar, and Otheym in the tanks
<b>Guild:</b>	5 tokens Tuek's Sietch, 3 tokens Pasty Mesa (8), 12 tokens off-planet
<b>Harkonnens:</b>	11 tokens off-planet, 9 tokens and Feyd-Rautha in the tanks
<b>Lansraad:</b>	11 tokens off-planet, 5 tokens Carthag, 4 tokens in the tanks.

### Bidding

- CARD 1 ( ) goes to the Fremen for 3 spice
- CARD 2 ( ) goes to the Lansraad for 2 spice
- CARD 3 ( ) goes to the Fremen for 2 spice
- CARD 4 ( ) goes to the Emperor for 4 spice
- CARD 5 ( ) goes to the Harkonnens for 2 spice. Extra card: ( )

### Movement

The Bene Gesserit choose to coexist everywhere except Arrakeen. The Guild move last.

### Revival

- Atreides** gain 2 tokens
- Bene Gesserit** gain 3 tokens (4 spice paid)
- Emperor** gains 3 tokens (4 spice paid)
- Fremen** gains 3 tokens (1 Fedaykin)
- Harkonnens** gains 2 tokens
- Lansraad** gains 3 tokens

### Shipping

- Bene Gesserit** ship 6 tokens to Arrakeen.
- Emperor** attempts to ship 7 tokens (4 elite Sadaukar) to Arrakeen but fails (Arrakeen is already occupied by two contesting powers).
- Fremen** ships 3 tokens (1 Fedaykin) to the Polar Sink

### Movement

- Bene Gesserit** moves 4 tokens from The Minor Erg - False Wall South (5)
- Fremen** moves 6 tokens (2 Fedaykin) Polar Sink - Imperial Basin - Carthag

### Combat

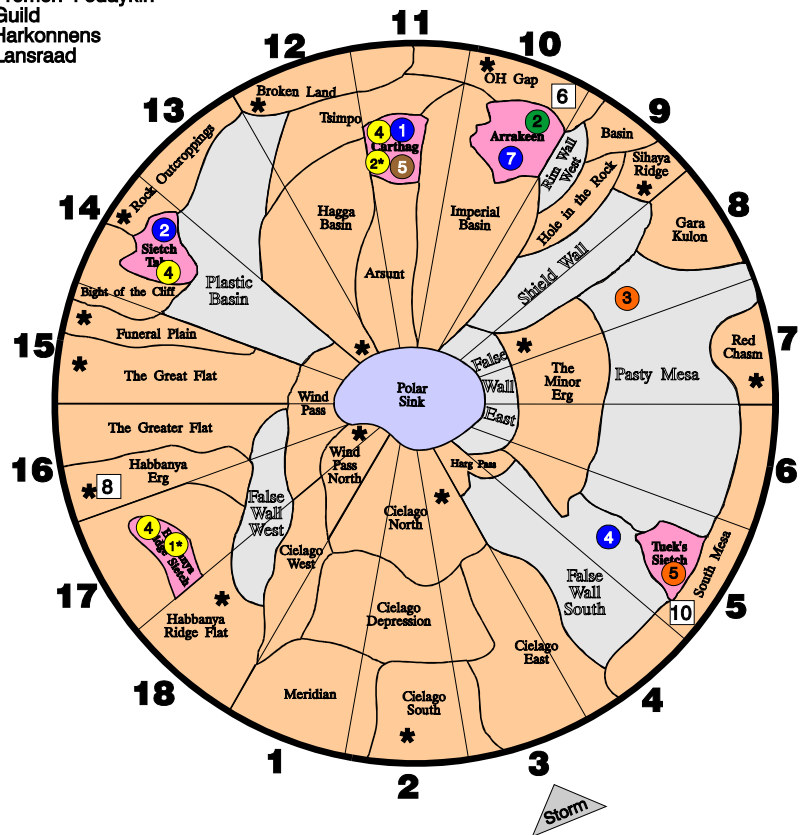
- Arrakeen:** Atreides vs. Bene Gesserit. Atreides are aggressors. Available leaders: Atreides: Thufir Hawat, Lady Jessica, Gurney Halleck, Dr. Yueh. Bene Gesserit: All
- Carthag:** Lansraad vs. Fremen. Lansraad are aggressors. Available leaders: Lansraad: All. Fremen: Chani, Shadout Mapes, Jamis.

### Notes

Thanks to Kevin Wilson for his unused standby orders. Also, the map last turn mistakenly showed 6 Bene Gesserit tokens in The Minor Erg. There should only have been 4.

**Key**

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Lansraad



Your spice: \_\_\_\_\_  
 Your cards: \_\_\_\_\_  
 \_\_\_\_\_

# Anubis

## Turn 9

### Deadline End of Game Statements: 5/16 Thursday

The Anglo-Dutch standoff continues, while the Swedes bushwack the Dutch in the south. Meanwhile, the Portuguese quietly move on to victory.

#### Planning

- Dutch** maintain 2 ships (\$8), buy 1 ship (\$12), and buy 6 soldiers (\$60) for \$80.
- English** maintains 4 ships (\$12) and buys 4 soldiers (\$40) for \$52.
- French** maintains 7 ships (\$28) and buys 3 soldiers (\$30) for \$58.
- Portuguese** maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$36.
- Swedes** maintain 4 ships (\$12) and buy 4 soldiers (\$40) for \$52.

#### Mining

- English** receive one gold bar at K. The mine is exhausted.
- French** receive one gold bar at Y.
- Portuguese** receive one gold bar at R.

#### Discovery

- Dutch** prospector in L discovers nothing and in M discovers nothing.
- French** prospector in Z discovers a mine.

#### Outbound Naval Movement

- Dutch:** To anchorage J. Dice: 2, 2, 4, 6. No losses.
- English:** To anchorage K. Dice: 3, 5, 6. No losses.
- French:** To anchorage Y. Dice: 1, 2, 3, 4, 5. No losses.
- Portuguese:** To anchorage R. Dice: 1, 3, 5, 5. 1 colonist, 1 soldier lost.
- Swedes:** To anchorage M. Dice: 1, 2, 5, 5. 1 soldier lost.

#### Initiative

English, Swedes, Dutch, French, Portuguese.

#### Land Movement

- English:** Move gold bar to anchorage dot, 3 soldiers from H to K, 3 soldiers from K to J, 1 colonist from K to G, 1 colonist from K to H, 4 soldiers and 4 colonists from anchorage dot to K.
- Swedes:** Move 4 soldiers and 5 colonists from N to M, 5 soldiers and 3 colonists from P to N, and 3 soldiers and 4 colonists from anchorage dot to M.
- Dutch:** Move 6 soldiers from anchorage dot to J.
- French:** Move gold bar to anchorage dot, 3 soldiers and 1 colonists from Y to V, 1 colonist from Z mines, 1 soldier moves from V to S (climate 3 area with one site and one native), and 3 colonists and 3 soldiers from anchorage dot to Y.
- Portuguese:** Move gold bar to anchorage dot, 6 colonists and 1 soldier from X to T, 3 colonists from U to X, 6 soldiers from U to R, 4 soldiers from U to T, 1 soldier from U to X, 7 soldiers and 5 colonists from R to Q, and 1 soldier and 3 colonists from anchorage dot to R.

#### Combat

- English:** None.
- Swedes:** 1 Swedish soldier and 7 Dutch soldiers are killed.
- Dutch:** None.
- French:** None.
- Portuguese:** None.

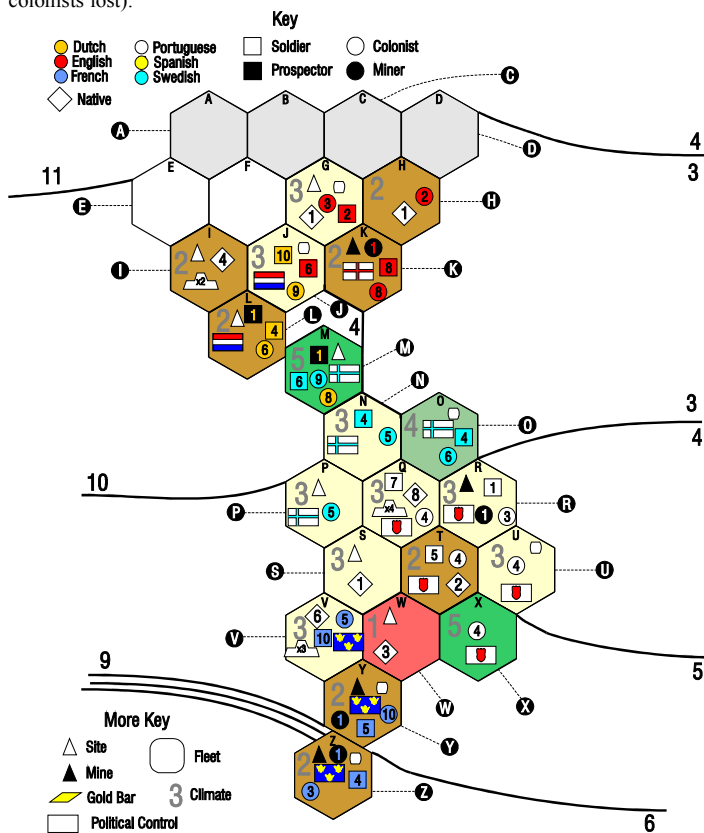
#### Native Combat

- English:** None.
- Swedes:** None.
- Dutch:** None.
- French:** None.
- Portuguese:** None.

#### Combat

#### Native Uprisings

Climate is a 3. Uprisings in G (no colonists lost), Q (no colonists lost), and T (no colonists lost).



#### Survival

- Climate is a 3.
- English** lose 1 colonist in G, 2 colonists in H, 1 soldier in J, and 1 colonist in K.
- Swedes** lose 1 soldier in N and 1 soldier in P.
- Dutch** lose 1 soldier in J and 1 colonist in L.
- French** lose 1 soldier in S, 1 soldier in V, 1 colonist in Y, and 1 colonist in Z.
- Portuguese** lose 1 colonist in Q, 1 soldier in R, 1 colonist and 1 soldier in T, and 1 soldier in U.

#### Political Control

- The Dutch lose political control in area M.
- The Swedes gain political control in Area M.
- The Portuguese gain political control in Areas Q and T.

Homebound Naval Movement

**English:** Dice: 2, 4, 6. No losses.  
**Swedes:** Dice: 2, 2, 3, 4. No losses.  
**Dutch:** Dice: 3, 5, 5, 6. No losses.  
**French:** Dice: 2, 3, 3, 5, 6. No losses.  
**Portuguese:** Dice: 1, 1, 3, 4. 2 ships and 1 gold bar lost.

Income

**Dutch:** Political control: \$120, resources: \$96.  
**English:** Political control: \$80, gold: \$40, resources: \$48  
**French:** Political control: \$160, gold: \$40, resources: \$93  
**Portuguese:** Political control: \$240, resources: \$69  
**Swedes:** Political control: \$200, resources: \$93

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$752	1	3	4
English	Sean Cousins	\$514	8	4	4
French	Kevin Wilson	\$769	3	7	4
Portuguese	Bill Scharf	\$725	8	2	4
Swedes	Andy Lewis	\$761	5	4	4

The Portuguese, having attained 5 political controls in the New World, have won the game. Congratulations to Bill Scharf!

Dog Food**Turns 13 and 14****Deadline Turns 15 and 16: 5/16 Thursday**Turn 13

**1st: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 1 1 4**

**Rumble Port(s).**

Buys Infinite Puzzles for \$120 (received \$60 commission)..

**2nd: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 4 \* 3**

**Asteroid City East - (R10) - A - A - Y - (R40) - Y - Aerie(p).**

Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Finest Dust at 4a and Demand for Dust at 5). Buys 1 Rock Video for \$120. Gains \$32 in commissions.

**3rd: Dan Eisenhut (Dell)**

**Naga Trading Corp Rolls Used: 2 3****B - ? (It's a R20 penalty marker).**

Stops.

**Naga Subsidiaries, Inc. Rolls Used: 6 6****Open Port - NC6.**

**4th: Steve Koehler (Eeepoop/Basset Imports, Ltd.) Rolls Used: 3 \* 4**

**Y - Airhome(p) - A - R10 - Asteroid City East.**

Sell 2 Bionic Perfume for \$280 (from the cup: Impossible Furniture at 8 and Bionic Perfume at 1a).

**5th: Andy Lewis (Humans)**

**Cash & Carrie Rolls Used: 3 5 6****Cobble Port(s).**

Sell Chicle Liquor for \$90 + \$60 demand (from the cup: Fare to Base at 9a and Demand for Genes at 2). Sells Chicle Liquor for \$90 (from the cup: Primitive Art at 4b). Buys 3 Designer Genes for \$180.

**Messy Wes Rolls Used: 1 3 3****Open Port - NC3 - NC3 - NC3 - R20 - NC3 - R - Y.**

**6th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)**

**Rolls Used: (6 \* 2) 6 5****Comfort Station(s).**

Buys Cholos Factory for \$200 and a shield for \$60.

Turn 14

**1st: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 1 3 3**

**Rumble Port(s) - Rumble Port(o) - B - B - Rainfall(o) - B - R.**

**2nd: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 6 \* 3**

**Aerie(p) - (R) - B - Y - B - (R10) - B10 - (R10) - Y10 - B - (R) - B - ?****(It's TeleGate 2) - A - Jellyfish Landing(o) - B - Jewel Port(o) - Jewel Port(s).**

Sell Rock Videos for \$200 (from the cup: Demand for Liquor at 7a). Buys Servo-Mechanism for \$200.

**3rd: Dan Eisenhut (Dell)**

**Naga Trading Corp Rolls Used: 4 5****R20 - Ice Station(o) - Ice Station(s).**

Sells Rock Videos for \$200 (from the cup: Fare to Base at 10). Buys Melf Pelts for \$50.

**Naga Subsidiaries, Inc. Rolls Used: 1 2****NC2 - Galactic Base.**

Picks up Fare to 4a.

**4th: Steve Koehler (Eeepoop/Basset Imports, Ltd.)**

**Rolls Used: 3 \* 4****Asteroid City East - R10 - A - Airhome(p) - Y - B - R - A - B10 -****Titan's Tower(o) - Titan's Tower(s).**

Buys factory for \$200.

**5th: Andy Lewis (Humans)**

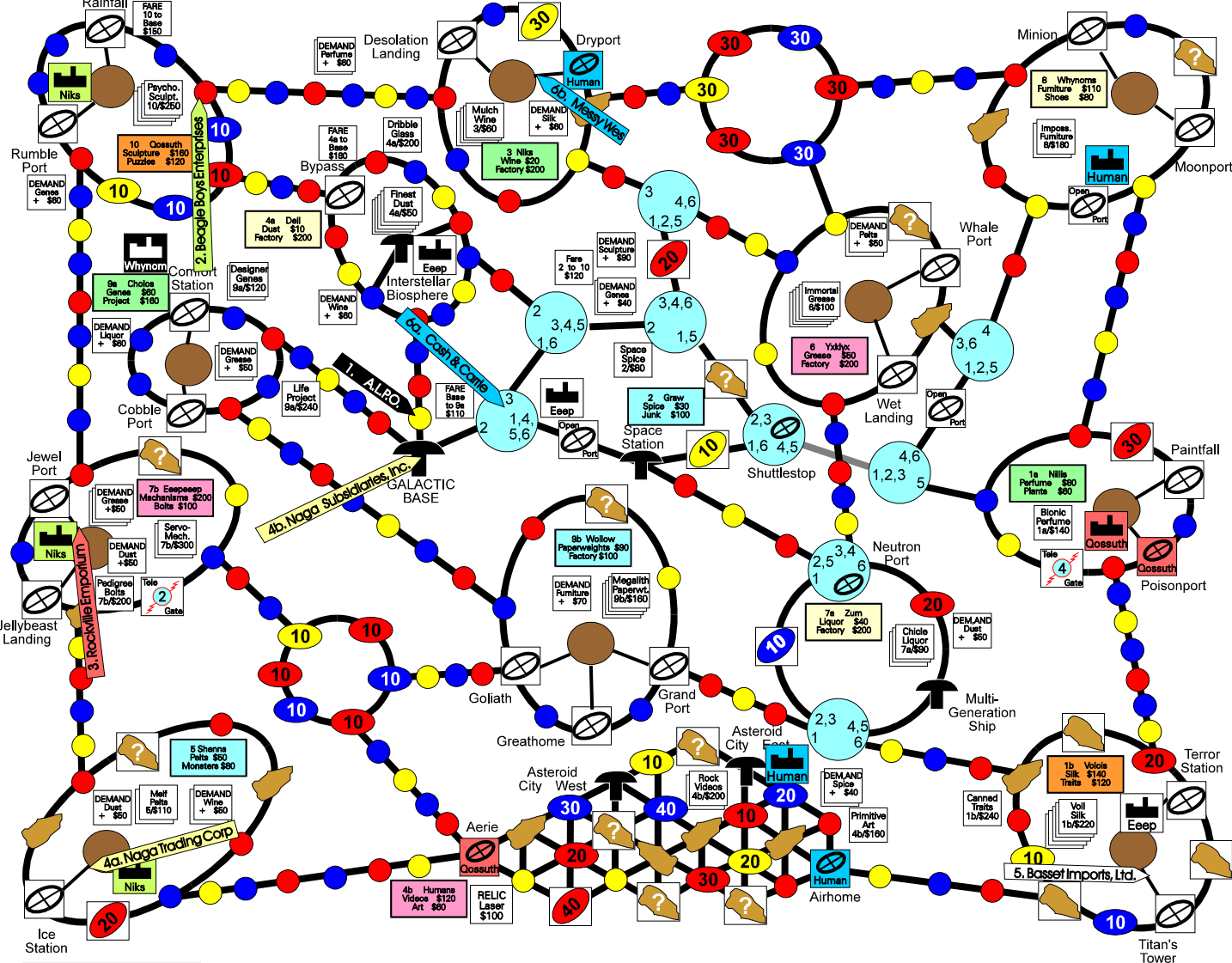
**Cash & Carrie Rolls Used: 2 4 5****Cobble Port(s) - Cobble Port(o) - R - B - R - B - Y - B - R - Galactic Base - NC4.****Messy Wes Rolls Used: 1 2 4****Y - Dryport(o) - Dryport(s).**

Buys Dryport for \$200.

**6th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)**

**Rolls Used: (3 \* 2) 3 1****Comfort Station(s) - Comfort Station(o) - B - R - B - Y - B - R -****Galactic Base - Y.**Notes

Will Paul Bolduc please submit standby orders for A.L.P.O.!



<b>1. A.L.P.O.</b> Fast Clipper \$0 15: 1 2 3 // 16: 2 3 6 (Double one)		
Hold1	Hold2	Hull
Designer Genes 9a/\$120	Megalith Paperwt. 9b/\$160	Shield (\$60)
Cholos \$200		

<b>2. Beagle Boys Enterprises</b> Sports Scout \$75 15: 1 1 4 5 // 16: 1 3 6 6 (Use 3)		
Hold1	Hold2	Hull
Infinite Puzzles 10/\$250	FARE 5 to Base \$140	Qoosuth \$200
Shenna \$100	Eeep \$100	

<b>3. Rockville Emporium</b> Torch Scout \$262 15: 6 // 16: 5 (Times 3)		
Hold1	Hold2	Hull
Servo-Mech. 7b/\$300	Nills \$100	Poisonport \$200
Aerie \$200	Shield (\$60)	Red Top (\$120)

<b>4a. Naga Trading Corp</b> Scow Scout \$309 15: 4 5 6 // 16: 2 3 6 6 (Use 2)		
Hold1	Hold2	Hull
Rock Videos 4b/\$200	Melf Pelts 5/\$110	Air Foil (\$80)

<b>4b. Naga Subsidiaries, Inc.</b> Scow Transport 15: 1 3 3 5 // 16: 2 3 4 4 (Use 2)			
Hold1	Hold2	Hold3	Hull
Glorious Junk 2/\$200	Space Spice 2/\$80	FARE Base to 4a \$140	

<b>5. Basset Imports, Ltd.</b> Rocket Scout \$310 15: 5 5 // 16: 2 5 (Use 1 * 4)		
Hold1	Hold2	Hull
Graw \$200	Deil \$200	Voiois \$200
		Shield (\$60)

<b>6a. Cash &amp; Carrie</b> Normal Transport \$7 15: 2 4 5 // 16: 1 3 3			
Hold1	Hold2	Hold3	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120	Designer Genes 9a/\$120	Switch Switch (\$100)
Whynom \$100	Airhome \$200	Human \$100	Shield (\$60)
Dryport \$200			

<b>6b. Messy Wes</b> Normal Scout 15: 1 2 6 // 16: 1 2 5		
Hold1	Hold2	Hull
Space Spice 2/\$80	Space Spice 2/\$80	

## In the Doghouse with Marmaduke

Boo Hoo no one sent in suggestions for new games. Nobody wants to play anything else?

I went to a small hobby show a couple of weekends ago. Mayfair was there. Darwin Bromley appeared very happy to talk with someone who knew anything about real games. We discussed the new game, Detroit/Cleveland Grand Prix, and new contracts for games that they hope to sign. The Grand Prix is a remake of the Old Nikki Laudu Formula Einz with the addition of a new second track. The cards are the exact same as the original with one rule change. For those who don't know this game is similar to Daytona 500 from MB. The components look real nice! They are hoping to sign a contract with NASCAR and do a similar type racing game which will allow for all the NASCAR tracks to be released at once in tubes. Cool! The big news was they hope to sign die Macher and Seidler von Catan very shortly. Two excellent games which will get more play with ease of purchase. There is talk of adding a 5th party, the Communists, and maybe additional regions to die Macher. Look for them late summer or fall hopefully.

I also found a CCG hockey game called NHL One on One by Playoff Corporation which is pretty good. It includes collectable dice which resolves actions. I like hockey so this was a real nice find. It is similar to Red Zone and Top of the Order but pretty in execution of all aspects including forcing you to change your lineup several times during the game with less choices than the initial start.

I will be attending the Gathering of Friends invitational convention in 2 weeks. I let you know how it was. This is the con where I find out all the scoop on German and White Wind games. Will finally get Phantoms of the Ice with expansions (so will switch to that if people want another game of Slapshot - it's the same game but just available and supported by original Slapshot AH Developer). On with the games....

### Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc

## "Dog Biscuit"

### Turn 3

**GM: Andy Lewis**

**Deadline for Turn 4 is May 12, Sunday**

There was a request to change player order. Sorry but if you read the rules, the player order remains the same throughout the game.

### Results

**Bolduc's Spiders** Send Gay Blade to the minors and promote Le Sainte [6]

**Blendor's Barbarians** Send Golden Gums to the minors and promote Moby Stick [9]

**Narhi's Nordic Bunwarmers** Trade Captain Hook to Dynamo Sporck for Jock Strappe

**Anderson's Chicken Littles** Trade King Neptune to Ms. Nar's Aquanuts for Crease Lightning

**Ms. Nar's Aquanuts** play Anderson's Chicken Littles

Puck Rogers zooms past Boney Maloney 1-0

Charge Kard chung-chings Cheap Skate 2-0

Chairman of the Boards fires Moose 3-0

Sir Stanley Kup maces Chubby Checker 4-0

Tiny Tim is blown away by Fast Eddy 4-1

King Neptune and Crease Lightning try to figure out who's who 4-1

Aquanuts win! 4-1

**Dynamo Sporck** Send Chief Sitting Bench to the minors and promote Ivan Fazov [2]

**Hansen Brothers** play Anderson's Chicken Littles

Fat Trick is bowled over by Chubby Checker 0-1

Slash Gordon flashes Fast Eddy 1-1

Iron Orr mines Moose 2-1

Puk Luk smiles at Crease Lightning 2-1

Hi Stick breaks Boney Maloney 3-1

Stu Lates arrives in time for Cheap Skate (dr 2) 3-1

Brothers win! 3-1

**C.J.'s Cleavers** play Bolduc's Spiders

Friar Puck blesses Snow Howe 1-0

El Bos ties up Eric the Redline literally! [replaced by Ian Jury {1}] 1-0

Bulldog Brown whimpers at Le Sainte (dr 4) 1-1

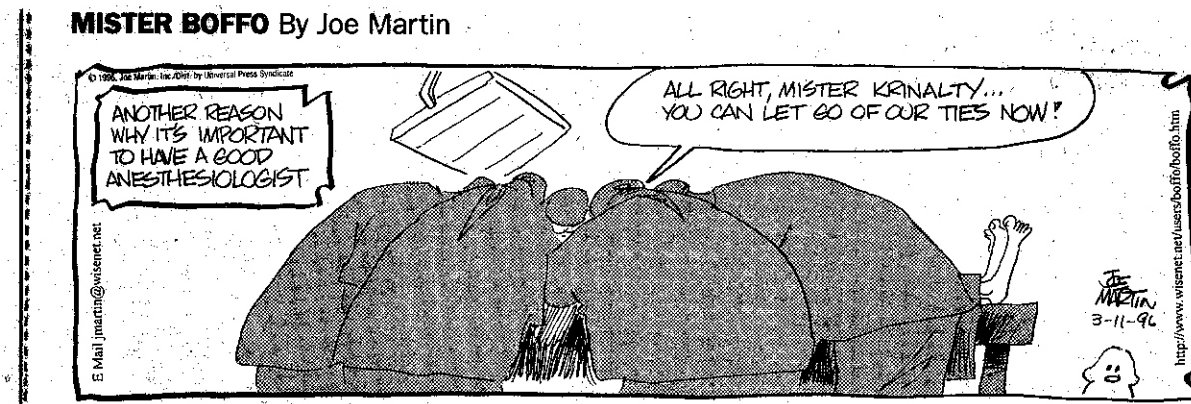
Robin Hooker goes gee Guy Whiz 1-2

Phantom of the Ice waxes Tex Hitter 2-2

Billy The Skid (dr 1) pass out on Bo Legs! 2-2

It's a 2-2 tie.

### **MISTER BOFFO** By Joe Martin



*The Teams*

Team	Manager	Record	Forwards	Defenseemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	1-1-1	F1: Guy Whiz 7 F2: Ian Jury 1 F3: Snow Howe 3	D1: Tex Hitter 4 D2: Le Sainte 6	G: Bo Legs (2)	0	1	2
Blendor's Barbarians	Chris Hassler	0-2-0	F1: Bobby Howl 5 F2: General Icinghower 3 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Jack the Tripper b3	G: Moby Stick (9)	0	3	0
Narhi's Nordic Bunwarmers	Ward Narhi	0-1-0	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Jock Strappe 4	D1: Cardinal Finner 5 D2: Hip Checker 1	G: Stonewall Jackson(6)	1	0	1
Anderson's Chicken Littles	Dave Anderson	2-4-1	F1: Cheap Skate 1 F2: Chubby Checker 3 F3: Fast Eddy 6	D1: Moose 3 D2: Boney Maloney 2	G: Crease Lightning(10)	1	0	2
Ms. Nar's Aquanuts	Sonja Nar	1-0-0	F1: Chairman of the Boards 6 F2: Puck Rogers 7 F3: Sir Stanley Kup 5	D1: Tiny Tim ½ D2: Charge Kard 3	G: King Neptune (7)	1	0	1
Dynamo Sporck	Caleb Cousins	2-0-0	F1: Ivan Fazov 2 F2: Cyclone Henri 6 F3: Captain Hook 2	D1: Antoni Zamboni 7 D2: Headlock Holmes 5	G: Canada Post (5)	0	1	2
Hansen Brothers	Sean Cousins	2-2-1	F1: Puk Luk 3 F2: Fat Trick 2 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Iron Orr 7	G: Stu Late (1)	0	1	2
C.J.'s Cleavers	Chris Geggus	1-0-1	F1: Robin Hooker 4 F2: Billy the Skid 2 F3: Phantom of the Ice 6	D1: Friar Puck 6 D2: El Boss b5	G: Bulldog Brown (3)	1	0	2

Teams are listed in the order in which they will take their turns.

**“Rin Tin Tin”**

**Turn 1**

**GM: Andy Lewis**

**Deadline for Turn 2 is May 12, Sunday**

Kevin's player-turn: 8 - <Oh No, Mr. Bill!!>

Turn 1

*Brendan's player-turn*

Production: None

Trades: None

Actions: None

*Caleb's player-turn*

Production: Lumber(Kevin, Caleb)

Trades: None

Actions: Spend Brick and Lumber to build road at M5/11

*Chris' player-turn*

Production: Wool(Chris, Kevin), Grains(Chris, Caleb)

Trades: None

Actions: None

*Kevin's player-turn*

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: Kevin(3 Wools for 1 Brick at 3:1 Port)

Actions: Spend Brick and Lumber to build road at O2/10

Turn 2 Production Die Rolls

Brendan's player-turn: 8

Caleb's player-turn: 8

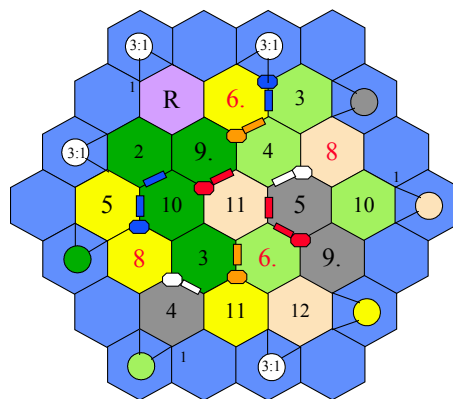
Chris' player-turn: 8

Press

**Chris - Caleb:** You have no right to judge my worthiness at anything. Besides, it is unwise for you to alienate any other player, since you are the

- Brendan □
- Caleb ●
- Chris ●
- Kevin ●
- Robber R
- City ●
- Settlement ●
- road ●
- Wasteland ●
- Farmland (Grains) ●
- Hills (Bricks) ●
- Pasture (Wool) ●
- fOrest (Lumber) ●
- Mountains (Ore) ●

**Rin Tin Tin Turn 1**



only one without email. Think about it.

## Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earns you a free issue.

And so, without further ado, the answers to last issues questions:

Q1. What was the first man-made object to travel faster than the speed of sound?

A1. The tip of a whip. The crack a whip makes is the sonic boom from the tip surpassing the speed of sound.

Paul Bolduc and Steve Koehler each receive 1 point.

Q2. How many grooves were there in an old-fashioned vinyl record?

A2. 2, 1 on each side.

Chris Geggus, Ward Narhi, Brendan Whyte, Richard Goranson, Steve Koehler, Paul Bolduc, and Andy Lewis each receive ½ point.

Q3. How many times can you divide 345.6754 by 23.854?

A3. As many times as you like. The answer will always be 14.4908.

Paul Bolduc receives 2 points.

Q4. If a man lives in Seattle why can't he be buried in Birmingham?

A4. It is generally not found acceptable to bury a living person.

Chris Geggus, Ward Narhi, Dave Anderson, Paul Bolduc, Steve Koehler, Richard Goranson, Brendan Whyte, and Andy Lewis each receive ½ point.

Q5. Look in a mirror. Your left hand seems to have become your right hand and your right is now apparently your left. You have been laterally reversed.

Why does the mirror not reverse you vertically as well?

A5. The truth is that a mirror reverses you front-to-back rather than laterally. The apparent lateral reversal is a side effect of the actual front-to-back reversal.

Paul Bolduc and Ward Narhi each receive 1 point.

### Current Scores

Andy Lewis	18	Chris Geggus	16
Paul Bolduc	10½	Andy York	7
Steve Koehler	6	Dan Eisenhut	5
Rich Goranson	4½	Bill Scharf	4
Kevin Wilson	3½	Dave Anderson	3
Kevin Kinsel	2½	Caleb Cousins	2½
Ward Narhi	2½	Bob Robles	2
Debbie Osborne	½		

Paul Bolduc earns a free issue.

### New Questions

#### Topic: The Solar System

1. What planet is currently farthest from the Sun?
2. How many asteroids are there with diameters larger than 200 km?
3. What is the most volcanically active body in the Solar System?
4. What is the densest planet in the Solar System?
5. What is the least dense planet in the Solar System?

## Pedagogy

When Einstein first released his Special Theory of Relativity, the revolutionary concepts therein encountered a great deal of resistance. One of the thought experiments conceived to disprove Relativity is called the Twins Paradox.

The Twins Paradox assumes the existence of a pair of identical twins. One of the twins stays on Earth while the other takes a ride in a space ship at a large fraction of the speed of light. After a period of time, the traveling twin turns around and comes back. According to Special Relativity, it doesn't matter which twin you are, the other's clock appears to run slower. If this is the case, are the twins the same age when the traveler returns?

Let us take a closer look at what happens. Before the traveling twin leaves, the twins are, obviously, the same age. When the second twin starts off on his journey, they synchronize clocks by sending a laser pulse to each other each second. During the journey, it appears to each of them as if the laser pulses from the other are arriving at a much slower rate than one every second. This is in part due to the time dilation effect and in part due to the fact that the two twins are moving farther apart, and so the laser pulses have to travel farther, and thus take longer, to catch up.

On the return journey, once again, each twin's clock appears to run slower than his own, but not as slow as on the outbound leg. This is because, while on the outbound leg, the two were getting further apart, now they are getting closer together, so the laser pulses have less distance to travel each time. But, despite these appearances, when the traveling twin finally returns home, he is younger than his stay-at-home brother. Why is that?

Special Relativity deals with what are called inertial reference frames. Inertial reference frames are frames of reference which are not undergoing any type of acceleration. If we look at the example, however, we discover that the traveling twin did not have a single inertial reference frame. Instead, he had two, and three periods of acceleration (one to start his journey, one to turn around, and one to stop back at Earth). Even if we assume instantaneous acceleration, the fact that we are dealing with two different frames of reference throws off all of our assumptions about the equality of the twin's frames of reference. Therefore, in reality there is no paradox at all.

Next time, I will talk more about General Relativity, the Einsteinian theory of gravity.

## AGAINST THE GRAIN By Glen Foden



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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, Kevin Kinsel, Stuart Schoenberger, Mike Scott, Dave Anderson **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Andy York, Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson **Stellar Conquest:** Andy York, Paul Bolduc, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

Standby Calls

Kevin Kinsel for the Genoa in "Rabid Dog"  
Paul Bolduc for the A.L.P.O. in "Dog Food"