

Notes from Hades

Last month, I took a business trip to Washington DC. The business part of it went well, but the unusual part of the trip this time was that I was actually able to take some time out to do some sightseeing. And, whatever else you may think of DC, it is a great place for sightseeing.

I started out at the Lincoln Memorial, which was quite impressive even though it is currently undergoing renovation. The central part of it was still open, fortunately, and I remember feeling an incredible sense of history as I read Lincoln's second inaugural address, and particularly the Gettysburg Address that was inscribed on the wall to the side of the statue. It was really quite remarkable.

Next, I went to see the Vietnam War Memorial. It was incredibly moving to see the stark black marble wall with the names of all the dead and missing inscribed on it. At the base of the wall were a number of letters, flowers, flags, and wreaths left there by people who had known the soldiers. At one point, I saw a man, who I assume was a veteran, kneeling down beside a section of the wall sobbing. It really brought home to me just how horrible that war was.

After that, I walked past the Reflecting Pool and the Washington Monument. I didn't actually go inside (the timing of the tours was bad) but the monument itself is impressive. It's much larger than I pictured it.

My real goal for this was the National Air and Space Museum. It's something that I've wanted to see for quite a long time, and I was glad I finally got the opportunity to do so. Unfortunately, I was only able to spend about two and a half hours there before it closed. I was able to see much of the space section, though, including the Mercury, Gemini, and Apollo capsules, the replica of the Lunar Lander, the Soyuz capsule, as well as an actual V1 buzz bomb and a V2 rocket, along with a number of other rockets. Unfortunately, the museum closed before I got the chance to go inside the Skylab replica they had. It would take at least a full day to do that museum right, and there are many other Smithsonian museums in the area. Even so, it was the highlight of my trip.

This issue's deadline will be on **Thursday, November 7 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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Flier Games

"Proteus"	Midway Campaign	1100 Nov 11
"Dingo"	4000AD (Kevin Wilson GM)	Turns 7, 8
"Sirius"	Stellar Conquest	Turns 7, 8

Game Openings

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, Bob Robles, Pasquale Giovene, Ken Marconis, and Lee McConnell. This will probably be starting up with the next issue.

"Rock Hound" 2038 is an 18xx-style game based on asteroid mining. Have Sean Cousins, Bill Scharf, Andy Lewis, Caleb Cousins, and Bob Robles. Need 1 more. I'll start this up next issue with however many I currently have.

"Fleabag" Machiavelli, 1995 edition. Please let me know whether you want basic, advanced, or optional rules (and if optional rules, which optional rules) when you sign up. Current preferences are for the basic game. Have Berry Renken, Ray Grib, Jason Wilke, Andy Lewis, Sean Cousins, Sigourney Street, Stuart Schoenberger, and Mark Weseman. **Starts this issue!**

"Running Dogs" Dune. You know this one. Since Paul Bolduc was kind enough to supply me with the Ixians and Bene Tleilaxu, this can take up to 9 players. Please submit preference lists when you sign up. Have Kevin Wilson, Bill Scharf, Andy Lewis, Ward Narhi, Sean Cousins, Stuart Tucker, and Steve Koehler. I'll start this up next issue with whoever I happen to have.

I still need preference lists from many of you.

"Hair of the Dog" Modern Art is a game of art trading. Have Andy Lewis, Sean Cousins, and Caleb Cousins, need 2 more.

Wish List

Die Macher is a game of German elections. Have Andy Lewis, need 3 more.

SolarQuest is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Have Bill Scharf and Andy Lewis, need 4 more.

Merchant of Venus is a game of mercantile expansion. Like before, I will be using some of the variant rules presented in *The General* v26 n1. The game will be played to \$3000. Have Bob Robles, Andy Lewis, and Chris Geggus, need 3 more.

Liftoff! is a game of building a space program and being the first to land an astronaut on the Moon. I'll take up to 6 on this one.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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

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

Bob Robles

Ok, no politics with this letter. Heard any new music lately? I recently acquired 'The Screaming Trees'-Dust. I highly recommend it for the hirsute, flannel-wearing types who enjoy a not-so-subtle sonic browbeating. However, this group is showing more melody with this effort. How about new movies? I took my kids to see 'Fly away home'. A cute movie which portrays our neighbors to the great white north as sensitive, artistic, virtuous souls while us Yanks are either greedy land developers or clueless doofuses who need to get a life. Ok, this may be a bit of a simplification. Still, not many dry eyes in the theater at the end of the film. Aughhhhh...I can't resist, Bob Dole would rank this film right up there with other 'Family films' such as True Lies and ID4...heh, heh.

[What can I say to that?]

Ward Narhi

So what is new with me? Hmm, I went to a winery last night and had a wonderful time except for the darn mosquitoes who seem to have a taste for my blood in particular. The wine was drunk with great abandon and Bacchus would be proud (or is that Dionysus?). *[It depends on whether you're Roman or Greek.]*

My visit to Toronto was very impressive. We really liked the city and had a great time sampling the cuisine, beer, shopping, and music scene. One night we danced til 3AM! Stopped in Niagara on the way there and saw the falls. On the way back stopped to stock up on that high-alcohol content beer they have. We started drinking it normally at home but realized we were going through it too fast. Now we only drink it with our good friends and feed our unsuspecting guests American beer.. Heh, heh.

Finally, I was hoping you could do me a favor. I am starting up a game of En Garde and I was hoping for some free advertisement. It is a game where the player controls a character in 17th century France. Simple, yet fun if you are into that sort of thing. The game is FREE and I will send either a further description to any interested parties, or the rules to those who are VERY interested. Just email me and I will get you going. This will be a simple flier-type game. If it does well I may expand it somewhat into a zine of sorts. Any comments or questions feel free to email me at narhiw@diebold.com. Many thanks!

[Well, there's your ad. I've seen En Garde run in a couple of other zines, and it looks interesting. Contact Ward if you're interested..]

Rude Dog / MGN# O/B/8/CH/1 - Gunboat Spring 1460

Deadline/Summer 1460 11/7 Thursday

The Sultan converts to Christianity, gives all his worldly possessions to the Pope, and joins a monastery as his last city is overrun by the French. Naples experiences extreme confusion at this unexpected action on the part of his arch enemy. Meanwhile, Venice is in turmoil as the Doge refuses to leave his inner chambers.

Fall 1459 Retreats

French A6 retreats to Como

Turkish F2 retreats OTB

Turkish F4 retreats OTB

Builds

		Treas	Cost	Rem
Fra	Maintains A2, A3, A5, A6, F1, F2, F3, F4, and G1, builds A1 (Elite Mercenary) Avignon, A4 Marseilles	42	39	3
Nap	Maintains all, builds F3 Bari and G1 Naples	17	15	2
Pap	Maintains all, builds A6 Bologna, A7 Pisa, A8 Rome, F4 Ancona	70	36	34
Tur	Maintains none, no builds	10	0	10
Ven	NBR! Maintains all, no new builds	47	27	20

Expenditures

Turks give 10 ducats to the Pope.

Pope spends 24 ducats to buy Venetian F2

Orders

France(): A1 (EM) AVIGNON supports A3
A2 SWISS to TYROLEA
A3 Provence to TURIN
A4 Marseilles to GENOA
A5 PARMA to Modena
A6 COMO to Milan
F1 Western Mediterranean to TUNIS
F2 BAY OF TUNIS supports F1
F3 WESTERN GULF OF LYON transports A4
F4 (CM) EASTERN GULF OF LYON transports A4
G1 GENOA holds

Orders (cont.)

Naples(): A2 Naples to SALERNO
F1 GULF OF NAPLES holds (ambiguous conditional)
F2 MESSINA holds (ambiguous conditional)
F3 Bari to LOWER ADRIATIC
G1 NAPLES converts to F4
Papacy(): A1 Verona to PADUA
A2 MANTUA supports French A5 hold (nso)
A3 Croatia to DALMATIA
A4 LUCCA besieges
A5 CARNIOLA supports A6
A6 Bologna to FRIULI
A7 PISA supports A4
A8 ROME holds
F1 FERRARA supports A1
F2 UPPER ADRIATIC transports A6
F3 MODENA holds
F4 ANCONA supports F2
F5 (EM) Venice Lagoon to TREVISO
Turks(): No units, Out!
Venice(): NMR! A1 ALBANIA holds
A2 CREMONA holds
A3 (EM) PAVIA holds
A4 MILAN holds
A5 Friuli holds (DISLODGED, retreat Carinthia, Vicenza, OTB)
A6 Padua holds (DISLODGED, retreat Vicenza, OTB)

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

Notes

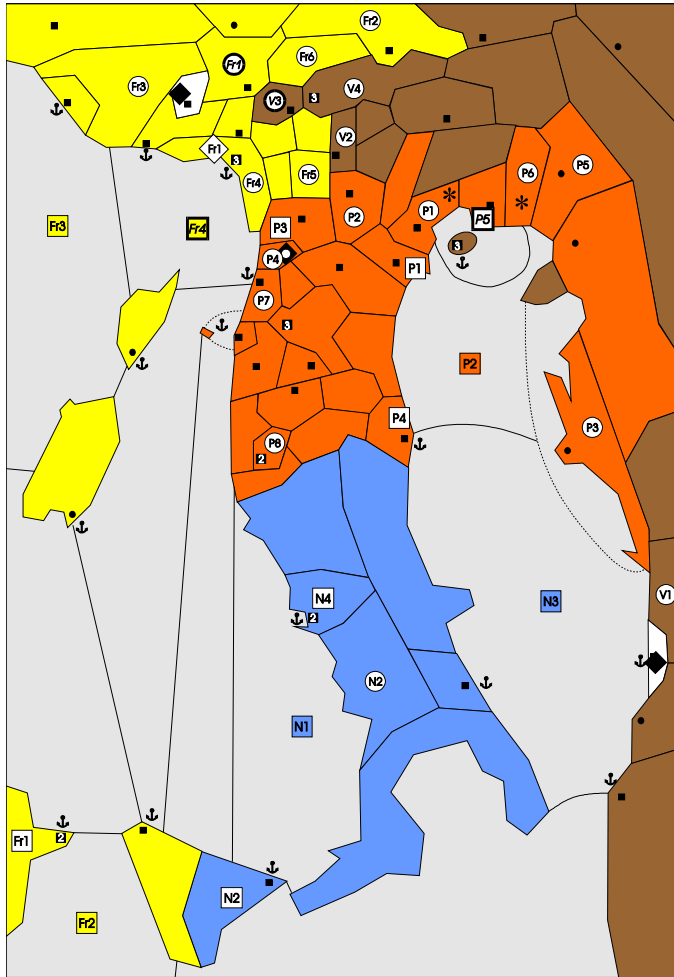
Concession to the Pope fails. If this box is checked [], please submit standby orders for Venice.

Press

France - Venice: If you are that concerned about the Papacy, why did you attack me? If I don't hear a satisfactory response, we're going to have problems. I am not in a good mood.

France - Naples: I understand your press regarding the Turk. But, he is a monarch and deserves the death of a king, not torture -- non-Christian, unwashed, barbaric heathen though he may be.

"Rude Dog"



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

Milan - Pope: Nice sentiment -- a little late.

Milan - France: This is what you get when you make a pact with the Devil.

Naples - France: Tally Ho!

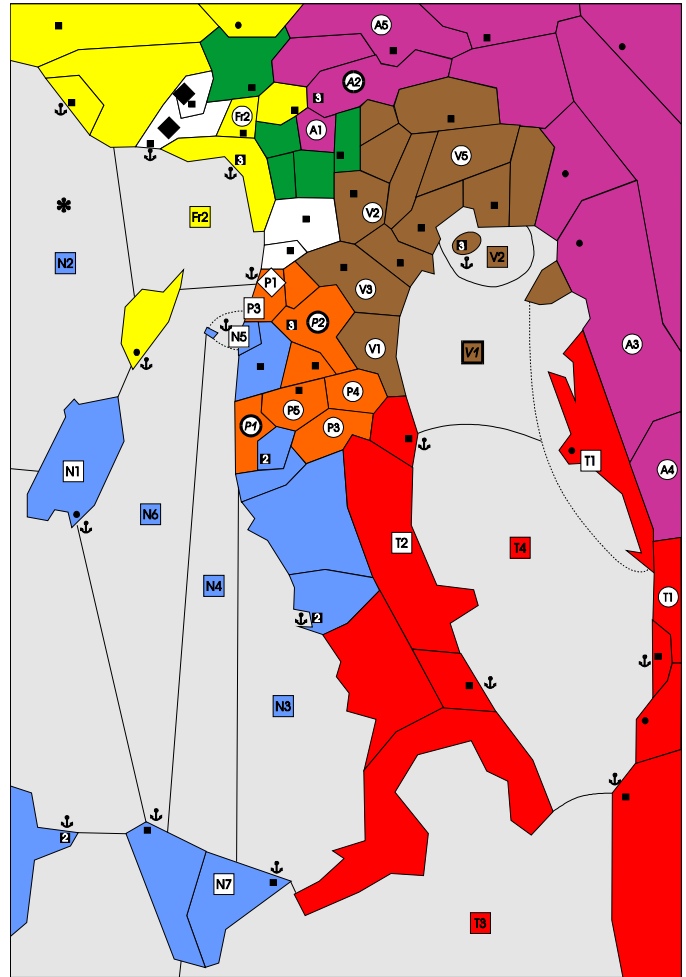
Naples - Venice: Sure, let's give the game away to the Pope.

Pope - Doge: Take that! And that!

Pope - France: Hello ally! I am trying to help you in the Milan area so you can take it over. You have my blessings.

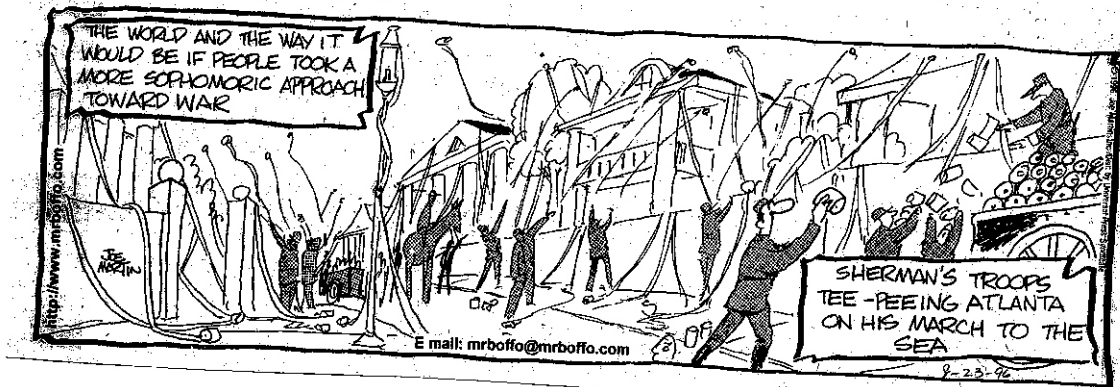
Pope - Venice: You know what I require for peace. You out of Turkey and Milan.

"Rabid Dog"



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

MISTER BOFFO By Joe Martin



Rabid Dog / MGN# O/E1/9/ABC/1**Spring 1453****Deadline/Summer 1453 11/7 Thursday**

Milan retires to an Alpine monestary, willing all his worldly goods to France. Meanwhile, Naples makes a sudden change of direction, giving up armies in favor of fleets and setting up a cruise line to the French Riviera. The Turks and Venice combine to remove the Papal naval presence from the Adriatic, while Austria maneuvers to take advantage of the unrest in Milan.

Fall 1452 Retreats

Milan A2 retreats OTB
Naples A3 retreats to Aquila

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A5 Austria	21	18	3
Fra	Maintains all, no new builds	17	15	0
Mil	Maintains none, no new builds	11	0	11
Nap	Maintains F1, F2, F3, F4, and F5, builds F6 Palermo, F7 Messina	21	21	0
Pap	Maintains all, builds A2 (Elite Mercenary) Florence, A5 Arezzo, and G1 Pisa	35	33	2
Tur	Maintains F1, F2, F4, A1, and A2, no new builds	22	15	7
Ven	Maintains all, builds A4 Venice, A5 Treviso	29	24	5

Expenditures

Milan gives 11 ducats to Venice
Venice spends 3 ducats to counterbribe F1
The Turks spend 6 ducats for famine relief in Ancona and Herzegovina

Orders

Austria: A1 Milan to PIANCENZA
(Koehler) A2 (EM) Tyrolea to MILAN
A3 CROATIA supports A4
A4 BOSNIA holds
A5 Austria to TYROLEA

France: A1 PAVIA holds
(Wilke) A2 MONTFERRAT supports A1
A3 PROVENCE to PISA
F1 Western Gulf of Lyon holds (DISLODGED, retreat Corsica,
Marseilles, Avignon, OTB)
F2 EASTERN GULF OF LYON transports A3

Milan: No units
(Anderson)

Naples: F1 SARDINIA supports F2
(Narhi) F2 Western Tyrrhenian Sea to WESTERN GULF OF LYON
F3 Naples to GULF OF NAPLES
F4 Sienna to EASTERN TYRRHENIAN SEA
F5 PIOMBINO supports F6 (cut)
F6 Palermo to WESTERN TYRRHENIAN SEA
F7 MESSINA holds

Papacy: A1 (EP) Padua to PATRIMONY
(Rutherford) A2 (EM) FLORENCE supports F1
A3 SPOLETO holds
A4 URBINO supports A3
A5 Arezzo to PERUGIA
F1 Romagna to Bologna (DESTROYED!)
F2 PISA to Piombino
G1 PISA converts to A6

Orders (cont.)

Turks: A1 HERZEGOVINA supports F1
(Wilson) A2 ANCONA supports Venetian A1
F1 DALMATIA supports F4
F2 Bari to AQUILA
F4 LOWER ADRIATIC supports F1

Venice: A1 Bologna to ROMAGNA
(Robles) A2 Brescia to MANTUA
A3 Mantua to BOLONGA
A4 Venice to TREVISO
A5 Treviso to VICENZA
F1 (EM) UPPER ADRIATIC supports A1
F2 VENICE LAGOON transports A4

Summer 1453 Plague

Bad Year: Bergamo, Ancona (Turkish A2 eliminated), Parma, Mantua (Venice A2 eliminated), Istria, Tivoli, Pavia (French A1 eliminated), Provence (French A3 eliminated), Treviso (Venice A4 eliminated)

Press

France - GM: Woodstock? Don't tell me you were at woodstock? ... am I the baby around here? Is there anyone else playing who's under 25?

Cerberus - France: Can't anybody around here recognize a joke?

Jason - Ward: Watch out ... if I make another comment like that, dentures may go flying... We yung'uns better take cover.

France - Pope: ...and what was the second stroke of fortune?

France - Milan: I warned you about lack of communication. We could've been a 3-way.

Murad II - Naples: How's that for pulling away from Sicily?! Gone! Puuph!

Naples - Turkey: I hope you pulled back from the Ionian so we don't have to worry about each other any more.

Naples - France: Hah, caught you with your pants down! Pick on my bosom buddy from Milan.

Naples - Austria: Keep moving west, no?

Naples - Pope:
TOP TEN REASONS WHY I ATTACKED YOU
10. Your edict against birth control just got the Neapolitan's dander up.
9. I was bored.
8. God told me to do it. Or at least I thought it was God but he had a Turkish accent. How odd.
7. Even though Florence and I had never corresponded we had a deep connection in a spiritual sense.
6. It was all just a dream sequence and I never really attacked you in the first place. Wake up!
5. You kept mispronouncing my name kind of like Saddam and George Bush.
4. I hate Chili Dogs.
3. I figured you wouldn't be playing long, considering the US west coast was going to fall into the sea anyways.
2. I hate the color orange and it annoys me seeing so much of it on the map.
1. I heard about those Papal twinkies and could not resist..

Venice - GM: Spared me from starvation and pestilence this year did you? What will it cost next year or are you just toying with me?

Cerberus - Venice: I'm *always* toying with you!

"Fleabag"

Gamestart

The Players

AUSTRIA	Berry Renken	"Carnivore"
FLORENCE	Jason Wilke	"Rock-it Man"
FRANCE	Ray Grib	"Ray-Bid Basset"
MILAN	Stuart Schoenberger	
NAPLES	Andy Lewis	"Marmaduke"
PAPACY	Mark Weseman	
TURKS	Sigourney Street	"Canine Killer"
VENICE	Sean Cousins	
GAME MASTER	Chris Hassler	"Cerberus"

The Positions

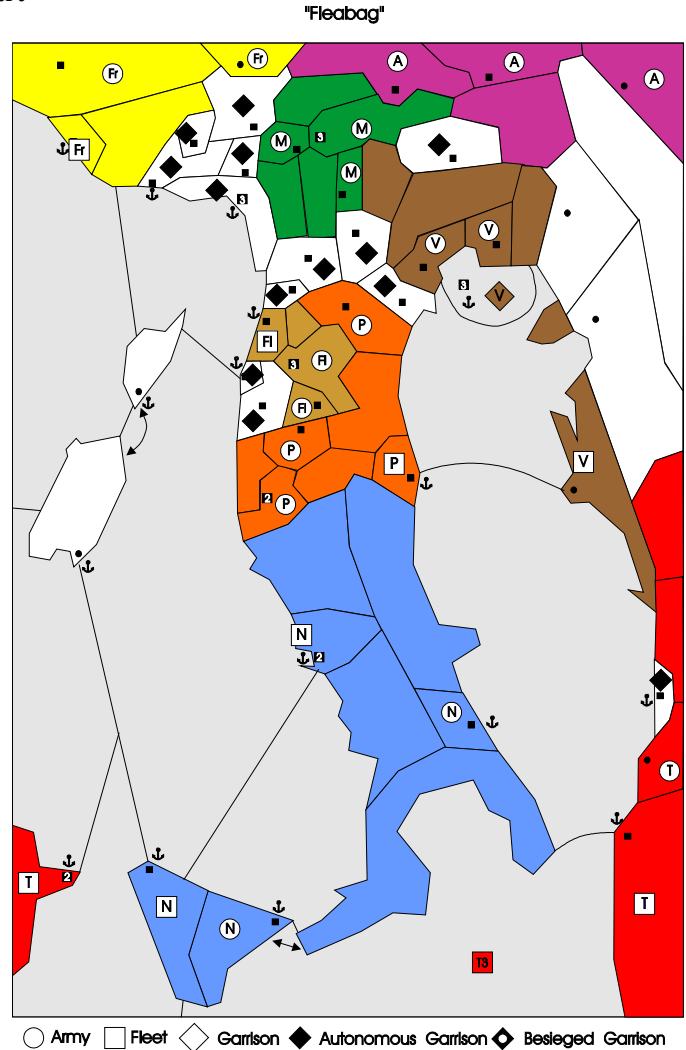
Austria:	A Tyrolea, A Austria, A Hungary
Florence:	A Florence, A Arezzo, F Pisa
France:	A Swiss, A Avignon, F Marseille
Milan:	A Cremona, A Pavia, A Milan
Naples:	A Bari, A Messina, F Naples, F Palermo
Papacy:	A Bologna, A Perugia, A Rome, F Ancona
Turks:	A Albania, F Durazzo, F Tunis
Venice:	A Padua, A Verona, G Venice, F Dalmatia
Autonomous Garrisons:	Savoy, Saluzzo, Montferrat, Turin, Genoa, Trent, Lucca, Mantua, Piombino, Siena, Ferrara, Modena, Ragusa

Notes

This game is using the basic rules only, 1995 edition. It will be played to ultimate victory conditions (23 cities).

Didn't He Notice?

During the early part of the Second World War Hitler's private railroad train was named *Amerika*.



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

"Mongrel"

Epoch IV Byzantines, T'ang Dynasty, Arabs, and Khmers Deadline for Epoch V Empire Selection: 11/7 Thursday

The Dark Side (Eisenhut) plays Rebellion in the *Ireland* (vs. Anglo-Saxons: R: 4, 2; A: 1; wins). **BYZANTINES:** Army and Capital in *Balkans* (Hun army retreats to *Western Anatolia*). Fleet *Black Sea*. Army in *Danubia* (vs. Huns: B: 6, 1; H: 2; wins), *Central Europe* (vs. Huns: B: 5, 1; H: 3, 1; wins), *Northern Gaul* (vs. Huns: B: 2, 1; H: 6, 4; loses), *Northern Gaul* (vs. Huns: B: 5, 1; H: 4, 4; wins), *Western Gaul* (vs. Huns: B: 5, 2; H: 5; B: 5, 5; H: 6; loses), *Western Gaul* (vs. Huns: B: 2, 1; H: 3; loses), *Western Gaul* (vs. Huns: B: 3, 1; H: 3; B: 6, 4; H: 6; B: 2, 2; H: 5; loses), *Western Gaul* (vs. Huns: B: 3, 2; H: 5; loses), *Western Gaul* (vs. Huns: B: 6, 3; H: 4; wins), *Baltic Seaboard* (vs. Anglo-Saxons: B: 6, 2; A: 1; wins). Points: Control of Southern Europe (9), Dominance in Northern Europe (4), Presence in India (3), North Africa (2), and Middle East (3), two Capitals (4), four Monuments (4), and three Seas (3) for 32 points.

Hector (Cowles) Plays Empire Fortifies to place forts in *Zagros* and *Lower Indus*. Plays Barbarians out of the *Plateau of Tibet*. *Wei River* (vs. Hsuing-nu: B: 3, 3; H: 3, 3; B: 2, 1; H: 5, 5; loses). **T'ANG DYNASTY:** Army and Capital *Yangtse Kian*, *Wei River* (vs. Hsuing-nu: T: 6, 3; H: 1; wins, city eliminated), *Yellow River* (vs. Hsuing-nu: T: 3, 2; H: 5; loss), *Yellow River* (vs. Hsuing-nu: T: 6, 5; H: 4; wins, city eliminated), *Great Plain of China* (vs. Hsuing-nu: T: 6, 1; H: 5; wins), *Chekiang* (vs. Civil War: T: 2, 1; C: 1; wins), fleet *South China Sea*, army *Mekong*, *Malay Peninsula* (vs. Maurya: T: 5, 2; M: 2; wins), *Irrawaddy* (vs. Maurya: T: 6, 5; M: 4;

wins), *Ganges Delta* (vs. Maurya: T: 4, 1; M: 3, 2; T: 6, 2; M: 6, 5; T: 6, 3; M: 6, 2; T: 6, 4; M: 4, 2; T: 5, 3; M: 5, 3; T: 3, 1; M: 5, 3; loses). Builds Monument *Yangtse Kian*. Points: Dominance in China (6), Middle East (6), and Southeast Asia (4), Presence in India (3), two Capitals (4), one city (1), eight Monuments (8), and one Sea (1) for 33 points.

Civs-R-U's (Lewis) plays Kingdom in the Highlands. Army, city, and Fort in *Highlands*. **ARABS:** Army and Capital in *Arabian Peninsula*, plays Allies, allied army in *Palestine*, army *Levant* (vs. Romans: A: 4, 2; R: 1; wins), *Upper Tigris* (vs. Sassanids: A: 5, 5; S: 1; wins), *Zagros* (vs. Sassanids: A: 5, 2; S: 1+1, 1+1; wins, Capital reduced to city), *Persian Salt Desert* (vs. Sassanids: A: 5, 2; S: 1; wins), *Lower Indus* (vs. Sassanids: A: 6, 3; S: 1+1; wins), *Western Deccan* (vs. Guptas: A: 6, 3; G: 2, 1; wins), allied army *Western Ghats* (vs. Goths: H: 6, 2; G: 6; H: 4, 1; G: 2; wins), army *Upper Indus* (vs. Guptas: A: 2, 2; G: 2; A: 1, 1; G: 6; loses), *Upper Indus* (vs. Guptas: A: 3, 3; G: 5; loses), *Upper Indus* (vs. Guptas: A: 3, 1; G: 3; A: 5, 4; G: 1; wins), *Nile Delta* (vs. Persia: A: 2, 1; P: 5; loses), *Nile Delta* (vs. Persia: A: 5, 4; P: 3; wins), *Libya* (vs. Macedonia: A: 5, 4; M: 1; wins), *Shatts Plateau* (vs. Romans: A: 6, 2; R: 5; wins), *Southern Iberia* (vs. Carthagina: A: 5, 2; C: 6, 5; loses), *Southern Iberia* (vs. Carthagina: A: 6, 2; C: 3, 2; wins), fleet *Red Sea* (vs. The Hoard: C: 6, 1; H: 1; wins). Builds Monuments in *Arabian Peninsula* and *Southern Iberia*. Points: Dominance Middle East (6), India (6), and North Africa (4), Presence

Southern Europe (3) and Northern Europe (2), one Capital (2), two cities (2), seven Monuments (7), and one Sea (1) for 33 points.

KHMERS were absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Horsemen of the Apocalypse	28	62
Murray Cowles	Hector	30	82
Dave Anderson	Gamers' Lonely Hearts Club	32	64
Andy Lewis	Civs-R-Us	38	81
Chris Hurley	The Hoard	45	92
Dan Eisenhut	The Dark Side	49	84

Final Positions

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

The Hoard. EGYPT: One army each in *Nubia* and *Upper Nile*.

Civs-R-Us. Fleet *Red Sea*. ASSYRIA: Two armies in *Hindu Kush*.

SCOTTS: Army, city, and Fort in *Highlands*. ARABS: Army, Capital, and Monument in *Arabian Peninsula*, army, city, and Monument in *Zagros*, army and Monument in *Southern Iberia*, *Upper Tigris*, *Shatts Plateau*, *Lower Indus*, and *Upper Indus*, army *Libya*, *Nile Delta*, *Palestine*, *Levant*, *Persian Salt Desert*, *Western Deccan*, and *Western Ghats*.

The Dark Side. Fleets *Western Mediterranean*, *Eastern Mediterranean*, and *Black Sea*. CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Army *Crete*. MAYANS: Army *Guiana Highlands*. ROMANS: Army, Capital, and Monument *Southern Appenines*, army and Monument *Albion* and *Middle Tigris*, army each in *Western Iberia*, *Pyrenees*, *Central Massif*, *Northern Appenines*, *Dalmatia*, *Pindus*, and *Morea*. REBELLION: Army in *Ireland*. BYZANTINES: Army and Capital in *Balkans*, army each in *Danubia*, *Central Europe*, *Baltic Seaboard*, *Northern Gaul*, and *Western Gaul*.

Horsemen of the Apocalypse. Fleet *Bay of Bengal*. CHOU DYNASTY: Two armies in *Tarim Basin*. MAURYA: Army, Capital, and Monument *Ganges Delta*, two armies *Ganges Valley*. GUPTAS: Army, Capital, and Monument in *Eastern Deccan*, army each in *Eastern Ghats* and *Sumatra*.

Hector. Fleet *South China Sea*. NORTH AMERICAN MIGRANTS: Army each in *West Indies* and *Great Plains*. SASSANIDS: Army, city, and Monument in *Persian Plateau*, army and Monument *Eastern Anatolia*. T'ANG DYNASTY: Army, Capital, and Monument *Yangtse Kian*, army and Monument each in *Wei River* and *Yellow River*, army *Great Plain of China*, *Chekiang*, *Mekong*, *Irrawaddy*, and *Malay Peninsula*.

Gamers' Lonely Hearts Club. Fleet *North Sea*. ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army *Caucases*. HSIUNG-NU: Army *Mongolia*. REBELLION: Army and city in *Central America*. HUNS: Two armies *Western Anatolia*, armies each in *Western Steppe*, *Dneipr*, and *Lower Rhine*.

Your event cards

are: _____

Epoch V Empire Draw

Your Empire is: _____

"Wolfpack"

Epoch III Celts, Macedonia, Maurya, and Han Dynasty

Deadline for Epoch III Hsuing-nu, Romans, and Sassanids: 11/7 Thursday

Quantum Coyotes: Plays Empire Fortifies to build forts in *Ceylon* and *Eastern Ghats*. Plays Jewish Revolt in *Palestine* (vs. Persia: J: 6, 4, 1; P: 3; wins, city and fort established). CELTS: Army *Central Europe*, *Northern Gaul*, *Central Massif*, *Pyrenees*, *Albion*, *Baltic Seaboard*, *Scandinavia*, and *Western Iberia*. Builds Monument in *Albion*. Points: Dominance in Northern Europe (2) and Southern Europe (6), Presence in India (3) and Middle East (3), one Capital (2), one city (1), and one Monument (1) for 18 points.

The Arachnids: Plays Fanaticism. MACEDONIA: Army and Capital in *Pindus*, army *Dalmatia*, *Danubia*, *Northern Appenines*, fleet *Eastern Mediterranean Sea* (vs. Pinky and the Brain: A: 3, 1; P: 4; loses), fleet *Eastern Mediterranean Sea* (vs. Pinky and the Brain: A: 5, 3; P: 4; wins), army *Morea* (vs. Persia: M: 3, 2; P: 1; wins), army *Crete* (vs. Minoans: Ma: 6, 6; Mi: 1+1; wins, Capital reduced to city), *Eastern Anatolia* (vs. Persia: M: 5, 4; P: 5, 3; wins), *Zagros* (vs. Persia: M: 6, 5; P: 5; wins), *Levant* (vs. Persia: M: 6, 1; P: 5; wins), *Persian Plateau* (vs. Persia: M: 5, 5; P: 5; wins, Capital reduced to city), *Hindu Kush* (vs. Aryans: M: 4, 3; A: 5; loses), *Hindu Kush* (vs. Aryans: M: 6, 5; A: 5; M: 3, 3; A: 1; wins), *Nile Delta* (vs. Persia:

M: 5, 4; P: 6, 6; loses). Builds Monument *Pindus*. Points: Dominance in Southern Europe (6), Middle East (6) and China (6), Presence in India (3) and Northern Europe (1), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 5 Monuments (5) for 36 points.

The Moody Indignants: plays Empire Revives to place two armies in *Upper Nile*. MAURYA: Plays Elite Troops. Army and Capital *Ganges Delta* (Vedic City State army retreats to *Ganges Valley*), army *Irrawaddy*, *Szechuan*, *Yangtse Kian*, *Eastern Deccan* (Vedic City State army eliminated), *Western Deccan* (vs. Indus Valley: M: 5, 1, 1; I: 4; wins), *Upper Indus* (vs. Persia: M: 6, 4, 3; P: 1; wins, city eliminated), *Eastern Ghats* (vs. Assyria: M: 4, 2, 1; A: 6+1; loses, loses elite status), *Eastern Ghats* (vs. Assyria: M: 6, 1; A: 4+1; wins), *Lower Indus* (vs. Persia: M: 3, 2; P: 2; wins). Builds Monument *Ganges Delta*. Points: Dominance in India (6) and Southeast Asia (2), Presence in North Africa (2) and China (3), one Capital (2), one city (1), and three Monuments (3) for 19 points.

HAN DYNASTY is absent.

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	The Blunt Approach	12	24
Caleb Cousins	Dead Peoples	12	21
Sean Cousins	Pinky and the Brain	19	33
Kevin Kinsel	Quantum Coyotes	20	46
Debbie Osborne	Moody Indignats	20	42
Paul Bolduc	The Arachnids	26	65

Final Positions

OSUMERIANS: Capital and army in *Lower Tigris*.

The Arachnids: Fleets *Eastern Mediterranean* and *Red Sea*. EGYPT: Army *Arabian Peninsula*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army, Capital, and Monument in *Wei River*, army and city in *Yellow River*, one army each in *Tarim Basin*, *Great Plain of China*, and *Chekiang*. MACEDONIA: Army, Capital, and Monument in *Pindus*, army, city, and Monument *Persian Plateau*, army and city *Crete*, army and Monument *Eastern Anatolia* and *Levant*, armies *Zagros*, *Hindu Kush*, *Morea*, *Danubia*, *Dalmatia*, and *Northern Appenines*.

Quantum Coyotes: PHOENICIA: Army *Southern Iberia*. ASSYRIA: Army and Fort *Ceylon*. JEWS: Army, city, and Fort in *Palestine*. CELTS: Army and Monument *Albion*, armies *Scandnavia*, *Baltic Seaboard*, *Central Europe*, *Northern Gaul*, *Central Massif*, *Pyrenees*, and *Western Iberia*.

Pinky and the Brain: INDUS VALLEY: One army in *Western Ghats*. PERSIA: Army, city, and Monument in *Middle Tigris*, army and Monument each in *Eastern Anatolia*, *Upper Tigris*, *Nile Delta*, army in *Persian Salt Desert*.

Moody Indignants: NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Two armies each in *Ganges Valley*, army

Malayan Peninsula and *Sumatra*. MAURYA: Army, Capital, and Monument *Ganges Delta*, army and Monument in *Upper Indus* and *Lower Indus*, armies in *Yangtse Kian*, *Szechuan*, *Irrawaddy*, *Eastern Deccan*, *Eastern Ghats*, and *Western Deccan*.

The Blunt Approach: Fleet *Western Mediterranean*. HITTITES: Army each in *Western Anatolia* and *Balkans*. SHANG DYNASTY: Army *Si-Kyang*. CARTHAGINIA: Army and Capital in *Shatts Plateau*, army each in *Libya* and *Nubia*.

Dead Peoples: ARYANS: Army *Turanian Plain*. SCYTHEANS: Army *Caucuses*.

Your event cards are: _____

Epoch III Empire

Your Empire is: _____

Mutt
Turn 5

Deadline, Turn 6: 11/7, Thursday

Commander Actions

Heavenly Bodies Development Company opens the bidding on Heavy Equipment at 30 and gets it for 34 (Or3, Or3, Or4, Or4, Or5, Wa6, Wa9)

Awl Mining Company buys a water factory for 21 (Or4, Or5, Wa5, Wa7). A population factor is moved from an ore factory to man it.

Bellpick 7 opens the bidding on Heavy Equipment at 31 and gets it (Wa6, Wa7, Wa8, Wa10)

Tribute to Troy opens the bidding on a Warehouse at 25 and gets it (Or1, Or2, Wa5, Wa8, Wa9)

The Outhouse attempts to buy a titanium factory, but is one credit short.

Minos Entrepreneurs passes

BarterTown II buys one water factory for 20 (Or4, Wa8, Wa8). A population factor is moved from an ore factory to man it.

Fangland opens the bidding on a Data Library at 15 and gets it (Wa6, Wa9). He then opens the bidding on another Data Library at 18 and gets it (Wa4, Wa5, Wa9)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF	DL, No, HE	8
2	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF	No, Wa	7
3	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF	No, HE	7
4	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF	No, 2DL	7
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF	No, HE	6
6	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF	Wa, DL	5
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF	HE	5
8	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF	Wa, HE	5

Available Upgrades

New Arrivals: None

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	0
Warehouses (Wa)	25	2	0

Production Cards

In the Warehouse: _____

New Cards: _____

Unanticipated Losses
 Among the unheralded casualties of the Second World War must be numbered the approximately 40 pedestrians who were struck by automobiles nightly in blacked-out London during the Blitz.

Dog Food

End of Game Statements

Andy Lewis (Humans) Not sure what to say. I love this game and things worked out my way. I didn't make any mistakes which is the key to the game more than the luck because you can control mistakes.

Pete Gaughan (Whynoms) Thanks very much for running the game, and the zine. I have only myself to blame for my finish, of course, but I still love competing.

Chris Geggus (Qossuth) Congratulations to Andy. His arithmetic is a lot better than mine.

“Chihuahua”

Initial Bidding

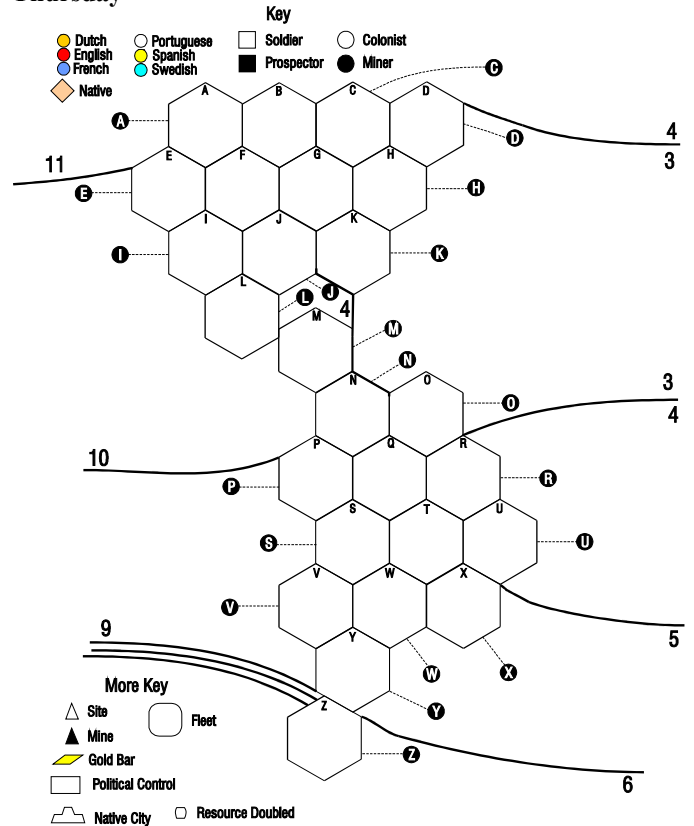
Turn 1 due: 11/7 Thursday

Bids

- The French bid \$35 for anchorage C
- The English bid \$3 for anchorage H
- The Dutch bid \$2 for anchorage J
- The Spanish bid \$2 for anchorage Y
- The Portuguese bid \$1 for anchorage N
- The Swedes bid \$0 for anchorage O

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$160	25	0	4
English	Brendan Whyte	\$158	25	0	4
French	Kevin Wilson	\$125	25	0	4
Portuguese	Dan Eisenhut	\$162	25	0	4
Spanish	Debbie Osborne	\$160	25	0	4
Swedish	Andy Lewis	\$195	25	0	4



In the Doghouse with Marmaduke

Not much on the game front to write about this time. Chris Geggus suggested that I indicate which games require ownership to play since money is tight to buy new ones when you have so many old ones. It's noted below. Saratoga has been pushed back by time constraints in the art department - I'll let you know when it's close.

I've been on a WWI kick recently. I've always loved the period but haven't been many good games. Now I'm hooked on the Ted Racier games - 1918, 1914, When Eagles Fight, Great War in Europe, Great War in the Near East. They are easy to play, fast moving and very workable for solitaire. Looking forward to his All Quiet on the Western Front from Moments in History around Christmas. Also looking forward to Home Before the Leaves

Fall from Clash of Arms although if better be good for the \$95 price tag (okay so I'm getting it from Boulder Games for about \$60).

I like Dip but can't diplome to save my country. Well now I don't have to. A Duel Dip tournament just started where it's one on one. Who controls the other countries is determined by bids each Spring. My first game is France (me) against Germany (a group of three kids - one 14, and twin 11 year olds). It's very exciting and keeps me looking forward to each move. The GM is outstanding with turn arounds - it's all done by email.

Lastly, my company just sold a piece of equipment to a company in Santa Ana so I will be back in the old haunts in mid November-ish if any Dogs are going to be around for a game.

On with the games....

Ironman Football (Ownership not required but helpful): Want 4, 6, or 8. Have Sean Cousins

Game Openings:

Wembley (No ownership required): Want 4-8. Have Sean Cousins.
 Fireside Football (No ownership required): Want 4 or 6. Have Sean Cousins.
 Siedler (Ownership required): Want 4 or 8. Have Sean and Caleb Cousins and Ward Narhi.

Stand-bys:
 Dog Biscuit: Rich Goranson
 Rin Tin Tin: Ward Narhi, Paul Bolduc

“Dog Biscuit”

Turn 8

GM: Andy Lewis

Deadline for Turn 9 is November 3, Sunday

Corrections - Dynamo Sporck was 4-0-0, Ms. Nar's Aquanuts F2: Chairman of the Boards 6, C.J.'s Cleavers F1: Eric the Redline 5 [Geez what happened to my

brain last month]..

I apologize for the lackluster game reports but was pressed for time.

Results

Bolduc's Spiders play Blendor's Barbarians

Guy Whiz {dr2} is stoned by Bo Legs 0-0

Napoleon Bonapuck [replaced by Slap Happy {1}] beats Cheap Shot 1-0

Le Sainte ties up Cyclone Henri 1-0

Snow Howe beaten by Doc Holiday on Ice 1-1

Jake Skate beaten by Bobby Howl 1-2

Trapper John stoned Gay Blade 1-2

Barbarians win! 2-1 <And they get off the snide!>

Blendor's Barbarians play Ms. Nar's Aquanuts

Doc Holiday on Ice is fired by Chairman of the Boards 0-1 <For the second game in a row!>

Gay Blade beaten by Sir Stanley Kup 0-2

Bobby Howl beats Frosty Todd 1-2

Bo Legs stoned Headlock Holmes {dr1} 1-2

Cyclone Henri beats Kroz Czech 2-2

Cheap Shot is stoned by Masked Man [replaced by Golden Gums {0} - goalies reshuffled] 2-2 <Or was that Cheap Shot threw a stone?>

Kiss your sister - it's a tie! 2-2

Narhi's Nordic Bunwarmers play Anderson's Chicken Littles

Ice Capone is beaten by Swede Sixteen [replaced by Frank N. Stick {5}] 0-1

Superstar beats Charge Card 1-1

Stonewall Jackson waves to Crease Lightning 1-1

Ian Jury is beaten by Moose 1-2

Jock Strappe beats Puk Luk 2-2

Cardinal Finner beats Old Man Winters 3-2

Bunwarmers win! 3-2

Anderson's Chicken Littles play Bolduc's Spiders

Old Man Winters beats Jake Skate 1-0

Puk Luk beats Slap Happy 2-0

Crease Lightning stoned Snow Howe 2-0

Frank N. Stick beaten by Guy Whiz 2-1

Charge Kard stoned by Trapper John 2-1

Moose beaten by Le Sainte 2-2

It's a Tie! 2-2

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

Chairman of the Boards stoned by Crease Lightning 0-0

Kroz Czech ties up Old Man Winters 0-0

Sir Stanley Kup beats Charge Kard 1-0

Frosty Todd beaten by Frank N. Stick 1-1

Headlock Holmes beats Puk Luk 2-1

Golden Gums beaten by Moose {dr6} 2-2

Another Tie! 2-2

Dynamo Sporck play Anderson's Chicken Littles

Canada Post waves to Crease Lightning 0-0

Friar Puck beats Frank N. Stick 1-0

Ivan Fazov beaten by Old Man Winters 1-1

Fat Trick beaten by Puk Luk 1-2

Puck Rogers beats Moose 2-2

Antoni Zamboni beats Charge Kard 3-2

Sporck win! 3-2

Hansen Brothers play Anderson's Chicken Littles

Moby Stick stoned Moose 0-0

General Icinghower beaten by Frank N. Stick 0-1

Tiny Tim beatne by Puk Luk 0-2

Slash Gordon beats Old Man Winters 1-2

Hi Stick stoned by Crease Lightning 1-2

Fast Eddy beats Charge Kard 2-2

You can say it too! Tie! 2-2

C.J.'s Cleavers trades Boney Maloney to Narhi's Nordic Bunwarmers for Cardinal Finner

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	2-4-2	F1: Guy Whiz 7 F2: Slap Happy 1 F3: Snow Howe 3	D1: Le Sainte 6 D2: Jake Skate 2	G: Trapper John (4)	2	1	5
Blendor's Barbarians	Chris Hassler	1-6-1	F1: Bobby Howl 5 F2: Cyclone Henri 6 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Gay Blade 1	G: Bo Legs (2)	1	3	4
Narhi's Nordic Bunwarmers	Ward Narhi	5-1-0	F1: Ian Jury 1 F2: Superstar * F3: Jock Strappe 4	D1: Boney Maloney 5 D2: Ice Capone b4	G: Stonewall Jackson(6)	1	1	5
Anderson's Chicken Littles	Dave Anderson	5-10-1	F1: Old Man Winters 4 F2: Frank N. Stick 5 F3: Puk Luk 3	D1: Charge Kard 3 D2: Moose 3	G: Crease Lightning(10)	1	1	5
Ms. Nar's Aquanuts	Sonja Nar	4-4-2	F1: Frosty Todd 1 F2: Chairman of the Boards 6 F3: Sir Stanley Kup 5	D1: Headlock Holmes 5 D2: Kroz Czech 4	G: Golden Gums (0)	3	0	4
Dynamo Sporck	Caleb Cousins	5-0-0	F1: Ivan Fazov 2 F2: Fat Trick 2 F3: Puck Rogers 7	D1: Antoni Zamboni 7 D2: Friar Puck 6	G: Canada Post (5)	2	1	5
Hansen Brothers	Sean Cousins	4-3-2	F1: Fast Eddy 6 F2: General Icinghower 3 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Tiny Tim ½	G: Moby Stick (9)	2	2	4
C.J.'s Cleavers	Chris Geggus	2-1-1	F1: Eric the Redline 5 F2: Cheap Sitting Bench 2 F3: Phantom of the Ice 6	D1: Iron Orr 7 D2: Cardinal Finner 5	G: Bulldog Brown (3)	3	2	3

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

“Rin Tin Tin”

Turn 6

GM: Andy Lewis

Deadline for Turn 7 is November 3, Sunday

Turn 5

Brendan's player-turn

Production: Move Robber to P8 and rob Wool from Kevin.
Trades: None
Actions: None

Caleb's player-turn

Production: None
Trades: None - Open proposal to all for next turn - Will trade Grain for Brick
Actions: None

Chris' player-turn

Production: Grain (Chris, Brendan), Ore (Brendan[2])
Trades: None
Actions: None

Kevin's player-turn

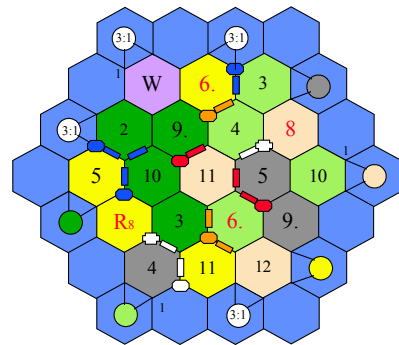
Production: Wool (Chris, Kevin), Grain (Chris, Caleb)
Trades: Trade 3 Wool for 1 Brick at 3:1 port
Actions: Build settlement at P5/O2/Sea

Cards at End of Turn 5

	Grain	Brick	Wool	Lumber	Ore
Brendan	1	--	3	1	2
Caleb	4	--	--	2	--
Chris	3	1	4	--	--
Kevin	--	--	--	--	1

- Brendan (D)
- Caleb (R)
- Chris (O)
- Kevin (B)
- Robber (R)
- City (C)
- Settlement (S)
- road (D)
- Wasteland (W)
- Farmland (Grain) (G)
- Hills (Brick) (B)
- Pasture (Wool) (W)
- Forest (Lumber) (L)
- Mountains (Ore) (M)

Rin Tin Tin Turn 6



Turn 6 Production Die Rolls

Brendan's player-turn: 5 Caleb's player-turn: 3
Chris' player-turn: 10 Kevin's player-turn: 7
A little more interesting this turn

Press

Brendan to Kevin: Was that worth 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. Research is allowed.

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

Q1. What is the significance of the words *Higashi no kaze ami*?

A1. In late 1941, when tensions in the Pacific were rising, the Japanese set up some code phrases, which when broadcast in the form a weather forecast, would inform the consulates around the world who Japan would be going to war with. Translated literally, *higashi no kaze ami* means “North wind, rain” and indicated a break with the country to the east of Japan: the United States. No correct answers.

Q2. Douglas MacArthur was distantly related to two other famous World War II personages. Who were they?

A2. MacArthur was a sixth cousin of Franklin Roosevelt and an eighth cousin of Winston Churchill.

Bob Robles, Dave Anderson, and Brendan Whyte each receive ½ point.

Q3. What was the average lifespan (in miles) of a standard U.S. military truck in the Pacific?

A3. Because of the harsh conditions, particularly on the beaches, these trucks would last only about 25,000 miles. In peacetime conditions, they could easily last well over 100,000.

No correct answers.

Q4. Contrary to popular belief, the 15-inch guns defending Singapore were able to fire at the mainland. However, they were still useless in the defense of the island. Why?

A4. The guns only had armor piercing shells, which aren’t particularly useful agains troops.

Andy York, Brendan Whyte, and Chris Geggus each receive ½ point.

Q5. What was the longest naval gun battle of the war?

A5. The longest running naval gun battle of World War II was the Battle of Kommandorshi Islands on March 26, 1943. It lasted over three hours and

would have ended in a Japanese victory except that when the American cruiser ran out of armor piercing shells, it started firing high explosive. The shells coming through the overcast and exploding on the water convinced the Japanese commander that he was under air attack, so he aborted his mission. No correct answers.

Current Scores

Chris Geggus	20½	Andy Lewis	19½
Paul Bolduc	13	Andy York	9
Bob Robles	8½	Steve Koehler	7½
Dan Eisenhower	7½	Rich Goranson	4½
Bill Scharf	4½	Dave Anderson	4½
Kevin Wilson	3½	Caleb Cousins	3
Kevin Kinsel	2½	Ward Narhi	2½
Berry Renken	2½	Sean Cousins	2
Debbie Osborne	1	Brendan Whyte	1
Sigourney Street	½		

New Questions

Topic: Brainteasers

1. The British used to use gold sovereigns. The 1883 sovereign contained exactly the same amount of gold as the 1884 one. Even so, 1884 sovereigns are worth more than 1883 sovereigns. Why? There is no historical significance to the date 1883.
2. Before Sir Richard Burton attempted to discover the source of the Nile what was the world’s longest river?
3. The shamans of Central Asia knew of an ancient and ingenious means of passing right through solid walls. What was it?
4. In the early 18th century, Mrs. Abigail Eischrank of Cambridge, Massachusetts, gave birth to 13 children. Exactly half of them were girls. Explain.
5. Are there earthquakes on the Moon?

Pedagogy

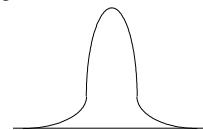
When I was a student at Caltech, I had a work study job in the Astronomy Department. For three years, I worked with a professor, and during that time, I learned a lot about what science is really like. (For one thing, you hire undergraduates to do the grunt work.)

The research I worked on involved spectral analysis of QSOs. QSOs are quasi-stellar objects, also known as quasars. They are called that because they appear to be faint blue stars. It is only after you examine their spectra that a different story emerges.

The spectra of normal stars contains a number of dark lines, called absorption lines. This is caused by the gasses in the star’s outer atmosphere. Since this part of the atmosphere is cooler than the star itself, it produces fewer photons than the star itself. Consequently, when a photon of the right frequency encounters one of these atoms, it will be absorbed, and as a result, one the atom’s electrons will be kicked up into a higher energy state. Eventually, the electron will drop down into a lower energy state, releasing a photon in the process, but that photon could be emitted in any direction, and chances are slim that the photon will be emitted in our direction, so to us, that portion of the spectrum appears darker than the rest. By knowing the frequencies absorbed by different elements, a great deal can be learned from these spectra, including the proportion of heavy elements in the star’s makeup.

By contrast, quasars have broad emission lines in their spectra. This indicates fast-moving, hot gas. In a hot gas, electrons in the atoms can be bumped to higher energy states through collisions with other atoms, after which the electrons will drop down into lower energy states and emit photons. If the gas were stationary with respect to us, the line would be very thin. However, if the gas were in rapid motion around a single point, the line would broaden out. This is due to the frequency shift of the motion of the gas. If a clump of gas that is emitting is moving away from us, the light it emits would be red-shifted. If it were moving toward us, it would be blue-shifted. If it were moving laterally with respect to us, its light would be unaffected.

Therefore, if you add up all of the respective clumps of glowing gas, you end up with a curve which is greatest in the center and tapering off toward either



side, something like this: . The faster the gas moves, the broader the line. In fact, from the breadth of the line we can determine the average speed of motion of the gas. In quasars, the breadth of the line indicates speeds attaining small but significant fractions of light speed.

Another aspect of quasars that set them apart from stars is that their spectra are significantly red-shifted. They all appear to be traveling away from us at significant fractions of the speed of light. This could have two different causes. Either there is some nearby source of quasars that is ejecting them at high speeds, or they are so far away that the expansion of the universe itself is red-shifting the light that comes from them. If there was a nearby source, we would expect that there would be approximately as many quasars approaching us as receding. This is because if there was one source, there would likely be others, and if there are many sources, the odds of them all ejecting these quasars away from us is vanishingly small, unless they are being ejected from the Solar System itself. If that were the case, you would think that someone would have noticed. Therefore it is generally believed that quasars are extremely far away. In fact, since they have the highest red-shifts of any objects we can observe, they are among the most distant objects known.

My job initially was data reduction. Data reduction is the process of transforming the raw data into a usable form. This involved many steps. I initially received that data on tape. A single tape was typically about half a meter in diameter and contains several hours worth of observations. Each observation was in the form of a two-dimensional grid with one direction being frequency and the other direction being distance along the slit.

(Spectral observations are taken through a slit, rather than using the entire aperture of the telescope.) I would then display this on a Grinnell monitor, highlight the object with a cursor and joystick, and extract out that portion. I would then extract out a portion of the same width as the object which contained nothing but sky. This would then be subtracted from the observation to remove the sky background.

The second step involved calibrating the frequency scale. Generally a spectrum of a helium-neon arc lamp was taken before and after each QSO was observed. I would then take the arc spectra immediately before and after the QSO spectrum I was interested in and identify the emission lines in the arc. Eventually, the computer would plot a least squares fit to the points I had identified, and when it was sufficiently accurate, the frequency plot would be applied to the QSO spectrum.

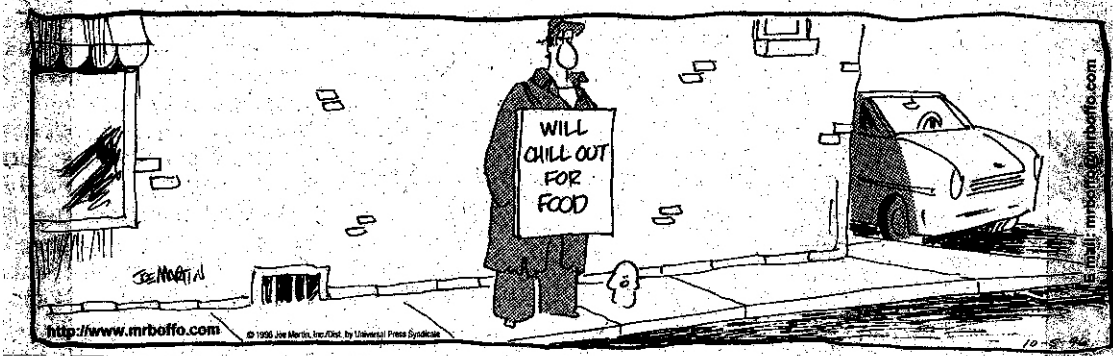
The final step was to add together all of the spectra taken of the same object on the same night. This was done to improve the signal-to-noise ratio. In science it is taken as a simple fact that nothing can be measured with perfect accuracy. In observational astronomy, particularly spectroscopy, the instrument with which you look at something can actually interfere slightly with what you want to see. This is called "noise", which is the random fluctuations in the sensor. The "signal" is the stuff you want to see. By adding together spectra of the same object, the signal will reinforce itself, and the noise will, on average, cancel itself out. The end result was a usable spectrum.

The whole point of this is to do a statistical analysis on a certain absorption line found in the quasar spectrum. Here, let me digress a little and

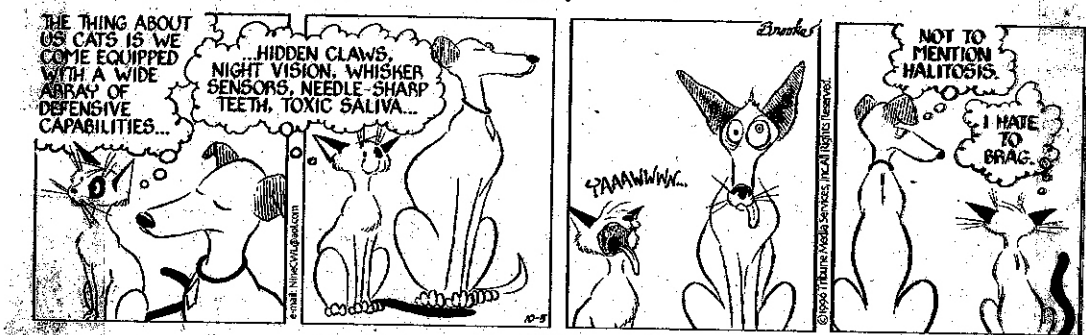
describe in more detail what a quasar spectrum looks like. The portion we were interested in was redward of the Lyman alpha emission line. Lyman alpha is the primary transition of hydrogen. In other words, it is the photon that is produced when an electron in hydrogen goes from the first excited state to the ground state. Directly to the blue side of the Lyman alpha peak were a large number of Lyman alpha absorption lines. Due to the number and density of the lines, this feature was referred to as the Lyman alpha forest. Each line represents a cloud of hydrogen gas between us and the quasar. A single spectrum easily contains enough of these lines for a decent statistical analysis of the hydrogen cloud distribution in the early universe. We were looking for something slightly different. Blueward of the Lyman alpha emission line was another emission line, that of carbon IV. Carbon IV is carbon which has been ionized three times, in other words, it has lost three electrons. It produces a characteristic double spectral line. We were looking for carbon IV absorption lines. My professor theorized that each carbon IV absorption line represented a galaxy between us and the quasar, and by observing enough of these lines, a statistical study of the clustering of galaxies in the early universe could be determined. He worked on that project for the entire three years I worked for him. Since many types of observational astronomy depend on getting time on large telescopes like the 200 inch telescope on Mount Palomar, the research moves at a slow pace.

I don't have a particular topic for next time. Would anybody care to suggest one? As long as it's reasonable, I'll try my hand at it.

MISTER BOFFO By Joe Martin



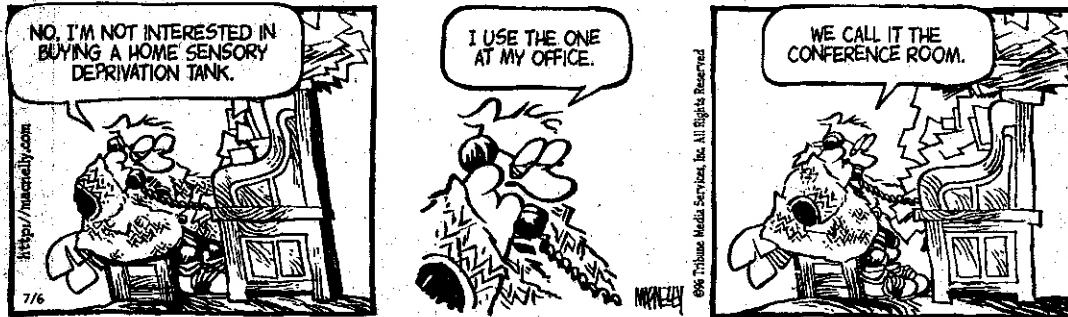
9 CHICKWEED LANE By Brooke McEldowney



Machiavelli House Rules

1. The 1995 edition rules will be used unless otherwise specified.
 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.
 22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
 23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.
- Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**

SHOE By Jeff MacNelly



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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, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, Mike Scott, Dave Anderson, Ward Narhi **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** None **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson **Stellar Conquest:** Paul Bolduc **Gunslinger:** Paul Bolduc, Mike Scott **2038:** None

Standby Calls

You for Venice in "Rude Dog" []