

Notes from Hades

After much careful consideration, I have decided to increase the number of games in this zine to ten. This counts both games that are run directly in these pages as well as flier games. This means that two more games will be opened up in the near future. Since I am flexible about what games I will run, I am introducing a new section: The Wish List. The Wish List is a section of proposed game starts. Anybody can suggest a game for the Wish List, and it will either then appear on the list or I will give you an explanation why I will not run that particular game. When I get a suggestion for any particular game, I will first decide whether I would be willing to run it, and then whether it would be run by flier. As a guideline, games which contain significant hidden information would be run by flier. Examples are Midway, Stellar Conquest, and Dune. In general, game fees are \$5.00 for games run in the zine and \$10.00 for games run by flier. Usually, games run by flier will be run with three week deadlines. Game fees will not be solicited for games on the wish list. As soon as a game is about half full, it will be moved to the Game Openings section. I have already stocked the Wish List with some games that I have considered running for a while, so take a look.

As you may or may not be aware, in the past few years, a number of very fine games have come out of Germany. Some of these, such as Tyranno Ex and Adel Verpflichtet (now known as By Hook or By Crook) have been picked up by American manufacturers. Unfortunately, most of the German games remain difficult if not impossible to obtain here in America. Well, this may change. Andy Lewis has recently made the acquaintance of someone (through GENie) who lives in Germany and would be willing to participate in a games exchange. So, let Andy know what games you are interested in (or if you don't know, ask him for a list of some of the games he's tried). Also, if you have some games you would be willing to trade, tell Andy about those, too. In many ways, arranging a trade would be easier than sending money.

For those of you who still don't know, Zine Register #22 is out. It has a very different look from those done under Garret Schenck, but it is still a fine publication and an absolute must if you want a complete listing of all of the zines available in the hobby.

Finally, the 1993 Runestone poll results are out and I would just like to congratulate Pete Gaughan for his well deserved second consecutive first place finish in the zine poll.

This issue's deadline will be **Friday, August 20.**

The Gates of Hades / MGN# O/B/8/ABC/1

Fall 1461

Deadline/Winter/Spring 1462 8/20 Friday

Naples and Florence go for France's throat, nearly destroying him. Milan completes his conquest of Austria while pressing in even closer on the Venetian heartland. The Pope gets tangled up in his robes but still manages to take Ferrara.

Retreats

Naples F5 retreats to Avignon

Orders

Current Games

Machiavelli

"The Gates of Hades"	Page 1
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Merchant of Venus

"Dingo's Delight"	Page 6
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Flier Games

"Proteus"	Midway Campaign	0700 June 4
"Sand Dog"	Dune	Page 8

Game Openings

Machiavelli Stock Exchange New players are always welcome. The game fee is \$2.00, half of which will be set aside for prizes for the winners.

"Anubis" New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley(pd.), Andy Lewis(pd.), Ron Johnson (pd.), Bill Scharf (pd.) Need 2 more.

Wish List

Outpost Needs eight players. This would be run in the zine.

Time Agent Needs six players. This would be run in the zine.

Mustangs Needs four players. This would be run by flier.

Die Macher Needs four players. This would be run in the zine.

Gunslinger Needs seven players. This would be a barroom brawl run in the zine.

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

Chris Hassler a.k.a. Cerberus

285 N. Holliston Ave #2

Pasadena, CA 91106

Phone: (818) 793-5483

Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

Florence: A1 SALUZZO to Turin

(Mann) A2 PISA supports A3

A3 FLORENCE supports A2

A4 GENOA to Montferrat

A5 Lucca to MODENA

F1 (EM) Western Gulf of Lyon to MARSEILLES

France: A3 Marseilles supports F2 (cut, DISLODGED, retreat to garrison, OTB)

(Whitham) F2 Provence(sc) supports A3 (cut)

S.O.B.

Milan: A1 Austria to HUNGARY
 (Kinsel) A2 TURIN to Saluzzo
 A3 (EM) Carniola to FRIULI
 A4 Verona to MANTUA
A5 MONTFERRAT supports Florence A1 to Savoy (cut, nso)
 Naples: F1 LOWER ADRIATIC supports Papal F1 to Upper Adriatic
 (nso)
 (Hurley) F2 Ionian Sea to GULF OF NAPLES
F3 EASTERN GULF OF LYON to Provence(sc)
 F5 Avignon to WESTERN GULF OF LYON
 F7 WESTERN TYRRHENNIAN SEA supports F5
 Papacy: A3 Bologna to FERRARA
 (Scharf) A4 URBINO to Ancona
F1 ANCONA supports Venice F1 to Upper Adriatic (cut)
 Venice: A1 (EM) Herzegovina to BOSNIA
 (Robles) A2 Ferrara to VERONA
 A3 Dalmatia to CROATIA
 F1 Venice Lagoon to UPPER ADRIATIC
 G1 VENICE converts to F2

Cities

FLO: Saluzzo, Savoy, Genoa(3), Modena, Lucca, Pisa, (13)
 Florence(3), Arezzo, Sienna, Piombino
 FRA: Marseilles (1)
 MIL: Swiss, Turin, Montferrat, Pavia, Milan(3), Cremona, (14)
 Mantua, Tyrolea, Trent, Austria, Hungary, Carniola
 NAP: Avignon, Sardinia, Corsica, Tunis(2), Palermo, Messina, (10)
 Bari, Naples(2), Durazzo, Albania, Ragusa
 PAP: Rome(2), Perugia, Ancona, Bologna, Ferrara (5)
 VEN: Padua, Treviso, Venice(3), Croatia, Dalmatia (7)

Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas.	Total
FLO	2, 3, 6 ^G	9	11	0	13	33	8	41
FRA	1	1	1	0	1	3	2	5
MIL	3, 2 ^A	5	18	0	14	37	9	46
NAP	2, 2 ^T	4	12	5	10	31	0	31
PAP	6	6	10	0	5	21	0	21
VEN	4, 6	9	13	1	7	30	5	35

^GThis is the roll gained by holding Genoa.

^AThis is the roll gained by conquering Austria.

^TThis is the roll gained by conquering the Turks.

Proposals

Florence/Naples/Venice draw fails. No new proposals.

Notes

Milan has conquered Austria and can now build in Austria, Tyrolea, and Hungary. Milan also gets the Austrian variable income die roll.

Press

Venice - Milan, Naples, and Papacy: For the literary types: I feel like Trolala in *Last Exit to Brooklyn*.

Venice - GM: Niccolo was right, can't buy loyalty or friends ... (sigh)

Cerberus - Venice: You just didn't pay the right person. (Ahem.)

Spring 1462 Famine

Good Year! Piombino, Tunis, Palermo

Spring 1462 Income

Provinces or cities in italics could change hands based on retreats and those underlined do not produce income this turn.

Provinces

FLO: Saluzzo, Savoy, Genoa, Modena, Lucca, Marseilles, Pisa, (11)
 Pistoia, Florence, Arezzo, Sienna, Piombino
 FRA: Provence (1)
 MIL: Swiss, Turin, Montferrat, Pontremoli, Fornova, Pavia, (18)
 Como, Tyrolea, Milan, Piacenza, Parma, Cremona,
 Trent, Modena, Carinthia, Hungary, Carniola, Friuli
 NAP: Sardinia, Corsica, Avignon, Tunis, Palermo, Messina, (12)
 Otranto, Bari, Aquila, Naples, Tivoli, Durazzo, Albania,
 Ragusa
 PAP: Ferrara, Bologna, Romagna, Urbino, Perugia, Spoleto, (10)
 Rome, Patrimony, Aquila, Salerno
 VEN: Bergamo, Brescia, Padua, Vicenza, Treviso, Venice, (13)
 Slavonia, Croatia, Istria, Dalmatia, Bosnia, Herzegovina,
 Verona

Seas

NAP: Western Gulf of Lyon, Western Tyrrhenian Sea, Gulf of (5)
 Naples, Lower Adriatic, Eastern Gulf of Lyon
 VEN: Upper Adriatic (1)

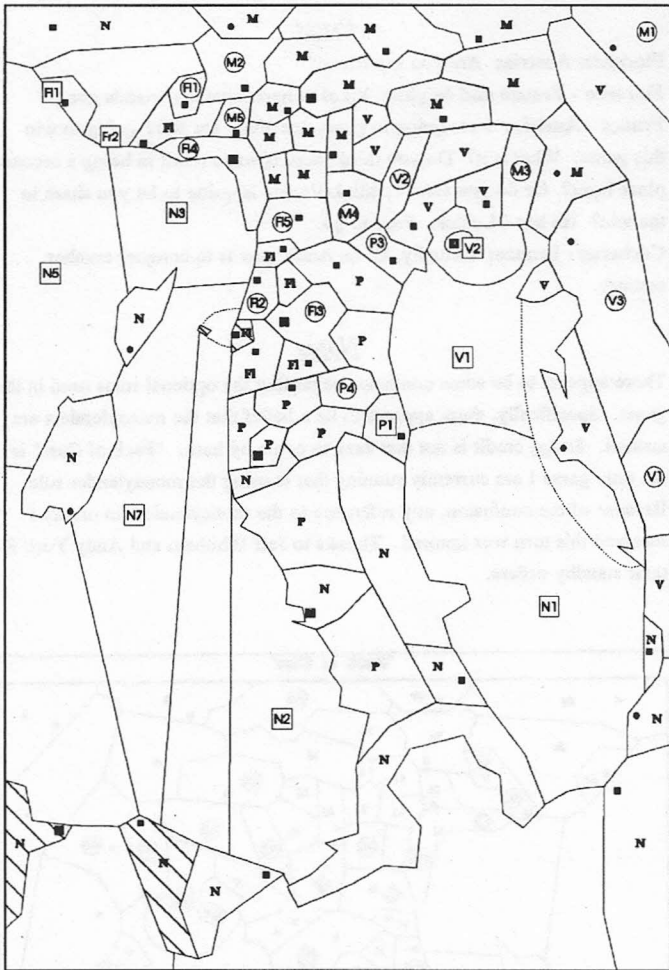
Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	2	2	3	3	4	3	3	2	3
Flo	3	3	3	3	2	4	4	4	5
Fra	5	5	5	5	6	7	7	9	10
Mil	3	5	5	6	6	6	7	6	4
Nap	4	4	4	4	5	6	6	6	7
Pap	4	4	4	4	5	5	3	3	4
Tur	3	3	3	3	2	1	1	0	0
Ven	4	5	7	7	6	6	8	10	8

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	2	1	1	1	0	0	0	0
Flo	5	6	7	7	6	6	4	4	6
Fra	10	10	11	11	9	8	8	9	7
Mil	4	4	3	3	6	6	6	5	6
Nap	8	9	9	9	10	10	11	11	10
Pap	4	4	4	4	4	5	5	5	5
Tur	0	0	0	0	0	0	0	0	0
Ven	7	7	8	8	8	9	10	10	10

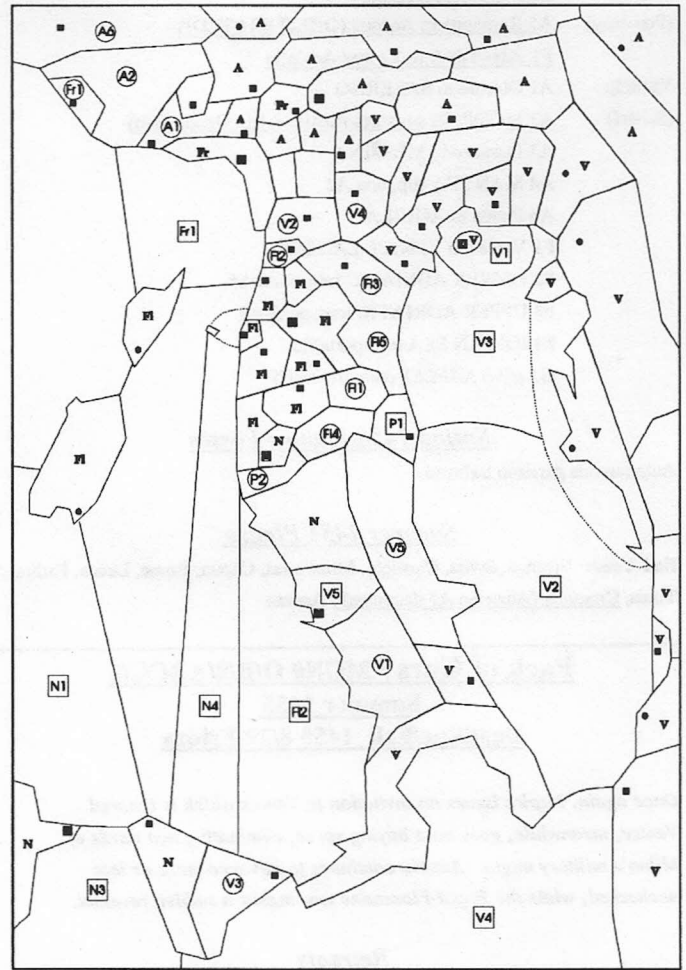
Coun	1460			1461		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus	0	0	0	0	0	0
Flo	7	8	8	9	10	10
Fra	4	4	3	2	1	1
Mil	7	7	8	9	10	12
Nap	10	10	10	11	11	11
Pap	6	4	4	3	4	5
Tur	0	0	0	0	0	0
Ven	10	11	11	10	8	5

"The Gates of Hades"



○ Army □ Fleet ◇ Garrison

"Mastiff"



○ Army □ Fleet ◇ Garrison

Mastiff / MGN# O/B/8/ABC/2
Winter/Spring 1458
Deadline/Summer 1458 8/20 Friday

Naples tries to hand Tunis over to Venice, but Venice takes a Neapolitan fleet instead. The Pope wakes up just in time to see one of his armies disappear. France also loses an army, and some ground, to Austria, who in turn loses his own battle with plague.

Retreats

Papal A2 retreats to Tivoli

Builds

		Treas.	Cost	Rem.
AUS	Maintains all, no new builds	28	12	16
FLO	Maintains all, builds A2 Pisa	33	18	15
FRA	Maintains all, builds A1 (Elite Mercenary) Marseilles	16	12	4
NAP	Maintains F2, F3, builds F1 Palermo, F4 Messina	12	12	0
PAP	Maintains all, no new builds	15	9	6
VEN	Maintains all, builds A5 Padua, F1 Venice	48	30	15

Expenditures

Austria spends 3 ducats each to counter bribe his A2 and A6
 Venice spends 18 ducats to buy Naples F2 Ionian Sea

Orders

- AUSTRIA: A1 Montferrat to SAVOY
 (Johnston) A2 (EM) Turin to PROVENCE
 A5 Milan to CREMONA
 A6 AVIGNON supports A2
- FLORENCE: A1 URBINO to Ancona
 (Robles) A2 Pisa to LUCCA
 A3 BOLOGNA supports A5
A4 SPOLETO supports A1 (cut)
 A5 Florence to ROMAGNA
 F2 Eastern Tyrrhenian Sea to GULF OF NAPLES
- FRANCE: A1 (EM) MARSEILLES to Provence
 (Koehler) A3 Provence to Turin (VAPED!)
 F1 Genoa to EASTERN GULF OF LYON
- NAPLES: F1 Palermo to WESTERN MEDITERRANEAN
 (Kinsel) F2 Ionian Sea transports Venice A3 to Tunis (nsu)
F3 BAY OF TUNIS transports Venice A3 to Tunis (nso)
 F4 Messina to EASTERN TYRRHENIAN SEA

- PAPACY: A2 TIVOLI to Spoleto
 (Pomeroy) A5 Romagna to Ancona (OBLITERATED!)
F1 ANCONA to Lower Adriatic
- VENICE: A1 Otranto to SALERNO
 (Scharf) A2 MODENA supports Austria A1 to Genoa (nso)
 A3 Durazzo to MESSINA
 A4 MANTUA supports A2
 A5 Padua to AQUILA
 F1 Venice to VENICE LAGOON
 F2 LOWER ADRIATIC transports A5
 F3 UPPER ADRIATIC transports A5
 F4 IONIAN SEA transports A3
 G1 (EM) NAPLES converts to F5

Spring 1458 Famine Losses

Autonomous garrison Saluzzo

Summer 1455 Plague

Bad Year: Vicenza, Swiss, Carniola, Montferrat, Capua, Rome, Lucca, Padua, Tunis, Cremona (Austrian A5 destroyed), Arezzo

Pack of Curs / MGN# O/B/8/ABCG/1

Summer 1455

Deadline/Fall 1455 8/20 Friday

Once again, Naples issues an invitation to Venice which is ignored. Venice, meanwhile, goes on a buying spree, eliminating two thirds of Milan's military might. Austria continues to advance more or less unchecked, while the Papal-Florentine war makes a sudden reversal.

Retreats

Florence A2 retreats to Urbino
 Venice A2 retreats to Verona

Expenditures

Florence borrow 12 ducats from the moneylenders for 1 year. (15 ducats due Summer 1456)
 Florence buys Papal A1 (EM) Arezzo for 18 ducats
 Venice borrows 2 ducats from the moneylenders for 1 year (3 ducats due Summer 1456)
 Venice disbands Milan A1 for 12 ducats.
 Venice disbands Milan A2 for 12 ducats.

Orders

- AUSTRIA: A1 FRIULI supports A2
 (Johnson) A2 Carinthia to VICENZA
 A3 Croatia to CARNIOLA
 A4 Austria to TYROLEA
- FLORENCE: A1 BOLOGNA holds
 (Koehler) A2 Urbino to SPOLETO
A3 FLORENCE to Sienna
 A4 Piombino to PISA
 A5 (EM) Arezzo to PERUGIA
 F1 GENOA besieges
- FRANCE: A2 Montferrat to SAVOY
 (Anderson) F1 Western Tyrrhenian Sea to CORSICA

Press

Florence- Austria: Are you my friend?

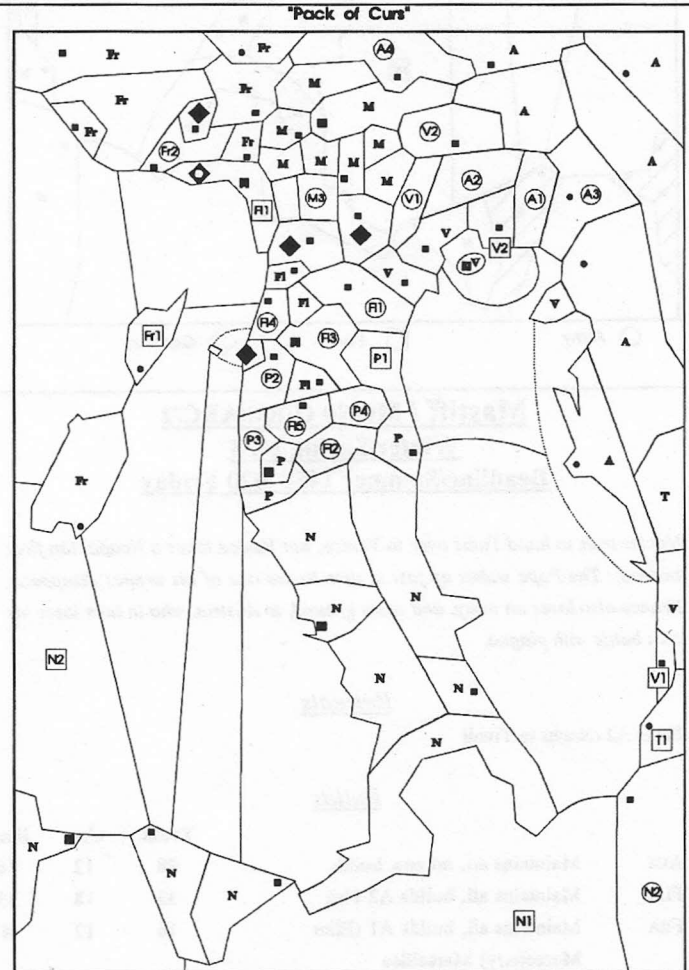
Florence - France and Naples: Yikes, where have my friends gone?

France - Austria: I am going to guarantee YOU are NOT going to win this game. What is it? Do you think there is some merit in being a second place loser? Or do you actually think Venice is going to let you share in the win? He has 14 cities. Four to go.

Cerberus - France: Actually, all he needs now is to conquer another country.

Notes

There appears to be some confusion regarding the optional rules used in this game. Specifically, there appears to be a belief that the moneylenders are around. Sadly, credit is not that easy to come by here. "Pack of Curs" is the only game I am currently running that is using the moneylender rule. Because of the confusion, any reference to the moneylenders in orders I received this turn was ignored. Thanks to Jeff Whitham and Andy York for their standby orders.



- Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison
- MILAN: A1 Brescia to Verona (nsu)
 (Scharf) A2 Trent supports A1 (nsu)
 A3 Piacenza to PARMA

S.O.B.

NAPLES: A2 DURAZZO supports Venice F2 to Albania (nso)
 (Lewis) F1 IONIAN SEA to Lower Adriatic
 F2 WESTERN MEDITERRANEAN holds
 PAPACY: A1 (EM) Arezzo to Florence (nsu)
 (Robles) A2 SIENNA supports A1 (nsu)
A3 PATRIMONY to Perugia
 A4 Ancona to URBINO
 F1 Upper Adriatic to ROMAGNA
 TURKS: F1 ALBANIA to Ragusa
 (Johnston)
 VENICE: A1 Ferrara to VERONA
 (Pomeroy) A2 Verona to TRENT
F1 RAGUSA to Lower Adriatic
 F2 Venice Lagoon to TREVISO

Notes

Thanks to Andy York for his standby orders. Also, please note Andy Lewis' change of address.

Press

Austria - Moneylenders: So I'm a little late in my interest payments. What are you going to do, kill me?
Moneylenders - Austria: Only if you still don't pay after we send Guido down to "talk" to you.
Papacy - Milan: Whither the twain shall meet? (Say, Modena.)
Cerberus - Papacy: By the looks of things, not anytime soon.

Machiavelli Stock Exchange

Turn 5

Deadline Turn 6: 8/20 Friday

Price Changes

<u>Stock</u>	<u>Old Price</u>	<u>Difference</u>	<u>New Price</u>
FloGOH	39.60	-0.10	39.50
FraGOH	10.70	-3.10	7.60
MilGOH	35.29	+6.78	42.07
NapGOH	39.60	+2.90	42.50
PapGOH	21.60	+1.90	23.50
VenGOH	35.60	-6.10	29.50
AusMAS	28.90	+4.90	33.80
FloMAS	35.60	+0.90	36.50
FraMAS	21.60	-4.10	17.50
NapMAS	17.70	-2.10	15.60
PapMAS	9.60	-1.10	8.50
VenMAS	52.60	+5.00	57.60
AusPOC	14.62	+13.48	28.10
FloPOC	22.90	+4.90	27.80
FraPOC	22.90	+0.90	23.80
MilPOC	20.80	-2.10	18.70
NapPOC	23.70	-0.10	23.60
PapPOC	21.60	-6.10	15.50
TurPOC	15.92	-4.34	11.58
VenPOC	29.56	+0.60	30.16

Notes

In the interest of brevity, the following abbreviations will be used: Aus - Austria, Flo - Florence, Fra - France, Mil - Milan, Nap - Naples, Pap - Papacy, Tur - Turks, Ven - Venice, GOH - "Gates of Hades", MAS - "Mastiff", POC - "Pack of Curs". Each country will be represented by a six letter abbreviation which will consist of the country name and the game name. The current prize for the winner is \$5.00 credit toward the S.O.B. gamefee or subfee of your choice.

Current Players:

<u>Name</u>	<u>Nickname</u>	<u>Code</u>
Dave Anderson	"Snoopy"	DA
Ron Johnson	"Vulture Dog"	RJ
Sean Johnston	"Otto"	SJ
Bill Scharf	"Doge"	BS
Mike Stewart	"Bulldog"	MS

Sells/Buys

<u>Stock</u>	<u>DA</u>	<u>RJ</u>	<u>SJ</u>	<u>BS</u>	<u>MS</u>	<u>Total</u>
FloGOH	--	--	--	--	--	0
FraGOH	--	--	--	--	--	0
MilGOH	--	--	--	-61	--	-61
NapGOH	--	--	--	--	--	0
PapGOH	--	--	--	--	--	0
VenGOH	--	--	--	--	--	0
AusMAS	--	--	--	--	--	0
FloMAS	--	--	--	--	--	0
FraMAS	--	--	--	--	--	0
NapMAS	--	--	--	--	--	0
PapMAS	--	--	--	--	--	0
VenMAS	--	--	--	--	--	0
AusPOC	--	+236	--	+148	+40	+236
FloPOC	--	--	--	--	--	0
FraPOC	--	--	--	--	--	0
MilPOC	--	--	--	--	--	0
NapPOC	--	--	--	--	--	0
PapPOC	--	--	--	--	--	0
TurPOC	--	-217	--	--	--	-217
VenPOC	--	--	--	--	-20	-20

Average stock price: \$26.67

Portfolio Share Totals

<u>Stock</u>	<u>DA</u>	<u>RJ</u>	<u>SJ</u>	<u>BS</u>	<u>MS</u>	<u>Bank</u>
FloGOH	--	--	--	--	--	1000
FraGOH	--	--	--	--	--	1000
MilGOH	4	--	--	--	--	996
NapGOH	--	--	--	--	--	1000
PapGOH	--	--	--	--	--	1000
VenGOH	--	--	--	--	--	1000
AusMAS	--	--	--	--	--	1000
FloMAS	--	--	--	--	--	1000
FraMAS	--	--	--	--	--	1000
NapMAS	--	--	--	--	--	1000
PapMAS	--	--	--	--	--	1000
VenMAS	19	--	--	--	11	970
AusPOC	--	236	--	148	40	576

S.O.B.

Stock	DA	RJ	SJ	BS	MS	Bank
FloPOC	--	--	--	--	--	1000
FraPOC	--	--	--	--	--	1000
MilPOC	--	--	--	--	--	1000
NapPOC	--	--	--	--	--	1000
PapPOC	--	--	--	--	--	1000
TurPOC	--	--	144	--	--	856
VenPOC	8	--	--	--	--	992

Stock	DA	RJ	SJ	BS	MS
AusMAS	0.00	0.00	0.00	0.00	0.00
FloMAS	0.00	0.00	0.00	0.00	0.00
FraMAS	0.00	0.00	0.00	0.00	0.00
NapMAS	0.00	0.00	0.00	0.00	0.00
PapMAS	0.00	0.00	0.00	0.00	0.00
VenMAS	1094.40	0.00	0.00	0.00	633.60
AusPOC	0.00	6631.60	0.00	4158.80	1124.00
FloPOC	0.00	0.00	0.00	0.00	0.00
FraPOC	0.00	0.00	0.00	0.00	0.00
MilPOC	0.00	0.00	0.00	0.00	0.00
NapPOC	0.00	0.00	0.00	0.00	0.00
PapPOC	0.00	0.00	0.00	0.00	0.00
TurPOC	0.00	0.00	1667.52	0.00	0.00
VenPOC	241.28	0.00	0.00	0.00	0.00
\$	30.56	6.96	4.24	11.61	47.50
Total	1534.52	6638.56	1671.76	4170.41	1805.10

Portfolio Values

Stock	DA	RJ	SJ	BS	MS
FloGOH	0.00	0.00	0.00	0.00	0.00
FraGOH	0.00	0.00	0.00	0.00	0.00
MilGOH	168.28	0.00	0.00	0.00	0.00
NapGOH	0.00	0.00	0.00	0.00	0.00
PapGOH	0.00	0.00	0.00	0.00	0.00
VenGOH	0.00	0.00	0.00	0.00	0.00

Dingo's Delight**Turn 6 and 7****Deadline Turns 8 and 9: 8/20 Friday**The Players**Turn 6**

- 1st: Howard Hugh (Human/Norman New Ruff) Rolls Used: 2 5 6 6**
 Rainfall(s) - Rainfall(o) - B - R - Y - B - R - B - Y - B - R - B - R - Y - A - Dryport(o) - Dryport(s)
 Sells Chicle Liqueur for \$90 (out of the cup pops Voll Silk at 1b) and buys Designer Genes for \$60.
Human/Dr. Pepper 2-4-10 Rolls Used: 1 2 5
 Stays at Rainfall(s).
 Buys two Chicle Liqueur for \$80
- 2nd: Sean Cousins (Whynom/Black Bear) Rolls Used: 5 (5 * 2)**
 Asteroid City East - B20 - R - Airhome(o) - Y - B - R - A - B10 - Titan's Tower(o) - R10 - Terror Station(o) - R20 - Y - B - R.
- 3rd: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3**
 Jellybeast Landing(s) - Jellybeast Landing(o) - A - Y - R - B - Y - R - A - Ice Station(o) - Ice Station(s).
 Discovers Qossuth, gains \$120 IOU. Sells Chicle Liqueur for \$90 (out of the cup pops demand for Space Spice at 4b), barter IOU \$120 and Relic Laser for \$50, buys Qossuth factory for \$160, Infinite Puzzles for \$120 (receives \$60 commission), and an Agent for \$80.
- 4th: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 1 3 4**
 Painfall(s) - Paintfall(o) - Telegate 3 - R - B - Y - B - R.
- 5th: Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 1 * 4**
 Galactic Base - NC1 - A - Space Station Planet.
 Buys one Rock Videos for \$120.
- 6th: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 1 4 5**
 NC1 - NC1 - A - Space Station Planet - R - Y - R - NC1 - Y30
 (Refuses to pay the penalty and stops).

Press

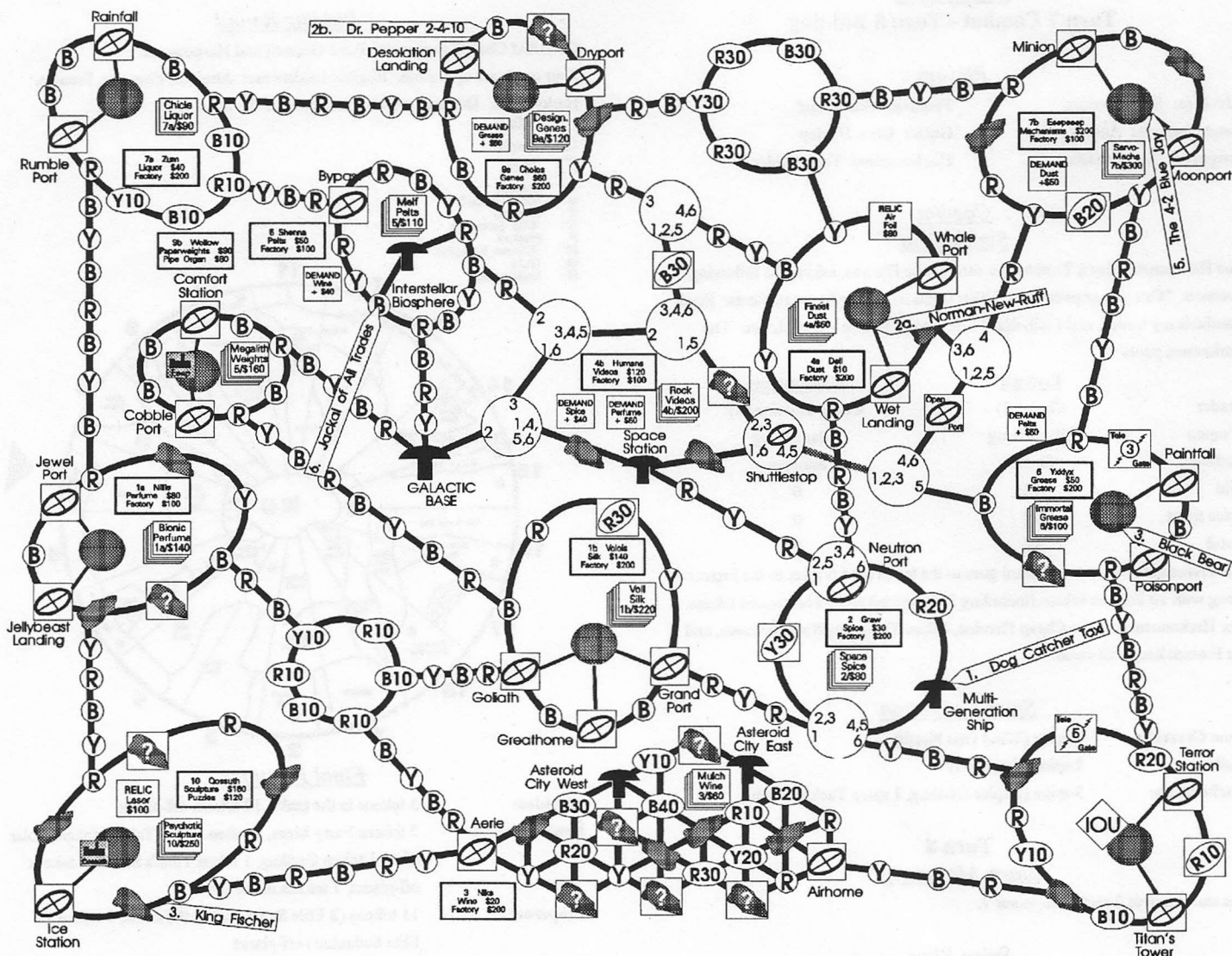
- 4-2 Blue Jay - All:** Will someone please find my ancestral home.
Cerberus - 4-2: No sooner said than done.
From N-N-R and 2-4-10: "Da' Bulls"

Turn 7

- 1st: Howard Hugh (Human/Norman New Ruff) Rolls Used: 1 4 5 6**
 Dryport(s) - Dryport(o) - A - Y - R - NC6 - R - Y - B - Y - R - Wet Landing(o) - Wet Landing(s).
 Discovers the Dell, gains \$60 IOU, cashes it in for one Finest Dust.
Human/Dr. Pepper 2-4-10 Rolls Used: 2 5 6
 Rainfall(s) - Rainfall(o) - B - R - Y - B - R - B - Y - B - R - Desolation Landing(o) - B.
- 2nd: Sean Cousins (Whynom/Black Bear) Rolls Used: 2 (3 * 2)**
 R - B - Y - B - R - Poisonport(o) - Poisonport(s).
 Sells one Mulch Wine for \$60 (out of the cup pops demand for Grease at Cholos (9a)). Buys one Immortal Grease for \$50.
- 3rd: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 1 * 3**
 Ice Station(s) - Ice Station(o) - ? (It's the Auto Pilot relic).
 Stops and picks up relic.
- 4th: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 3 4**
 R - Y - Moonport(o) - Moonport(s).
 Sells Immortal Grease for \$100 (out of the cup pops demand for Wine at Shenna (5)), cashes in the IOU for \$100 credit and with that and the cash buys one Servo-Mechanism.
- 5th: Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 5 * 4**
 Space Station Planet - A - NC2 - Galactic Base - Y - R - B - R - B.
- 6th: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 4 4 6**
 Y30 - NC4 - Multi-Generation Ship.
 Sells one Designer Genes for \$120 (out of the cup pops demand for Perfume at Humans (4b)). Buys one Space Spice for \$30.

Notes

Oops. The ship displays of last turn neglected to include the Eeepeeep IOU collected by 4-2 Blue Jay and the Nillis IOU collected by King Fischer. It was that damn camouflage that did it. Remember that the only way you can actually stop is to land, fail to pay a penalty, or use all your movement points. Also, if you have two ships, they may perform their moves in any order you like. If you fail to specify an order, the primary ship will go first and the second ship will go second. Finally, please note Andy Lewis' change of address.



1. Dog Catcher Taxi \$105
Sports Scout
8: 1 2 3 4 // 9: 2 4 5 5 (Use 3)
Hold1 Hold2 Hull
Space Spice 2/\$80
Mulligan Gear (\$120)
Relic Shield (\$60)

2a. Norman-New-Ruff \$1
Clipper
8: 1 1 5 6 // 9: 1 4 4 5
Hold1 Hold2 Hull
Finest Dust 4a/\$50
Design'r Genes 9a/\$120

2b. Dr. Pepper 2-4-10
Transport
8: 1 6 6 // 9: 3 3 5
Hold1 Hold2 Hold3 Hull
Chicle Liquor 7a/\$90
Chicle Liquor 7a/\$90

3. Black Bear \$80
Fast Scout
8: 4 6 // 9: 1 5 (Double 1)
Hold1 Hold2 Hull
Mulch Wine 3/\$60
Immort'l Grease 6/\$100
Gate Lock (\$100)
Switch Switch (\$100)
Shield (\$60)

4. King Fischer \$40
Torch Scout
8: 4 // 9: 5 (times 3)
Hold1 Hold2 Hull
Infinite Puzzles 10/\$250
Agent (\$80)
Shield (\$60)
Relic Auto Pilot (\$80)
Qossuth \$200

5. The 4-2 Blue Jay \$20
Scow Clipper
8: 1 4 6 6 // 9: 1 4 4 5 (Use 3)
Hold1 Hold2 Hull
Servo Mech. 7b/\$300

6. Jackal of All Trades \$108
Rocket Scout
8: 3 6 // 9: 1 2 (Use 1 x 4)
Hold1 Hold2 Hull
Rock Video 4b/\$200
Wallow \$100

Sand Dog

Turn 7 Combat - Turn 8 Bidding

Players

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

Combat Sietch Tabr

The Harkonnens play a Truthtrance card on the Fremen, asking the following question: "Can you answer yes to either of the following two statements: Feyd-Rautha is my traitor, and I will dial 11 or greater?" The answer is yes. The Harkonnen punts

	<u>Fremen</u>	<u>Harkonnens</u>
Leader	Chani (6)	Cheap Heroine (0)
Weapon	Ellaca Drug	Ellaca Drug
Defense	Shield	Snooper
Dial	12	0
Spice spent	10	0
Total	12	0

The Fremen are victorious. Chani goes to the tanks (and 6 spice to the Fremen) along with 10 Fremen tokens (including 2 Fedaykin) and 6 Harkonnen tokens. The Harkonnens lose the Cheap Heroine, Ellaca Drug, and Snooper cards, and the Fremen keeps his cards.

Spice Collection

Bene Gesserit: 6 spice (Wind Pass North)
Guild: 2 spice (Arrakeen)
Harkonnens: 3 spice (2 spice Carthag, 1 spice Tuek's Sietch)

Turn 8

Storm Movement

The storm moves 2 sectors to sector 7.

Spice Blow

Worm in South Mesa

Nexus

Atreides and Bene Gesserit form an alliance.

Spice Blow (cont.)

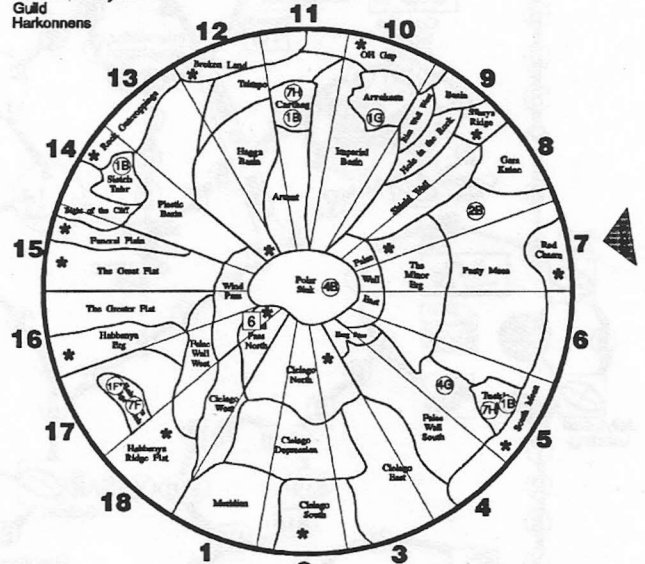
8 spice in the Red Chasm (destroyed by the storm)
 Worm in Wind Pass North (3 Bene Gesserit tokens destroyed).
 6 spice in Wind Pass North

Bidding Round

CHOAM Charity recipients: Bene Gesserit and Harkonnens.

Four cards are up for bid. Eligible bidders are: Atreides, Emperor, Fremen, Harkonnens. Discards were reshuffled after the third card.

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



Final Positions

Atreides: 3 tokens in the tanks, 17 tokens off-planet
Bene Gesserit: 2 tokens Pasty Mesa, 1 token Sietch Tabr, 4 tokens Polar Sink, 1 token Carthag, 1 token Tuek's Sietch, 4 tokens off-planet, 7 tokens in the tanks.
Emperor: 11 tokens (2 Elite Sadaukar) in the tanks, 9 tokens (3 Elite Sadaukar) off-planet
Fremen: 12 tokens (2 Fedaykin) in the tanks, 8 tokens (1 Fedaykin) Habbanya Ridge Sietch
Guild: 2 tokens in the tanks, 4 tokens False Wall South, 13 tokens off-planet, 1 token Arrakeen
Harkonnens: 7 tokens Carthag, 7 tokens Tuek's Sietch, 6 tokens in the tanks

Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.

6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may only be proposed if all countries in the draw can jointly satisfy the victory conditions for the game. 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.

S.O.B.

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 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 Spring campaign.

15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. However, a fleet in Istria may transport an army to or from Dalmatia and vice versa.
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.

Addresses

Name	Address	Phone
David Anderson "Snoopy"	18 B Street Pontiac, MI 48340-1202	(313) 334-4840
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Pete Gaughan	1521 S. Novato Blvd. #46 Novato, CA 94947-4147	(415) 897-3629
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	21035 E. Washington St. Walnut, CA 91789	(909) 598-8222
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Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688	(714) 589-5777
Ron Johnson "Vulture Dog"	12571 Leroy Ave. Garden Grove, CA 92641	(714) 530-3605
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Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307	(210) 658-6066

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. I need standbys for the following games: Machiavelli, Dune, New World, Merchant of Venus, and the Machiavelli Stock Exchange. The current standby list is:

Machiavelli: Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann
Dune: Steve Koehler
New World: Steve Koehler
Merchant of Venus: Steve Koehler, Andy York
Machiavelli Stock Exchange: Steve Koehler

Standby Calls

None this month!

Printed on recycled paper.

The 1993 Runestone Poll

Main List entries finishing at or above average

Zines

(55 on main list)

Rk	Zine Name	Votes	Score
1	Perelandra	32	9.215
2	Maniac's Paradise	25	8.943
3	War Fair	12	8.889
4	Upstart	24	8.356
5	Rambling WAY	29	8.148
6	Ramblings by Moonlight	23	8.115
7	Well, Martha...	22	8.012
8	Hoodwink	13	7.912
9	Northern Flame	28	7.772
10	Diplomacy World	38	7.654
11	The Abyssinian Prince	19	7.583
12	Orphan Son	12	7.556
13	Cheesecake	22	7.428
14	Foolhardy	20	7.306
15	The Home Office	17	7.112
16	...Pedro...	11	6.959
17	Metamorphosis	12	6.835
18	Kathy's Korner	16	6.676
19	Carolina Cmd & Cmnty	16	6.620
20	DOGS of War	10	6.602
21	Costaguana	18	6.574
22	The Tactful Assassin	16	6.488
23	Zine Register	45	6.358
24	Concordia	13	6.322
25	Cogniscenti	14	6.258
26	Standard Gauge	11	6.189
27	Quest for Power	10	6.117
28	The Canadian Diplomat	29	5.988

All the zines listed above finished at or above average.
The 27 zines that finished below average are not listed here.

To order the 1993 Runestone Poll publication, send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.

I expect to mail the publication around September 1.

Subzines

(16 on main list)

Rk	Subzine Name	Votes	Score
1	DIDOES	13	8.524
2	And the Horse...	25	8.294
3	You're The One	7	7.952
4	It's Me Again	16	6.941
5	The Unzine Voice	8	6.590
6	Notes from the Bunker	18	6.407
7	Blusterdom	5	6.389
8	I Still Live	13	5.716

All the subzines listed above finished above average. The 8 subzines that finished below average are not listed here.

GMs

(40 on main list)

Rk	GM Name	Votes	Score
1	Fred Hyatt	10	9.365
2	Andy Lischett	13	9.013
3	Scott Cameron	6	8.596
4	David Hood	5	8.476
5	Garret Schenck	8	8.456
6	Pete Gaughan	15	8.421
7	Steven Glasgow	7	8.407
8	Eric Ozog	7	8.348
9	Bruce Linsey	6	8.338
10	Michael Lowrey	8	8.332
11	Dave McCrumb	5	8.224
12	Jim Burgess	8	8.204
13	Kathy Caruso	6	8.147
14	Douglas Kent	11	8.039
15	Bob Hartwig	5	7.923
16	Steve Heinowski	5	7.835
17	John Schultz	7	7.692
18	Stven Carlberg	6	7.517
19	W. Andrew York	14	7.419
20	Bob Acheson	12	7.294

All the GMs listed above finished above average.
The 20 GMs that finished below average are not listed here.

ZINE REGISTER #22 The Next Generation

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