

Notes from Hades

I hope the holidays were kind to all. Mine were pretty good overall. As usual, I spent the holidays in North Idaho with my parents. Not as usual, I brought my girlfriend with me. This was something of a new experience since I had never brought a girl home before, but it went well. I am fortunate that I get along very well with my parents and they got along very well with Celeste.

Anyway, we arrived the evening of the 18th into the midst of one of the worst winters on record. There was about 2½ feet of accumulated snow at the house, and more in outlying areas. About a month before this, the snow was so heavy that my sister and brother-in-law's garage roof collapsed due to the weight of the snow on it. Almost every day we were there, three to six inches more fell. We did get to go skiing on Christmas Eve. This was only my third time skiing in four years, but I managed not to fall down too much. Christmas itself was also very good.

The trouble started on the 27th, when we were scheduled to fly back. Our flight was scheduled to leave at 6:00 am from Spokane, Washington to Portland, Oregon. We got up at 3:00 am because we weren't sure what the roads would be like. Fortunately they weren't too bad and we got to the airport at about 4:45. There was already a long line at the check in, so we got in. At about 5:15, our flight was canceled. When we got up to the counter, all they were able to do was to confirm us on a flight for the 30th, and put us on standby for a flight at 10:20. We waited around a while, and at about 9:00, they were able to put together an unscheduled flight to Portland, which we were able to get on. We arrived in Portland around 11:00 am. Our connection had already left at this point, and the only other flight into Orange County was canceled. The only flight we could possibly get on that went to Southern California was to San Diego. We figured, well, at least that's driving distance. We can rent a car and drive up to Orange County to pick up my car. So, we got onto that flight. It was scheduled to leave at 12:30. Well, because Seattle-Tacoma Airport was shut down all day, and we were flying Alaska Airlines, which has a major hub in Seattle, getting planes was a problem. We didn't get a plane until about 1:00. Then we had to wait until about 3:30 for them to dig up a flight crew. We finally arrived in San Diego at about 5:00, only to find that no car rentals were available because of the Holiday Bowl. So, we took a cab to the Amtrak station and rode the train to Irvine. From there, we took a cab to the long-term parking lot of John Wayne Airport and got my car. We didn't get back to my house until after 10:00 pm. And what's worse is that during the whole trip, I could feel myself getting sick. We spent that whole weekend with the flu. But, at least we made it back in one day, even if the way we did it sounded like the title of a John Candy movie.

The PDORA auction is ready! Don't lose any time to place your bids on a number of interesting items. Bids must be submitted to Doug Kent at 10214 Black Hickory Road, Dallas, TX 75243 by April 20. Auction sheets are available either from me or from Doug direct. Support your hobby!

This issue's deadline will be on **Thursday, February 20 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	0700 Nov 12
"Sirius"	Stellar Conquest	Turns 17, 18

Game Openings

"Sun Dog" SolarQuest is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Have Bill Scharf, Dennis Cain, Andy Lewis, and Pitt Crandlemire, need 2 more.

"Astro" Liftoff! is a game of building a space program and being the first to land an astronaut on the Moon. Have Andy York, Brad Martin, Dave Anderson, Bill Scharf, Andy Lewis, and Pitt Crandlemire. **Starts this issue!**

Wish List

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

In general, game ownership is recommended, but not required.

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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631 Candia Circle
La Habra, CA 90631
Phone: (714) 773-0940
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Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

Ward Narhi

I am in a debate with a friend over health care systems across the world and would be interested in hearing what opinions on the state of health care in other countries. What is the system and is it working? When I ask if it is working I mean do the people have access, which people, quality of care, and is the system solvent...those sort of questions.

Kevin Wilson

Sounds like you had a busy Holiday Season. So did we. Holiday party 2 weekends before Christmas. 60 people in the house. Rushed shopping.

Drive to my parents, 4 hours away. Wife's parents show up on Tuesday. Stay threw Friday. 12 people for Christmas Dinner, first big dinner for us. Went well. Crashed that weekend. Then New Years. Traditional dinner at favorite restaurant. NY Party at friends. Home at 1:30. Crashed again. Returns. Shopping. Refrigerator dies. All contents lost. Buy new one. Get old one fixed. Cancel new one. Restock frig. Crash again. Glad the holidays are over. Need the rest! =)

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

Spring 1461

Deadline/Summer 1461 2/20 Thursday

Venice on the ropes as he tries to maintain an offensive on France while trying to recover his homeland. Naples joins in in his small way against the power of the Pope, while France digs in and prepares for an all-out battle with Venice.

Fall 1460 Retreats

Venetian A5 retreats to Brescia

Builds

		Treas	Cost	Rem
Fra	Maintains A1, A4, F1, F2, F4, G1, builds A2 (Elite Professional) Marseilles	36	33	3
Nap	Maintains all, builds A1 Naples	19	18	1
Pap	Maintains A1, A2, A3, A4, A5, A6, A7, A8, F1, F2, F3, F4, builds A9 Florence, A10 Arezzo, A11 Bologna	84	45	39
Ven	Maintains all, no new builds	39	24	15

Expenditures

Pope spends 18 ducats to buy Venetian A2

Orders

France(): *A1 (EM) AVIGNON holds*
A2 (EP) Marseilles to PROVENCE
A4 GENOA holds
F1 WESTERN MEDITERRANEAN holds
F2 Ionian Sea to DURAZZO
F4 (CM) EASTERN GULF OF LYON supports A4
G1 GENOA supports A4

Naples(): A1 NAPLES supports A2
A2 AQUILA holds
F1 EASTERN TYRRHENIAN SEA to Piombino
F2 PALERMO to Eastern Tyrrhenian Sea
F3 RAGUSA besieges (autonomous garrison destroyed)
F4 Capua to TIVOLI

Papacy(): A1 TRENT holds
A2 MANTUA supports A12 (cut)
A3 Herzegovina to DALMATIA
A4 LUCCA to Pisa
A5 Slavonia to HUNGARY
A6 Carinthia to AUSTRIA
A7 PISA to Piombino
A8 SPOLETO supports F4

Orders (cont.)

A9 FLORENCE to Pisa
A10 Arezzo to SIENNA
A11 BOLOGNA supports F3
A12 Parma to CREMONA
F1 FERRARA holds
F2 UPPER ADRIATIC to Croatia(nc)
F3 MODENA holds
F4 ANCONA to Aquila
Venice(): *A1 BOSNIA to Croatia*
A2 Parma supports A5 (nsu)
A3 (EM) Montferrat to SAVOY
A4 MILAN supports A7
A5 BRESCIA to Mantua
A6 Verona to PADUA
A7 SWISS to TYROLEA

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

Notes

Concession to the Pope fails.

Press

France - Venice: Oh, yea. I'm going to stab the Papacy with you crawling up my face.

Milan (post mortem) - Venice: Heh heh heh ... Aw, did da poow widdle Doge wose his house? Awwwww ... heh heh heh

Milan (post mortem) - Papacy: You go boy. Get that vile little Venetian.

Neapolitan White Trash - all: I'm willing to go down swinging, how about y'all?

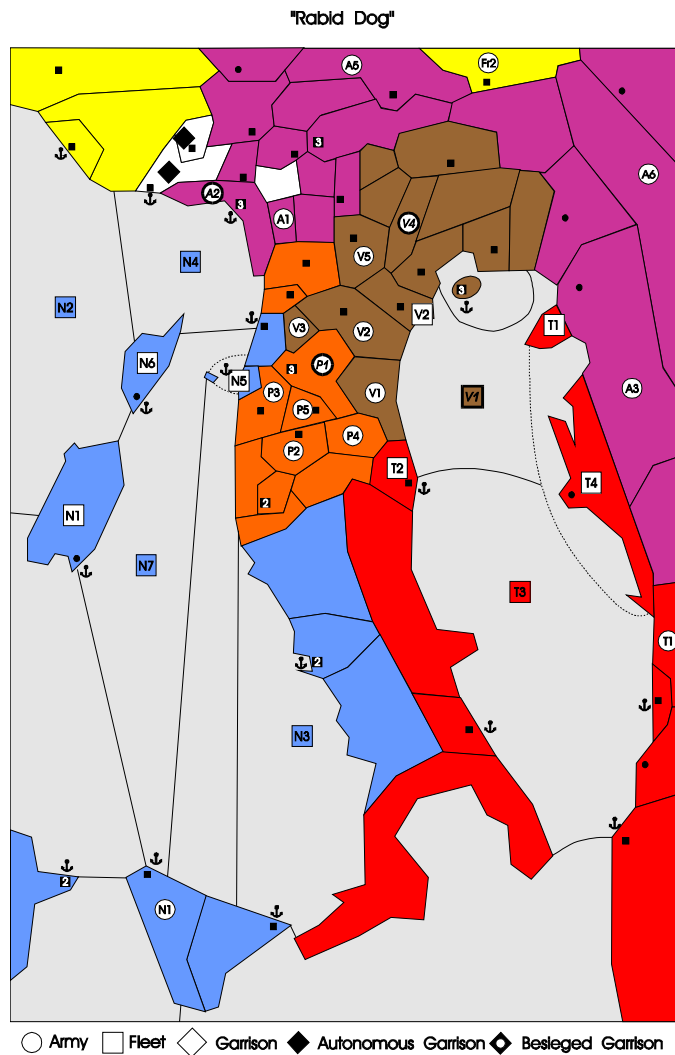
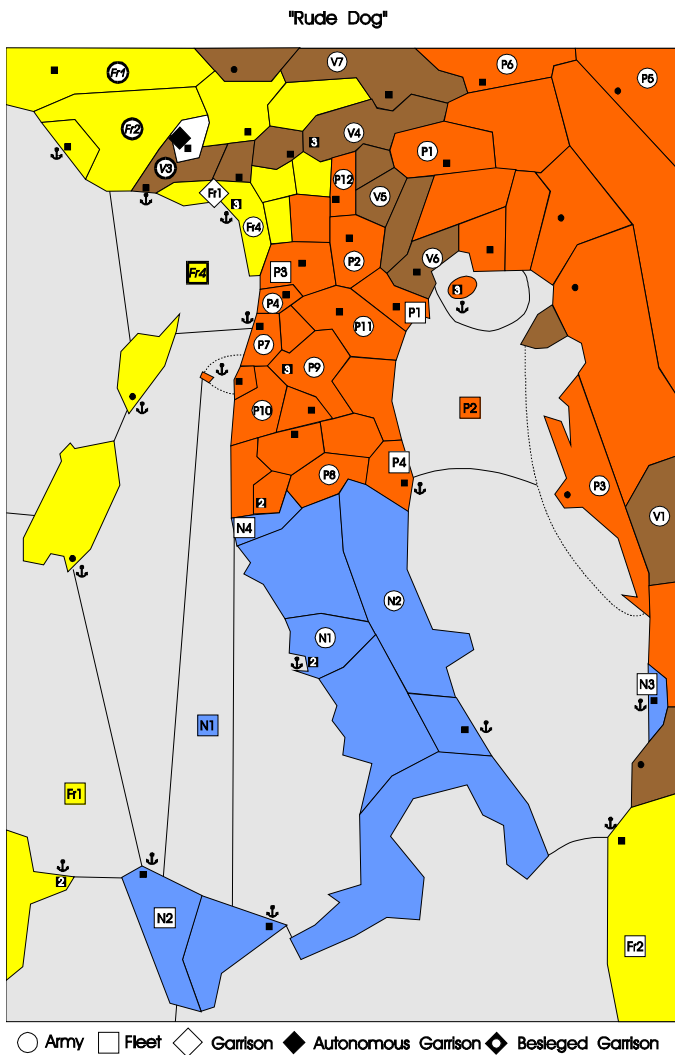
Naples - Pope: Go ahead, spank me!

Pope - Venice: I give you your last rites.

Pope - Dalmatia: Handed nothing! I earned it!

Pope - All: The Pope has declared a cessation of hostilities to all those who accept the faith and bow to our mastery of Italy. All others are to be put to the sword as is the Christian way.

Pope - Venice: Fecund Holy Water? Why do you think we went to Venice? But when we got here we found your canals polluted with your own offal. You are not worthy of ruling a kingdom in Italy and we therefore cast you out!



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

Spring 1454

Deadline/Summer 1454 2/20 Thursday

The Papal counterattack against Venice runs into a brick wall, while the Turkish assault manages a small outflank. Naples wins uncontested controls of the western seas. Meanwhile, France strikes into the heart of Austria

Fall 1453 Retreats

Venice A3 retreats to Pistoia

Builds

		Treas	Cost	Rem
Aus	Maintains A1, A2, A3, A5, builds A6 Hungary	25	18	7
Fra	Maintains A2, no new builds	18	3	15
Nap	Maintains all, builds A1 Palermo	24	24	0
Pap	Maintains A1, A4, A5, builds A2 Rome, A3 Perugia	30	18	12
Tur	Maintains all, builds F3 Durazzo	26	15	11
Ven	Maintains All, builds A4 (Elite Mercenary) Padua	33	27	6

Expenditures

Austria spends 3 ducats to relieve the famine in Turin.
 France spends 3 ducats to relieve the famine in Austria.

Venice spends 3 ducats to relieve the famine in Pistoia.

Orders

- Austria: A1 Parma to PONTREMOLI
- (Koehler) A2 (EM) Montferrat to GENOA
- A3 CROATIA holds
- A5 Turin to TYROLEA
- A6 Hungary to SLAVONIA
- France: A2 Tyrolea to AUSTRIA
- (Wilke)
- Naples: A1 PALERMO holds
- (Narhi) F1 SARDINIA supports F2
- F2 WESTERN GULF OF LYON supports F4
- F3 GULF OF NAPLES holds
- F4 Pisa to EASTERN GULF OF LYON
- F5 PIOMBINO supports F7
- F6 CORSICA supports F4
- F7 Western Mediterranean to WESTERN TYRRHENIAN SEA

Orders (cont.)

Papacy: A1 (EP) FLORENCE to Bologna
 (Rutherford) A2 Rome to PERUGIA
 A3 Perugia to SIENNA
A4 URBINO to Romagna
A5 AREZZO to Florence

Turks: A1 HERZEGOVINA supports F4
 (Wilson) F1 DALMATIA to ISTRIA
 F2 ANCONA supports F3
 F3 DURAZZO to LOWER ADRIATIC
 F4 LOWER ADRIATIC to DALMATIA

Venice: A1 ROMAGNA supports A2 (cut)
 (Robles) A2 BOLOGNA supports A3
 A3 PISTOIA supports A2
 A4 (EM) Padua to VERONA
 A5 FERRARA supports A2
 F1 (EM) UPPER ADRIATIC supports A1
 F2 FERRARA supports A2

Summer 1454 Plague

NO PLAGUE THIS YEAR!

Press

France - Austria: Hmm. So you wanna play that little game do you? Let's see how well I play.

Naples - All: As usual, the Prophet of Naples was correct in his prediction.

Naples Prophet predicts: The citizens of Genoa will have new masters!

Naples - Austria: Surely we can come to some sort of mutually beneficial agreement regarding French lands, no?

Naples - France: Giving your money to Venice? Why not me? Sure I have attacked you and made your life miserable but at least I have entertained you! What has Venice done, nothing! He could help you by attacking Austria, but noooo!

Naples prays: "And we give thanks that we were not visited by famine this year but if you could, how about a nice big famine in Paris. OK, thanks!"

"Fleabag"/MGN# B2/B/8/1

Summer 1454

Deadline/Fall 1454 2/20 Thursday

The Pope launches his assault on Florence, taking the Florentine capital, while Naples sneaks in the Pope's back door. Paranoia is rampant in the city of Milan, but the expected Austrian attack never materializes. France and Naples come into dispute over a certain Mediterranean island while the Turks go onto the defensive.

Orders

Austria: A Tyrolea to CARINTHIA
 (Renken) A Carinthia to CARNIOLA
 A Slavonia to CROATIA

Florence: A SIENNA besiege
 (Wilke) A AREZZO to Florence
 F PIOMBINO besiege

France: A TURIN besieges
 (Grib) A PROVENCE to Corsica
 F GULF OF LIONS convoy A Provence to Corsica

Milan: A MILAN converts to garrison
 (Schoenberger) A Montferrat to GENOA
 A Mantua to MODENA

Naples: A Aquila to SPOLETO
 (Lewis) A PALERMO to Corsica
 F IONIAN SEA convoy A Palermo to Corsica
 F Ionian Sea to LOWER ADRIATIC

Papacy: A Bologna to FLORENCE
 (York) A URBINO supports A Bologna to Florence
A PERUGIA to Arezzo
 F ANCONA holds

Orders (cont.)

Turks: A RAGUSA besiege
 (Street) F Albania to DURAZZO
 F WESTERN MEDITERRANEAN holds

Venice: A FERRARA besiege
 (S. Cousins) A Verona to FRIULI
 F UPPER ADRIATIC support A Verona to Friuli
 F VENICE supports F Upper Adriatic

Notes

Remember that this game is being played with the basic rules only. That means no ducats, bribery, assassinations, moneylenders, plague, famine, or special military units. Also, **will Dave Anderson please submit standby orders for Milan.** Stuart has failed to renew his subscription.

Press

France - Austria and Milan: Like I said, just grazing.

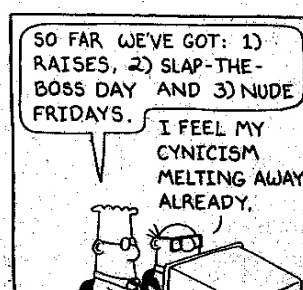
France - Florence: So much for a quiet opening. Sharpen your sword.

France - Papacy: Wow! You really wanted Urbino!

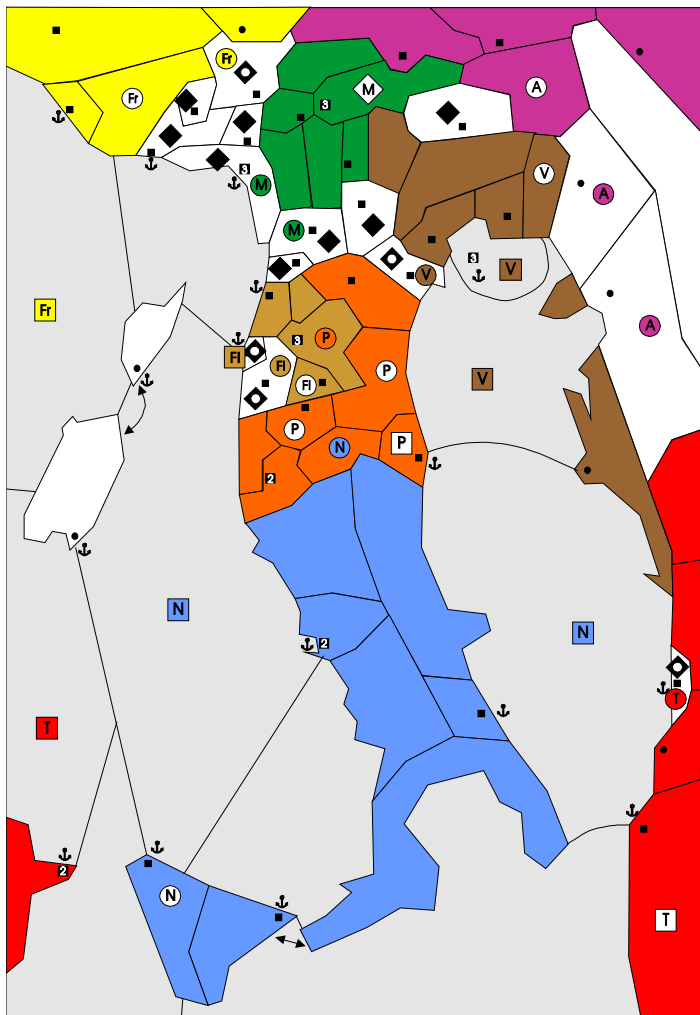
France - Turkey and Naples: Three boats, two islands. Musical chairs anyone?

France - Venice: Northbound, are ya?

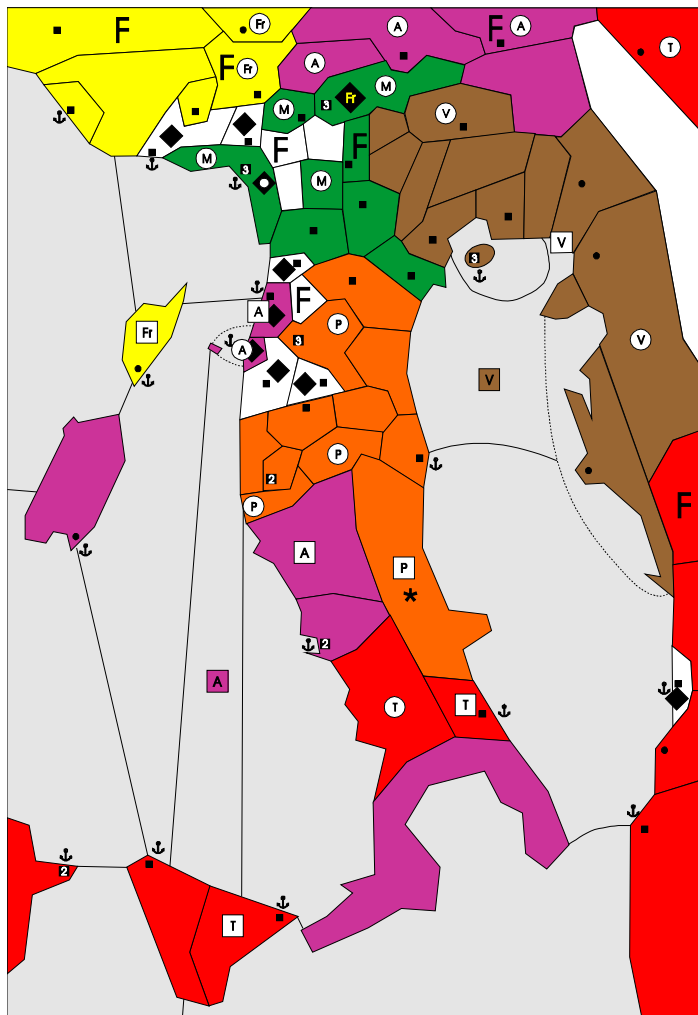
France - GM: Let's pause and pay homage to the passing away of Dr. Carl Sagan. He will be sorely missed.



"Fleabag"



"96-2" aka "Howl"



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

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

Howl / MGN# O/C2/6/ABC/1

Fall 1513

Deadline/Winter-Spring 1514 2/9 Sunday

GM: Mike Scott

AUSTRIA; BOB ROBLES FRANCE; PASQUALE GIOVINE
 MILAN; WARD NARHI PAPACY; LEE McCONNELL
 TURKS; KEN MARCINONIS VENICE; JASON WILKE

The GM sent out a correction to last turn; the Austrian Army Milan was forced to retreat due to the success of the Milan's orders of A CRE - MIL with support by A PAVIA OF A CRE - MIL.

Then, when the GM went to find the orders of Austria - they were missing in action; and on top of that BOB got tied up and had to ask me to NMR him...., so I couldn't even use what he had previously sent; so that's what happened to him this time.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

- RETREATS: AUSTRIA A MILAN TO COMO - GM'S COIN FLIP....
- PHASE E; NEGOTIATION PHASE: COMPLETE.
- PHASE F; DUCAT BORROWING, NONE REPORTED.
- PHASE G; ORDER WRITING, COMPLETE.
- PHASE H; DUCAT EXPENDITURES; NONE

PHASE J; MOVEMENT; lower case orders italicized do not succeed.

AUSTRIA: NMR'S, ALL UNITS HOLD IN PLACE: A TYR , A AUS , A PIO , *a aquila* , A COMO , F ETYR , F CAP , F PISA .

FRANCE: G MILAN HOLD, A AVI - SWISS, A TURIN S A AVI - SWISS, F WGofL - CORSICA.

MILAN: A PAVIA S A MIL, A MIL B(1) FR G MIL, *a swiss - tyr*, A GEN B(1) AUTO-G GEN, A MAN - PAR.

PAPACY: A SPOL S F ANCONA - AQUIL, A PATR - TIVO, A FLO B(2) AUTO-G FLO, F ANCONA - AQUIL.

TURKEY: A BARI - SAL, A HUN HOLD, F LADR - BARI, F PAL - ESS.

VENICE: F LAGO - UADR, A DALM - CROA, A VICE - TRENT, F ADR - CARNI.

RETREATS; THE GM SEE'S THE FOLLOWING: THE FLORENCE AUTO-G IS ELIMINATED BY THE PAPACY'S SEIGE, THE MILAN ARMY SWISS IS ELIMINATED BY FRENCH ARMIES, THE AUSTRIAN ARMY AQUILA MUST RETREAT, AND CAN ONLY DO SO TO NAPLES.

CAMPAIGN FOUR: WINTER 1513;

PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 3+3 = 6 = GOOD YEAR, COLUMN ONLY. DIE ROLL 2+5 = 7 = CREMONA, AUSTRIA, PISTOIA, FORNOVA, TURIN, BOSNIA, AVIGNON.

Income Phase:

	start	city	prov	seas	var	famine	sub	units	tot
Aus	-0-	5	9	1	4+1	<2>	18	??	d
Fra	4d	9	7	-0-	3	<4>	19	??	d
Mil	-0-	5	8	-0-	2	<2>	13	??	d
Pap	3d	8	11	-0-	2+5 **	-0-	29	??	d
Tur	4d	8	10	-0-	5	<1>	26	??	d
Ven	11d	9	12*	1	5+4	-0-	42	??	d

* = I GM that Venice only counts as a city, not a province too.

** = THE POPE NOW CONTROLS FLORENCE & IT'S VARIABLE

DIE ROLL.

PHASE B; MILITARY ADJUSTMENTS; AWAITING YOUR PURCHASES.....

PHASE C; FAMINE REMOVALS; NONE THIS REPORT, SEE NEXT CAMPAIGN.

PHASE D; PLAGUE PHASE; NONE THIS CAMPAIGN.

As of now, the Auto-garrison's are all in their original locations.....except TRENTO, TURIN, MANTUA, & FLORENCE; WHICH WERE ELIMINATED.

OK; YOU ARE INTO PHASE B, AND THEN INTO PHASE E; YOUR NEXT TURN ORDERS

ARE DUE 2/9/9 SUNDAY.... BY EARLY EVENING GM'S TIME, PLEASE.

PRESS: MILAN; MILAN CITY REJOICES IN THE COMING REUNION WITH THEIR COUNTRYMEN.

"Mongrel"

Epoch V Seljuk Turks and Mongols, Epoch VI Empire Selection

Deadline for Epoch VI Ming Dynasty, Timurid Emirates, Incas & Aztecs, and Ottoman Turks: 2/20 Thursday

The Dark Side (Eisenhut) Plays Plague in *Tarim Basin*. One Chou army is eliminated. SELJUK TURKS: Army in *Turanian Plain* (Aryan armies eliminated). Army *Tarim Basin* (vs. Chou Dynasty: S: 4, 2; C: 6, 6; loses), *Tarim Basin* (vs. Chou Dynasty: S: 4, 3; C: 3, 2; wins), army *Wei River* (vs. T'ang Dynasty: S: 6, 2; T: 4, 3; wins), *Yangtse Kian* (vs. T'ang Dynasty: S: 4, 1; T: 1; wins, Capital reduced to city), *Great Plain of China* (vs. T'ang Dynasty: S: 6, 3; T: 6; S: 5, 2; T: 3; wins), *Chekiang* (vs. T'ang Dynasty: S: 6, 1; T: 5; wins), *Yellow River* (vs. T'ang Dynasty: S: 6, 2; T: 6; S: 6, 1; T: 2; wins), *Szechwan*, *Si-Kyang*, *Yangtse Kian*, fort *Yangtse Kian*. Builds Monument *Tarim Basin*. Points: Control of China (9), Presence in Northern Europe (2), Southern Europe (3), India (3), Middle East (2), and Eurasia (1), one city (1), two Seas (2), and five Monuments (5) for 28 points.

Gamers' Lonely Hearts Club (Anderson) plays Kingdom in Southern Iberia. Army, city, and fort in *Southern Iberia* (Arab army retreats to *Shatts Plateau*). MONGOLS: Plays Leader. Army in *Mongolia* (Hsuing-nu army eliminated), *Manchurian Plain*, fleet *Sea of Japan*, army *Great Plain of China* (vs. Seljuk Turks: M: 5, 4, 1; S: 1, 1; wins), *Chekiang* (vs. Seljuk

Turks: M: 6, 3, 1; S: 3; wins), *Yangtse Kian* (vs. Seljuk Turks: M: 6, 6, 5; S: 2+1; M: 5, 2, 1; S: 6+1; loses), *Yangtse Kian* (vs. Seljuk Turks: M: 6, 2, 1; S: 1+1; wins, city eliminated), *Wei River* (vs. Seljuk Turks: M: 6, 3, 3; S: 1; wins), *Yellow River* (vs. Seljuk Turks: M: 5, 4, 2; S: 5; M: 6, 2, 2; S: 2; wins), *Tarim Basin* (vs. Seljuk Turks: M: 4, 4, 1; S: 6, 4; loses), *Tarim Basin* (vs. Seljuk Turks: M: 6, 6, 1; S: 5, 3; wins), *Szechwan* (vs. Seljuk Turks: M: 5, 3, 2; S: 4; wins), *Si-Kyang* (vs. Seljuk Turks: M: 3, 2, 1; S: 5; loses), *Si-Kyang* (vs. Seljuk Turks: M: 6, 4, 1; S: 2; wins), *Turanian Plain* (vs. Seljuk Turks: M: 4, 3, 2; S: 2; wins), *Hindu Kush* (vs. Assyrians: M: 4, 4, 3; A: 5, 1; loses), *Hindu Kush* (vs. Assyrians: M: 5, 2, 1; A: 5, 4; M: 5, 3, 1; A: 6, 2; loses), *Hindu Kush* (vs. Assyrians: M: 6, 2, 1; A: 6, 1; M: 6, 4, 4; A: 6, 5; M: 3, 2, 1; A: 6, 1; loses), *Hindu Kush* (vs. Assyrians: M: 3, 3, 2; A: 6, 1; loses), *Hindu Kush* (vs. Assyrians: M: 4, 2, 2; A: 3, 1; M: 6, 3, 2; A: 6, 6; M: 4, 2, 1; A: 5, 5; loses). Builds Monument *Chekiang*. Points: Control in China (9), Dominance in Eurasia (2), Presence in Southern Europe (3), Middle East (2), and North America (1), two cities (2), one Sea (1), and six Monuments (6) for 26 points.

Epoch VI Empire Selection

Hector keeps the Ming Dynasty

Horsemen of the Apocalypse passes Mughals to Gamers' Lonely Hearts Club

Civs-R-Us gives the Incas & Aztecs to the Horde

Gamers' Lonely Hearts Club gives Timurid Emirates to Civs-R-Us

The Horde gives Spain to the Horsemen of the Apocalypse

The Dark Side keeps Portugal

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	38	116
Kevin Wilson	Horsemen of the Apocalypse	38	84
Andy Lewis	Civs-R-Us	47	120
Dave Anderson	Gamers' Lonely Hearts Club	52	90
Dennis Cain	The Horde	55	106
Dan Eisenhut	The Dark Side	61	112

Final Positions

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

The Horde. Fleet *Western Mediterranean*. EGYPT: One army each in *Nubia* and *Upper Nile*. MALAYAN KINGDOM: Army, city, and fort in *Malayan Peninsula*. FRANKS: Army, city, and Monument *Southern Apennines*, army and city *Balkans*, army and fort *Central Massif*, armies each *Northern Apennines* and *Dalmatia*.

Civs-R-U.s. Fleets *Red Sea* and *North Sea*. ASSYRIA: Army *Hindu Kush*. SCOTTS: Army, city, and Fort in *Highlands*. ARABS: Army, Capital, and Monument in *Arabian Peninsula*, army, city, and Monument in *Zagros*, two armies and Monument in *Shatts Plateau*, army and Monument in *Upper Tigris* and *Lower Indus*, army *Libya*, *Nile Delta*, *Levant*, *Persian Salt Desert*, *Western Deccan*, and *Western Ghats*. VIKINGS: Armies *Scandinavia* and *North European Plain*.

The Dark Side. Fleets *Eastern Mediterranean* and *Black Sea*. CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Army *Crete*. MAYANS: Army *Guiana Highlands*. ROMANS: Army and Monument *Middle Tigris*, army each in *Western Iberia*, *Pyrenees*, *Pindus*, and *Morea*. REBELLION: Army in *Ireland*. BYZANTINES: Two armies in *Western Gaul*, army in *Danubia*.

Horsemen of the Apocalypse. GUPTAS: Army *Sumatra*. HOLY ROMAN EMPIRE: Two armies, Capital, Monument, and fort in *Central Europe*, two armies and Monument *Albion*, two armies *Baltic Seaboard*, army and Monument *Northern Gaul*, army *Lower Rhine*.

Hector. Fleets *South China Sea* and *Bay of Bengal*. 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: Two armies *Irrawaddy*, army *Mekong*. JEWS: Army, city, and fort *Palestine*. CHOLA: Army, Capital, and Monument *Eastern Ghats*, army, city, and Monument *Ganges Delta*, army and Monument *Upper Indus*, armies *Ganges Valley* and *Eastern Deccan*.

Gamers' Lonely Hearts Club. Fleet *Sea of Japan*. SCYTHEANS: Army *Caucuses*. REBELLION: Army and city in *Central America*. HUNS: Two armies *Western Anatolia*, armies each in *Western Steppe* and *Dneipr*. ARAGON: Army, city, fort, and Monument *Southern Iberia*. MONGOLS: Army and Monument each in *Tarim Basin*, *Wei River*, *Yellow River*, *Yangtse Kian*, and *Chekiang*, army each *Mongolia*, *Manchurian Plain*, *Great Plain of China*, *Szechwan*, *Si-Kyang*, and *Turanian Plain*.

Press

Dark Side - Gamers' Lonely Hearts Club: You're welcome.

Horde - Gamers' Lonely Hearts Club: The Dark Side had no choice. You were the only one left.

Your event cards are: _____

Epoch VI Empire

Your Empire is: _____

"Wolfpack"**Epoch IV Guptas, Goths, Huns, and Byzantines****Deadline for Epoch IV T'ang Dynasty, Arabs, and Khmers: 2/20 Thursday**

Pinky and the Brain plays Civil War in *Scandinavia* (vs. Celts: CW: 5, 2; C: 5; CW: 5, 3; C: 2; wins), *Baltic Seaboard* (vs. Celts: CW: 4, 2; C: 2; wins), and *Albion* (vs. Celts: CW: 1, 1; C: 2; loses). Plays Kingdom in Southern Iberia. Army, city, and fort *Southern Iberia* (Roman army retreats to *Pyrenees*). GUPTAS: Army and Capital in *Eastern Deccan* (Mauryan army retreats to *Ganges Delta*), army *Western Deccan* (vs. Mauryans: G: 6, 2; M: 4; wins), *Upper Indus* (vs. Mauryans: G: 6, 1; M: 3; wins), *Lower Indus* (vs. Mauryans: G: 5, 1; M: 5; G: 5, 2; M: 2; wins), *Eastern Ghats* (vs. Mauryans: G: 6, 4; M: 1; wins), fleet *Bay of Bengal*, army *Ganges Delta* (vs. Mauryans: G: 5, 1; M: 2; G: 4, 4; M: 5; loses), *Ganges Delta* (vs. Mauryans: G: 2, 1; M: 5; loses). Builds Monument in *Eastern Deccan*. Points: Dominance in India (6) and China (6), Presence in Northern Europe (2), Southern Europe (3), and Middle East (3), one Capital (2), two cities (2), one Sea (1), and four Monuments (4) for 29 points.

Dead Peoples plays Kingdom in the Gold Coast. Army, city, and fort in *Gold Coast*. Plays Barbarians from the *Alps*. *Dalmatia* (vs. Romans: B: 6, 2; R: 5; wins), *Northern Apennines* (vs. Romans: B: 3, 1; R: 5; loses). GOTHS: Army *Danubia* (Roman army eliminated), *Dalmatia*, *Northern Apennines* (vs. Romans: G: 5, 4; R: 1; wins), *Southern Apennines* (vs. Romans: G: 4, 2; R: 6; loses), *Southern Apennines* (vs. Romans: G: 5, 1; R: 6; loses), *Southern Apennines* (vs. Romans: G: 5, 1; R: 5; G: 3, 1; R: 3; G: 5, 3; R: 3; wins, Capital reduced to city), *Pindus* (vs. Romans: G: 5, 3; R: 3, 1; wins, city

eliminated), *Central Massif* (vs. Romans: G: 5, 2; R: 6, 4; loses), *Central Massif* (vs. Romans: G: 5, 1; R: 2, 2; wins), *Western Gaul*. Points: Dominance in Southern Europe (6), Presence in Northern Europe (2), Middle East (3), and India (3), two Capitals (4), two cities (2), and three Monuments (3) for 22 points.

Quantum Coyotes plays Kingdom in the Highlands. Army, city, and fort in *Highlands*. HUNS: Plays Weaponry. Army *Western Steppe*, *Eastern Steppe*, *Wei River* (vs. Hsuing-nu: Hu: 5+1, 3+1; Hs: 4, 1; wins, city eliminated), *Tarim Basin* (vs. Chou: H: 2+1, 1+1; C: 6; loses), *Tarim Basin* (vs. Chou: H: 6+1, 5+1; C: 5; wins), *Szechwan* (vs. Mauryans: H: 6+1, 5+1; M: 2; wins), *Turanian Plain* (vs. Aryans: H: 5+1, 1+1; A: 4; wins), *Persian Plateau* (vs. Sassanids: H: 5+1, 4+1; S: 6, 3; H: 5+1, 3+1; S: 5, 5; wins), *Zagros* (vs. Sassanids: H: 4+1, 3+1; S: 4; wins; Capital reduced to city), *Lower Tigris* (vs. Sumerians: H: 4+1, 2+1; S: 1; wins, Capital reduced to city), *Middle Tigris* (vs. Romans: H: 3+1, 3+1; R: 1; wins), *Upper Tigris* (vs. Romans: H: 3+1, 2+1; R: 4; H: 5+1, 5+1; R: 2; wins), *Yellow River* (vs. Hsuing-nu: Hu: 5+1, 4+1; Hs: 2; wins), *Irrawaddy* (vs. Mauryans: H: 5+1, 1+1; M: 6, 2; H: 5+1, 2+1; M: 3, 2; wins). Builds Monument in *Lower Tigris*. Points: Dominance in China (6), Middle East (6), and Northern Europe (4), Presence in Southeast Asia (2) and India (3), three cities (3), and six Monuments (6) for 30 points. BYZANTINES are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Debbie Osborne	Moody Indignants	20	42
Paul Bolduc	The Arachnids	26	65
Caleb Cousins	Dead Peoples	31	62
Sean Cousins	Pinky and the Brain	34	82
Kevin Kinsel	Quantum Coyotes	34	76
Chris Geggus	The Blunt Approach	37	60

Final Positions

The Arachnids: SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army in *Chekiang*.

Quantum Coyotes: ASSYRIA: Army and Fort *Ceylon*. CELTS: Army and Monument *Albion*, armies *Scandinavia*, *Baltic Seaboard*, and *Central Europe*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army, city, and Monument in *Lower Tigris*, army and city in *Zagros*, army and Monument in *Wei River*, *Upper Tigris*, *Middle Tigris*, and *Persian Plateau*, army each in *Western Steppe*, *Eastern Steppe*, *Tarim Basin*, *Szechwan*, *Irrawaddy*, *Yellow River*, and *Turanian Plain*.

Pinky and the Brain: Fleet *Bay of Bengal*. INDUS VALLEY: One army in *Western Ghats*. PERSIA: Army *Persian Salt Desert*. HSUING-NU: Armies *Mongolia* and *Great Plain of China*. CIVIL WAR: Armies *Scandinavia* and *Baltic Seaboard*. ARAGON: Army, city, and fort *Southern Iberia*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, armies *Western Deccan* and *Eastern Ghats*.

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 *Yangtse Kian*.

The Blunt Approach: Fleets *Western Mediterranean*, *Eastern Mediterranean*, *North Sea*, and *Red Sea*. SHANG DYNASTY: Army *Si-Kyang*. CARTHAGINIA: Army and Capital in *Shatts Plateau*, army each in *Libya* and *Nubia*. ROMANS: Army and Monument *Nile Delta* and *Levant*, two armies *Pyrenees*, army *Western Iberia*, *Northern Gaul*, *Morea*, *Crete*, *Arabian Peninsula*, and *Palestine*.

Dead Peoples: SCYTHEANS: Army *Caucuses*. MAYANS: Two armies and Capital *Central America*. SASSANIDS: Army and Monument *Eastern Anatolia*, army *Hindu Kush*, *Western Anatolia*, and *Balkans*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. GOTHS: Army, city, and Monument *Southern Apennines*, army and Monument *Pindus*, armies *Danubia*, *Dalmatia*, *Northern Apennines*, *Central Massif*, and *Western Gaul*.

Your event cards

are: _____

Epoch IV Empire

Your Empire is: _____

Mutt

Turn 8

Deadline, Turn 9: 2/20, Thursday

Commander Actions

Bellpick 7 buys a population factor (Or2, Wa8)

Heavenly Bodies Development Company buys two water factories (Or3, Or3, Or4, Wa7, Wa7, Wa8, Wa10) and moves population factors from the ore factories to man them.

Tribute to Troy buys a water factory (Or5, Wa7, Wa8) and population factor (Wa10) to man it.

The Outhouse passes

Fangland passes

BarterTown II buys a titanium factory (Or5, Wa4, Wa6, Wa7, Ti8) and moves a population from an ore factory to man it.

Awl Mining Company buys a titanium factory (Or1, Or2, Or3, Wa5, Wa6, Wa6, Wa7) and a population factor (Or1, Wa9)

Minos Entrepreneurs passes.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF	No, HE, Wa	10
2	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF	No, Wa	9
3	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF	No, HE	9
4	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF	Wa, HE	9
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF	No, 2DL	8
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF	DL, No, HE	8
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF	HE, Wa	8
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF	Wa, 2DL	6

Available Upgrades

New Arrivals: Scientists, 3 Outposts, 3 Ecoplants, Orbital Lab

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	4
Orbital Labs (OL)	50	1	4
Robots (Ro)	50	0	5
Laboratory (La)	80	0	5
Ecoplants (Ec)	30	3	2
Outpost (Ou)	100	3	2

Production Cards

In the Warehouse: _____

New Cards: _____

Bellpick 7 and Tribute to Troy took Mega water cards.

“Chihuahua”

Turn 3

Turn 4 due: 2/20 Thursday

Planning

- Dutch** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- English** NMR! (Orders determined by GM) buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- French** buy 2 soldiers (\$20) and maintains 4 ships (\$16) for \$36.
- Portuguese** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- Spanish** buy 1 ship (\$12) and 3 soldiers (\$30), and maintains 3 ships (\$12) for \$54
- Swedes** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

Outbound Naval Movement

- Dutch** move to anchorage L. Dice: 4, 4, 5, 5. No Losses.
- English** move to anchorage K. Dice: 1, 2, 3. 1 soldier lost..
- French** move to anchorage C. Dice: 2, 4, 6, 6. No losses.
- Portuguese** move to anchorage M. Dice: 2, 4, 6, 6. No losses.
- Spanish** move to anchorage Y. Dice: 1, 2, 4, 4, 6. No losses.
- Swedes** move to anchorage O. Dice: 1, 3, 6. No losses.

Mining

The English mine one gold bar in H.

Discovery

- English** discover 1 mine in H.
- French** discover 1 mine in C.
- Spanish** discover 1 mine in Y.

Land Movement

- Portuguese** move 2 colonists and 3 soldiers from M to N. Move 4 colonists and 4 soldiers into area M. One colonist in N mines.
- Dutch** move 2 colonists and 1 soldier from J to L. Move 1 soldier L to I (It’s a 2 climate area with 3 natives and one site.) Becomes prospector. Move 4 soldiers and 4 colonists into area L.
- French** move 1 soldier from C to B (It’s a 5 climate area with 1 native). Move 1 soldier from C to D (It’s a resource rich climate 2 area with 1 native and 1 site). Becomes prospector. Move 4 colonists and 4 soldiers into area C. 1 colonist mines.
- English** move 3 soldiers and 4 colonists to K. 1 colonist in H mines.
- Swedes** move 1 soldier from Q to P (it’s a climate 3 area with 1 native). Move 1 soldier from R to Q. Move 3 soldiers and 6 colonists from O to Q. Move 4 colonists and 4 soldiers into area O.
- Spanish** move 1 colonist and 1 soldier from W to X (It’s a 3 climate area with 3 natives and 1 site). Soldier prospects. Move 1 colonist from Y to W). Move 4 colonists and 3 soldiers into area Y. One colonist in Y mines.

Native Combat

- Portuguese:** None.
- Dutch:** 2 natives are killed in are L.
- French:** None
- English:** None.
- Swedes:** 2 natives are killed in area Q, 1 soldier is killed in area P
- Spanish:** None

Native Uprisings

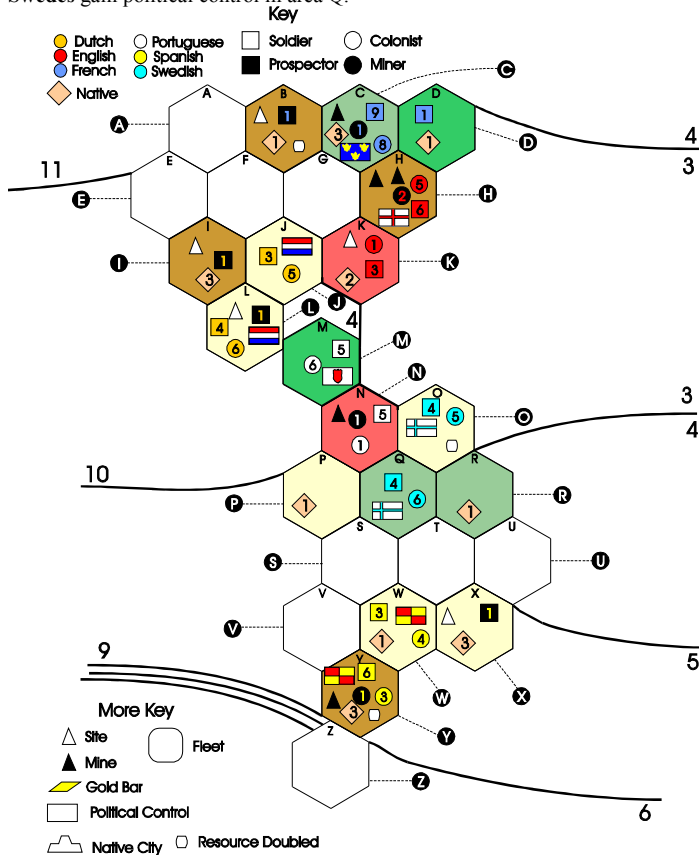
Climate is a 1. Uprisings in C (no losses), K (3 English colonists lost), W (no losses), X (1 Spanish colonist lost), Y (no losses).

Survival

Climate is a 6. No losses for anyone.

Political Control

- Dutch** gain political control in area L.
- Spanish** gain political control in area Y.
- Swedes** gain political control in area Q.



Homebound Naval Movement

- Portuguese:** Dice: 1, 1, 2, 4. No losses.
- Dutch:** Dice: 1, 3, 4, 5. 2 ships lost.
- French:** Dice: 21, 3, 3, 5. No losses.
- English:** Dice: 1, 3, 5. No losses.
- Swedes:** Dice: 2, 3, 6. No losses.
- Spanish:** Dice: 3, 3, 4, 6, 6. No losses.

Income

- Portuguese:** Political Control: \$40, resources: \$7.
- Dutch:** Political Control: \$60, resources: \$10.
- French:** Political Control: \$40, resources: \$8.
- English:** Political Control: \$40, resources: \$6, gold: \$40.
- Swedes:** Political Control: \$60, resources: \$16.
- Spanish:** Political Control: \$60, resources: \$10.

Turn 4 Initiative

English, Dutch, Portuguese, Spanish, French, Swedes

Notes

Will Pitt Crandlemire please submit orders for the English!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$100	13	2	4
English	Brendan Whyte	\$113	13	4	4
French	Kevin Wilson	\$59	15	4	4
Portuguese	Dan Eisenhut	\$73	13	4	4
Spanish	Debbie Osborne	\$70	13	4	4
Swedish	Andy Lewis	\$173	13	4	4

“Rock Hound”**Stock Round 1, Part 2****Operations Round 1.1 due: 2/20 Thursday****Initial Bidding Round**

Tunnel Systems goes to Blue Sky Mining for \$120.
 Vacuum Associates goes to Blue Sky Mining for \$140.
 Robot Smelters goes to Errol's Outfit for \$160.

Space Transport Company goes to BORG Mining Collective for \$195.
 Asteroid Export Company goes to ANUS for \$180.

Operations Round 1.1

Fast Buck receives \$15.
 Errol's Outfit receives \$15.
 ANUS receives \$30.

BORG Mining Collective receives \$30.
 Blue Sky Mining receives \$15.

Operations order: Fast Buck, Ice Finder, Drill Hound, Ore Crusher, Torch, Lucky, TSI

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$40	Fast Buck, Torch
Bill Scharf	Errol's Outfit	\$45	Ore Crusher, Robot Smelters, 1 share TSI
Dennis Cain	Carved in Stone	\$0	Ice Finder, Drill Hound
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$30	Lucky, Asteroid Export Company
Caleb Cousins	BORG Mining Collective	\$85	Planetary Imports, Space Transport Company, President's Share TSI
Andy Lewis	Blue Sky Mining	\$55	Tunnel Systems, Vacuum Associates, 2 shares TSI

Players are listed in the order of their turns in the next Stock Round.

Private Companies

Company	Owner	Income	Special
0: Planetary Imports	BORG Mining Collective	\$10/turn	None
7: Tunnel Systems	Blue Sky Mining	\$5/turn	Free Base
8: Vacuum Associates	Blue Sky Mining	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim
10: Space Trans. Co.	BORG Mining Collective	\$20/turn	None
11: Asteroid Export Co.	ANUS	\$30/turn	Can form Asteroid League

Independent Companies

Name	Operator	Treasury	Ships
Fast Buck	Due Unto Others	\$22	
Ice Finder	Carved in Stone	\$30	
Drill Hound	Carved in Stone	\$20	
Ore Crusher	Errol's Outfit	\$5	
Torch	Due Unto Others	\$22	
Lucky	ANUS	\$10	

**S.O.B.
Corporations**

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies
TSI	BORG Mining Collective	\$1000	Probe	1	3	10	None

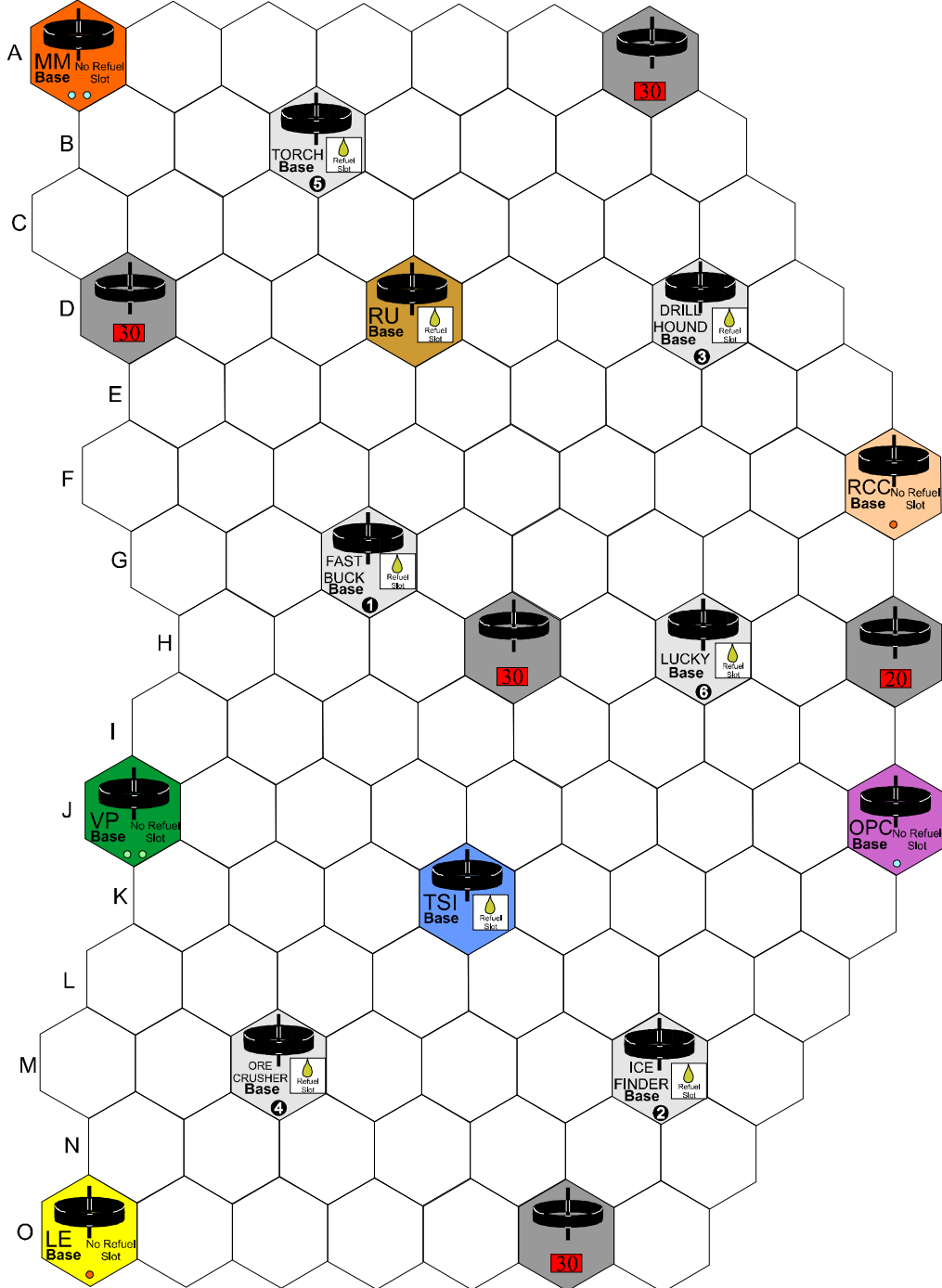
Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Resources Unlimited (RU)	None	5 shares TSI (\$100)	None

Cash in the Bank: \$9686

Available Ships: 10 Phase I ships (Scout 5/1, \$100; Tug 3/2, \$100)

Thanks to Pitt Crandlemire for his unused standby orders.



“Running Dogs”

Turn 1 Bidding to Combat

Turn 1 Combat due: 2/20 Thursday

Players

ATREIDES	Ward Narhi	BENE GESSERIT	Kevin Wilson
BENE TLEILAXU	Sean Cousins	EMPEROR	Andy Lewis
FREMEN	David Cain	GUILD	Brad Martin
HARKONNENS	Steve Koehler	IXIANS	Bill Scharf
LANSRAAD	Stuart Tucker	GAME MASTER	Chris Hassler

The Lansraad player has declared South Mesa to be restricted.

Bidding Round

- CARD 1 () goes to the Harkonnens for 4 spice (Extra card:)
- CARD 2 () goes to the Ixians for 4 spice
- CARD 3 () goes to the Harkonnens for 4 spice (Extra card:)
- CARD 4 () goes to the Lansraad for 3 spice
- CARD 5 () goes to the Lansraad for 3 spice.
- CARD 6 () goes to the Emperor for 3 spice.
- CARD 7 () goes to the Emperor for 3 spice.
- CARD 8 () goes to the Lansraad for 3 spice.

Revival and Movement

Bene Gesserit coexist everywhere. Guild choose to go last.

Shipment

- Ixians:** 8 tokens to the Shield Wall (9)
- Atreides:** 5 tokens to Cielago South (2)
- Fremen:** 5 tokens (1 Fedaykin) to Sietch Tabr
- Harkonnens:** 2 tokens to Carthag (1 Bene Gesserit accompanies)
- Lansraad:** 5 tokens to Tuek’s Sietch (1 Bene Gesserit accompanies)

Movement

- Fremen:** 5 tokens False Wall South - South Mesa (5)
- Harkonnens:** 2 tokens Carthag - Imperial Basin - Shield Wall - Minor Erg (8)
- Lansraad:** 5 tokens Tuek’s Sietch - South Mesa (5)

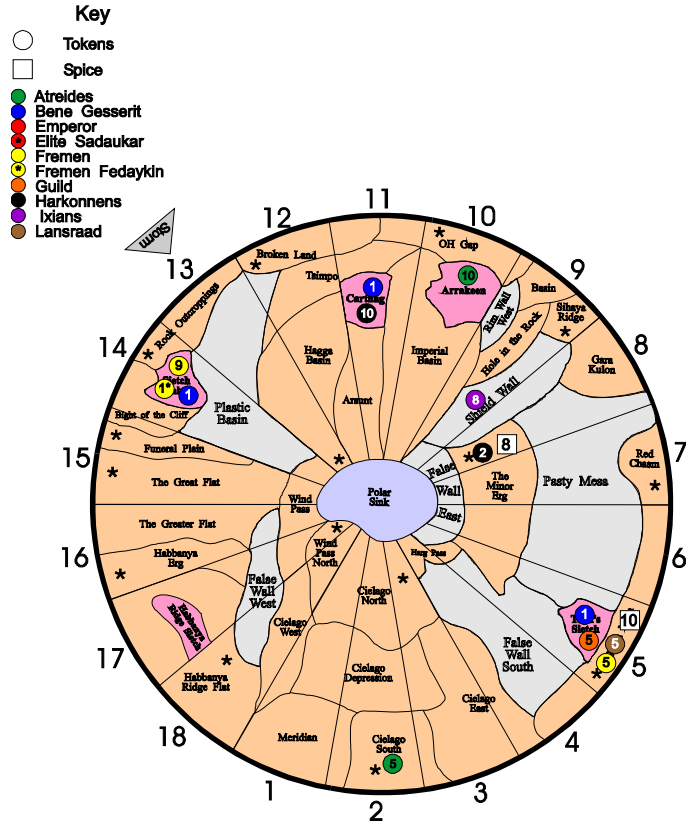
Combat Round

South Mesa: Lansraad vs. Fremen. Lansraad are the aggressors. Available leaders: All.

Initial Positions

- Atreides:** 10 Arrakeen, 5 tokens Cielago South (2), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 1 token Carthag, 1 token Tuek’s Sietch, 17 tokens off-planet
- Bene Tleilaxu:** Traitors: _____, _____ trap in Habbanya Ridge Sietch
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
- Fremen:** 10 tokens (1 Fedaykin) Sietch Tabr, 5 tokens South Mesa (6), 5 tokens (2 Fedaykin) Southern Hemisphere
- Guild:** 5 tokens Tuek’s Sietch, 15 tokens off-planet
- Harkonnens:** 10 tokens Carthag, 2 tokens Minor Erg (8), 8 tokens off-planet
- Ixians:** 8 tokens Shield Wall (9), 12 tokens off-planet
- Lansraad:** 5 tokens South Mesa (6), 15 tokens off-planet

Your cards: _____
Your spice: _____



“Hair of the Dog”

Turn 1

Turn 2 due: 2/20 Thursday

Players

Order	Player Name	Player Faction Name	Cash
1	Chris Geggus	Papillon	
2	Pitt Crandlemire	Jerner Sayqua Fine Art Gallery	
3	Andy Lewis	NNR! - Fool’s Gallery	
4	Caleb Cousins	NNR! - Idiot Collectors	
5	Sean Cousins	Arts Gratia Artis	

Paintings

Round	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
1					
2					
3					
4					

Round 1

Papillon offers a Yoko ☹. It goes to Papillon for \$21,000.

Jerner Sayqua Fine Art Gallery offers a Karl Gitter ☹. It goes to Papillon for \$14,000.

Fool's Gallery offers a Krypto ♣ and =. It goes to Fool's Gallery for \$21,000.

Idiot Collectors offers a Yoko ♣. It goes to Papillon for \$20,000.

Arts Gratia Artis offers a Krypto ♣. It goes to Jerner Sayqua Fine Art Gallery for \$19,000.

Round 2

Papillon offers a Karl Gitter \$ for \$11,000. It goes to Fool's Gallery.

Purchases

Player Faction Name	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
Papillon	0	2	0	2	0
Jerner Sayqua Fine Art Gallery	0	0	0	0	1
Fool's Gallery	0	0	0	1	2
Idiot Collectors	0	0	0	0	0
Arts Gratia Artis	0	0	0	0	0

Cards

Lite Metal: _____
 Yoko: _____
 Christin P.: _____
 Karl Gitter: _____
 Krypto: _____

“Dogged”**Turn Order Bidding**

Turns 1.1 to 2.1 due: 2/20 Thursday

Players

1st: Pitt Crandlemire (Humans/Crazianni Consortium)
 Has **\$108** on hand. Die rolls: **1: 2 2 6, 2: 2 5 6**

2nd: Debbie Osborne (Niks/Far Away Places Trading Co.)
 Has **\$120** on hand. Die rolls: **1 3 6 6 (Use 3)**

3rd: Chris Geggus (Dell/Cool Runnings)
 Has **\$110** on hand. Die rolls: **2 3 5 6 (Use 2)**

4th: Bob Robles (Whynoms/NNR!)

1a (Nillis): Nothing

1b (Volois): one Voll Silk

2 (Graw): one Demand +\$90 for Psychotic Sculpture, one Demand +\$40 for Designer Genes

3 (Niks): one Demand +\$60 for Bionic Perfume

4a (Dell): one Finest Dust

4b (Humans): one Demand +\$40 for Space Spice, one Rock Videos

5 (Shenna): one Demand +\$50 for Finest Dust, one Melf Pelts

6 (Yxklyx): Nothing

Has **\$120** on hand. Die rolls: **1 2 (Double one)**

5th: Dennis Cain (Qossuth/Rocinante Cygnus)

Has **\$129** on hand. Die rolls: **2 (Times 3)**

6th: Andy Lewis (Eeepeep/Cash & Carrie)

Has **\$139** on hand. Die rolls: **5 6 (Times 4)**

The first 20 draws from the cup are as follows:

7a (Zum): one Demand +\$50 for Finest Dust, two Chicle Liquor

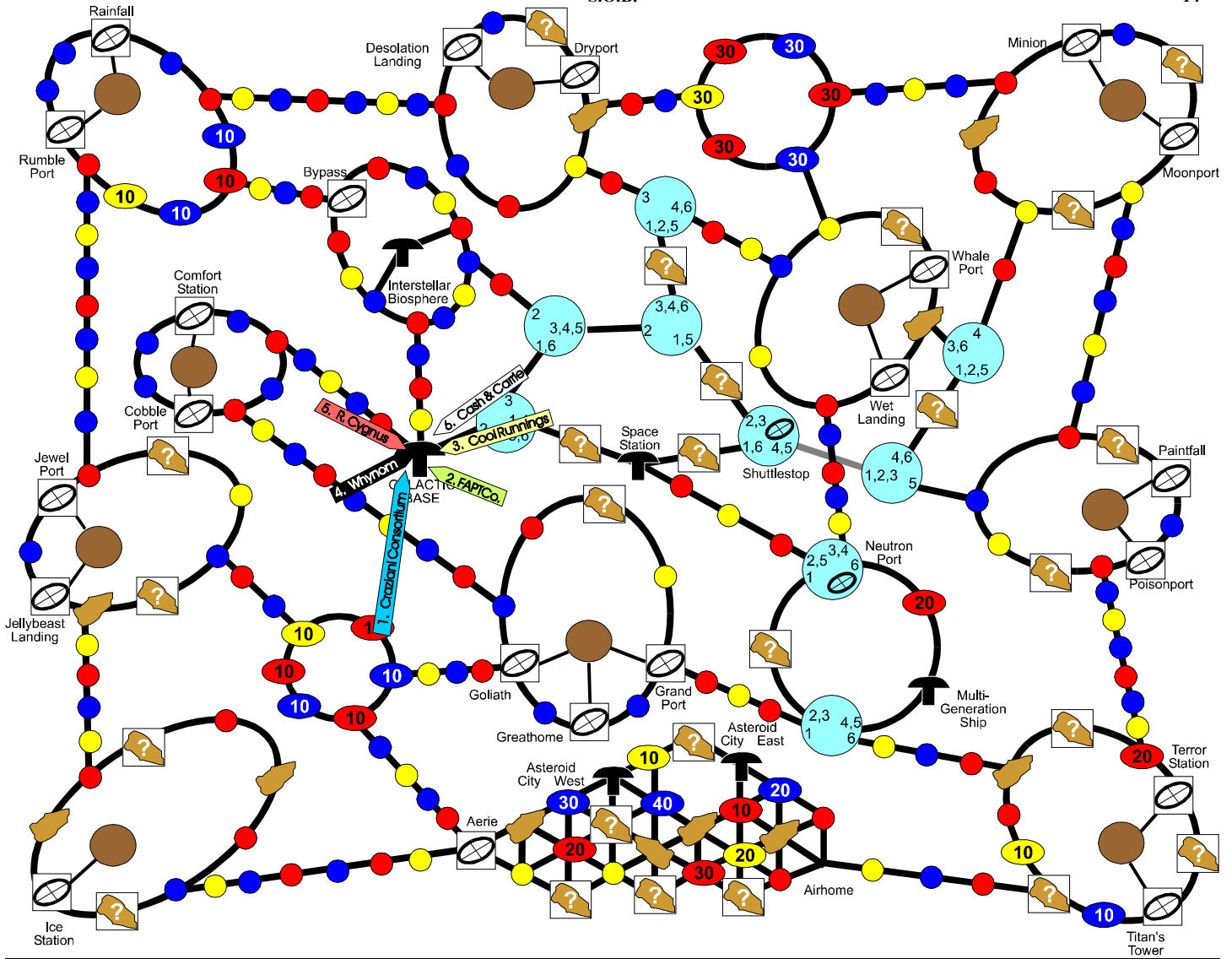
7b (Eeepeep): one Fare to Base for \$110

8 (Whynoms): one Demand +\$60 for Chicle Liquor, one Impossible Furniture

9a (Chola): one Demand +\$60 for Chicle Liquor

9b (Wollow): one Demand +\$70 for Impossible Furniture, one Megalith Paperweight

10 (Qossuth): one Demand +\$60 for Designer Genes, one Psychotic Sculpture



“Astro”

Gamestart

1956 Orders due: 2/20 Thursday

Players

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	?	?	?	?	?	?
Budget	60	60	60	60	60	60
Cash	60	60	60	60	60	60
1-Orbital Satellite						
2-Interplanetary Satellite						
3-Lunar Probe						
4-Docking Module						
A-One Stage Rocket						
B-Two Stage Rocket						
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons						
F-Kicker						
G-“Mega” Stage Rocket						
EVA Suits						

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
a-One Person Capsule						
b-Two Person Capsule						
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module						
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon						
Launch Facilities	1	1	1	1	1	1
Astronauts						

1956Draw Event Cards

- Dave Anderson:** Corruption in R&D. -1 to all R&D rolls this turn. -2MB to budget.
- Andy York:** Program Setback: -10% to safety factor of most advanced capsule and module (not applicable). +3MB to budget.
- Brad Martin:** Defection: Key scientist defects to another country. -1 to all R&D rolls this turn. Select another country to receive +1 to all R&D rolls this turn. +5MB to budget.
- Bill Scharf:** Military Buildup: -18MB to budget.
- Pitt Crandlemire:** Astronaut Fails Physical: One astronaut may not go on a mission this turn (not applicable). -2MB to budget.
- Andy Lewis:** Corporate Investment: +8MB to cash. +10MB to budget.

Final Positions

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	?	?	?	?	?	?
1957 Budget	58	58	70	65	42	63
Cash	60	60	68	60	60	60

In the Doghouse with Marmaduke

WWI Update: All Quiet from MiH has been pushed back until late Feb or Early March. As has Home Before the Leaves Fall from COA, but reports are circulating that playtest teams are sick of this game and that it's not very playable. Also people are getting tired of COA price gouging. I've canceled my pre-order waiting for reviews first.

Duel Dip - well I managed to get knocked out this tourney. I was Turkey against Russia (who can't move one army/fleet for the first two years to compensate for 4 armies to start). Lost the Austria bid in '01 and it put me behind the 8 ball. The tournament is real popular though and it appears that a new one will be starting up quickly on the heels of this one finishing. So if you like Dip and have email you might want to get in on it - sign up today.

Age of Renaissance finally arrived on my door. This looks very interesting - can't wait to try it with opponents. It's a cross between Adv. Civ and History of the World, but don't expect it to be a sequel to either; it's its own system and game. The reviews are either people love it or hate it. My buddy, Sean Cousins, says that they can't play enough of it - okay so they slowed down some know but they'd probably played 6-10 games of it before anybody took a breath. Let me hear your feedback on it.

Finally don't forget Avaloncon is just around the corner. I'll be back running the A5A tourney on Thursday as usual so either play in it or stop by and say hi! You can greet the newest gamer in the Lewis family when you do (Carrie and I are due at end of June). Also, I'm starting up PBEM and PBM ladders of A5A very shortly - sign-ups are well along. Come join the fun!

On with the games....

Wembley (No ownership required): Want 4-8. Have Sean Cousins, Chris Geggus, Michael Geggus.
 Fireside Football (No ownership required): Want 4 or 6. Have Sean Cousins.
 Siedler (Ownership required): Want 4. Have Caleb Cousins and Ian Willey.
 Ironman Football (Ownership not required but helpful): Want 4, 6, or 8. Have Sean Cousins

Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins

“Dog Biscuit”**Turn 11****GM: Andy Lewis****Deadline for Turn 12 is February 16, Sunday**

We're no closer to the playoffs but the back of the pack sure has tightened up with 4 teams tied for 2 spots and the other 2 teams only 1 win behind them. It should be a mad dash to the finish. Ms. Nar's Aquanuts take over being the lowest team from the Chicken Littles; now maybe their players will get a little rest!

Results**Bolduc's Spiders** play Anderson's Chicken Littles

Snow Howe is melted by King Neptune 0-0

Trapper John snaps Charge Kard 0-0

Guy Whiz flies over Moose 1-0

Le Sainte melts Old Man Winters with good deeds 2-0

Jake Skate is tripped by Robin Hooker 2-1

Rebel Rouser out parties Ivan Fazov 3-1

Spiders win! 3-1

Blendor's Barbarians play Anderson's Chicken Littles

Bobby Howl is muzzled by King Neptune 0-0

Doc Holiday on Ice overuses Charge Kard 1-0

Masked Man is mistaken for a raccoon by Moose 1-0

Cyclone Henri blows by Old Man Winters 2-0

Gay Blade commits Hara Kiri with the aid of Robin Hooker 2-1

Cheap Shot is drunken by Ivan Fazov who becomes ill (replaced by P.

Shooter

{1}) 2-1

Barbarians win! 2-1

Narhi's Nordic Bunwarmers send Ian Jury to the minors and promote Slap Happy (1)**Anderson's Chicken Littles** trade with Hansen Brothers

Chicken Littles acquire Slash Gordon for the rookie P. Shooter

Ms. Nar's Aquanuts play Blendor's Barbarians

Chairman of the Boards is stuffed by Masked Man 0-0

Stonewall Jackson hits Bobby Howl like a ton of bricks 0-0

Kroz Czech and Doc Holiday on Ice do an ice dance 0-0

Frosty Todd and Gay Blade try dancing as well 0-0

Headlock Holmes breaks the ice and his head (replaced by Hip Checker {1}, defensemen shuffled) on Cheap Shot 1-0

Sir Stanley Kup can't move fast enough to catch Cyclone Henri 1-1

It's a tie! 1-1

Dynamo Sporck trade with Hansen Brothers

Sporck acquire Moby Stick for Canada Post from Brothers

Hansen Brothers trade with Dynamo Sporck

Brothers then trade Tiny Tim to Sporck for Antoni Zamboni

C.J.'s Cleavers play Anderson's Chicken Littles

Chief Sitting Bench is doused by King Neptune 0-0

Iron Orr makes Charge Kard into a Gold Card 1-0

Cardinal Finner blesses creatures great and small including Moose 2-0

Phantom of the Ice overshadows Old Man Winters 3-0

Bulldog Brown's bark is worse than his saves with Robin Hooker {dr6} 3-1

Eric The Redline is surprised by Slash Gordon 3-2

Cleavers win! 3-2

The Teams

Team	Manager	Record	Forwards	Defensemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	4-5-2	F1: Guy Whiz 7 F2: Rebel Rouser 3 F3: Snow Howe 3	D1: Le Sainte 6 D2: Jake Skate 2	G: Trapper John (4)	2	2	7
Blendor's Barbarians	Chris Hassler	4-6-3	F1: Bobby Howl 5 F2: Cyclone Henri 6 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Gay Blade 1	G: Masked Man (8)	1	3	7
Narhi's Nordic Bunwarmers	Ward Narhi	5-2-1	F1: Slap Happy 1 F2: Superstar * F3: Jock Strappe 4	D1: Captain Canuck 7 D2: Ice Capone b4	G: Golden Gums (0)	1	2	7
Anderson's Chicken Littles	Dave Anderson	6-20-6	F1: Slash Gordon 7 F2: Robin Hooker 4 F3: Ivan Fazov 2	D1: Charge Kard 3 D2: Moose 3	G: King Neptune (7)	3	1	6
Ms. Nar's Aquanuts	Sonja Nar	5-5-3	F1: Frosty Todd 1 F2: Chairman of the Boards 6 F3: Sir Stanley Kup 5	D1: Hip Checker 1 D2: Kroz Czech 4	G: Stonewall Jackson(6)	4	0	6
Dynamo Sporck	Caleb Cousins	7-0-0	F1: Puk Luk 3 F2: Fat Trick 2 F3: Puck Rogers 7	D1: Tiny Tim ½ D2: Friar Puck 6	G: Moby Stick (9)	3	1	7
Hansen Brothers	Sean Cousins	5-3-2	F1: Fast Eddy 6 F2: Chubby Checker 3 F3: P. Shooter 1	D1: Hi Stick 6 D2: Antoni Zamboni 7	G: Canada Post (5)	3	3	5
C.J.'s Cleavers	Chris Geggus	5-1-1	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	6

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

“Rin Tin Tin”

Turn 9

GM: Andy Lewis

Deadline for Turn 10 is February 16, Sunday

Kevin 1 -- -- 1 -- U

Longest Trade Route: Caleb

Largest Knight Force: No one.

Turn 9

Brendan's player-turn

Production: Lumber (Brendan[2], Chris), Grain (Kevin)

Trades: 4 Lumber for 1 Ore

Actions: None

Caleb's player-turn

Production: Lumber (Kevin)

Trades: None

Actions: None

Chris' player-turn

Production: Move Robber to H8 and steal Grain from Brendan

Trades: None

Actions: Build road at P11/H12

Kevin's player-turn

Production: Wool (Brendan[2], Kevin)

Trades: 3 Wool for 1 Brick

Actions: Build road at O2/O9

Brendan (C)

Caleb (R)

Chris (O)

Kevin (B)

Robber (R)

City (D)

Settlement (R)

road (B)

Wasteland (P)

Farmland (Grain) (Y)

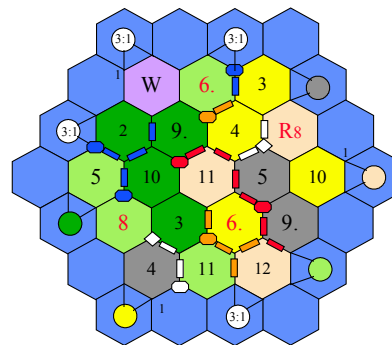
Hills (Brick) (O)

Pasture (Wool) (G)

Forest (Lumber) (G)

Mountains (Ore) (G)

Rin Tin Tin Turn 9



Cards at End of Turn 9

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	--	--	6	--	1	K
Caleb	--	--	--	1		--
Chris	3	--	2	1	1	U

Turn 8 Production Die Rolls

Brendan's player-turn: 5 Caleb's player-turn: 8
 Chris' player-turn: 12 Kevin's player-turn: 5

“Hootch”

Initial Phase, Part 1

GM: Andy Lewis

Deadline for Initial Phase, Part 2 is February 16, Sunday

- 1st player is Ward Narhi
- 2nd player is Chris Geggus
- 3rd player is Sean Cousins
- 4th player is Pitt Crandlemire

- Ward builds O6/H9/H10 and road at J6/H10
- Chris builds P5/P8/H10 and road at P8/H10
- Sean builds O5/F9/F10 and road at O5/F9
- Pitt builds O3/P4/H6 and road at O3/P4

2nd mailing is second initial location orders for everyone which will be resolved in reverse order..
 Everybody agreed to 5 player turns although there was a little misunderstanding. What this means is in each mailing the first player will also be the last player. So no one person is always needing to write conditional orders to respond to what the other 3 players do; this person changes each mailing.

Ward (C)

Chris G. (R)

Sean (O)

Pitt (B)

Robber (R)

City (D)

Settlement (R)

road (B)

Wasteland (P)

Farmland (Grain) (Y)

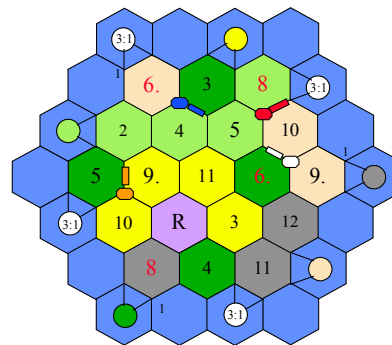
Hills (Brick) (O)

Pasture (Wool) (G)

Forest (Lumber) (G)

Mountains (Ore) (G)

Hootch 1st Set-up Turn



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. Free issues are credited as they are earned.
 And so, without further ado, the answers to last issues questions:
 Q1. What has 21 spots but is never ill?
 A1. A 6-sided die.

Dennis Cain, Chris Geggus, Debbie Osborne, Dan Eisenhut, Bill Scharf, Caleb Cousins, Sean Cousins, Andy Lewis, Brendan Whyte, Berry Renken, Bob Robles, Pitt Crandlemire, Tom Howell, Paul Bolduc, and Steve Koehler each get ½ point.
 Q2. Six men drove over 240 km in a car at an average speed of 100 k/p. The trip took 2.4 hours. When they unpacked their luggage they realized that the car had a flat during the whole journey. Why had they not noticed this before?
 A2. The spare tire was flat.

Dennis Cain, Chris Geggus, Dan Eisenhut, Dave Anderson, Bill Scharf, Caleb Cousins, Sean Cousins, Brendan Whyte, Berry Renken, Ward Narhi, Andy York, Pitt Crandlemire, Tom Howell, Paul Bolduc, and Steve Koehler each get $\frac{1}{2}$ point.

Q3. After a long and arduous journey your ship reaches the sea which is your destination. However, there is no water to be seen anywhere. In fact there never was any water and you knew that perfectly well before you set out. So why did you navigate your ship to this sea?

A3. Your ship was a spaceship bound for one of the Lunar Mare, or seas.

Dennis Cain, Chris Geggus, Debbie Osborne, Dan Eisenhut, Bill Scharf, Caleb Cousins, Sean Cousins, Andy Lewis, Brendan Whyte, Berry Renken, Andy York, Pitt Crandlemire, Tom Howell, Paul Bolduc, and Steve Koehler each get $\frac{1}{2}$ point.

Q4. Albert Coley is a fishmonger. He stands 2 meters in his socks, takes size XXL in clothes and wears size 14 shoes. What do you think he weighs?

A4. He weighs fish.

Dennis Cain, Chris Geggus, Debbie Osborne, Dan Eisenhut, Bill Scharf, Caleb Cousins, Sean Cousins, Andy Lewis, Brendan Whyte, Berry Renken, Ward Narhi, Andy York, Pitt Crandlemire, Tom Howell, Paul Bolduc, and Steve Koehler each get $\frac{1}{2}$ point.

Q5. Sam Somnolent wanted a good night's rest. He went to bed at 8:30 pm, wound up his 30-year-old alarm clock and set it to wake him at 9:00 am. How many hours' sleep did Sam get?

A5. Half and hour. (It's a 12-hour clock unable to distinguish am from pm.)

Dan Eisenhut, Bill Scharf, Caleb Cousins, Sean Cousins, Andy Lewis, Berry Renken, Ward Narhi, Andy York, Pitt Crandlemire, Tom Howell, Paul Bolduc, and Steve Koehler each get $\frac{1}{2}$ point.

Current Scores

Chris Geggus	28	Andy Lewis	24
Paul Bolduc	16	Andy York	13
Dan Eisenhut	10 $\frac{1}{2}$	Steve Koehler	10 $\frac{1}{2}$
Bob Robles	9	Caleb Cousins	7
Bill Scharf	7	Dave Anderson	6
Pitt Crandlemire	6	Berry Renken	6

Sean Cousins	5	Kevin Wilson	3 $\frac{1}{2}$
Brendan Whyte	3 $\frac{1}{2}$	Ward Narhi	2 $\frac{1}{2}$
Kevin Kinsel	2 $\frac{1}{2}$	Tom Howell	2 $\frac{1}{2}$
Debbie Osborne	2 $\frac{1}{2}$	Dennis Cain	2
Brad Martin	1	Sigourney Street	$\frac{1}{2}$

Free issues are awarded to Dan Eisenhut and Steve Koehler.

New Questions

Topic: Brain Teasers

- Sue Sugar had a toothache. She went to the only dentists in town where she was greeted by Dr. Molar and Dr. Bicuspid, the partners. She noticed that whereas Dr. Molar had a wonderful mouthful of teeth, his partner's teeth seemed in urgent need of attention. With which partner should she book her appointment?
- Thomas and Craig go collecting sea shells. They take a bag with them to hold their booty. Without knowing its dimensions can you work out how many sea shells they can put in the empty bag?
- A man and his wife were driving rapidly through town late at night. Suddenly the car broke down. The man had to get help but was nervous about leaving his wife alone at that hour. However, there was absolutely no question of her coming too. Eventually he told her to lock all the doors, keep the windows shut, and wait for him to return. Under no circumstances whatsoever was she to let anyone else into the car. The wife did as she was told, but, even so, when the man returned to the locked car his wife was entertaining two strangers. What had happened?
- Ben Bright was a smart kid. He bet all the other kids in his class that they couldn't stick a pin into a fully inflated balloon without bursting it. He was right, they couldn't. The other kids insisted the trick was impossible but Ben did it quite easily. How?
- Young Ben Bright had another good idea. He bet his friends that they couldn't take hold of a piece of string and, without letting go, tie a knot in the middle of the string. After they failed miserably he showed them how it was done. What did he do?

Pedagoguery

In the last column, I mentioned the star Algol as an example of an eclipsing binary. Algol is exceptional because when the primary eclipse occurs, the apparent brightness of the pair of stars decreases by more than a factor of two. For this to happen, the smaller star must be the brighter of the pair. In the case of Algol, we have a blue main sequence star orbiting a red subgiant. For the apparent brightness of the pair to drop so sharply, the red subgiant must be both bigger in size and less luminous. This can happen only if the main sequence star is considerably more massive than the subgiant. Observational evidence gives us figures of 3.7 times the mass of the sun for the blue star and 0.8 times the mass of the sun for the subgiant. The odd thing here is that the less massive star is at a later stage of evolution than the more massive star. And, since they are in close proximity to each other, it is quite likely that they were formed at about the same time. Since more massive stars age faster than less massive ones, how can this state of affairs have come about? In fact, we can see many systems like Algol, but we have yet to see a system where a more massive subgiant is transferring mass to a less massive main sequence star. This is termed the Algol paradox.

Let us look at a hypothetical binary pair. One of the stars is more massive than the other, and hence ages faster. Eventually, the more massive star will exhaust the hydrogen in its core and expand into the subgiant phase. As the star expands, its outer surface will soon contact its Roche lobe, which starts the

process of mass transfer to the less massive star. However, as the star loses mass to its companion, its Roche lobe shrinks, in effect squeezing mass from the star. This phase occurs so rapidly that the chances of us catching a pair in the act is extremely remote. The rapid mass transfer phase ends when the less massive star contains about as much mass as its more massive companion originally had. At that point, as mass is transferred from the now less massive subgiant to the more massive main sequence star, the orbital separation and the Roche lobe size of the pairs tends to increase, greatly slowing down the process of mass transfer. The subgiant is still expanding, however, so the process does not stop.

Let us now move into the future and look at the further evolution of the pair. Depending on the mass of the subgiant star, the pair will arrive at one of four end states. In the lower limit, the subgiant will evolve through the planetary nebula stage (dumping more mass on its companion in the process) and become a white dwarf. If the star is more massive, it could become a supernova. Depending on how much mass is blown away in the explosion, the binary could be completely disrupted, or it could hang together. The remnant of the supernova will be either a neutron star or a black hole. Thus the four end states will be 1) a disrupted system, 2) a main sequence star orbiting a white dwarf, 3) a main sequence star orbiting a neutron star, and 4) a main sequence star orbiting a black hole.

Eventually, the second star will also exhaust the hydrogen in its core. When this happens, it too will enter the subgiant stage. If the system was not completely disrupted, the mass transfer process will reverse. The difference this time is that the matter being transferred no longer strikes the star directly. This is due to the angular momentum of the infalling matter, it misses the compact star and overshoots. What forms is called an accretion disk. This is a disk of matter that is spiraling inward to the compact star. The matter in the accretion disk tends to heat up both due to the loss of gravitational potential energy and due to the friction of the surrounding matter. The dynamics of the system vary depending on whether the compact object is a white dwarf, neutron star, or black hole.

If the compact object is a white dwarf the matter will slowly settle onto the white dwarf, getting hotter and hotter. Eventually, enough matter will accumulate to make the lower layers hot and dense enough to cause a fusion reaction to happen. This will blow the accumulated matter off of the white dwarf star. These objects are called cataclysmic variables. Very little mass if blown out of the system. The explosions can occur in periods of only a few weeks (called dwarf novae), a few hundred years (called recurrent novae), or even thousands of years (classical novae). Generally, the longer apart the explosions, the brighter they are.

It is also possible for the white dwarf star to acquire enough mass from its companion to push it over the Chandrasekhar limit, causing it to collapse into a neutron star. This collapse would release about 10% of the mass of the collapsing star, usually in the form of photons, neutrinos, or gravitational radiation.

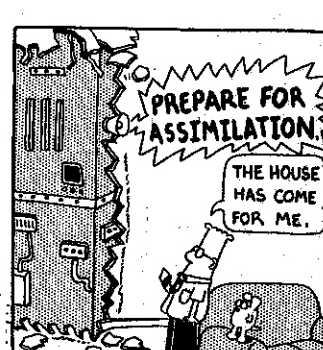
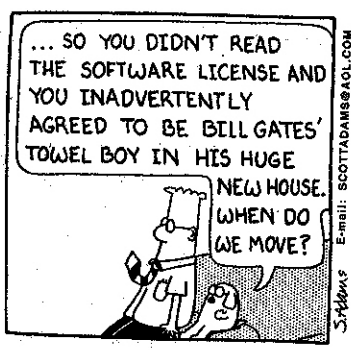
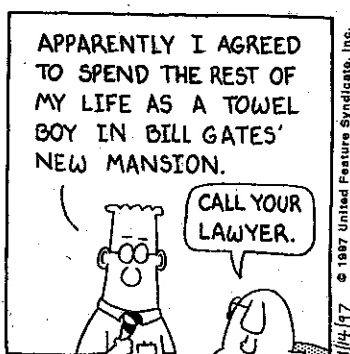
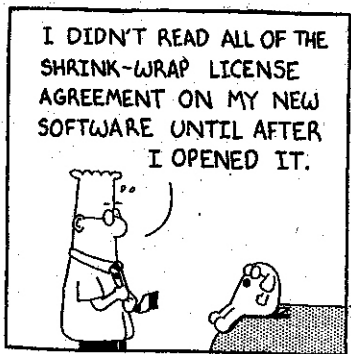
If the compact object is a neutron star, a different kind of object is observed. Once again, the infalling matter heats up, but in this case, since the gravitational pull of the neutron star is so much stronger than that of a white dwarf, the matter heats up much hotter. Hot enough, in fact, to give off X-rays. In fact, in a typical binary of this type, the energy released just from the accretion disk, is about 1000 times the luminosity of the Sun. Because of the intense magnetic field of the neutron star, the infalling matter gets channeled to

the magnetic poles. This causes something like a lighthouse effect. X-rays stream out from the magnetic poles of the neutron star, which usually spins around with a period of about a second. What we see is something very similar to a pulsar, except with X-rays instead of radio waves. Additionally, if the X-ray beam intersects the companion star, the side of that star which faces the neutron star heats up significantly.

As time passes and the companion star nears the end of its life, a couple of things could happen. First of all, the star could dump enough mass onto its companion that it becomes completely cannibalized, leaving just the neutron star surrounded by a massive accretion disk, which would slowly dribble matter onto the neutron star. Perhaps eventually, the neutron star would gain enough mass to collapse into a black hole. If, on the other hand, the star is not completely cannibalized, and the final evolution does not disrupt the system, you have two compact objects in close orbit around each other. Because the gravitational forces are so strong, and the objects are so close together, General Relativity tells us that strong gravitational radiation will be generated, causing the objects to spiral into one another.

If the compact object is a black hole, it would be very similar to a neutron star binary. The primary difference would be the lack of a lighthouse effect due to the lack of a magnetic field. We would instead see a more continuous source of X-rays. These X-rays would come from the accretion disk itself. There would probably be variations in the intensity of the X-ray output on short time scales, and there might be eclipses, but compared to a neutron star, it would be fairly continuous. There actually is an object we have observed which meets these criteria. It is called Cygnus X-1. This name arose from the fact that it is the first X-ray source discovered in the constellation of Cygnus. The object is a bright blue star, about 30 times more massive than our Sun, orbiting a compact object. Analysis of the spectrum of the system yields a minimum mass of the companion of about six times the mass of our Sun. The theoretical upper limit on the size of a neutron star is somewhere between three and four solar masses, so this object can only be a black hole.

Next time, I will talk about galaxies.



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Murray Cowles 6 Chafford Gardens West Horndun Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com				

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, Pitt Crandlemire
Dune: Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, Kevin Kinsel, Pitt Crandlemire
Merchant of Venus: Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** Dave Anderson **Outpost:** Dave Anderson, Dan Eisenhut,
 Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire **Stellar Conquest:**
 Paul Bolduc, Dave Anderson **2038:** Pitt Crandlemire **Liftoff!:** None

Standby Calls

Pitt Crandlemire for the English in "Chihuahua"
 Dave Anderson for Milan in "Fleabag"