

Notes from Hades

Once again it is time to enter the world of pbm. The last few weeks have continued their hectic pace, including a burglary of my house. Fortunately, most of the things that I value most were not taken, but all in all, almost \$4,000 worth of items were. Most of what was taken were my business suits – which seems very strange to me. In addition, they made off with my VCR, answering machine, and the handset to my cordless phone (but they left the base unit). They left all my computer equipment (thankfully, or it would have meant a long delay for the zine), all my CDs and stereo equipment, and all my games. Fortunately, my insurance will take care of most of it, but who knows how long it will take them to get around to paying me. In any event, it has made me feel much less secure in my own home.

I recently received a new Machiavelli variant from Stuart Schoenberger. It is a 10-player variant based on the 1980 version. The players include the familiar crew plus Genoa and Hungary. It looks interesting and I will be printing the full text of the variant in the next *Niccolo*, due out in June. If you just can't wait, you can contact either me or Stuart for a copy of the rules.

I will have to make another temporary wedding adjustment to the zine. If I were to keep the schedule the way it is, the September deadline would fall on the week of the wedding. Since I will have other things to do at that time, I am going to run the zine on a six-week schedule until October. After that, I will return to the five-week schedule. This will also give me extra time to take care of the wedding preparations.

Finally, I will have to do something I find unpleasant. The last few issues have bulked large – over three ounces. The increased printing and mailing costs have driven the cost of producing each issue to about triple what I charge for it. Therefore, I will have to raise the subscription cost. The cost will go up to \$1.50 per issue for North America, \$2.25 for overseas. The cost increase will become effective as of the next deadline, so if you resubscribe before then, the current rates will apply.

This issue's deadline will be on **Tuesday, June 17 at 5:00 pm Pacific Time**. Because Merchant of Venus is so time consuming to run, I am setting an earlier deadline for it. **The deadline for "Dogged" will be Saturday, June 14 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.

<u>Contents</u>		
<b>Howling at the Moon</b>	Letter Column	Page 1
<b>"Rabid Dog"</b>	Machiavelli	Page 2
<b>"Fleabag"</b>	Machiavelli	Page 3
<b>"Howl"</b> (Mike Scott GM)	Machiavelli	Page 4
<b>"Mongrel"</b>	History of the World	Page 4
<b>"Wolfpack"</b>	History of the World	Page 5
<b>"Mutt"</b>	Outpost	Page 5

Contents (cont.)

<b>"Chihuahua"</b>	New World	
	Page 6	
<b>"Rock Hound"</b>	2038	Page 7
<b>"Running Dogs"</b>	Dune	Page 9
<b>"Hair of the Dog"</b>	Modern Art	Page 10
<b>"Dogged"</b>	Merchant of Venus	Page 10
<b>"Astro"</b>	Liftoff!	Page 12
<b>In the Doghouse</b>	<b>Subzine</b>	Page 13
<b>"Dog Biscuit"</b> (Andy Lewis GM)	Slapshot	Page 14
<b>"Rin Tin Tin"</b> (Andy Lewis GM)	Settlers of Catan	Page 15
<b>"Hootch"</b> (Andy Lewis GM)	Settlers of Catan	Page 15
<b>"Benji"</b> (Andy Lewis GM)	Settlers of Catan	Page 16
<b>"Lassie"</b> (Andy Lewis GM)	Wembley	Page 16
<b>"Scooby"</b> (Andy Lewis GM)	Age of Renaissance	Page 17
<b>Trivia Quiz</b>		Page 18
<b>Pedagogy</b>		Page 18

**Flier Games**

<b>"Proteus"</b>	Midway Campaign	1100 Nov 12
<b>"Sirius"</b>	Stellar Conquest	Turns 25, 26

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.

**"Lupine"** Die Macher is a game of German elections. Have Andy Lewis, Brad Martin, and Pitt Crandlemire, need 1 more.

Wish List

**Machiavelli.** This will be a gunboat game using the 1995 edition. The choice of advanced, basic, and optional rules will be decided by a vote of the players. Have 1 (you if checked [ ]), need 7 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:

**Chris Hassler a.k.a. Cerberus**  
**631 Candia Circle**  
**La Habra, CA 90631**  
**Phone: (714) 773-0940**  
**Fax: (714) 773-0940 (call first)**  
**70514.37@compuserve.com**

Subscriptions cost \$1.00 (\$1.50 after 6/17/97) per issue (\$1.50 overseas, \$2.25 after 6/17/97).

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

**Brendan Whyte**

I noticed you used a most strange American expression in your reply to Bob Robles' letter.

"I could really care less..."

So why don't you? If you could care less, but don't, you must care to some degree. This expression is totally illogical, Captain!

Down this end of the world, we say "I couldn't care less" which obviously means "I don't care at all." Can you explain your version of the phrase at all? Or do you really mean it as it stands, in which case explain it also in the context you used it!

Another weird expression for me is "lucked out." Apparently to Americans it means "I was very lucky." To me, "lucked out" is like "sold out", "ran out",

“kicked out”, “bowled out”, “fell out”, “caught out”, “taken out” ... i.e. it is negative in context. We don't have the expression here at all, but if it sounds negative, meaning, “I had no luck at all.”

Any comments?

[I believe it was Winston Churchill who said that the United States and Britain were two countries separated by a common language. Apparently,

this applies to the U.S. and New Zealand as well. The term I used, “I could care less” has the same meaning as “I couldn't care less.” I don't know why. I also don't know how the term “lucked out” came to have the meaning it does. I would guess that it probably arose from slang, and gradually entered into common usage. Anybody out there care to shed some light on the?]

### “Rabid Dog” / MGN# O/E1/9/ABC/1

#### Spring 1455

#### Deadline/Summer 1455 6/17 Tuesday

Austria's chances are looking grim as France, Naples, Venice, and the Turks all move against him. Even so, he manages to regain his new capital from the French. Naples continues to grow in the northwest, while the Papacy presents a strong defense against Venice and the Turks. Finally, the Arezzo Center for Disease Control and Prevention announced that for the second consecutive year, no plague outbreaks have been recorded.

#### Builds

		Treas	Cost	Rem
<b>Aus</b>	Maintains A1, A2, A3, builds A4 Cremona, A5 Pavia	20	18	2
<b>Fra</b>	Maintains all, builds A3 Tyrolea, A4 Austria	14	12	2
<b>Nap</b>	Maintains A1, F3, F6, F7, builds A2 Palermo	39	15	24
<b>Pap</b>	Maintains A1, A2, A3, builds A4 Rome, A5 Perugia, G1 (Elite Mercenary) Pisa, G2 (Elite Mercenary) Florence	44	33	11
<b>Tur</b>	Maintains all, no new builds	27	15	12
<b>Ven</b>	Maintains A1, A2, A4, A5, F1, F2, builds A3 Padua, A6 Treviso	32	30	2

#### Expenditures

Turks spend 3 ducats for famine relief in Slavonia

#### Orders

Austria:	A1 Piacenza to MILAN
(Koehler)	A2 (EM) GENOA to Modena
	A3 Carniola to Carinthia (DESTROYED!)
	A4 CREMONA supports A1
	A5 PAVIA supports A1
France:	A1 Milan supports A4 (cut, DISLODGED, retreat Como, Trent, Bergamo, OTB)
(Wilke)	A2 HUNGARY holds
	A3 TYROLEA supports A1
	A4 AUSTRIA to Carinthia
Naples:	A1 SWISS to TURIN
(Narhi)	A2 Palermo to SAVOY
	F3 IONIAN SEA supports Turkish F3
	F6 EASTERN GULF OF LYON transports A2
	F7 WESTERN TYRRHENIAN SEA transports A2

#### Orders (cont.)

Papacy:	A1 (EP) PISA to PIOMBINO
(Rutherford)	A2 SIENNA supports A1
	A3 FLORENCE supports G1
	A4 ROME supports A5
	A5 Perugia to SPOLETO
	G1 (EM) PISA convert to A6
	G2 (EM) FLORENCE supports A3
Turks:	A1 Croatia to SLAVONIA
(Wilson)	A2 ANCONA supports Venetian A1
	F1 Istria to CROATIA (NC)
	F3 LOWER ADRIATIC supports A2
	F4 DALMATIA supports F3
Venice:	A1 ROMAGNA supports A2
(Robles)	A2 BOLOGNA supports A5
	A3 Padua to VERONA
	A4 (EM) Ferrara to MANTUA
	A5 MODENA holds
	A6 Treviso to FRIULI
	F1 (EM) Upper Adriatic to CARNIOLA
	F2 VENICE LAGOON supports A6

#### Notes

Remember that at the time of the retreat, famine is still in effect. Therefore if France retreats his army to Como or Trent, it will be eliminated by famine.

#### Summer 1455 Plague

**NO PLAGUE THIS YEAR!**

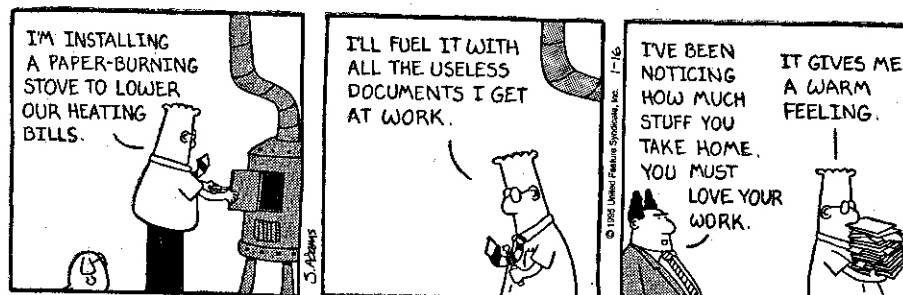
#### Press

**Franco-Austrian - Venice:** My fund-raising efforts were successful -- I took over Austria. He just, er, well, happened to take over Milan at the same time. Had you attacked Austria like you were supposed to, perhaps he would have less influence right now.

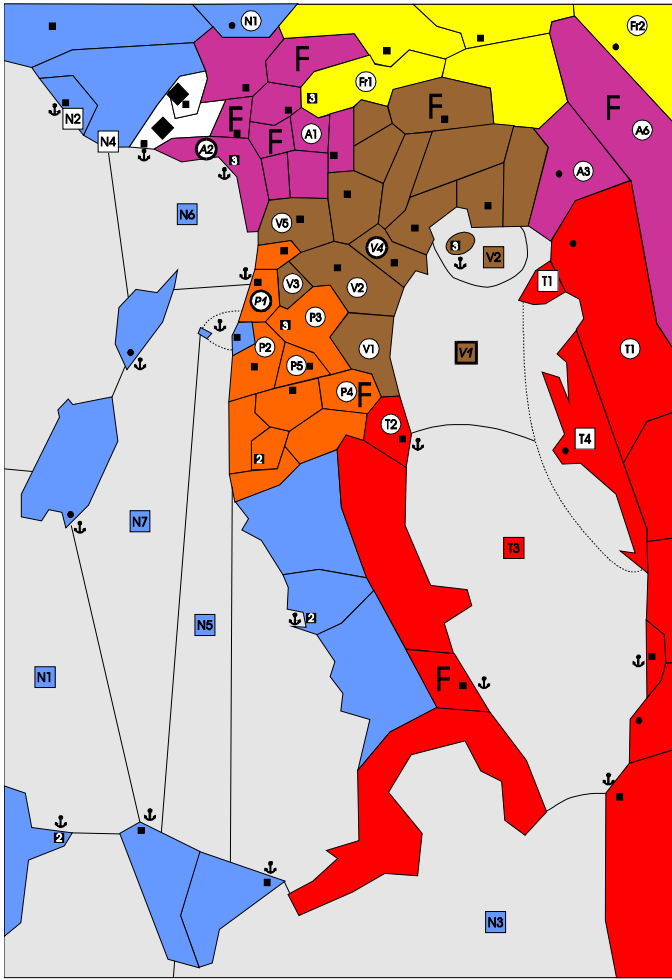
**Pope - World:** You can't tell the players without a program!" Hold still so I can take notes on who's who.

**Murad II to His Holiness:** Consider this the declaration you were inquiring about.

**Venice-Pope:** How's this?

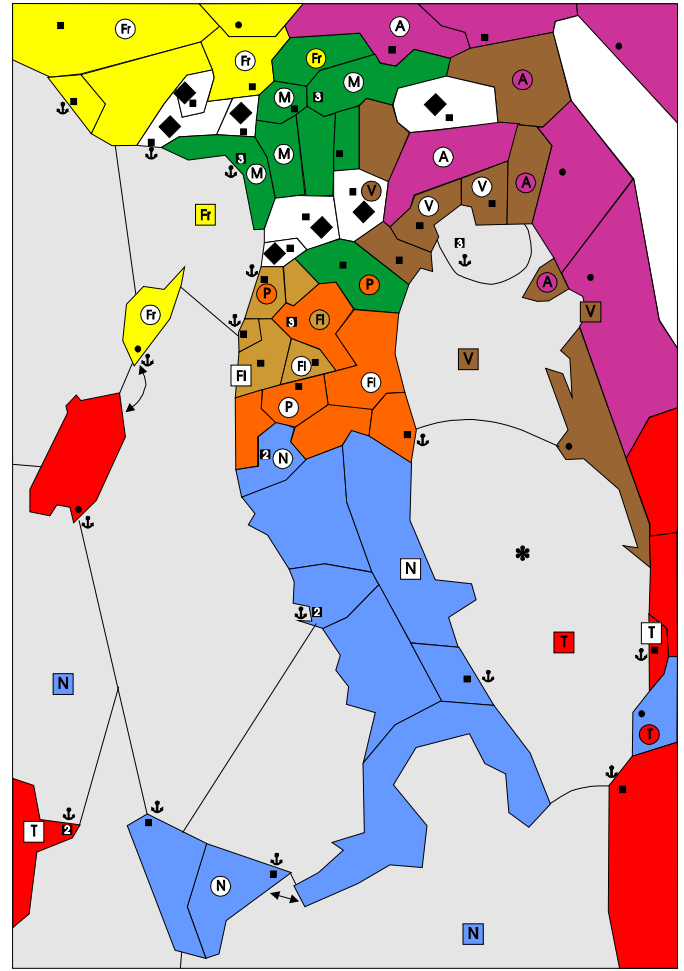


"Rabid Dog"



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

"Fleabag"



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

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

**Summer 1455**

**Deadline/Fall 1455 6/17 Tuesday**

Four distinct wars seem to be developing as France launches his assault against Milan. The Austro-Venetian war continues as does the Turko-Neapolitan and Papal-Florentine wars. Who will emerge victorious? Only time will tell.

Spring 1455 Retreats

- Austria A Croatia retreats to Istria
- Papal A Florence retreats to Pistoia
- Turkish F Lower Adriatic retreats to Ragusa

Orders

- Austria: A TYROLEA supports French A Turin to Milan (nso)
- (Renken) A Carniola to FRIULI
- A ISTRIA to Croatia
- A CARINTHIA supports A Carniola to Friuli
- A VERONA supports A Carniola to Friuli
- Florence: A Sienna to AREZZO
- (Wilke) A Arezzo to URBINO
- A FLORENCE supports A Sienna to Arezzo
- F Piombino to SIENNA
- France: A Turin to COMO
- (Grib) A SWISS to TURIN
- A AVIGNON supports A Swiss to Turin
- A CORSICA holds
- F Gulf of Lions to LIGURIAN SEA

Orders (cont.)

- Milan: A MILAN supports A Pavia
- (Schoenberger) A PAVIA supports A Milan
- A Modena to FORNOVA
- A GENOA supports A Modena to Fornova
- Naples: A ROME to Perugia
- (Lewis) A Palermo to MESSINA
- F Central Mediterranean to WESTERN MEDITERRANEAN
- F Lower Adriatic to Durazzo (DISLOGED, retreat Ancona, Herzegovina, Otranto, Bari, OTB)
- F IONIAN SEA to Lower Adriatic
- F Bari to AQUILA
- Papacy: A Pistoia to PISA
- (York) A BOLOGNA holds
- A PERUGIA to Rome
- Turks: A ALBANIA supports F Durazzo
- (Street) F DURAZZO supports F Ragusa to Lower Adriatic
- F Western Mediterranean to TUNIS
- F Ragusa to LOWER ADRIATIC

Orders (cont.)

Venice: A Ferrara to MANTUA  
 (S. Cousins) A Carinthia to FRIULI  
 A Treviso to PADUA  
F UPPER ADRIATIC to Dalmatia  
F CROATIA to Dalmatia

Press

**Florence - Milan:** Ahem, I'm ALWAYS right.  
**Florence - Turks:** Pipe down. We're here to have fun. If someone wants to act immature, well, pbbblllt on you.  
**Florence - France:** I've found something better than bratwurst. If we can ever coordinate our schedules, I'll tell you about it across a game board (as I kick your arse, of course).  
**Turkey - France:** East is bad, west is bad.  
**Turkey - Naples:** Could you vacate all seas? I need the maneuvering room.  
**Turkey - Milan:** Could you keep the volume down? I'm trying to sleep..

“Howl” / MGN# O/C2/6/ABC/1Spring 1514Deadline/Summer 1514 ?GM: Mike Scott

I did not receive this game by the deadline, so I had to go on without it. Hopefully, it will reappear next issue.

“Mongrel”**Epoch VII Empire Selection****Deadline for Epoch VII Russia, Manchu Dynasty, Netherlands, and France: 6/17 Thursday****Hector** (Cowles) gives to Civs-R-Us**Horsemen of the Apocalypse** (Wilson) gives to Hector.**Civs-R-Us** (Lewis) gives to the Horsemen of the Apocalypse**The Horde** (Cain) keeps**Gamers' Lonely Hearts Club** (Anderson) gives to the Dark Side.**The Dark Side** (Eisenhut) gives to Gamers' Lonely Hearts Club.Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector (Blue)	48	156
Kevin Wilson	Horsemen of the Apocalypse (Red)	53	108
Andy Lewis	Civs-R-Us (Green)	55	158
Dennis Cain	The Horde (Purple)	59	122
Dave Anderson	Gamers' Lonely Hearts Club (Orange)	64	108
Dan Eisenhut	The Dark Side (Black)	71	135

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

**The Horde.** EGYPT: Army and fort *Upper Nile*, army *Nubia*. FRANKS: Army, city, fort, and Monument *Southern Apennines*, army, fort, and city *Balkans*, army and fort *Central Massif*, armies each *Northern Apennines* and *Dalmatia*. INCAS: Army, Capital, fort, and Monument *Northern Andes*. AZTECS: Army *Pacific Seaboard*.

**Civs-R-Us.** Fleet *Red 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 *Lower Indus*, army and Monument in *Upper Tigris*, army *Libya*, *Nile Delta*, *Levant*, *Persian Salt Desert*, *Western Deccan*, and *Western Ghats*. VIKINGS: Armies *Scandinavia* and *North European Plain*. CRUSADERS: Two armies, city, and fort *Palestine*. TIMURID EMIRATES: Army, Capital, and Monument *Turanian Plain*, army, city, and Monument *Central Europe*, army and Monument *Tarim Basin*, armies *Western Steppe*, *Dneipr*, and *Lower Rhine*.

**The Dark Side.** Fleets *Eastern Mediterranean*, *Black Sea*, and *Atlantic Ocean*. CARTHAGINIA: Army *Crete*. ROMANS: Army and Monument *Middle Tigris*, army each in *Pindus* and *Morea*. REBELLION: Army in *Ireland*. BYZANTINES: Two armies in *Western Gaul*, army in *Danubia*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. PORTUGAL: Army and Capital *Western Iberia*, army and city *Mexican Valley*, armies *Patagonia*, *Southern Andes*, *Deep South*, and *Great Lakes*.

**Horsemen of the Apocalypse.** Fleets *Atlantic Ocean*, *North Sea*, and *Western Mediterranean*. GUPTAS: Army *Sumatra*. HOLY ROMAN

EMPIRE: Two armies and Monument *Albion*, two armies *Baltic Seaboard*, army and Monument *Northern Gaul*. SAFAVIDS: Army and Capital *Persian Salt Desert*. SPAIN: Army, Capital, and Monument *Pyrenees*, army and Monument in *Southern Iberia* and *Shatts Plateau*, armies *Congo Basin*, *South Africa*, and *Guiana Highlands*.

**Hector.** Fleets *South China Sea* and *Sea of Japan*. 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*. CHOLA: Army and Monument *Upper Indus*, army *Eastern Deccan*. MING DYNASTY: Army, Capital, Fort, and Monument *Chekiang*, army, Fort, and Monument *Tarim Basin*, army and Monument *Wei River*, *Yellow River*, and *Malayan Peninsula*, army *Great Plain of China* and *East Indies*.

**Gamers' Lonely Hearts Club.** Fleet *Bay of Bengal*. SCYTHEANS: Army *Caucases*. REBELLION: Three armies and city in *Central America*. HUNS: Two armies *Western Anatolia*, armies each in *Western Steppe* and *Dneipr*. MONGOLS: Two armies and Monument in *Yangtse Kian*, army each *Mongolia*, *Manchurian Plain*, *Szechwan*, *Si-Kyang*, and *Turanian Plain*. MUGHALS: Army and Capital in *Ganges Valley*, army, city, and Monument *Eastern Ghats*, army and city *Ganges Delta*, army *Ceylon*.

Your event cards are: \_\_\_\_\_

Epoch VII Empire Draw

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

---

## “Wolfpack”

### Epoch V Franks and Vikings

**Deadline for Epoch V Vikings, Holy Roman Empire, and Chola: 6/17 Tuesday**

**Dead Peoples** (C. Cousins) FRANKS: Army and Capital in *Northern Gaul* (Roman army eliminated), army *Lower Rhine, Baltic Seaboard* (vs. Anglo-Saxons: F: 3, 2; A: 3; F: 4, 3; A: 6; loses), *Baltic Seaboard* (vs. Anglo-Saxons: F: 6, 1; A: 3; wins), *North European Plain, Central Massif* (Goth army eliminated), fleet *Western Mediterranean* (vs. The Blunt Approach: D: 4, 4; B: 3; wins), army *Shatts Plateau* (vs. Arabs: F: 5, 4; A: 5, 1; F: 5, 4; A: 4, 1; wins, city eliminated), *Libya* (vs. Arabs: F: 5, 2; A: 2; wins), *Nile*

*Delta* (vs. Arabs: F: 6, 5; A: 1; wins). Points: Dominance in Northern Europe (4), Southern Europe (6), and North Africa (4), Presence in India (3), North America (1), Eurasia (1), and Middle East (2), 2 Capitals (4), 2 cities (2), one Sea (1), and three Monuments (3) for 31 points.

**The Moody Indignants** NMR! We'll stop here. **Will Pitt Crandlemire please submit standby orders!**

#### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Sean Cousins	Pinky and the Brain (Red)	34	82
Kevin Kinsel	Quantum Coyotes (Black)	34	76
Paul Bolduc	The Arachnids (Blue)	37	89
Debbie Osborne	Moody Indignants (Purple)	38	71
Caleb Cousins	Dead Peoples (Green)	41	93
Chris Geggus	The Blunt Approach (Orange)	42	84

#### Final Positions

**The Arachnids:** Fleets *North Sea*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army in *Chekiang*. ANGLO-SAXONS: Army and *Ireland*. T'ANG DYNASTY: Army, city, and Monument *Ganges Delta*, army and Monument *Wei River*, armies *Great Plain of China, Yellow River, Tarim Basin, Szechwan*, and *East Indies*.

**Quantum Coyotes:** ASSYRIA: Army and Fort *Ceylon*. CELTS: Army and Monument *Albion*, army *Central Europe*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army and city in *Zagros*, army and Monument in *Persian Plateau*, army each in *Western Steppe, Eastern Steppe*, 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: Army *Mongolia*. CIVIL WAR: Two armies *Scandinavia*. 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:** Fleet *Red Sea*. NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Two armies in *Ganges Valley*, army *Sumatra*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army and Monument *Levant, Upper Tigris, Middle Tigris*, and *Eastern Anatolia*, armies *Nubia, Palestine, Caucasus*, and *Dneipr*.

**The Blunt Approach:** Fleet *Eastern Mediterranean* and *South China Sea*. ROMANS: Two armies *Pyrenees*, army *Western Iberia, Morea*, and *Crete*.

**Dead Peoples:** Fleet *Western Mediterranean*. MAYANS: Two armies and Capital *Central America*. SASSANIDS: 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*, and *Western Gaul*. FRANKS: Army and Capital *Northern Gaul*, army and Monument *Nile Delta*, armies *Lower Rhine, Baltic Seaboard, North European Plain, Central Massif, Shatts Plateau*, and *Libya*.

Your event cards are: \_\_\_\_\_

\_\_\_\_\_

#### Epoch V Empire

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

---

## “Mutt”

### Turn 11

**Deadline, Turn 12: 6/17, Tuesday**

#### Errata

Last turn, Awl Mining Company should have bought a population to man his remaining ore factory with Wa6.

#### Commander Actions

**Awl Mining Company** opens the bidding on Scientists at 40 and it goes to Fangland for 58 (Wa4, Wa7, Wa8, Wa9, Wa10, DL discounts). Buys titanium factory (Or3, Or4, Or5, Ti8, Ti10), and a population factor (Wa6).

**Bellpick 7** buys a titanium factory (MWa), and a robot (Ti10).

**BarterTown II** opens the bidding on Outpost at 100 and gets it for (Wa5, Wa6, Wa6, Ti9, Ti11, Ti12, Ti13, Ti13). Buys 3 population factors (Wa5, Wa10).

**The Outhouse** bids 50 on Robots and gets them (Or2, Wa5, Wa5, Wa6, Wa6, Wa9, Ti10, Ti12).

**Fangland** passes.

**Tribute to Troy** NMRs! Discards Or1.

**Heavenly Bodies Development Company** buys 2 population factors (Wa6, Wa7, Wa7).

**Minos Entrepreneurs** passes (discards Or1, Or3).

S.O.B.  
*The Players*

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	Wa, HE, Ec, Ou	23
2	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF	No, HE, Ec	18
3	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, Wa, Ro	17
4	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF	HE, Wa, Ec, Ro	17
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, NCF	No, 2DL, 2Sc	15
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF	DL, No, HE, Sc	12
7	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, Wa, OL	12
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF	Wa, 2DL	8

Available Upgrades

New Arrivals: Scientists, Ecoplants, Outpost

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

Notes

Will Michael Lowrey please submit standby orders for Tribute to Troy.

Production Cards

In the Warehouse: \_\_\_\_\_

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

Bellpick 7, Minos Entrepreneurs, and Tribute to Troy took Mega water cards.

**“Chihuahua”**

**Turn 6**

**Turn 6 due: 6/17 Tuesday**

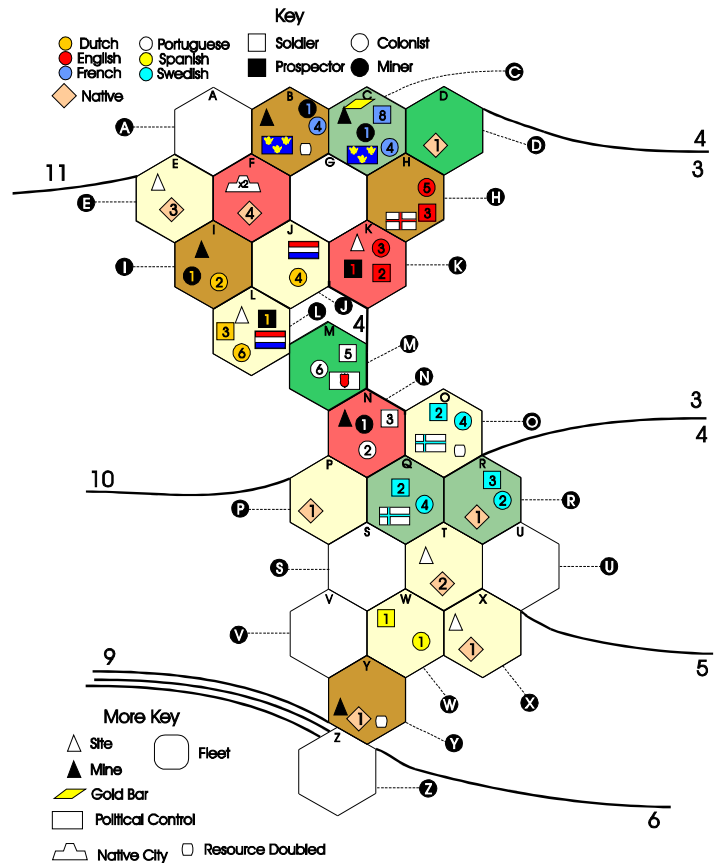
Due to NMRs by two players, and only one standby, I am holding this game over. So, **will Pitt Crandlemire please submit standby orders for France, and anybody for the Portuguese.**

Turn 6 Initiative

French, Swedes, English, Portuguese, Spanish, Dutch

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$126	8	5	4
English	Brendan Whyte	\$244	8	3	4
French	Kevin Wilson	\$186	10	3	4
Portuguese	Dan Eisenhut	\$119	8	4	4
Spanish	Debbie Osborne	\$80	7	4	4
Swedish	Andy Lewis	\$229	9	5	4



**Changed to Protect the Innocent**

Shortly before the United States was dragged into World War II someone in the war department noted that the 45<sup>th</sup> Infantry Division, a National Guard outfit from New Mexico, had a rather unfortunate shoulder patch, considering current political trends. The “shoulder sleeve insignia” in question combined a certain ancient Native American symbol with the traditional Spanish colors. This symbol was unfortunately identical to that used by a certain political movement just then immensely successful in Europe. As a result, the 45<sup>th</sup> Division’s gold swastika on a red lozenge became a thunderbird on a red lozenge. Meanwhile, Native American artists and artisans lined up to sign pledges that they would eschew the use of their ancient symbol, besmirched as it was by its modern associations. It might be noted that authentic copies of the original insignia are the most valuable of U.S. military patches.

## “Rock Hound”

### Stock Round 2 and Operations Round 2.2

Operations Round 2.2 due: 6/17 Tuesday

## Stock Round 2

**BORG Mining Collective** buys one share TSI for \$100.

Blue Sky Mining becomes first player for Stock Round 3.

## Operations Round 2.1

### Income

**Fast Buck** received \$15

**Errol's Outfit** received \$15.

**BORG Mining Collective** receives \$10.

**Blue Sky Mining** receives \$15

**ANUS** receives \$30.

### Actions

**Fast Buck** Scout moves to H3 and picks up R30, moves to I3, I2, I1, J1 and delivers. Gains \$30 + \$20 in deliveries. Earnings are split. Spends \$60 for claim on H3 R30/60.

**Ice Finder** Scout moves to N6 and explores (R40/70, replaced with N20/60 and N20/60), moves to N5 and explores (R30/30 and N10/50, replaced with N20/60 and N10/50), moves to O6. Gains \$20 in exploration fees and \$30 for transshipment point.

**Drill Hound** Scout moves to D6, E5 and explores (I30/40 and N10/50, replaced with N10/50), moves to D5 and picks up R70, moves to RU base and delivers. Gains \$10 in exploration fees and \$70 + \$10 in deliveries. Earnings are split.

**Ore Crusher** Tug moves to N2, explores (R30/60), picks up R30, moves to M3 and delivers. Gains \$10 in exploration fees and \$30 on deliveries. All earnings are retained. Spends \$60 for claim on M2 N20/60.

**Torch** Tug moves to C3 and picks up R40, moves to C2 and explores (N10/50), moves to D1, and delivers with transshipment. Gains \$10 in exploration fees

and \$70 in deliveries. All earnings are retained. Spends \$60 for claim on C3 R40/70

**Lucky** Tug moves to G7 and explores (I50/60, replaced with R20/50 and N10/50), picks up both loads, moves to H6 and delivers. Gains \$10 in exploration fees and \$30 in deliveries. All earnings are retained. Spends \$60 for claim on G7 R20/50.

**TSI** flies the Probe K3 and explores (R30/60 and N10/50) then to K2 and explores (I40/50 and N20/60). Flies the Scout to J4, J3 picks up N60, J2, J1 and delivers. Flies a Tug J4 picks up N60, I4, H4 and delivers with transshipment. Flies Tug to J4, I4 picks up I30, H4 and delivers with transshipment. Collects \$20 in exploration bonuses, \$150 in deliveries and \$60 in transshipment fees. All earnings are retained, decreasing stock price to \$89 per share. \$22 to Errol's Outfit, \$44 each to BORG Mining Collective and Blue Sky Mining. Buys Claim for \$60 at R30/60 in K3 and for \$100 at R20/50 in I4.

## Operations Round 2.2

### Income

**Fast Buck** received \$15

**Errol's Outfit** received \$15.

**BORG Mining Collective** receives \$10.

**Blue Sky Mining** receives \$15

**ANUS** receives \$30.

### Players

Player Name	Player Faction Name	Cash	Assets
Andy Lewis	Blue Sky Mining	\$122	Tunnel Systems, Vacuum Associates, 2 shares TSI
Sean Cousins	Due Unto Others	\$65	Fast Buck, Torch
Bill Scharf	Errol's Outfit	\$112	Ore Crusher, Robot Smelters, 1 share TSI
Dennis Cain	Carved in Stone	\$40	Ice Finder, Drill Hound
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$120	Lucky, Asteroid Export Company
Caleb Cousins	BORG Mining Collective	\$57	Planetary Imports, Space Transport Company, President's Share TSI, 1 share TSI

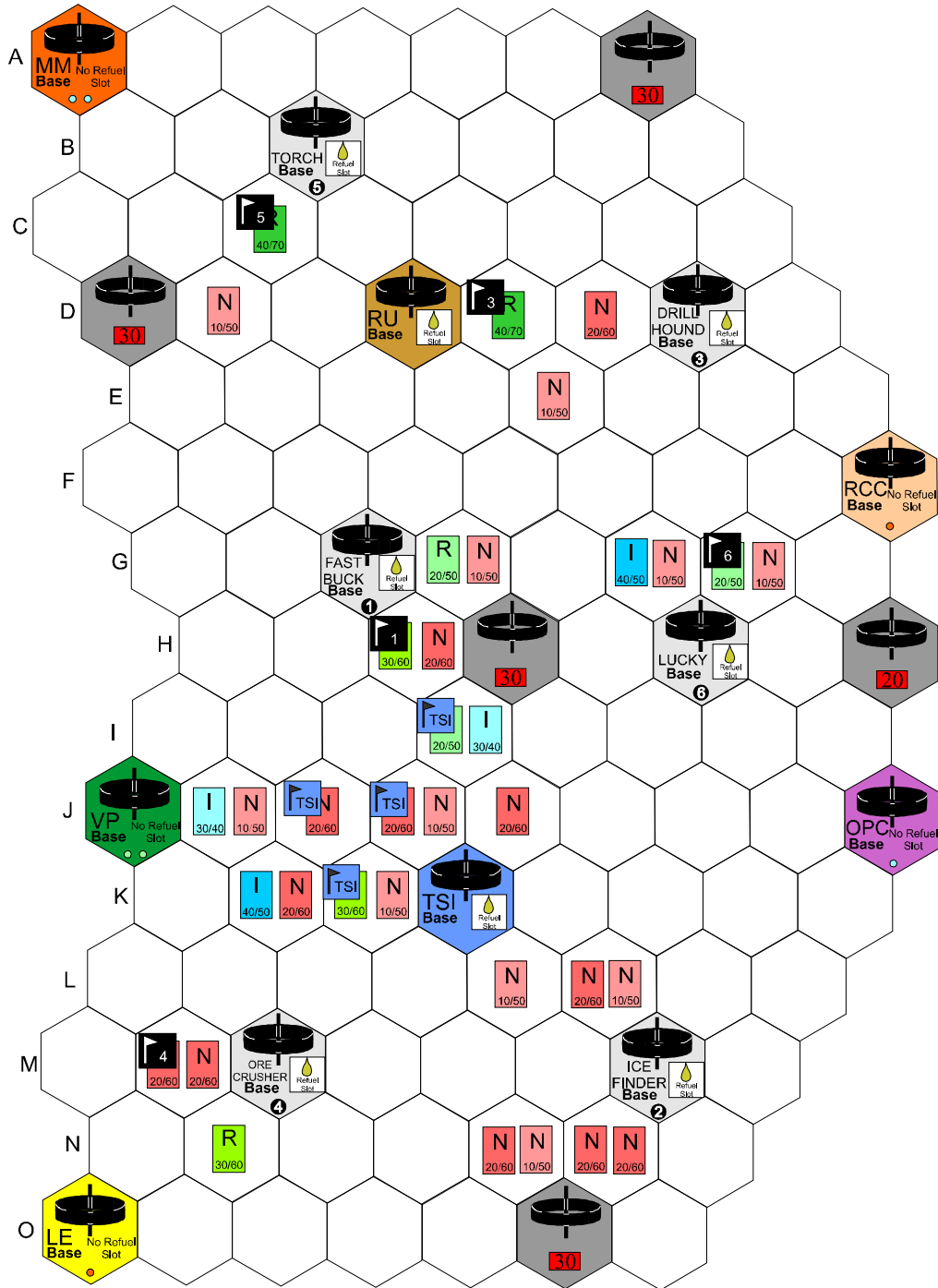
Players are listed in the order of their turns in the next Stock Round.

### 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
11: Asteroid Export Co.	ANUS	\$30/turn	Can form Asteroid League

S.O.B.  
*Independent Companies*

Name	Operator	Treasury	Claims	Ships
Fast Buck	Due Unto Others	\$82	1	Scout (5/1)
Ice Finder	Carved in Stone	\$100	2	Scout (5/1)
Drill Hound	Carved in Stone	\$80	1	Scout (5/1)
Ore Crusher	Errol's Outfit	\$55	1	Tug (3/2)
Torch	Due Unto Others	\$122	1	Tug (3/2)
Lucky	ANUS	\$50	1	Tug (3/2)



*Corporations*

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies
TSI	BORG Mining Collective	\$700	Scout (5/1), Tug (3/2), Tug (3/2), Probe (4/0)	1	3	6	None



Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Resources Unlimited (RU)	None	4 shares TSI (\$100)	None

**Cash in the Bank:** \$8345

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

**Phase II Ships (not available yet):** 10, Scout 6/2, \$175; Tug 4/3, \$200

**Press**

**From TSI CEO Third of Five:** Due to anticipated speculation by individuals, all earnings are to be assimilated.

**“Running Dogs”**

**Turn 2 Bidding to Combat**

**Turn 2 Combat due: 6/17 Thursday**

**Lansraad:** Ship 3 tokens to Cielago South (2) (1 Bene Gesserit token goes to the Polar Sink).

Players

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

Bidding Round

Harkonnens play what they claim is Residual Poison versus the Emperor, demanding 4 spice per turn. The Emperor may either pay or challenge. If he challenges, and the claim is true, one leader selected by the Harkonnens is sent to the tanks, with the Harkonnen collecting the spice. If the claim is false, the Harkonnens must pay the Emperor 8 spice and discard the card. The Emperor must submit his decision with the next set of orders. If no decision is submitted, payment will be made.

- CARD 1 ( ) goes to the Lansraad for 3 spice.
- CARD 2 ( ) goes to the Fremem for 3 spice.
- CARD 3 ( ) goes to the Guild for 2 spice.
- CARD 4 ( ) goes to the Harkonnens for 3 spice ( )
- CARD 5 ( ) goes to the Guild for 3 spice.
- CARD 6 ( ) goes to the Emperor for 3 spice.
- CARD 7 ( ) goes to the Guild for 4 spice.
- CARD 8 ( ) goes to the Bene Gesserit for 2 spice.

Revival and Movement

Bene Gesserit are coexisting everywhere.

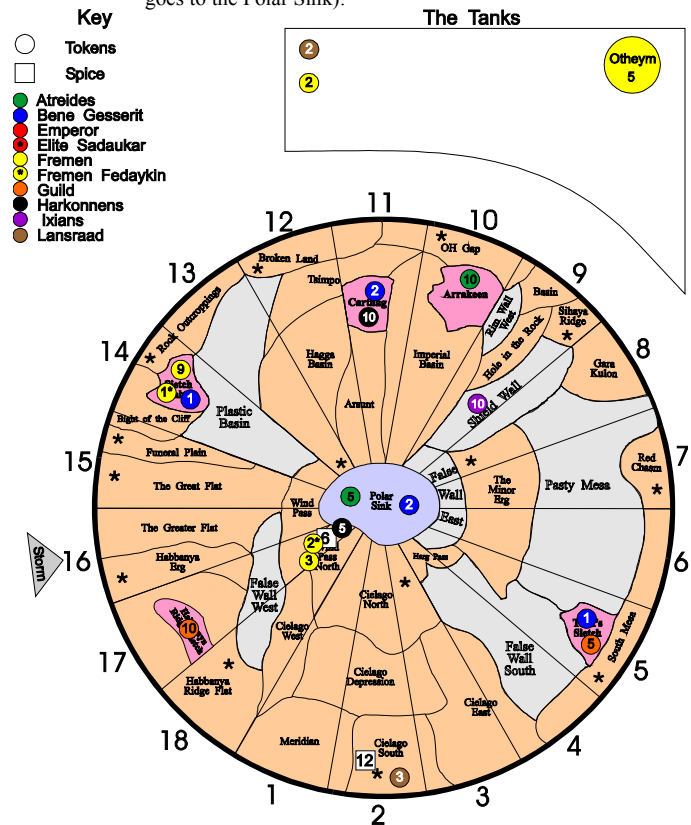
Lansraad declare Cielago South to be restricted. Atreides tokens must vacate.

Revival

- Fremem:** 3 tokens
- Harkonnens:** 2 tokens
- Lansraad:** 3 tokens

Shipping

- Fremem:** Ship 5 tokens (2 Fedaykin) to Wind Pass North (6)
- Guild:** Ship 10 tokens to Habbanya Ridge Sietch. Triggers Chaumas trap versus Esmar Tuek. Plays Snooper in defense – trap negated.
- Harkonnens:** Ship 5 tokens to Carthag (1 Bene Gesserit token accompanies).
- Ixians:** Ship 2 tokens to the Shield Wall (9) (1 Bene Gesserit token goes to the Polar Sink).



Movement

- Atreides:** Move 5 tokens Cielago South - Cielago Depression - Cielago North - Polar Sink
- Harkonnens:** Move 5 tokens Carthag - Arsunt - Polar Sink - Wind Pass North (6)

Combat

**Fremem vs. Harkonnens** in Wind Pass North. Available leaders: Fremem: Silgar(7), Chani(6), Shadout Mapes(3), Jamis(2). Harkonnens: All.

Positions

- Atreides:** 10 Arrakeen, 5 tokens False Wall South (4), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 2 tokens Carthag, 1 token Tuek's Sietch, 2 tokens Polar Sink, 14 tokens off-planet
- Bene Tleilaxu:** No traitors, No traps
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet

**Fremen:** 10 tokens (1 Fedaykin) Sietch Tabr, 2 tokens and Otheym in the tanks, 5 tokens (2 Fedaykin) Wind Pass North (17), 3 tokens Southern Hemisphere

**Guild:** 5 tokens Tuek's Sietch, 10 tokens Habbanya Ridge Sietch, 5 tokens off-planet

**Harkonnens:** 10 tokens Carthag, 5 tokens Wind Pass North (17), 5 tokens off-planet

**Ixians:** 10 tokens Shield Wall (9), 10 tokens off-planet

**Lansraad:** 3 tokens Cielago South (2), 2 tokens in the tanks, 15 tokens off-planet

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

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

**“Hair of the Dog”**

Turn 4

Turn 5 due: 6/17 Tuesday

Players

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

**Round 2**

**Idiot Collectors** offers a Karl Gitter ♠. It goes to Jerner Sayqua Fine Art Gallery for \$39,000.

**Arts Gratia Artis** offers a Karl Gitter = by itself. It is matched by Jerner Sayqua Fine Art Gallery with ♣. They go to Jerner Sayqua Fine Art Gallery for \$79,000.

**Papillon** offers Christin P. ♠ bought by Arts Gratia Artis for \$9,000.

**Jerner Sayqua Fine Art Gallery** offers Karl Gitter ♠, ending the round.

**Purchases**

Player Faction Name	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
Papillon	0	0	0	0	0
Jerner Sayqua Fine Art Gallery	0	0	0	3	0
Fool's Gallery	0	0	0	0	3
Idiot Collectors	0	0	0	0	0
Arts Gratia Artis	0	0	1	1	1

**Paintings**

Round	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
1		\$10,000		\$20,000	\$30,000
2			\$10,000	\$30,000	\$20,000
3					
4					

**Jerner Sayqua Fine Art Gallery** gains \$150,000

**Fool's Gallery** gains \$150,000

**Arts Gratia Artis** gains \$60,000

Cards (New Cards Highlighted)

Lite Metal: \_\_\_\_\_

Karl Gitter: \_\_\_\_\_

Yoko: \_\_\_\_\_

Krypto: \_\_\_\_\_

Christin P.: \_\_\_\_\_

**“Dogged”**

Turn 3.3 to 4.3

**Turns 4.4 to 6.4 due: 6/14 Saturday**

Turn 3

**Chris Geggus (Dell/Cool Runnings) Rolls Used: 5 5**

Buys Immortal Grease for \$60.

**Titan's Tower(s) - Titan's Tower(o) - ? (It's the Relic Yellow Drive) - Terror Station(o) - R20 - Y - B - R - B - Y.**

**Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 3 \* 3**

**B - Y - R10 - B10 - R - B - Rainfall(o) - Rainfall(s).**

**Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (5 \* 2) 2**

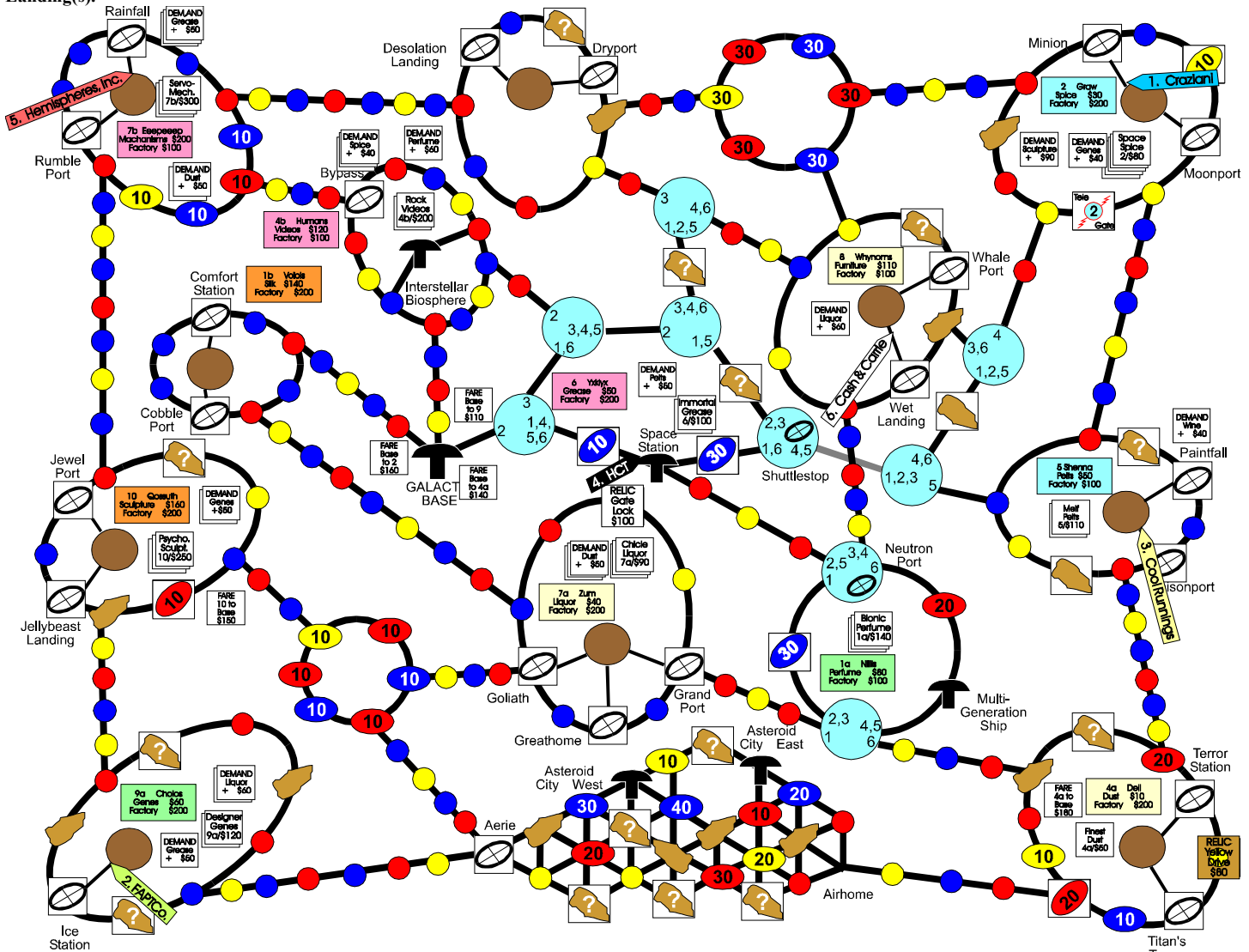
**Space Station Planet.**

Discovers Eeeppeep (from the cup: Space Spice at 2, Space Spice at 2, Designer Genes at 9a, and Chicle Liquor at 7a). Picks up IOU. Sells Rock Videos for \$200 (from the cup: Demand for Pelts at 6). Pick up Fare to Base.

**Andy Lewis (Eeeppeep/Cash & Carrie) Rolls Used: 3 \* 4**

**B30 - NC3 - Y - B - R - B - R - Wet Landing(o) (observes culture) - Wet Landing(s).**

Discovers Whynoms (from the cup: Demand for Spice at 4b, Fare to 2 at Base, Immortal Grease at 6, and Demand for Grease at 9a). Picks up IOU. Sells Chicle Liquor for \$90 (from the cup: Demand for Dust at 7b). Trade in IOU plus \$30 for Impossible Furniture.



<p><b>4. Horse Cents Traders \$60</b> Fast Scout 4: 5 5 // 5: 4 6 // 6: 4 6 (Double one) Hold1 Hold2 Hull Immortal Grease 6/\$100</p>	<p><b>5. Hemispheres, Inc. \$279</b> Torch Scout 4: 5 // 5: 4 (Times 3) Hold1 Hold2 Hull FARE to Base \$110 7b \$100</p>	<p><b>6. Cash &amp; Carrie \$159</b> Rocket Scout 4: 1 4 // 5: 5 6 (Use 1 * 4) Hold1 Hold2 Hull Imposs. Furniture 8/\$180 7a \$100</p>	<p><b>1. Crazianni Consortium \$28</b> Normal Scout 5: 3 3 5 // 6: 4 5 6 Hold1 Hold2 Hull Space Spice 2/\$80 Mulligan Gear (\$120) 6 \$100 Air Fall (\$80)</p>	<p><b>2. Far Away Places Trading Co. \$70</b> Sports Scout 5: 1 2 4 5 // 6: 2 2 3 3 (Use 3) Hold1 Hold2 Hull Voll Silk 1b/\$220 9a \$90</p>	<p><b>3. Cool Runnings \$50</b> Scow Scout 5: 2 3 3 5 // 6: 2 3 3 5 (Use 2) Hold1 Hold2 Hull Finest Dust 4a/\$50 Melf Pelts 5/\$110 Shield (\$60) 7a \$80 7b \$80 5 \$90 4a \$80</p>
---	--	--	--	---	--

**Turn 4**

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 4 6**

**A - NC4 - R - Y - ? (It's TeleGate 2) - Y - Moonport(o) - ? (It's a Y10 penalty marker) - B - Minion(o) - Minion(s)**

Discovers Graw (from the cup: Rock Videos at 4b, Psychotic Sculpture at 10, Space Spice at 2, and Chicle Liquor at 7b). Picks up IOU. Spends \$30 to buy one Space Spice.

**Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 3 4 5**

**Jellybeast Landing(s) - Jellybeast Landing(o) - A - Y - R - B - Y - R - A - Ice Station(o) - Ice Station(s).**

Discovers Cholos (From the cup: Bionic Perfume at 1a, Demand for Dust at 7a, Space Spice at 2, and Demand for Dust at 7a). Picks up IOU.

**Chris Geggus (Dell/Cool Runnings) Rolls Used: 2 3**

**Y - B - R - Poisonport(o) - Poisonport(s).**

Discovers Shenna (from the cup: Demand for Dust at 7b, Finest Dust at 4a, Demand for Genes at 10, and Rock Videos at 4b). Picks up IOU. Sells one Finest Dust for \$50 plus \$50 demand (from the cup: Servo-mechanism at 7b and Immortal Grease at 6). Buys one Melf Pelt for \$50.

**Undiscovered Cultures:**

**3 (Niks):** 2 Demands +\$60 for Bionic Perfume, 2 Mulch Wine, one Demand for Voll Silk +\$60, one Demand for Space Spice +\$60

**9b (Wollow):** one Demand +\$70 for Impossible Furniture, 2 Megalith Paperweights

**“Astro”****1958****1959 Orders due: 6/17 Tuesday***1958***Event Card Resolution**

**Republic of Texas** scientists defect to LAMPLIGHTER.

**Andorra** spends 10MB to fix minor problem.

**Saved Cards**

GRAB Fortunate accident, satellite or probe.

Oceania Fortunate accident, capsule.

**Purchase Hardware**

GRAB: Buys EVA Suits for 18MB, 2 orbital satellites (1) for 2MB, 1 one-person capsule (a) for 2MB, and the Astronaut Program for 18MB (received Unnamed Astronaut 1).

KOTGO: Buys Astronaut Program for 18MB (received Unnamed Astronaut 1), and one one-person capsule (1) for 2MB.

Republic of Texas: Buys Astronaut Program for 18MB (receives astronaut Houston) and EVA Suits for 18MB.

Andorra: Buys EVA Suits for 18MB, One-Person Capsule (a) for 18MB, and Astronaut Program for 18MB (received Unnamed Astronaut 1).

LAMPLIGHTER: Repairs primary launch facility for 15MB, buys Liquid Fuel Strap-Ons (D) for 12MB, and EVA Suits for 18MB.

Oceania: No purchases.

**Conduct Research and Development**

GRAB: EVA: 8 dice (2, 2, 3, 4, 5, 5, 6, 6) +33%. 8MB spent. a: 8 dice (1, 2, 4, 4, 5, 6, 6, 6) +34%. 8MB spent.

KOTGO: A: 6 dice (2, 3, 3, 3, 6, 6) +6 = +29% to Max R&D. 12MB spent. EVA Suits: 8 dice (2, 3, 3, 3, 3, 5, 5, 6) +8% = +30%. 8MB spent.

a: 8 dice (2, 3, 3, 4, 5, 6, 6, 6) +8% = +39%. 8MB spent. Pays 2MB to GRAB for 1% safety factor on A.

Republic of Texas: 1: 6 dice (1, 3, 4, 5, 5, 6) -6% = +18% to Max R&D. 6MB spent. A: 8 dice (1, 2, 2, 3, 4, 4, 5, 6) -8% = +19%. 16 MB spent. a: 8 dice (1, 1, 3, 3, 6, 6, 6, 6) -8% = +24%. 8 MB spent.

Andorra: 1: 1 die (6). +6%. 5MB spent. A: 8 dice (1, 4, 4, 5, 5) +19%. 16MB spent.

LAMPLIGHTER: A: 2 dice (1, 4) +2% = +7%. 4MB spent. a: 8 dice (1, 2, 2, 4, 4, 4, 5, 5) +8% = +35%. 8MB spent. D: 6 dice (1, 2, 2, 4, 4, 5) +6% = +24%. 12MB spent.

Oceania: B: 8 dice (1, 1, 2, 4, 4, 5, 5, 5) +27%. 32MB spent. b: 8 dice (1, 1, 5, 5, 5, 6, 6, 6) +35%. 16MB spent.

**Declare Future Missions**

GRAB: One launch announced for 1959. It is \_\_\_\_\_.

KOTGO: One launch announced for 1959. It is \_\_\_\_\_.

Republic of Texas: One launch announced for 1959. It is \_\_\_\_\_.

Andorra: One launch announced for 1959. It is \_\_\_\_\_.

LAMPLIGHTER: One launch announced for 1959. It is \_\_\_\_\_.

Oceania: No launches announced.

**Rushing**

KOTGO rushes by 5 months (-5MB, -10% to all safety factors).

Launch order: KOTGO, LAMPLIGHTER, Republic of Texas, GRAB

**Missions**

KOTGO launches an Orbital Satellite mission. Liftoff: 11%<68%, Earth Orbital Burn: 89%>76%, engine nozzle out of control, computers override and gain control, but ground control scrubs mission. Failure: +1% to 1 and A, -3MB to budget.

LAMPLIGHTER launches an Orbital Satellite mission. Liftoff: 05%<83%, Earth Orbital Burn: 31%<93%, Earth Orbital Activities: 03%<93%. Success! +1% to 1 and A, +10MB to budget.

Republic of Texas launches an Orbital Satellite mission. Liftoff: 70%<75%, Earth Orbital Burn: 33%<95%, Earth Orbital Activities: 12%<95%. Success! +1% to 1 and A, +6MB to budget.

GRAB launches an Orbital Satellite mission. Mission must be scrubbed due to lack of hardware. -3MB to budget.

Players

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	Andorra	Luxembourg, Aerotechnica Moon Program - Lifting Into Golden Heights Through Ether Reaches	Kingdom of the Great One	Oceania	Government Research Acquisition Bureau	Republic of Texas
Budget (1957)	65	63	75	52	78	66
Cash	5	0	28	5	30	0
1-Orbital Satellite	1 / 64%	0 / 94%	0 / 96%		2 / 96%	4 / 96%
2-Interplanetary Satellite						
3-Lunar Probe						
4-Docking Module						
A-One Stage Rocket	1 / 50%	1 / 84%	0 / 62%		0 / 86%	14 / 76%
B-Two Stage Rocket	1 / 41%			1 / 58%		
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons		1 / 54%				
F-Kicker						
G-"Mega" Stage Rocket						
EVA Suits	30%	30%	87%		63%	30%
a-One Person Capsule	1 / 10%	1 / 45%	2 / 79%		2 / 52%	10 / 39%
b-Two Person Capsule				1 / 55%		
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module						
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon	65%	65%	65%	65%	65%	65%
Launch Facilities	1	1	1	1	1	1
Astronauts	Unnamed 1 (0%)	Unnamed 1 (0%)	Unnamed 1 (0%)		Unnamed 1 (0%)	Houston (0%)

1959

Draw Event Cards

GRAB: Scientific Breakthrough: 6 free R&D dice to program of choice. +10MB to budget.

LAMPLIGHTER: Espionage: May increase one program to level of another player (choose program and player). +7MB to budget.

Republic of Texas: Minor Problem: Pay 10MB or lose 5% on safety factor of most A on next mission. +3MB to budget.

KOTGO: Test Failure: -25% to A. +5MB to budget.

Andorra: Corporate Investment: Gains 5MB cash. +7MB to budget.

Oceania: R&D Bonus: +1% to each R&D die rolled. -2MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1959 Budget	70	83	75	57	85	75
1960 Budget	77	90	80	55	95	78
Cash	75	83	103	62	115	75

**In the Doghouse  
with Marmaduke**

All Quiet from MiH is out. It looks nice and has some different approaches. I've played around with the intro. scenario; it's real bloody if you're not careful. The Stross are handled in an interesting way. This one seems worth the money if you like WWI slugfests. Home Before the leaves Fall is out from COA, but I haven't seen or heard anything about it. My copy of Operation Cannibal from Avalanche should arrive shortly - WWII in Burma looks like a good scale; I'll have short review next time.

Since I'm working on the OTP playtest, I've been asked to give updates here each issue. No problem since I love this system. This game will play much different then its predecessors. It's much bigger and more like a wargame except for the EC/OC cards. The map has about 230 areas! Only the border states have spaces which can ever be neutral; all other spaces are either CSA or USA controlled. Lots of changes have gone on with the game already just in the time of Mark and I testing it. We had a FTF test last weekend and only changed about 15-20 things. All of this is to make it smoother playing and

have the right feel. Before last weekend, I thought the game was broken, but now I see it's starting to shape up okay. Playtest kits should be going out to the groups in next 2-4 weeks. The one nice thing which Mark and I have agreed on for the game is that you should be able to start and stop the game on any year basis depending on the time available and what part of the war you like. This should make the game very versatile and playable at tournaments.

On with the games....

Game Openings:

**“Dog Biscuit”**  
**Turn 13, Playoffs Turn 1**  
**GM: Andy Lewis**

**Deadline for Playoffs Turn 2 is June 13, Friday**

Turn 13 Results

I unfortunately forgot about Ms. Nar's standing orders and caused her to NMR. Here are the corrections for those reading along.

START OF NEW INFORMATION

**Ms. Nar's Aquanuts play Bolduc's Spiders**

Tex Hitter pops Jake Skate 1-0

Sir Stanley Kup axes Captain Hook 2-0

Chairman of the Boards (replaced by Cheap Skate [1]) fires El Bos who shoots

him 3-0

Frosty Todd is frozen out by Trapper John 3-0

Kroz Czech cancels Old Man Winters 3-0

Stonewall Jackson melts Snow Howe 3-0

Aquanuts win! 3-0 Playoffs begins

Other actions deleted.

Final Standings are

Ms. Nar's Aquanuts	9-6-3
Dynamo Sporck	8-1-0
Bolduc's Spiders	7-6-2
Anderson's Chicken Littles	6-22-6
Blendor's Barbarians	5-7-3
Hansen Brothers	5-4-2
C.J.'s Cleavers	5-2-1
Narhi's Nordic Bunwarmers	5-3-1

The Barbarians, Brothers, Cleavers, and Bunwarmers are eliminated from the game. The players remaining on their teams are removed from play; they do not go back into the draw piles.

The game will now proceed as just series of games. There can not be ties in these games. If after all six players for each team is revealed the game is tied, there will be sudden death overtime. All six players are eligible to be played again; however, the first goal scored wins. Therefore, be sure to include in your orders how you want your players set up for overtime at least. You can provide the order for regulation time of the game or continue with random order. If overtime orders aren't submitted, your team will continue to use random. You can not make trades or draft new players. You do get to replace any bruised players before overtime of any game.

Fireside Football (No ownership required): Want 4 or 6. Have Sean Cousins, Brad Martin.

Stock Car Racing (No ownership required): Want minimum of 4. Have Pitt Crandlemire.

Stand-bys:

Slapshot: Rich Goranson

Seidler: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins, Berry Renken

AOR:

Wembley:

Playoff Series 1 - Best of 5

Bolduc's Spiders vs. Anderson's Chicken Littles

Game 1

Trapper John and Moby Stick play cards 0-0

Old Man Winters chills Rebel Rouser 1-0

Captain Hook walks Slash Gordon's plank 1-1

Jake Skate is outsmarted by Moose 1-2

El Bos cancels Charge Kard (replaced by Jack the Tripper [b3]) 2-2

Snow Howe is poor enough for Robin Hooker to steal the win 2-3

Chicken Littles win Game 1 3-2! Play gets more interesting with a bruise on each side although the team ratings don't change.

Game 2

Trapper John and Moby Stick continue playing cards 0-0

Snow Howe bows to Robin Hooker 0-1

Jake Skate falls enough to break his leg (replaced by Le Goon [b0]) because of Jack the Tripper 0-2

El Bos takes revenge on Slash Gordon for the goal (replaced by Billy the Skid [2], Forwards shuffled) 0-3

Old Man Winters freezes the Moose 1-3

Captain Hook is outpartied by Rebel Rouser 1-4

Chicken Littles win Game 2 4-1! What a price though with the loss of Slash Gordon. The Spiders muscle up with Le Goon. Watch the blood now!

Game 3

Le Goon literally eats Moby Stick (replaced by Bo Legs [2]) for breakfast 0-0  
Snow Howe (replaced by Ivan Fazov [2]) melts away in Jack the Tripper's shadow 0-0

Captain Hook and Billy the Skid get drunk together 0-0

Trapper John shoots down Rebel Rouser 0-0

Old Man Winters keeps the chill on Moose 1-0

El Bos cleans up the forest by taking out Robin Hooker (replaced by General Icinghower [3]) 2-0

Spiders win Game 3 2-0 to avoid the sweep. The bruised are hurting everyone.

**Game 4**

Captain Hook (replaced by Frank N. Stick [5]) gets axed by Jack the Tripper 0-1  
 Le Goon gets even with General Icinghower (replaced by Slash Gordon [7]) 0-2  
 Ivan Fazov sees a white Moose ?! get past him 0-3  
 El Bos {dr2} concentrates too hard on taking Bo Legs (replaced by Crease Lightning [10]) out to score 0-3  
 Trapper John extends the row for Billy the Skid 0-3  
 Old Man Winters chills Rebel Rouser 1-3

Next Round is best of 7 between Dynamo Sporck and Anderson's Chicken Littles. We still have a bruiser in the game. I will check between games with the participants until the bruiser is knocked out by Tiny Tim. First game orders are due by May 20.

**“Rin Tin Tin”**

**Turn 12.1 to 13.1**

**GM: Andy Lewis**

**Deadline for Turn 13.2 to 14.2 is June 13, Friday**

Turn 12

*Brendan's player-turn*

Production: Ore (Brendan[2], Caleb), Wool (Kevin[2])  
 Trades: 8O for 2B, 4W for 1G  
 Actions: Build road at F3/H8 and settlement at F3/H8/sea(Ore 3:1 port)

*Caleb's player-turn*

Production: Ore (Brendan[2], Caleb), Wool (Kevin[2])  
 Trades: None  
 Actions: None

*Chris H.'s player-turn*

Production: Ore (Brendan[2], Caleb), Wool (Kevin[2])  
 Trades: None  
 Actions: Play Knight card. Move the Robber to M5; steal 1O from Caleb.  
 Buy a development card.

*Kevin's player-turn*

Production: None  
 Trades: Trade 3W = 1B, 3W = 1L  
 Actions: Build settlement @ W/O2/O9

Turn 13

*Brendan's player-turn*

Production: Move robber to F6 and steal 1G from Chris  
 Trades: None  
 Actions: None

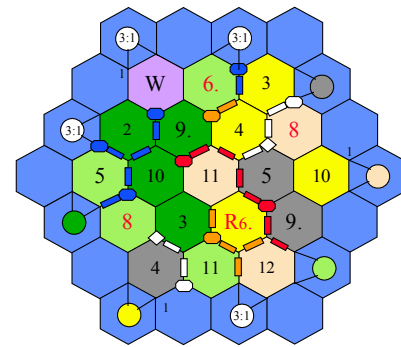
Cards at End of Turn 11

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	1	--	--	--	--	K, U(12)
Caleb	--	--	--	1	5	--
Chris	--	--	--	2	--	K, U(4), U(6)
Kevin	1	--	1	--	--	U(12), U(3)

Longest Trade Route: Caleb  
 Largest Knight Force: No one.

- Brendan (D)
- Caleb (R)
- Chris H. (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 End of Player-Turn 13.1**



Turn 13 Production Die Rolls

Caleb's player-turn: 10  
 Chris H.'s player-turn: 11  
 Kevin's player-turn: 10

Turn 14 Production Die Rolls

Brendan's player-turn: 5  
 Caleb's player-turn: 7

Press

**BW-GM:** What is my "U" card? <U means unrevealed>  
 What are the numbers in brackets beside our "U" cards? <The card number on your rintin.xls sheet>  
 Why are there 2 "U(12)"s? <Because everybody's sheet is different>  
 What has this to do with the RINTIN.XLS printout I got with S.O.B.? <Read my introduction notes at the beginning of doghouse last time>

**“Hootch”**

**Turn 1.4 to 2.4**

**GM: Andy Lewis**

**Deadline for Turn 3.1 to 4.1 is June 13, Friday**

Turn 1

*Pitt's player-turn*

Production: Brick (Ward), Grain (Chris, Sean)  
 Trades: 1B to Sean for 1W  
 Actions: Buy development card

Turn 2

*Ward's player-turn*

Production: Brick (Pitt), Lumber (Sean, Ward)  
 Trades: None  
 Actions: Build road at O6/M12

*Chris G's player-turn*

Production: Brick (Ward), Grain (Chris, Sean)  
 Trades: None  
 Actions: None

*Sean's player-turn*

Production: Wool (Chris), Ore (Pitt)  
 Trades: None  
 Actions: Build road at P2/O5

*Pitt's player-turn*

Production: Brick (Pitt), Lumber (Sean, Ward)  
 Trades: None  
 Actions: None

Cards After 2.4

	Grain	Brick	Wool	Lumber	Ore	Development
Ward	1	1	1	1	2	--
Chris	4	--	3	1	--	--
Sean	4	--	1	4	--	--
Pitt	1	3	--	--	1	--

Longest Trade Route: No one.  
 Largest Knight Force: No one.

Open Trade Offers

Ward: Will give 1L for 1W  
 Sean: Will Give 1W for 1B  
 Chris: Will 1G or 2W for 1B  
 Pitt: Will Give 1B for 1L

Turn 3 Production Die Rolls

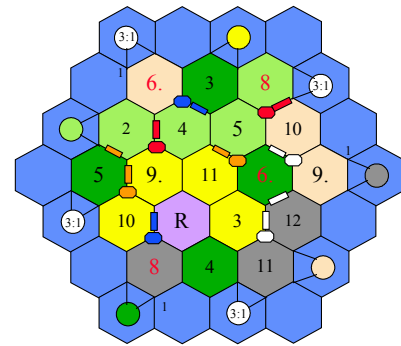
Ward's player-turn: 7      Chris's player-turn: 10  
 Sean's player-turn: 7      Pitt's player-turn: 4

Turn 4 Production Die Rolls

Ward's player-turn: 3

- Ward
- Chris G.
- Sean
- Pitt
- Robber
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- Forest (Lumber)
- Mountains (Ore)

Hootch End of Player-Turn 2.4



**“Benji”**

**Setup Turn 1**

**GM: Andy Lewis**

**Deadline for Setup turn 2 is June 13, Friday**

2nd mailing is 2nd initial location orders for everyone in reverse player order.

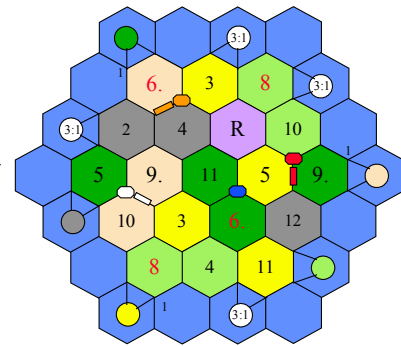
1st player is Bill Scharf: Settlement at O5/H9/H10 and road at H9/H10 (Will use already submitted orders unless new ones issued)  
 2nd player is Caleb Cousins: Settlement at F5/O9/P10 and road at F5/O9  
 3rd player is Brad Martin: Settlement at F3/M4/H6 and road at M4/H6  
 4th player is Ian Willey: Settlement at F5/O6/O11 and road at ? Needs to be submitted (will hold settlement orders unless others submitted - however must have road orders)

Press

**Ian - GM:** Was looking for PBM rules not the game ones. About the only thing I haven't explained last time talking about open trades is how to indicate positions. It should be clear from above; although I had no trouble with anyone's orders. Remember you can always make your orders conditional on information you would know at the beginning of your turn in a ftf game.

- Bill
- Caleb
- Brad
- Ian
- Robber
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- Forest (Lumber)
- Mountains (Ore)

Benji 1st Locations



**“Lassie”**

**Gamestart**

**GM: Andy Lewis**

**Deadline for Turn 1 is June 13, Friday**

Sorry some how I forgot one of the teams in this bracket so I will hold the moves for it since everybody should have all the info to make their choices. The teams in the first group are: Aston Villa, Arsenal, Sunderland, Bradford City, Brighton & Hove Albion, Torquay United, Cardiff City and the missing team is Rotherham United.

Press

**Chris - GM:** Looks like the Premiership passed me by this time. <Probably so but this game is won by glory points not premiership - look at this way, you have the most chances of getting glory points>



# “Scooby”

## Opening Bids and Country Selection

GM: Andy Lewis

Deadline for Turn 1 is June 13, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance
Sean Cousins	Barcelona (5)	1, 10	0	--	\$40	--	1
Caleb Cousins	Venice (2)	18, 14	0	--	\$37	--	1
Pitt Crandlemire	Genoa (4)	24, 19	0	--	\$39	--	1
Paul Bolduc	Paris (6)	29, 11	0	--	\$40	--	1
Dennis Cain	Hamburg (1)	16, 9	0	--	\$35	--	1
Bill Scharf	London (3)	20	0	--	\$38	--	1

### Commodity Log

Commodity	Sean	Caleb	Pitt	Paul	Dennis	Bill
Stone (2)	--	--	--	1	--	--
Wool (3)	--	--	--	--	--	1
Timber (4)	1	--	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	--	1	1	--	--	--
Wine (7)	--	--	--	--	1	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

### Initial Bids

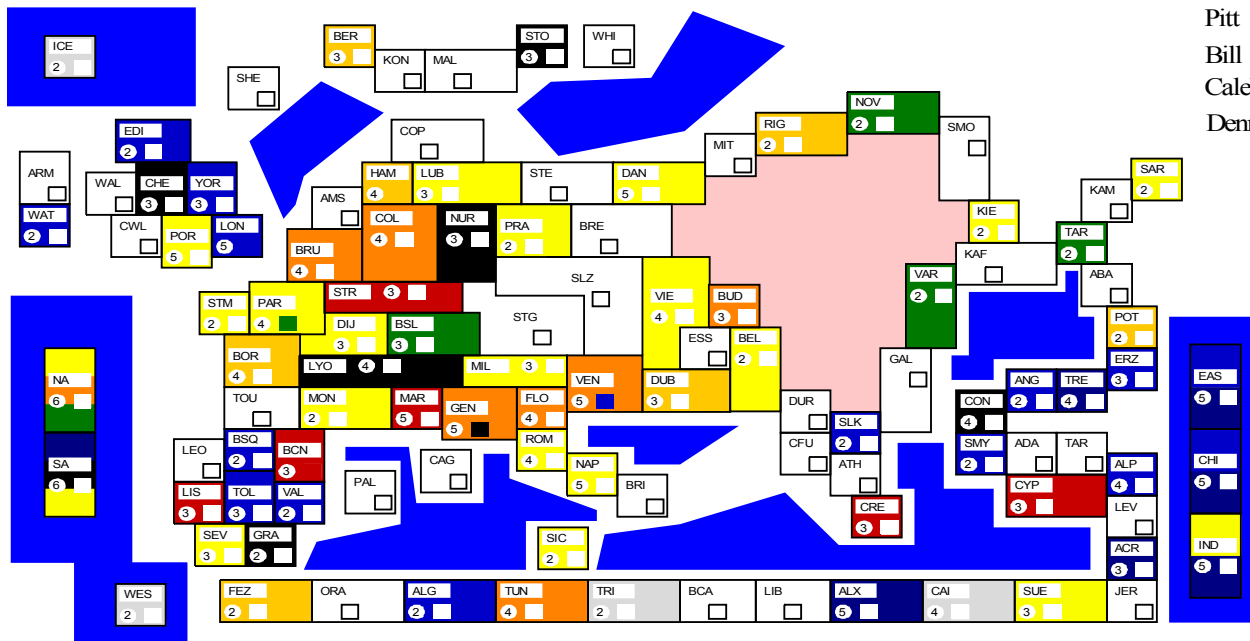
Dennis - \$5 for Hamburg  
 Caleb - \$3 for Venice  
 Bill - \$2 for London (2nd choice)  
 Pitt - \$1 for Genoa (2nd choice)  
 Sean - \$0 (dr4) for Barcelona  
 Paul - \$0 (dr3) for Paris

4 out of 6 got 1<sup>st</sup> choice with the other two only having to settle for 2<sup>nd</sup> choices.  
 Not bad at all.

### Scooby Initial Set-up

### Tie-breaking order

- GMInfo
- Paul ■ L3
  - Sean ■ L4
  - Pitt ■ L4
  - Bill ■ L3
  - Caleb ■ L4
  - Dennis ■ L4



## 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. How are comets named?

A1. Comets are named for their discoverers. The most notable exception is Halley's Comet, which was named for the person who first calculated its orbit.

Dennis Cain, Paul Bolduc, Pitt Crandlemire, Andy Lewis, Berry Renken, Steve Koehler, David Anderson, Bill Scharf, Chris Geggus, Caleb Cousins, Brad Martin, and Brendan Whyte each receive ½ point.

Q2. What famous tapestry showed a comet above a field of battle?

A2. The Bayeaux Tapestry, which depicts what would later come to be called Halley's Comet over the Battle of Hastings.

Dennis Cain, Paul Bolduc, Pitt Crandlemire, Bill Scharf, Kevin Kinsel, Chris Geggus, Brad Martin, and Brendan Whyte each receive ½ point.

Q3. Where are comets believed to come from?

A3. From a region of space well beyond Pluto's orbit called the Oort Cloud. They are thought to be leftovers from the formation of the Solar System.

Dennis Cain, Paul Bolduc, Pitt Crandlemire, Steve Koehler, Bill Scharf, Kevin Kinsel, and Brad Martin each receive ½ point.

Q4. What was unusual about comet Shoemaker-Levy 9?

A4. It was broken up by, and crashed into Jupiter in 1994.

Dennis Cain, Paul Bolduc, Pitt Crandlemire, Berry Renken, and Dave Anderson each receive ½ point.

Q5. What is the connection between comets and meteor showers?

A5. Meteor showers are the remnants of comets.

Dennis Cain, Paul Bolduc, Pitt Crandlemire, Berry Renken, Dave Anderson, Bill Scharf, Kevin Kinsel, and Brad Martin each receive ½ point.

Free issues are awarded to Chris Geggus, Paul Bolduc, and Bill Scharf.

### *Current Scores*

Chris Geggus	30½	Andy Lewis	25½
Paul Bolduc	21½	Pitt Crandlemire	18
Andy York	14½	Steve Koehler	13½
Dan Eisenhut	12	Bill Scharf	10½
Bob Robles	9½	Dave Anderson	9
Berry Renken	8½	Caleb Cousins	7½
Dennis Cain	7	Brendan Whyte	6½
Sean Cousins	5	Debbie Osborne	4
Kevin Kinsel	4	Ward Narhi	3½
Kevin Wilson	3½	Brad Martin	3
Tom Howell	2½	Sigourney Street	½

### *New Questions*

#### **Topic: Miscellaneous Trivia**

1. What is the longest wall or fence in the world?
2. 11 out of the 12 largest hotels in the world are in a single city. Name the city.
3. Gram for gram, what is the most expensive seasoning in the world?
4. Who commanded the H.M.S. *Endeavor*?
5. What is the southernmost point on the Earth from which the aurora can be regularly seen?

## Pedagogy

Last issue I described the characteristics of a number of active galaxies. They all had a number of characteristic in common. The active portion was extraordinarily bright – frequently outshining the rest of the galaxy by several orders of magnitude. In addition, the active region was generally small. In many cases, the size of our Solar System or smaller. Realistically, there is only one thing that can be that small, yet at the same time, that energetic. That is a super massive black hole.

Consider a black hole with a mass equal to one billion times the mass of our sun. Such a black hole would have a Schwarzschild radius of just under three billion kilometers. It would take light just under three hours to cross this distance, so from that standpoint, the value is just about right.

The next question most of you probably have on your minds now is “How can a black hole, no matter how large it is, produce energy?” The answer is that the black hole is accreting matter. As the matter falls in toward the black hole, it heats up. This heat comes from two sources. The first is friction with other infalling matter. The second is the loss of gravitational potential energy. Take for example an egg held at a height of two meters off the ground. Simply by virtue of the fact that the egg is not on the ground, it possesses some energy because if we were to let it go, it would fall, and the potential energy would be transformed into kinetic energy – energy of motion. When the egg hit the ground, the kinetic energy is changed yet again. This time it takes on a number of forms: heat, sound, and disruption of the structure of the egg itself. Since the matter around a black hole is falling from a much larger height than two meters and it is falling in a much higher gravitational field than Earth's, the level of potential energy is immensely higher – enough to heat the matter to temperatures approaching the interior of a star. At such temperatures, the matter glows in the gamma ray and X-ray region.

The core of an active galaxy typically releases about ten trillion times the amount of energy per second of our Sun. That is the equivalent of a mass the size of Neptune being completely converted to energy *each second*. Since it is probable that the bulk of infalling matter is not converted into energy, this means that a mass about the size of Jupiter falls into the black hole every second. This adds up to over 17 times the mass of the Sun per year getting swallowed up in the black hole.

The matter is unlikely to be delivered to the black hole in a smooth, even flow. This is because much of it probably originates in the form of stars. These stars would be pulled apart by tidal forces before they reached the event horizon of the black hole, but even then, the matter flow would tend to be lumpy. If a large lump got sucked in, the accretion disk would brighten. This would account for the brightness differences observed in the cores of active galaxies.

How could such a massive black hole form? Actually, such massive black holes are less improbable than stellar sized black holes. One of the primary arguments against stellar sized black holes is the fact that immediately prior to the final collapse, the average density of a black hole the mass of our Sun would be greater than the average density of a neutron star. Our current theories of subatomic particles break down at such great densities. We just don't know what is happening at that level. However, the average density of the pre-collapse state decreases with the square of the mass. This is because the Schwarzschild radius depends only on the mass of the object. So, if we calculate the average density of an object which is one billion times more massive than the Sun with a radius of the Schwarzschild radius, this yields a density about 100 times *less* than that of liquid water. Our knowledge of objects at this density is quite good. Now, it is likely that the black hole started out much smaller than one billion solar masses.

However, since it's growing at a rate of over 15 solar masses per year, it would not take long, in astronomical terms, for the black hole to reach the size at which we observe it today.

Black holes could also explain the jets which appear in some active galaxies. As matter spirals down into the black hole, it tends to form a disk at the equator, due to the conservation of angular momentum. The disk is naturally denser than the area around it, and consequently, it is more opaque

to radiation. Therefore, the radiation tends to shoot out toward the poles of the black hole. Since this radiation is highly energetic, it pushes matter ahead of it, causing jets to form. What this doesn't explain is why jets appear in some cases and not in others, or why sometimes only one jet is visible, or why jets have rarely been observed in spiral galaxies.

Next time, I will start a series on our own solar system.

## Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

**Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**



Addresses

David Anderson "Snoopy" 287 Florawood Waterford, MI 48327 (810) 683-3274	Pitt Crandlemire 7 Franklin St. Ste. 3 Brookline, MA 02146 pittc@syncon.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Björn Peine Baumschulenweg 28 39307 Genthin Germany	Sigourney Street "Canine Killer" PO Box 1506 GMF Boston, MA 02205-1506
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 bolduc@eglin.af.mil (904) 863-9081	Dan Eisenhut "Naldo" <b>USS Lake Erie (CG-70)</b> <b>FPO AP 96671-1190</b> dan@bbs.annex.com	Michael Lowrey 6503 Four Winds Dr. Apt. D Charlotte, NC 28212-3749	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.idn.nl Berry.Renken@hunze.iwng.nl	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 ahgeneral@aol.com avalon.hill@genie.com
Brian Boulanger 6094 Jack Rabbit Rd. NE Rio Rancho, NM 87124 bboulanger@RR5.intel.com	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY UK	Ken Marcinonis 322 Sheri Brunswick, OH 44212 (216) 225-2984 KenMech@aol.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Brendan Whyte 96 Waiatarua Rd. Remuera Auckland 5 New Zealand
Tom Butcher 12532 Oak Knoll Rd. Poway, CA 92064 (619) 679-9440	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867	Brad Martin 15 Turo Close Willeton 6155 Western Australia Australia martib@devetwa.edu.au	Bob Rutherford "Chili Dog" 4801 Arapaho Rd. Dallas, TX 75248	Jason Wilke "Rock-it Man" 2042 Dalon Ave. Deltona, FL 32725 wilke@n-jcenter.com (904) 789-7764
Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 scain@bdcast.com	Tom Howell "Whippet" PO Box 1450 Port Townsend, WA 98368- 0036 off-the-shelf@pt.olympus.net (206) 379-9697	Jamie McQuinn 236 Rubicon Rd. Dayton, OH 45409-2242 (513) 299-9578 jmcquinn@delphi.com mcquinn@data.lib.udayton.edu	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Ian Willey 15 Metro Ave. Newton, Alfordon Derbyshire, DE55 5UF, UK
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Kevin Kinsel "El Coyote" 21561 Oakbrook Mission Viejo, CA 92692 kinsel@sure.net (714) 458-0819 (714) 830-2939	Ward Narhi "Dogbert" 2241 Front Street Cuyahoga Falls, OH 44221 narhiw@diebold.com 103036.546@compuserve.com (216) 923-0748	Stuart Schoenberger "Wag-a- Tail" PO Box 510 Jamaica, NY 11435	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Steve Koehler "Devil Dog" 2906 Saint Field Place Charlotte, NC 28270 Steve_Koehler@Prodigy.com (704) 544-2849	Debbie Osborne 170 Gale Blvd. #104 Melvindale, MI 48122	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378	Andrew York "Greyhound" PO Box 2307 Universal City, TX 78148- 1307 73210.3053@compuserve.com (210) 658-6066
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, Berry Renken (1995 only) **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, 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 Moody Indignants in "Wolfpack" and the Spanish in "Chihuahua"  
Michael Lowrey for Tribute to Troy in "Mutt"  
Open Call for the Portuguese in "Chihuahua"