

Notes from Hades

You may have noticed that this issue is late. The reason for that is the fact that seven people had either late or missing orders. This is not only unfair to me; it is also unfair to those who get their orders in on time. So, look at the deadline and don't make an assumption based on past deadlines. I may change them from time to time to respond to changing circumstances in my life. I will continue to accept orders up until the point at which I run the game, but I will be much less willing to hold up the whole zine because of late orders.

In more positive news, there has been a new addition to the Lewis household. Daniel Lewis was born at 7:28 am on Thursday, June 12. He was 7 pounds and 19 1/2 inches long. Congratulations to Andy and Carrie on their new addition.

The DipCon XXX announcement is out. It will be held in Seattle, Washington from August 22-24. Details and a registration form can be obtained from me or from Buz Eddy, 7500-212th Street SW, Suite 207, Edmonds, WA 98026.

This issue's deadline will be on **Tuesday, July 29 at 5:00 p.m. 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, July 26 at 5:00 p.m. Pacific Time. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

"Proteus"	Midway Campaign	1100 Nov 12
"Sirius"	Stellar Conquest	Turns 27, 28

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.

"Feral Dogs" Gunboat Machiavelli, 1995 edition. The choice of advanced, basic, and optional rules will be decided by the players, as will be the scenario (anybody care to try one of the scenarios printed in the last General?). Have 7 (you if checked []), need 0 to 1 more. If you are signed up and would like to submit a scenario preference list, please do so.

Wish List

History of the World will start up when "Mongrel" finishes. Need 6.

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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Subscriptions cost \$150 per issue (\$2.25 overseas).

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

Jamie McQuinn

RE: "I could really care less..."

It is not just an intercontinental difference. When I was a kid, we all used the phrase "I couldn't care less" which grammatically makes sense. Over the years I heard more and more people leave out the contracted "not". It used to drive me crazy. "You're not saying it right. Listen to yourself!" I finally gave up.

Now that Brendan mentions it, the phrase "Lucked out" is a little weird.

I looked them both up in "A Dictionary of Americanisms" and it shed little light on "lucked out" but it did note that "couldn't care less" was "also heard increasingly as 'could care less'."

Ward Narhi

So have many people played the new Machiavelli yet? I am curious to hear what they think of the new map and rules after a few games. I'd be interested in receiving Niccolo with Stuart's new 10-player variant. I don't see how you can cram another two powers in there. The Genoan variant seemed impractical for Genoa, the addition of Hungary would make it very crowded indeed.

[I still haven't had a chance to play it ftf, but so far it seems to be going well in my zine and others. Berry Renken, in particular, has started several games of it, and all are progressing well.]

Niccolo should be going out shortly after this issue. The cost is \$1.00 per issue and it comes out semi-annually (June and December). If anyone would like a copy and isn't currently a subscriber, please let me know.]

Have you had any thoughts of running Junta? I don't know if it would translate to PBM very well but I would love to play, if possible. Also, I notice Mongrel is winding down. Is there any chance a new HOTW game will start up? I bought the game hoping to play it in SOB.

[Junta would be an interesting game to run by mail. Maybe after things settle down in my life I'll look into how the game would translate. Who knows, I may even run it.

After Mongrel ends, I am definitely planning on running a replacement History of the World game. I even have a number of interesting variants that can be thrown in, courtesy of Kevin Wilson.]

Chris Geggus

I don't know how much attention was paid in the U.S. press to our recent General Election, which brought in a Labour Government for the first time since 1978. Whilst the new government is a lot less socialist than its predecessors we would still expect borrowing and inflation to rise and the cost of living to go up. If, as expected, we forge closer ties with Europe we can also expect the imposition of a minimum wage and certain workers rights, which, of course, will do nothing more than increase unemployment. Some parts of the Labor manifesto could be good, some could be bad, but I guess that's democracy. I have to be careful here as Murray and I are not of the same political leaning. Both of us have given up trying to educate the other (old dog, new tricks and young whippersnapper spring to mind). However we will all get to see the results in time.

[Actually, the results of your election made the front page of the Los Angeles Times. It seems that whenever a major ally of ours changes government for the first time in almost two decades, even the U.S. press takes notice. In fact, just recently I recall a news story about how the new Parliament passed the most restrictive gun laws in the world. So, we do occasionally look beyond our own borders.]

“Rabid Dog” / MGN# O/E1/9/ABC/1

Summer 1455

Deadline/Fall 1455 7/29 Tuesday

Austria is under attack from all sides while the Pope and Venice reorganize their borders.

Spring 1455 Retreats

France retreats A1 to Bergamo

Orders

Austria: A1 MILAN to Trent
 (Koehler) A2 (EM) Genoa to MODENA
A4 CREMONA to Milan
 A5 PAVIA supports A4

France: A1 BERGAMO to Trent
 (Wilke) A2 Hungary to AUSTRIA
 A3 TYROLEA supports A4
 A4 Austria to CARINTHIA

Naples: A1 Turin to SWISS
 (Narhi) A2 SAVOY to Genoa
 F3 Ionian Sea to GULF OF NAPLES
 F6 EASTERN GULF OF LYON supports A2
 F7 Western Tyrrhenian Sea to EASTERN TYRRHENIAN SEA

Papacy: A1 (EP) PIOMBINO holds
 (Scharf) A2 Sienna to AREZZO
 A3 Florence to PISTOIA
 A4 Rome to SPOLETO
 A5 Spoleto to URBINO
A6 (EM) PISA supports A3
G2 FLORENCE converts to A7

Turks: A1 SLAVONIA supports A2
 (Wilson) A2 Ancona to CROATIA
 F1 Croatia(nc) to ISTRIA
 F3 LOWER ADRIATIC transports A2
 F4 DALMATIA transports A2

Orders (cont.)

Venice: A1 ROMAGNA supports Turkish A2 Ancona (nso)
 (Robles) A2 BOLOGNA supports A5
 A3 Verona to MANTUA
A4 (EM) Mantua to PARMA
A5 MODENA supports A2 (cut)
 A6 Friuli to CARNIOLA
F1 (EM) Carniola to UPPER ADRIATIC
 F2 VENICE LAGOON supports F1

Notes

Bob Rutherford has had to resign as the Pope, but was kind enough to find his own replacement. Bill Scharf is the new Pope

Press

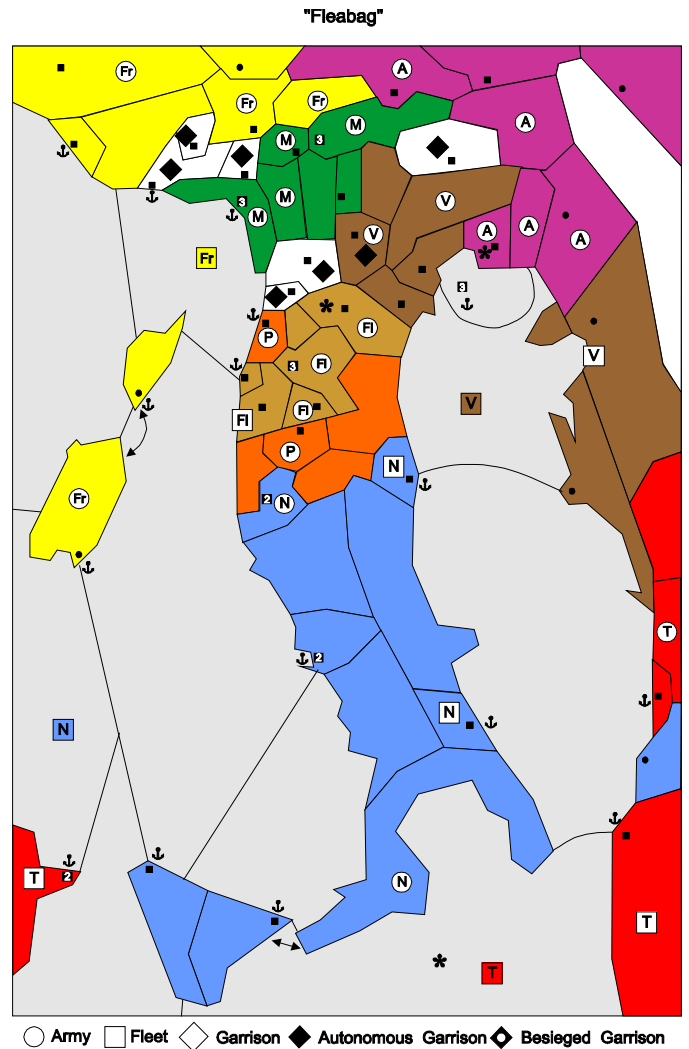
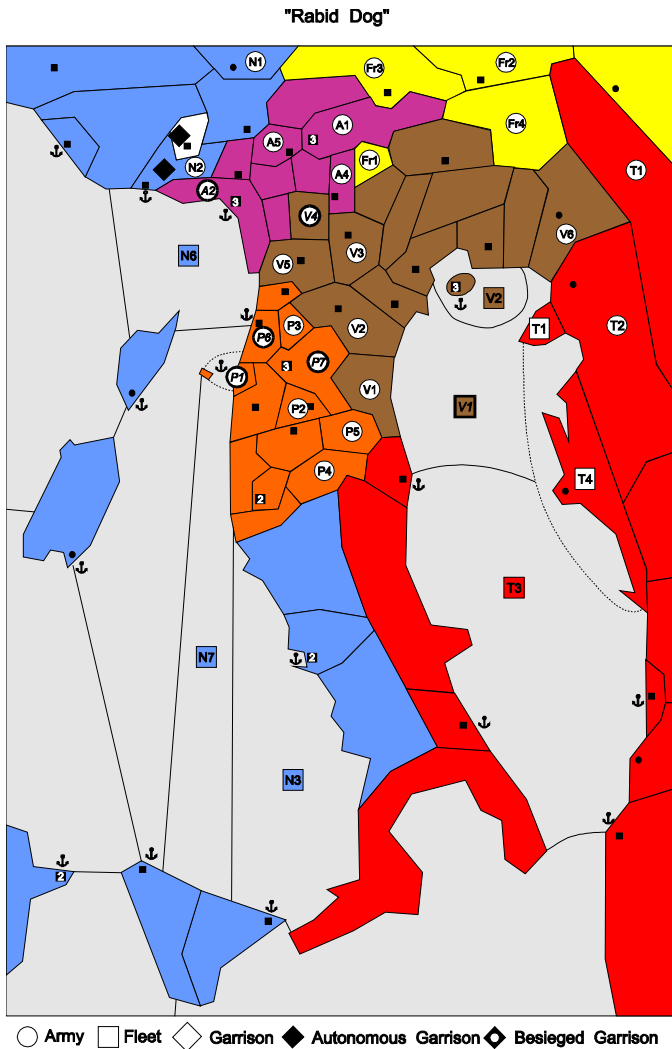
Naples - Pope: Your buildup on our border concerns me. And your takeover of Piombino/Pisa was not very nice at all. If you moved south look for a tough fight and keep those ducats ready.

New Papacy - All: Because of the unfortunate loss of our previous most holy pope, we have been appointed his successor. We absolve you of any previous transgressions you have displayed, and hope we can work together in an equitable manner. Please remember any aggressions against us may doom you for all eternity....

Murad II - His Holiness: Er... that declaration I mentioned last time, please disregard that. See, we left Ancona to your tender mercies. Surely that is evidence enough we were only joking.

Murad II - Austro-Milano: You could at least have said good-bye as you left Slavonia and Carniola.

Murad II - Franco-Austrian: What's up neighbor?



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

Fall 1455

Deadline/Winter-Spring 1456 7/29 Tuesday

The various wars heat up as Austria makes gains against Venice in one area while losing in another. Likewise with Florence and the Pope. Naples backs into a Papal center while France steals from the Turks while being completely stymied by Milan.

Summer 1455 Retreats

Naples F Lower Adriatic retreats to Ancona

Orders

- Austria: A TYROLEA supports French A Turin to Milan (nso)
 (Renken) A Istria to CARNIOLA
 A CARINTHIA supports A Istria to Carniola
 A Verona to TREVISO
 A FRIULI supports A Verona to Treviso
- Florence: A Urbino to BOLOGNA
 (Wilke) A FLORENCE supports A Urbino to Bologna
 F SIENNA holds
 A AREZZO supports A Florence
- France: A TURIN to Montferrat
 (Grib) A CORSICA to SARDINIA
 A COMO supports A Avignon to Turin
 A AVIGNON to Turin
 F LIGURIAN SEA to SAVOY

Orders (cont.)

- Milan: A MILAN holds
 (Schoenberger) A GENOVA to SAVOY
 A FORNOVA to Genoa
 A PAVIA to Montferrat
- Naples: A ROME support Papal A Perugia holds (nso)
 (Lewis) A Messina to OTRANTO
 F Ionian Sea to Durazzo (DISLODGED, retreat Gulf of Naples, Central Mediterranean, Palermo, Messina, OTB)
 F Aquila to BARI
 F WESTERN MEDITERRANEAN holds
 F ANCONA holds
- Papacy: A PISA supports A Bologna to Florence
 (York) A Bologna to Florence (DISLODGED, retreat Pistoia, Lucca, Modena, Ferrara, garrison, OTB),
 A PERUGIA to Sienna
- Turks: A Albania to HERZEGOVINA
 (Street) F DURAZZO supports F Lower Adriatic to Ionian Sea
 F Lower Adriatic to IONIAN SEA
 F TUNIS to Western Mediterranean

Orders (cont.)

Venice: A Padua to VERONA
 (S. Cousins) A MANTUA supports A Padua to Verona
A Treviso supports A Padua to Verona (DISLODGED, retreat Padua, garrison, OTB)
F UPPER ADRIATIC to Dalmatia
F CROATIA to Dalmatia

Notes

A couple of errors were pointed out to me in the last adjudication. First of all, the map was incorrect in showing that the Turks had a fleet in Ragusa. The fleet was actually in Durazzo. The orders were correct. Secondly, the orders incorrectly showed a Venetian unit being ordered from Friuli to Carinitha, when in fact it was ordered to Treviso.

Press

Milan - Papal States: We really know how to do the walk and the talk!

Milan - Turks: Too bad that you could not speak up on my behalf.

Milan - Venice: We share the same grief, neighbor!

Milan - France: I don't know you from a hole in the wall, and I guess I never will. Too bad.

Milan - Florence: I have always believed that you were always right! Not that it has done me any good, but it is nice to know that there are players like that.

Milan - Austria: If you choose to stab me, you have given good, or is it bad, old France his end game.

Turkey - Naples: Beware of my invisible fleets.

Turkey - Austria: What's the weather like up there?

Winter 1456 Adjustments

GAINS, losses

Aus	Tyrolea, Austria, Hungary, CARNIOLA, Croatia , TREVISIO ¹	Remove 1/0 ¹
Flo	Pisa, Arezzo, FLORENCE, Piombino, Sienna, BOLOGNA ²	Build 1/0 ²
Fra	Marseilles, Avignon, Swiss, Turin, Corsica, SARDINIA	Build 1
Mil	Milan, Pavia, Cremona, Bologna , GENOA	Even
Nap	Naples, Palermo, Messina, Bari, Rome, Albania, ANCONA	Build 1
Pap	Perugia, Ancona , Florence , PISA	Remove 1/0 ³
Tur	Tunis, Durazzo, Sardinia , Ragusa	Remove 1
Ven	Venice, Padua, Treviso , Dalmatia, Ferrara, CROATIA	Remove 1/0 ⁴

¹If Venice retreats to garrison, neither player may count Treviso for a build

²If the Papacy retreats to garrison, neither player may count Bologna for a build

³The Papacy remains even if he retreats to Ferrara, loses one otherwise

⁴Venice loses one if the Papacy retreats to Ferrara, otherwise remains even

“Howl” / MGN# O/C2/6/ABC/1Fall 1514Deadline/Winter-Spring 1515 June 27GM: Mike Scott

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

VENICE: *f uadr sea s a romagna - ancona, a romagna - ancona, a carinthia*
- austria, A FRIULI - CARNIOLA, A BOLOGNA - PISTOIA.

RETREATS; THE AUTO-G PISA, THE AUTO-G SAVOY, AND THE AUTO-G MONTFERRAT ARE ALL ELIMINATED. THE VENICE A ROMAGNA MUST RETREAT AND ONLY FLORENCE IS AVAILABLE FOR IT TO RETREAT TO; THE VENICE F UADR SEA MUST ALSO RETREAT; CHOICE'S ARE VENICE LAGOON, PADUA, FERRARA, FRIULI, ISTRIA, OR CROATIA.

CAMPAIGN SEVEN WINTER 1514 - SPRING 1515;

PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 4 = GOOD YEAR, ROW ONLY; DIE ROLL 11 HUNGARY, ALBANIA, ROMAGNA, MESSINA.

PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE:

CONTROLLED CITIES:

AUSTRIA: AUSTRIA, (NAPLES=NO INCOME DUE TO SEIGE).
 FRANCE: AVIGNON, SWISS, TYROLEA, MARSEILLE, SAVOY, SALUZZO, TURIN, MONTEFERRAT, COSICA, & SARDINA.
 MILAN: MILAN 3, PAVIA, CREMONA, MANTUA, FERRARA, MODENA, & GENOA 3.
 PAPACY: ROME 2, ANCONA, PERUGIA, BOLOGNA, PISA, & DALMATIA.
 TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, & TUNIS 2.
 VENICE: VENICE 3, PADUA, TREVISIO, TARENT, CARNIOLA, CROATIA, & FLORENCE 3.

CONTROLLED PROVINCES:

AUSTRIA: AUSTRIA, PIOMBINO, & COMO.
 FRANCE: AVIGNON, SWISS, TYROLEA, MARSEILLE, SAVOY, SALUZZO, TURIN, MONTEFERRAT, COSICA, SARDINA, & PROVENCE.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

CAMPAIGN SIX: FALL 1514;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

PHASE B; NONE THIS TURN.

PHASE C; FAMINE REMOVALS; NONE THIS TURN.

PHASE D; PLAGUE PHASE; NONE THIS TURN.

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 UNIT'S HOLD: A COMO, F PIO, G NAPLES.

FRANCE: A SWISS - TYROLEA, A MONTFERRAT B2 AUTO-G, A SAVOY B2 AUTO-G, F WGoFL - EGoFL, F SARDINIA - WGoFL.

MILAN: A PAVIA S A MILAN, A MILAN S FRENCH A SWISS - TYROLIA, A GENOA HOLD.

PAPACY: AN AQUILA S A NAPLES B1 AUST G NAPLES, A NAPLES B1 AUST G NAPLES, A PISA B2 AUTO-G, F ANCONA S A URBINO - ROMAGNA, A LUCCA S A FLORENCE - BOLOGNA, A URBINO - ROMAGNA, A FLORENCE - BOLOGNA, F DALM S TURKEY'S F L ADR - U ADR.

TURKEY: A SALERMO - OTRANTO, *a hungary - austria*, F GofNAPLES - E TYR, F MESSINA - PALERMO, F WTYR - WMED, F L ADR - UADR.

MILAN: MILAN, PAVIA, CREMONA, MANTUA, FERRARA, MODENA, GENOA, PONTREMOLI, & PARMA.

PAPACY: ROME, ANCONA, PERUGIA, BOLOGNA, LUCCA, PISA, DALMATIA, NAPLES, SPOLETO, AQUILA, CAPUA, TIVOLI, PATRIMONA, URBINO, & ROMAGNA

TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, TUNIS, OTRANTO, SALERNO, BOSNIA, & HERZEGOVINA.

VENICE: PADUA, FRIULI, TREVISO, TRENTO, CARNIOLA, CROATIA, FLORENCE, SAVONIA, VICENZA, VERONA, BRESCIA, BERGAMO, & PISTOIA, ISTRIA, CARINTHIA.

SEA'S; AUSTRIA -0-, FRANCE 2, MILAN -0-, PAPACY -0-, TURKEY 3, VENICE

1.

NOTE: THE GM HAS RETREATED THE VENICE F UADR TO VENICE LAGOON FOR THE SAKE OF THE FOLLOWING REPORT. SHOULD VENICE RETREAT TO ONE OF HIS PREVIOUSLY CONTROLLED AREAS HIS \$ WOULD BE REDUCED BY \$1, AND IF HE RETREATS TO FERRARA HIS \$ WOULD INCREASE BY \$1 AND MILAN'S WOULD BE REDUCED BY \$2. CONDITIONALS PLEASE IF APPLICABLE!!!!!!!

	Start	city's	prov's	seas	var	<fam>	subtotal
AUST	-0-	1	3	0	4+3	-0-	11
FRA	4d	10	11	2	5	-0-	32
MIL	1d	11	9	-0-	2+4	-0-	27
POPE	5d	7	15	-0-	3	<1>	29
TURK	5d	8	11	3	4	<6>	25
VEN	18d	11	15	1	2+3+1	-0-	51

VENICE GOT THE FLORENCE VARIABLE INCOME D.R., AND MILAN GOT THE NAPLES D.R. THIS TURN.

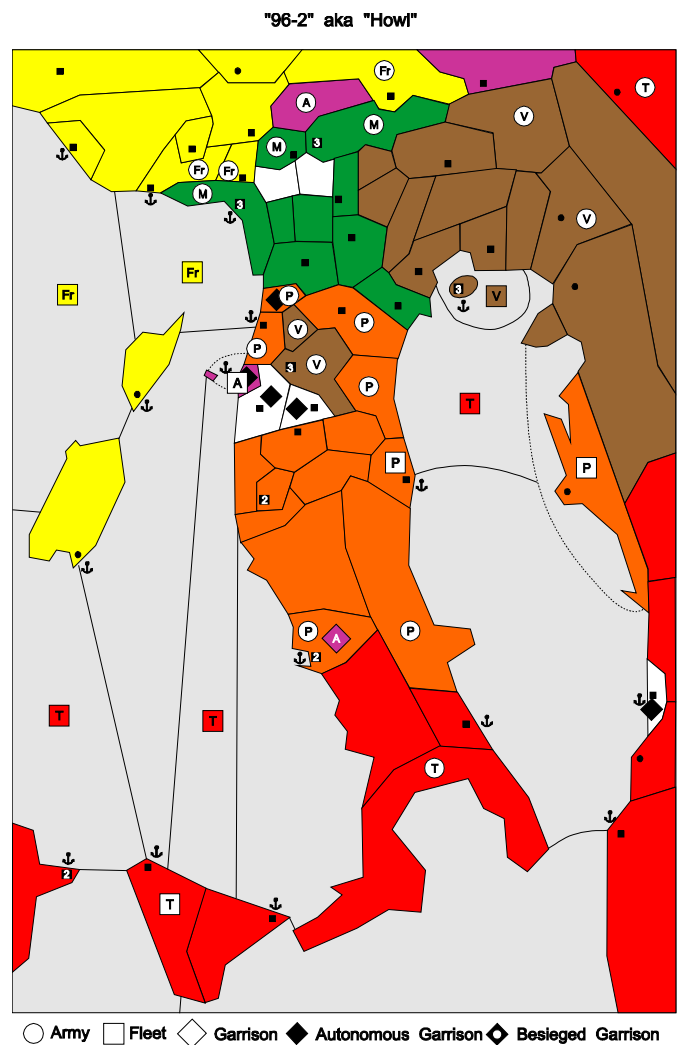
PHASE C; FAMINE REMOVALS; NONE THIS TURN.

PHASE D; PLAGUE PHASE; NONE THIS TURN.

As of now, the FOLLOWING ARE THE ONLY Auto-garrison's in their original locations; RAGUSA, SIENNA, AREZZO, & PIOMBINO.

OK, YOUR PURCHASES AND MAINTAINS ARE DUE ALONG WITH YOUR SPRING ORDERS: BY JUNE 27TH!!!! THE REPORT ABOVE

WILL BE THE ONE PRINTED IN THE NEXT S.O.B., BUT I WILL SEND ALL OF YOU THIS VIA EMAIL..... AND YES I KNOW THAT IS FAST AFTER I TOOK SO LONG TO DO THE REPORT.... I AM HOPPING TO GET THIS GAME BACK ON TRACK.... I AM ALSO LOOKING FOR A POSSIBLE REPLACEMENT FOR THE AUSTRIAN POSITION.



"Mongrel"

Epoch VII Empire Selection

Deadline for Epoch VII Russia, Manchu Dynasty, Netherlands, and France: 7/29 Tuesday

The Dark Side (Eisenhut) RUSSIA: NMR! Game for standby call: **Will Joe**

Carl please submit standby orders for The Dark Side!

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-U's (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)	81	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-U's. 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-kiang*, 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

Your Empire is: _____

“Wolfpack”

Epoch V Vikings, Holy Roman Empire, and Chola

Deadline for Epoch V Sung Dynasty, Seljuk Turks, and Mongols: 9/29 Tuesday

PMS'ing Indignants VIKINGS: Plays Leader. Army *Scandinavia* (2 civil war armies eliminated), fleet *North Sea* (vs. Arachnids: P: 6, 3, 1; A: 3; wins), army *Albion* (vs. Celts: V: 4, 3, 2; C: 1, 1; wins), *Northern Gaul* (vs. Franks: V: 5, 4, 1; F: 3; wins, Capital reduced to city), *Central Massif* (vs. Franks: V: 4, 3, 3; F: 1; wins), *Baltic Seaboard* (vs. Franks: V: 3, 2, 1; F: 2; wins), fleet *Atlantic Ocean*, army *Congo Basin* (impossible, may not place armies in South America or Sub-Saharan Africa, GM places army in *West Indies*), army *Shatts Plateau* (vs. Franks: V: 5, 4, 3; F: 6, 2; loses). Points: Dominance in Northern Europe (4) and Middle East (4), Presence in North Africa (2), North America (1), India (3), and Southeast Asia (2), one Capital (2), two cities (2), two Seas (2), and six Monuments (6) for 28 points.

The Blunt Approach Plays Disaster in *Ganges Delta* (city and Monument destroyed). HOLY ROMAN EMPIRE: Army and Capital in *Central Europe* (Celt army destroyed), army *Dalmatia* (vs. Goths: H: 6, 5; G: 5, 3; wins), *Northern Apennines* (vs. Goths: H: 6, 1; G: 3; wins), *Southern Apennines* (vs. Goths: H: 6, 4; G: 1; wins, city eliminated), *Dneipr* (vs. Arabs: H: 5, 1; A: 1; wins), *Caucases* (vs. Arabs: H: 6, 5; A: 2; wins), *Eastern Anatolia* (vs. Arabs:

H: 4, 3; A: 3, 2; wins), *Zagros* (vs. Huns: Ho: 5, 1; Hu: 4; wins, city eliminated), *Middle Tigris* (vs. Arabs: H: 5, 3; A: 2; wins), *Upper Tigris* (vs. Arabs: H: 6, 3; A: 2; wins). Builds Monument *Central Europe*. Points: Dominance in Southern Europe (6), Middle East (4), and Southeast Asia (4), Presence in Eurasia (1), North Europe (2), and China (3), two Capitals (4), two city (2), two Seas (2), and seven Monuments (7) for 35 points.

Pinky and the Brain plays Rebellion in *Ireland* (vs. Anglo-Saxons: R: 4, 1; A: 3; wins). CHOLA: Army and Capital in *Eastern Ghats* (Gupta army retreats to *Western Deccan*), fleet *Bay of Bengal*, army *Ganges Delta* (vs. T'ang Dynasty: C: 4, 3; T: 2, 1; wins), *Irrawaddy* (vs. Khmers: C: 5, 3; K: 3, 2; wins), *Szechwan* (vs. T'ang Dynasty: C: 2, 1; T: 2, 1; C: 4, 2; T: 5, 4; loses), *Szechwan* (vs. T'ang Dynasty: C: 5, 5; T: 5, 5; C: 5, 1; T: 5, 2; C: 3, 1; T: 6, 3; loses), *Szechwan* (vs. T'ang Dynasty: C: 6, 1; T: 5, 1; wins), *Wei River* (vs. T'ang Dynasty: C: 3, 3; T: 1; wins). Points: Dominance in India (6), Presence in Northern Europe (2), Southern Europe (3), Middle East (2), China (3), Eurasia (1), and Southeast Asia (2), two Capitals (4), one city (1), one Sea (1), four Monuments (4) for 28 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Kinsel	Quantum Coyotes (Black)	34	76
Paul Bolduc	The Arachnids (Blue)	37	89
Caleb Cousins	Dead Peoples (Green)	41	93
Sean Cousins	Pinky and the Brain (Red)	42	110
Pitt Crandlemire	PMS'ing Indignants (Purple)	47	99
Chris Geggus	The Blunt Approach (Orange)	52	119

Notes

Pitt Crandlemire is now the player of record for the PMS'ing Indignants (formerly the Moody Indignants).

Final Positions

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

SAXONS: Army and *Ireland*. T'ANG DYNASTY: Armies *Great Plain of China*, *Yellow River*, *Tarim Basin*, and *East Indies*.

Quantum Coyotes: ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army Monument in *Persian Plateau*, army each in *Western Steppe*, *Eastern Steppe*, and *Turanian Plain*.

Pinky and the Brain: Two fleets *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, two armies Western Deccans. CHOLA: Army and Capital Eastern Ghats, army and Monument Wei River, armies Ganges Delta, Irrawaddy, and Szechwan.

PMS'ing Indignants: Fleets Red Sea, North Sea, and Atlantic Ocean. 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, armies Nubia and Palestine. VIKINGS: Army and city Northern Gaul, army and Monument Albion, armies Central Massif, Scandinavia, Baltic Seaboard, and West Indies.

The Blunt Approach: Fleet Eastern Mediterranean and South China Sea. ROMANS: Two armies Pyrenees, army Western Iberia, Morea, and Crete. KHMERS: Army and Capital in Mekong, army, city, and Monument in Yangtse Kian, army Si-kiang. MALAYAN KINGDOM: Army, city, and fort Malayan Peninsula. HOLY ROMAN EMPIRE: Army, Capital, and Monument Central Europe, army and Monument Southern Apennines, Middle

Tigris, Upper Tigris, and Eastern Anatolia, armies Dalmatia, Northern Apennines, Dneipr, Caucasus, and Zagros.

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 and Monument Pindus, armies Danubia and Western Gaul. FRANKS: Army and Monument Nile Delta, armies Lower Rhine, North European Plain, Shatts Plateau, and Libya.

Your event cards are: _____

Epoch V Empire

Your Empire is: _____

“Mutt”

Turn 12

Deadline, Turn 13: 7/29, Tuesday

Commander Actions

BarterTown II buys 2 titanium factories (Or3, Wa5, Wa7, Wa8, Wa8, Ti9, Ti10, Ti10) and 2 population factors (Or3, Wa7).

Awl Mining Company opens the bidding on Scientists at 40 and HBDC gets it for 58 (Or3, Or5, Wa4, Wa7, Re12, Re17, DL discount). Buys titanium factory (Wa4, Wa7, Wa8, Ti11) and a population factor (Or2, Or4).

Bellpick 7 buys 2 titanium factories (Or2, Or2, Or5, Wa10, MWa, Ti11). Moves population from ore factories.

The Outhouse buys 2 titanium factories (Or5, Wa7, Ti10, Ti12, Ti13, Ti13). Moves population from an ore and a water factory.

Fangland opens the bidding on an Outpost at 101 and it goes to Minos Entrepreneurs for 110 (Or1, Wa7, Wa7, Wa8, Wa9, Wa9, MWa, MWa). Opens the bidding on an Outpost at 101 and gets it (Wa5, Wa6, Wa8, Wa8, Re9, Re13, Re16, NC16, NC20). Moves population from water factory to man the titanium factory.

Heavenly Bodies Development Company passes.

Tribute to Troy Opens the bidding on a Laboratory at 83 and gets it (Or4, MWa, MWa, Mi19). Buys a population factor (Or5, Wa5)

Minos Entrepreneurs moves population from an ore factory to the titanium factory.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	Wa, HE, Ec, Ou	27
2	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF	No, 2DL, 2Sc, Ou	21
3	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF	No, Wa, OL, La	20
4	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Ec	20
5	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, Wa, Ec, Ro	19
6	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Wa, Ro	19
7	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF	DL, No, HE, 2Sc	15
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF	Wa, 2DL, Ou	14

Available Upgrades

New Arrivals: Laboratory, Robots, Orbital Lab, Robots

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

Notes

Michael Lowrey is now the player of record for Tribute to Troy.

Production Cards

In the Warehouse: _____

New Cards: _____

Bellpick 7, Minos Entrepreneurs, and Tribute to Troy took Mega water cards. BarterTown II and Awl Mining Company took Mega titanium cards.

“Chihuahua”

Turn 6

Turn 7 due: 7/29 Tuesday

Planning

Dutch buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
English buy 4 soldiers (\$40) and 1 ship (\$12) and maintains 3 ships (\$12) for \$64.
French buy 4 soldiers (\$40) and 1 ship (\$12), maintains 3 ships (\$12) for \$64.
Portuguese buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
Spanish buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
Swedes buy 2 soldiers (\$20) and maintains 5 ships (\$20) for \$40. 2 ships are declared pirates.

Outbound Naval Movement

Dutch move to anchorage J. Dice: 1, 1, 3, 6. Loses 1 soldier.
English move to anchorage K. Dice: 2, 4, 6. No losses.
French move to anchorage C. Dice: 1, 1, 5, 6. Loses 1 colonist and 1 soldier.
Portuguese move to anchorage N. Dice: 2, 3, 6, 6. No losses.
Spanish move to anchorage Y. Dice: 2, 3, 4, 6, 6. No losses.
Swedes move to anchorage O. Dice: 1, 3, 4. Loses 1 colonist and 1 soldier.

Mining

The Dutch mine one gold bar in I. The mine is exhausted.
 The French mine one gold bar in C and one gold bar in B. The mine in B is exhausted.
 The Portuguese mine one gold bar in N.

Discovery

The Dutch discover a mine in L.

Land Movement

French moves 2 gold bars from C to ships, 1 gold bar from B to C, 2 colonists from C to B, 3 soldiers and 3 colonists anchorage dot to C.
Swedes moves 2 soldiers and 2 colonist from O to R, 1 soldier from O to Q, 3 colonists and 3 soldiers from anchorage dot to O.
English moves 3 soldiers from H to G (resource rich climate 2 area with 2 natives), 2 soldiers K to H, 4 colonists and 4 soldiers from anchorage dot to H
Portuguese moves 1 gold bar from N to ships, 3 soldiers from N to P, 1 colonist from M to N, and 4 soldiers and 4 colonists from anchorage dot to N.
Spanish moves 4 soldiers and 4 colonists from anchorage dot to Y.
Dutch move 1 gold bar from I to J, 1 soldier from L to I, 3 soldiers and 4 colonists from anchorage dot to J.

Native Combat

French: None.
Swedes: 3 soldiers killed in area R.
English: None.
Portuguese: 1 native killed in area P.
Spanish: 1 native killed in Y.
Dutch: None.

Native Uprisings

Climate is a 4. Uprising in R (No losses).

Survival

Climate is a 5.
French no losses
Swedes no losses
English lose 1 soldier in G, and 1 prospector in K.

Portuguese lose 1 colonist in N.
Spanish lose 1 soldier in Y.
Dutch lose 1 soldier in I.

Political Control

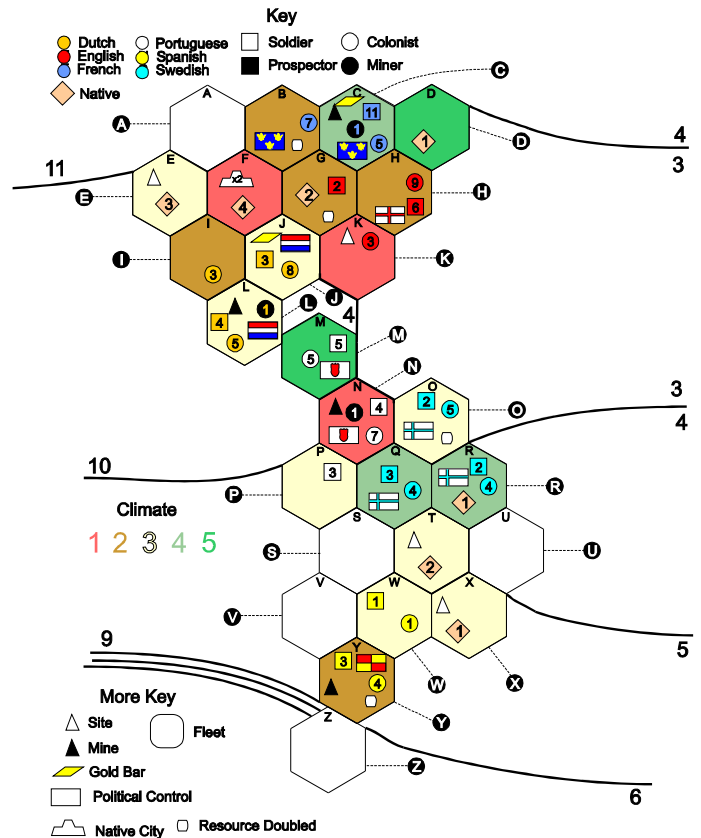
Swedes gain political control in area R.
Portuguese gain political control in area N.
Spanish gain political control in area Y.

Homebound Naval Movement

French: Dice: 2, 3, 5, 5. No losses.
Swedes: Dice: 2, 4, 5. No losses.
English: Dice: 1, 4, 6. One ship lost.
Portuguese: Dice: 2, 3, 5, 5. No losses.
Spanish: Dice: 1, 2, 3, 3, 6. No losses.
Dutch: Dice: 1, 2, 5, 6. No losses.

Income

French: Political Control: \$90, resources: \$38, gold: \$80.
Swedes: Political Control: \$120, resources: \$36.
English: Political Control: \$60, resources: \$24.
Portuguese: Political Control: \$90, resources: \$24, gold: \$40.
Spanish: Political Control: \$60, resources: \$18, gold: \$40.
Dutch: Political Control: \$90, resources: \$32.



Turn 7 Initiative

Dutch, French, English, Spanish, Swedes, Portuguese

Press

Dutch - Sweden: If you are tempted to expand into the power vacuum down south you'll be making yourself a target. That's why I'm passing it up....

English - GM: Shouldn't the natives be Red Indians, not pinky-Indians? Or did their dye run?

Cerberus - English: Actually, they are tan Indians. My printer just makes them look pink.

France to all and especially the GM: OK, what is it going to take to get a decent survival roll just one time?

Swedes - GM: Oh you mean I'm just rolling that bad!

Cerberus - Swedes: Yup.

Notes

Thanks to Pitt Crandlemire for his unused standby orders for Spain. Dennis Cain is now the player of record for the Portuguese.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$192	12	4	4
English	Brendan Whyte	\$264	10	3	4
French	Kevin Wilson	\$330	10	3	4
Portuguese	Dennis Cain	\$217	8	4	4
Spanish	Debbie Osborne	\$142	18	4	4
Swedish	Andy Lewis	\$345	11	5	4

“Rock Hound”

Operations Round 2.2

Operations Round 2.2 and Stock Round 3 due: 7/29Tuesday

Operations Round 2.2

Actions

Fast Buck Scout moves to H3 and picks up R60, moves to G3 and delivers. Gains \$60 in deliveries. Earnings are split. Buys Phase 1 tug for \$100.

Ice Finder Scout moves to N7 and explores (N20/60, replaced with I40/50 and N20/60), picks up I40, moves to O7 and explores (I40/50), picks up I40, moves to O7. Gains \$20 in exploration fees and \$80 + \$20 for deliveries. All earnings are retained. Spends \$60 for claim on I40/50 at N7.

Drill Hound Scout moves to D6, D5 and picks up R70, moves to C5 and explores (N20/60 becomes I50/60), moves to RU base and delivers. Gains \$10 in exploration fees and \$70 + \$10 in deliveries. Earnings are retained.

Ore Crusher Tug moves to M2, picks up N60 and N20, moves to M3 and delivers. Gains \$80 + \$20 on deliveries. All earnings are retained. Spends \$60 for claim on M2 N20/60.

Torch Tug moves to C3 and picks up R70, moves to C2 and explores (R30/60 and I30/40), moves to D1, and delivers with transshipment. Gains \$10 in exploration fees and \$100 in deliveries. All earnings are retained. Spends \$200 for Phase II tug.

Phase II has begun. The TSI Probe is now obsolete, growth corps can be launched during stock rounds, spaceships can be purchased from other corporations or independent companies, and corporations may buy private companies, fueling stations, independent claims, and bases.

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	\$95	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

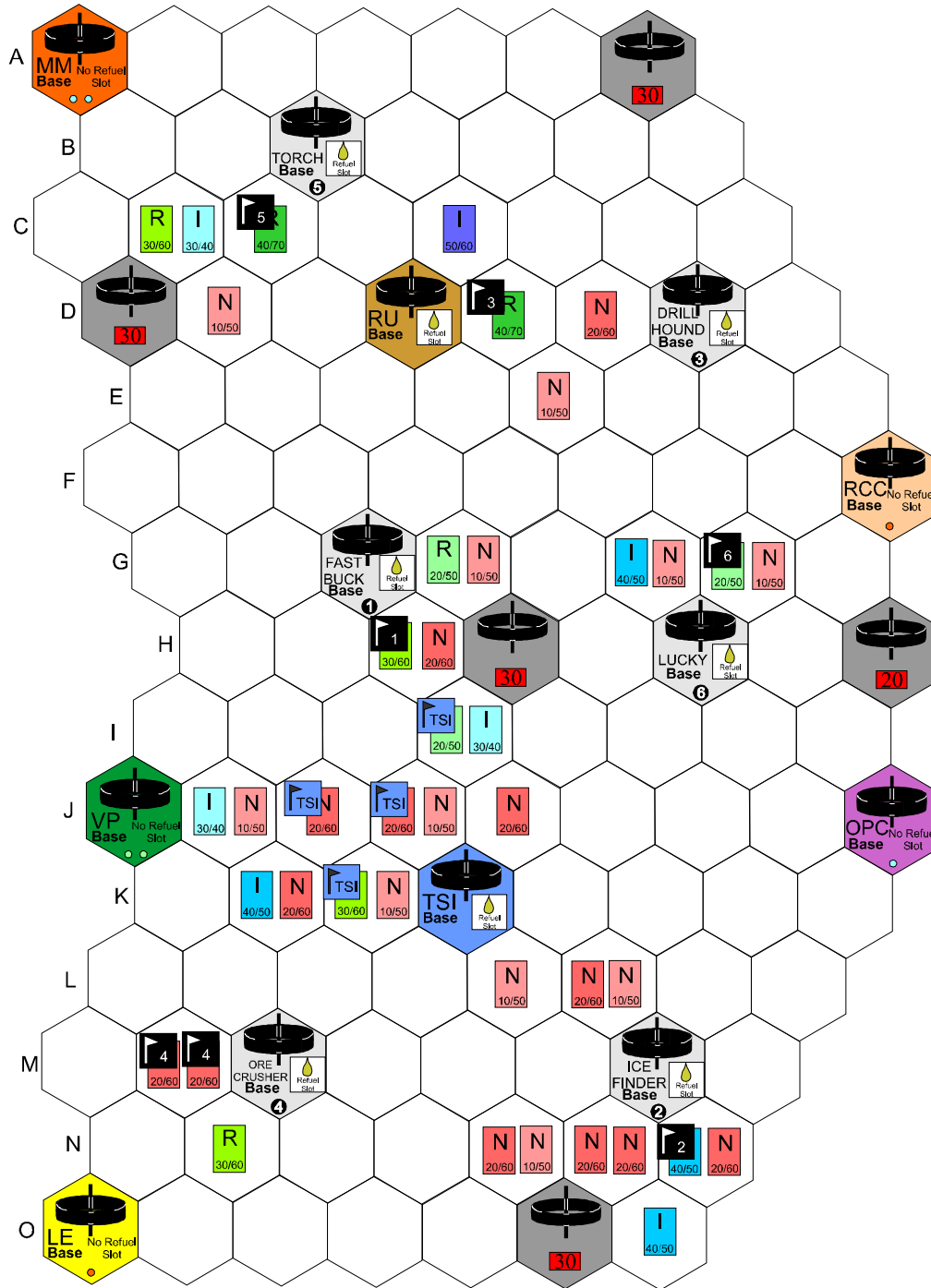
Players are listed in the order of their turns in the next Stock Round.

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	\$12	1	Scout (5/1), Tug (3/2)
Ice Finder	Carved in Stone	\$160	1	Scout (5/1)
Drill Hound	Carved in Stone	\$170	1	Scout (5/1)
Ore Crusher	Errol's Outfit	\$95	0	Tug (3/2)
Torch	Due Unto Others	\$32	1	Tug (3/2), Tug (4/3)
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)	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: \$8285

Available Ships: 9, Scout 6/2, \$175; Tug 4/3, \$200

“Running Dogs”

**Turn 2 Combat to Turn 3 Bidding
Turn 3 Bidding and Movement due: 7/29 Thursday**

Cards: _____

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

Combat Round

Wind Pass North

	Fremen	Harkonnens
Leader	Jamis (2)	Piter de Vries (4)
Offense	None	Gom Jabbar
Defense	None	Snooper
Dial	2	2
Spice	0	0
Total	2	6

Harkonnens win! Jamis goes to the tanks (2 spice to the Harkonnens) along with the 5 Fremen tokens (2 Fedaykin) and 4 Harkonnen tokens. Harkonnens discard the Snooper. Harkonnens kidnap Stilgar.

Spice Collection

- Atreides collect 2 spice (Arrakeen)
- Guild collects 1 spice (Tuek's Sietch)
- Harkonnens collect 5 spice (2 Carthag, 3 Wind Pass North)
- Ixians collect 10 spice (technology sales)
- Lansraad collect 6 spice (Cielago South)

Emperor challenges Harkonnens, and the card is revealed to be Residual Poison. The poison kills Count Fenring (6 spice to the Harkonnens).

Turn 3

Storm Movement

The Fremen play Weather Control, moving the storm 4 sectors to Sector 2. 1 Harkonnen token in Wind Pass North and 3 Lansraad tokens in Cielago South go to the tanks. (Turn 4 storm movement: _____.)

Spice Blow

6 spice Sihaya Ridge
8 spice Cielago North
(Turn 4 spice blow: _____.)

Bidding

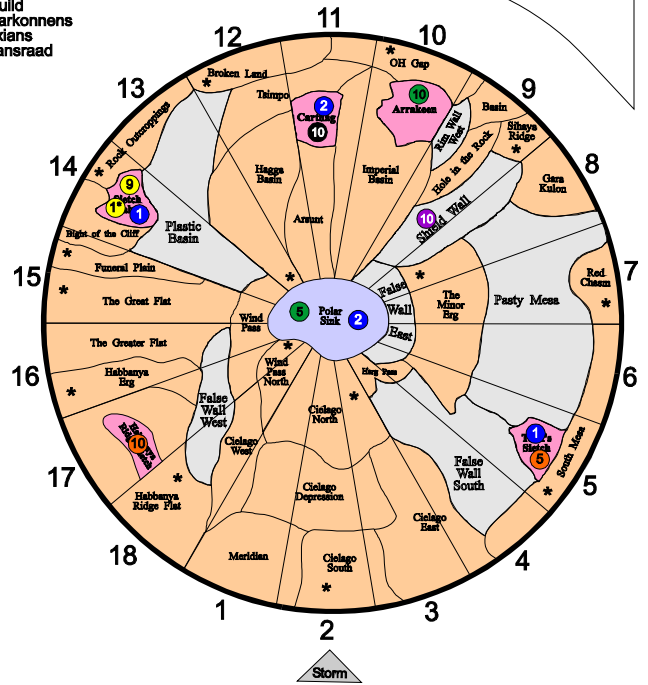
CHOAM Charity Recipients: Bene Gesserit and Fremen.
6 cards up for bid. Eligible Bidders: Atreides, Bene Gesserit, Bene Tleilaxu, Fremen, Harkonnens, and Ixians.

Key

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

The Tanks

- 5 (blue circle)
- 5 (yellow circle)
- 2 (yellow circle)
- 5 (black circle)
- Count Fenring 6 (red circle)
- Otheym 5 (yellow circle)
- Jamis 2 (yellow circle)



Positions

- Atreides:** 10 Arrakeen, 5 tokens Polar Sink, 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, Count Fenring in the tanks
- Fremen:** 10 tokens (1 Fedaykin) Sietch Tabr, 7 tokens (2 Fedaykin) Otheym, and Jamis in the tanks, 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 in the tanks, 5 tokens off-planet
- Ixians:** 10 tokens Shield Wall (9), 10 tokens off-planet
- Lansraad:** 5 tokens in the tanks, 15 tokens off-planet

Your cards: _____
Your spice: _____

“Hair of the Dog”**Turn 5****Turn 6 due: 7/29 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 3.1

Fool's Gallery offers Karl Gitter =. It is matched by JSFAG with +. They go to Papillon for \$96,000.

Idiot Collectors offers a Karl Gitter ♠. It goes to Fool's Gallery for \$60,000.

Arts Gratia Artis NMR! Offers Yoko ♣ (determined randomly by GM). It goes to Idiot Collectors for \$25,000.

Papillon offers Karl Gitter + bought by Fool's Gallery for \$52,000.

Jerner Sayqua Fine Art Gallery offers Christin P. \$ for \$29,000 and buys it himself.

Purchases

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

Cards

Lite Metal: _____

Karl Gitter: _____

Yoko: _____

Krypto: _____

Christin P.: _____

“Dogged”**Turn 4.4 to 6.4****Turns 6.5 to 8.5 due: 7/26 Saturday***Turn 4***Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (5 * 2) 5****Space Station Planet – R – Y – R – NC5.****Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 5 * 3****Rainfall(s).**

Barter IOU for \$100 credit and Scout for \$30 credit and buy a Clipper for \$120 and a red drive for \$10 credit plus \$110 cash.

Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 4 * 4**Wet Landing(s).**

Buys Whynom factory for \$100 and Other Shoes for \$80 (received \$40 commission).

*Turn 5***Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 3 5****Minion(s)**

Barter IOU for \$90 credit and buys one Space Spice for \$30.

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 2 4 5**Ice Station(s) – Ice Station(o) – A – R – Y – B – R – Y – A.****Chris Geggus (Dell/Cool Runnings) Rolls Used: 3 5****Poisonport(s).**

Sell Finest Dust for \$50 (from the cup: Finest Dust at 4a), barter IOU for \$90 credit plus \$10 cash to buy the Shenna factory. Buy Pet Monsters for \$80 (receives \$40 commission).

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 4

NC4 – Y – B – R – B – R – Y – B – Y – ? (It's B10 penalty marker) – Whale Port(o) – A – Wet Landing(o) – Wet Landing(s).

Sells Immortal Grease for \$100 (from the cup: Megalith Paperweight at 9b).

Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 4 * 4

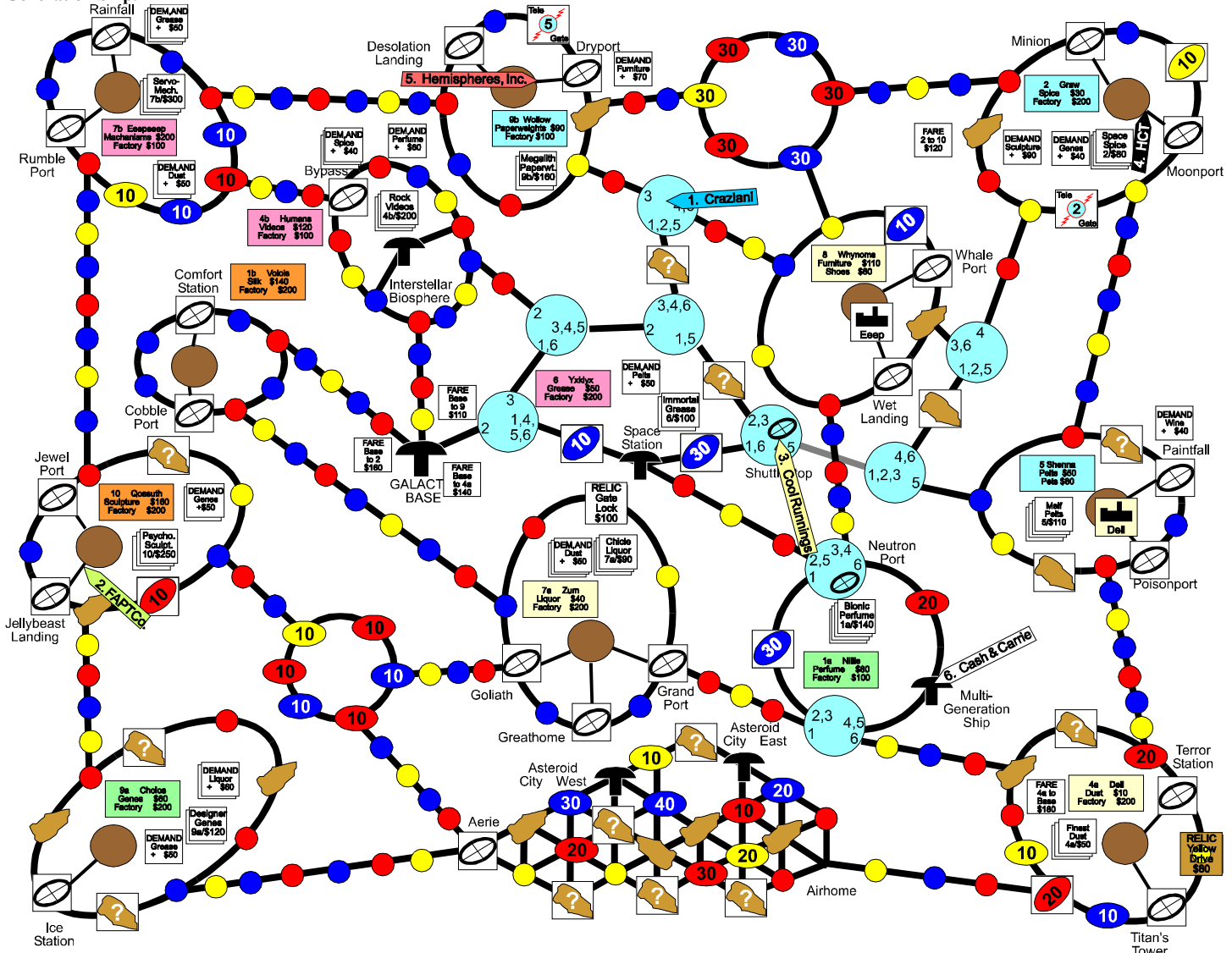
Rainfall(s) – Rainfall(o) – B – (R) – Y – B – (R) – B – Y – B – (R) – Desolation Landing(o) – B – ? (It's TeleGate 5) – Dryport(o) – Dryport(s).

Discovers Wollow (from the cup: Finest Dust at 4a, Melf Pelts at 5, Fare to 10 at 2, and Bionic Perfume at 1a). Barter IOU for \$90 credit and use credit to buy a Megalith Paperweight.

Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 6 * 4

Sell Other Shoes for \$160 (from the cup: Melf Pelts at 5). Buy Shield for \$60.

Wet Landing(s) – Wet Landing(o) – R – B – R – B – Y – NC6 – R20 – Multi
Generation Ship.



5. Hemispheres, Inc. \$169 Torch Clipper 6: 1 // 7: 2 // 8: 2 (Times 4) Hold1 Hold2 Hull FARE to Base \$110 Megalith Paperwt. 9b/\$160 Rad Dye (\$120) Whynoms \$100	6. Cash & Carrie \$159 Rocket Scout 6: 5 6 // 7: 1 3 (Use 1 * 4) Hold1 Hold2 Hull Imposs. Furniture 8/\$180 7a \$100 Shield (\$60)	1. Crazianni Consortium \$28 Normal Scout 7: 2 6 6 // 8: 1 4 5 Hold1 Hold2 Hull Space Spice 2/\$80 Space Spice 2/\$80 Mulligan Gear (\$120) 6 \$100 Air Foil (\$80)	2. Far Away Places Trading Co. \$70 Sports Scout 7: 1 1 4 6 // 8: 2 4 6 6 (Use 3) Hold1 Hold2 Hull Voll Silk 1b/\$220 Fare 10 to Base \$150 7a \$90	3. Cool Runnings \$50 Scow Scout 7: 1 3 5 6 // 8: 1 3 6 6 (Use 2) Hold1 Hold2 Hull Pet Monsters 5/\$150 Melf Pelts 5/\$110 Shield (\$60) 7a \$80 4a \$60 Shenna \$100	4. Horse Cents Traders \$120 Fast Scout 7: 4 5 // 8: 1 5 (Double one) Hold1 Hold2 Hull Space Spice 2/\$80
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Turn 6

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 4 5 6
 Minion(s) – Minion(o) – R – A – R – Y – R – NC6 – A – WhalePort(o) – B10 – Y – B – Y – R – NC6.

Chris Geggus (Dell/Cool Runnings) Rolls Used: 3 5
 Poisonport(s) – Poisonport(o) – R – A – Y – B – NC3 – NC3.

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

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 4
 Wet Landing(s) – Wet Landing(o) – A – NC4 – R – Y – TeleGate 2 – Y – Moonport(o) – Moonport(s).

A – Jellybeast Landing(o) – Jellybeast Landing(s).
 Picks up Fare to Base.

Buy Space Spice for \$30.

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

“Astro”

1959

1960 Orders due: 7/29 Tuesday

1959Event Card Resolution**GRAB** takes 6 free dice on one-person capsule (1, 1, 3, 4, 5, 5) for +19%**Republic of Texas** pays 10MB to fix minor problem.**LAMPLIGHTER** uses espionage to raise one-person capsule to KOTGO's level (79%).Saved Cards**GRAB** Fortunate accident, satellite or probe.**Oceania** Fortunate accident, capsule.Purchase Hardware**GRAB:** Buys 3 one-stage rockets (A) for 9MB, 1 Astronaut (Flash Gordon) 2MB, and the Two-Stage Rocket program for 60MB.**LAMPLIGHTER:** Buys astronaut (Linda Luxious) for 2MB, 2 one-stage rockets for 6MB, an orbital satellite for 1MB, the Docking Module program for 18MB, a one-person capsule for 2MB, and 2 liquid fuel strap-ons for 6MB.**Republic of Texas:** Buys second launch site for 30MB and 6 astronauts (Blaha, Austin, Travis, Bush, LBJ, Cisneros) for 12MB.**KOTGO:** Buys 2 one-stage rockets for 6MB, 1 astronaut (J. Jagr) for 2MB, the Docking Module program for 18MB, and the Interplanetary Satellite program for 24MB.**Andorra:** Buys 3 orbital satellites for 3MB, 2 one-stage rockets for 6MB, 1 two-stage rocket for 12MB, and the Lunar Probe program for 30MB.**Oceania:** Buys EVA Suits for 18MB.Conduct Research and Development**GRAB:** EVA: 8 dice (2, 2, 2, 3, 4, 5, 5, 6) +29%. 8MB spent. a: 4 dice (2, 5, 6, 6) +19% to Max R&D. 4MB spent. B: 3 dice (2, 4, 4) +10%. 12MB spent.**LAMPLIGHTER:** D: 8 dice (3, 3, 4, 4, 5, 5, 6, 6) +36% to Max R&D. 16MB spent. EVA Suits: 8 dice (1, 2, 2, 2, 4, 4, 4, 6) +25%. 8MB spent.**Republic of Texas:** A: 3 dice (3, 3, 5) +11% to Max R&D. 6 MB spent. a: 8 dice (2, 3, 3, 3, 3, 4, 6, 6) +30%. 8 MB spent. EVA Suits: 8 dice (1, 1, 2, 5, 5, 6, 6, 6) +32%. 8 MB spent.**KOTGO:** A: 8 dice (2, 3, 3, 3, 4, 4, 5, 6) +30% to Max R&D. 16MB spent. 2: 8 dice (1, 2, 2, 3, 5, 5, 6, 6) +30%. 24 MB spent. EVA Suits: 4 dice (1, 3, 3, 6) +13% to Max R&D. 4 MB spent.**Andorra:** 1: 8 dice (1, 1, 1, 1, 1, 3, 4, 5). +17%. 8 MB spent. A: 8 dice (1, 1, 1, 1, 2, 3, 3, 5) +17%. 16MB spent.**Oceania:** B: 6 dice (1, 1, 2, 2, 3, 6) +6% = +21%. 24 MB spent. b: 6 dice (1, 3, 5, 6, 6, 6) +6% = +33% to Max R&D. 12MB spent. EVA Suits: 8 dice (1, 2, 2, 4, 5, 5, 6, 6) +8% = 39%. 8 MB spent.Declare Future Missions**GRAB:** One launch announced for 1960. It is _____.**LAMPLIGHTER:** One launch announced for 1960. It is _____.**Republic of Texas:** Two launches announced for 1960. They are _____.**KOTGO:** One launch announced for 1960. It is _____.**Andorra:** One launch announced for 1960. It is _____.**Oceania:** One launch announced for 1960. It is _____.Rushing**KOTGO** rushes by 2 months (-2MB, -4% to all safety factors).

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

Missions**KOTGO** launches a Manned Sub-Orbital mission with P. Kariya. Liftoff: 99%>80%, last second countdown abort, problem resolved, countdown resumes same day, recheck safety: 31%<80%, Re-entry: 44%>72%, Recovery: 34%<72%. Success! +1% to a and A, +24MB to budget, +10% to P. Kariya experience.**Andorra** launches an Orbital Satellite mission. Liftoff: 92%>67%, negative ignition, rocket is shut down safely, mission failure. +1% to A, -3MB to budget.**Republic of Texas** launches an Orbital Satellite mission. Liftoff: 74%<85%, Earth Orbital Burn: 80%<96%, Earth Orbital Activities: 03%<96%. Success! +1% to 1 and A, +2MB to budget.**LAMPLIGHTER** launches an Orbital Satellite mission. Liftoff: 98%>84%, minor fire on pad, extinguished safely. Mission failure. +1% to A, -3MB to budget.**GRAB** launches an Orbital Satellite mission. Liftoff!: 19%<86%, Earth Orbital Burn: 04%<96%, Earth Orbital Activities: 23%<96%. Success! +1% to 1 and A, +2MB 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 Resource Acquisition Bureau	Republic of Texas
Budget (1957)	70	83	75	57	85	75
Cash	0	24	7	0	20	4
1-Orbital Satellite	4 / 81%	1 / 94%	0 / 96%		1 / 97%	3 / 97%
2-Interplanetary Satellite			1 / 75%			
3-Lunar Probe	1 / 45%					
4-Docking Module		1 / 45%	1 / 45%			
A-One Stage Rocket	2 / 68%	2 / 85%	1 / 88%		2 / 87%	13 / 86%
B-Two Stage Rocket	2 / 41%			1 / 79%	1 / 35%	
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons		3 / 85%				
F-Kicker						
G-"Mega" Stage Rocket						
EVA Suits	30%	55%	98%	69%	92%	62%
a-One Person Capsule	1 / 10%	2 / 80%	1 / 80%		2 / 80%	10 / 69%
b-Two Person Capsule				1 / 85%		
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	2
Astronauts	Dino (0%)	Lux Luthor, Linda Luxious (0%)	P. Kariya (10%), J. Jagr (0%)		Unnamed 1, 2, and 3 (20%), Buck Rodgers, Flash Gordon (0%)	Houston, Blaha, Austin, Travis, Bush, LBJ, Cisneros (0%)

1960

Draw Event Cards

KOTGO: Minor problem. Pay 10MB or lose 10% on safety factor of next Interplanetary Satellite mission. +5MB to budget.

GRAB: Military Support. Gain 3 astronauts with 20% experience. +7MB to budget.

LAMPLIGHTER: Scientific Breakthrough. 6 free R&D dice on one-person capsule (increased to Max R&D). +7MB to budget.

Republic of Texas: Severe Setback. Pay 6MB or lose 10% safety factor on next one-person capsule mission. +1MB to budget.

Andorra: Government Order. Next launch must be an Orbital Satellite mission. +10MB to budget if accepted, -15MB to budget if refused.

Oceania: Diplomatic Breakthrough. Next mission must be a joint mission (choose partner). +1MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1959 Budget	74	87	104	55	97	80
1960 Budget	84 or 59	94	109	56	104	81
Cash	74	111	111	55	117	84

Press

GRAB to All: My offer of 4 safety factors (or any fraction thereof) for 1MB is still available.

GRAB to GM: To avoid negative associations with our name the Government Research Acquisition Bureau is hereby renamed the Government Resource Acquisition Bureau.

S.O.B.
In the Doghouse
with Marmaduke

First off, let me apologize to all for delaying this issue of SOB/Doghouse. My son, Daniel Fielding Lewis, was born on 6/12/97 at 7:28 p.m. This event coupled with the in-laws visit who stayed in my computer/game area is the reason for the delay. Birth is an amazing event.

Second, I've been receiving some Trivia answers. Although it appears after In the Doghouse, please be aware that it is part of SOB and is run by Chris. Please submit answers to him.

OTP Update: Well the working title has been changed to By the People. The playtest kits have gone out to the masses. I haven't done much with it this month but additional changes have been instituted which continue to help improve the game. The initial feedback from the playtest groups should be a good indication of how it's going.

History of the World Computer game is out from Avalon Hill. It's a very good game with pretty good AI. The biggest problem I have with the AI on the middle level is they don't always make the best moves against the leader. I've managed to come in dead last twice already. It plays real fast even on a 486DX2 if you have at least 16MB of RAM; a 5-computer player with one human player game will take 2-3 hours.

Princess Ryan's Star Marines and Titan Arena are the upcoming release from AH and DAK and Crusader are due in about a month from The Gamers. I'm looking forward to all. Titan Arena is going to disappoint Titan players. The creatures from Titan are used but it's a betting game from Kinzia (Germany). Should be a great and short (1 hr) multi-player game. I've heard that Home Before the Leaves Fall from COA is already out of stock from COA. They are planning to reprint it, but will be raising the price over the already steep \$95 on the reprint.

On with the games....

Game Openings:

Fireside Football (No ownership required): Want 4 or 6. Have Sean Cousins, Brad Martin, Pitt Crandlemire. If I can get one more we can give this a try.

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

Stand-bys:

Seidler: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins, Chris Geggus

AOR:

Wembley:

“Dog Biscuit”

Playoff Turn 2

GM: Andy Lewis

Playoff Series 1 - Best of 5

Anderson's Chicken Littles vs. Dynamo Sporck

Game 1

Rebel Rouser ties up Puk Luk 0-0

Billy the Skid beats Tiny Tim 1-0

Jack the Tripper is beaten by Jock Strappe (replaced by Ian Jury 1) 1-1

Crease Lightning stones Friar Puck 1-1

Moose is beaten by Puck Rogers 1-2

Slash Gordon {dr1} is stoned by King Netune 1-2

Sporck go up 1-0!

Game 2

Slash Gordon beats Friar Puck 1-0

Moose is stoned by King Netune 1-0

Jack the Tripper takes Ian Jury down (replaced by Guy Whiz 7) 2-0

Billy the Skid beats Tiny Tim 3-0

Rebel Rouser is beaten by Puck Rogers 3-1

Crease Lightning stones Puk Luk 3-1

Chicken Littles even the series at 1 apiece!

Game 3

Billy the Skid is beaten by Guy Whiz 0-1

Moose beats Tiny Tim 1-1

Slash Gordon beats Friar Puck 2-1

Jack the Tripper is beaten by Puck Rogers (replaced by Chairman of the Boards 6) 2-2

Rebel Rouser is stoned by King Netune 2-2

Crease Lightning stones Puk Luk 2-2

We're going to overtime!

Slash Gordon beats Tiny Tim 3-2

Chicken Littles go up 2-1!

Game 4

Billy the Skid beats Tiny Tim 1-0

Slash Gordon beats Friar Puck 2-0

Moose ties up Puk Luk 2-0

Jack the Tripper is stoned by King Netune (replaced by Stu Late 1, goalies reshuffled) 2-0

Crease Lightning stones Chairman of the Boards 2-0

Rebel Rouser is beaten by Guy Whiz 2-1

Chicken Littles put the deadhold on 3-1!

Game 5

Rebel Rouser ties up Puk Luk 0-0

Slash Gordon {dr3} is stoned by Stu Late 0-0

Moose beats Tiny Tim 1-0

Jack the Tripper is beaten by Guy Whiz (replaced by Slap Happy 1) 1-1

Crease Lightning stones Chairman of the Boards 1-1

Billy the Skid is beaten by Friar Puck 1-2

Sporck stay alive, down 3-2!

Game 6

Moose ties up Puk Luk 0-0

Billy the Skid {dr2} is stoned by Stu Late 0-0

Jack the Tripper is beaten by Friar Puck (replaced by Boney Maloney 2) 0-1

Slash Gordon beats Chairman of the Boards 1-1

Rebel Rouser beats Tiny Tim 2-1

Crease Lightning stones Slap Happy 2-1

Chicken Littles win the series 4-2!

“Rin Tin Tin”

Turn 13.2 to 14.2

GM: Andy Lewis

Deadline for Turn 14.3 to 15.3 is July 25, Friday

Turn 13

Caleb's player-turn

Production: Lumber (Kevin, Caleb)

Trades: 4O for 1W

Actions: None

Chris H.'s player-turn

Production: Brick (Caleb), Wool (Brendan, Chris H)

Trades: None

Actions: Play Knight card. Move the Robber to M5; steal 1L from Caleb.

Kevin's player-turn

Production: Lumber (Kevin, Caleb)

Trades: None

Actions: None

Turn 14

Brendan's player-turn

Production: Wool (Kevin[2])

Trades: None

Actions: None

Caleb's player-turn

Production: Move robber to H8, steal 1G from Brendan

Trades: None

Actions: Build settlement at M9/H12/Sea

Cards at End of Turn 11

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	--	--	1	--	--	K, U(12)
Caleb	--	--	--	1	1	--
Chris	--	--	1	3	--	K (x2), U(6)
Kevin	1	--	3	2	--	U(12), U(3)

Longest Trade Route: Caleb

Largest Knight Force: No one.

Open Trade Offers

Kevin: 1G or 1W for 1B, 1L for 1O

Map unavailable due to Internet difficulties.

Turn 14 Production Die Rolls

Chris H.'s player-turn: 8 Kevin's player-turn: 8

Turn 15 Production Die Rolls

Brendan's player-turn: 5 Caleb's player-turn: 9

Chris H.'s player-turn: 8

Press

BW-GM: Ok, I'm stupid. Anyone played "Islands of Catan"? It's nasty! Can one buy extra tiles only to the variants and the rulebook?

“Hootch”

Turn 3.1 to 4.1

GM: Andy Lewis

Deadline for Turn 4.2 to 5.2 is July 25, Friday

Turn 3

Ward's player-turn

Production: Sean loses 1W & 3L, Chris loses 3G & 1W, Move Robber to F10 steals 1B from Pitt (player determined randomly since not specified).

Trades: None

Actions: Build road at O6/H9

Chris G's player-turn

Production: Brick (Ward, Chris G.)

Trades: None

Actions: Build road at P2/H6

Sean's player-turn

Production: Move robber to H10 and steal 1G from Pitt

Trades: 4G for 1B

Actions: Build road at F9/F10

Pitt's player-turn

Production: Wool (Chris G, Pitt)

Trades: None

Actions: None

Turn 4

Ward's player-turn

Production: Lumber (Pitt), Grain (Ward)

Trades: None

Actions: None

Map unavailable due to Internet difficulties.

Cards After 4.1

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

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Ward: None

Sean: None

Chris: Will give 1G or 1W for 1B

Pitt: Will Give 1B for 1L

Turn 4 Production Die Rolls

Chris's player-turn: 10 Sean's player-turn: 7

Pitt's player-turn: 4

Turn 5 Production Die Rolls

Ward's player-turn: 3 Chris's player-turn: 10

Press

Ward wanted to have a list of the build cost. Here they are:

Road: 1L & 1B

Settlement: 1L & 1B & 1G & 1W

City: Must have settlement there and spend 2G & 3O

Development card: 1G & 1W & 1O

“Benji”**Setup Turn 2****GM: Andy Lewis****Deadline for Turns 1.1 to 2.1 is July 25, Friday**

2nd mailing is 2nd initial location orders for everyone in reverse player order.
 4th player is Ian Willey: Missing road is at F5/O6. Settlement at F3/P8/H10
 and road at O8/H10.

Ian 1 1 1 -- -- --
 Longest Trade Route: No one.
 Largest Knight Force: No one.

3rd player is Brad Martin: Settlement at F3/P4/O6 and road at F3/O6
 2nd player is Caleb Cousins: Settlement at F3/H9/O11 and road at H9/O11
 1st player is Bill Scharf: Settlement at P8/P10/Sea and road at P8/P10

Turn 1 Production Die Rolls

Bill's player-turn: 8 Caleb's player-turn: 9
 Brad's player-turn: 11 Ian's player-turn: 6

Cards After Setup

	Grain	Brick	Wool	Lumber	Ore	Development
Bill	--	--	2	--	--	--
Caleb	1	1	--	1	--	--
Brad	1	--	1	1	--	--

Turn 2 Production Die Rolls

Bill's player-turn: 11

Map unavailable due to Internet difficulties.

“Lassie”**Turn 1****GM: Andy Lewis****Deadline for Turn 2 is July 25, Friday**Round 1, Group A

Arsenal buys a goalkeeper
 Arsenal 1-0 at Cardiff City 1(modified to 0)-1
 Draw 1-1 - 2 Glory points for Cardiff City
 £80,000 per

Torquay United 0-2 at Bradford City 3-2
 Bradford City wins 5-2
 £70,000 per

Rematch
 Cardiff City 0-0 at Arsenal 2-1
 Arsenal wins 3-0

£160,000 per
 Note: The Arsenal goalkeeper saved the day to prevent the first major upset.

Round 1, Group B

The teams are Blackpool, Derby County, Hull City, Newcastle United,
 Nottingham Forest, Portsmouth, Preston North End, and Swindon Town

Preston North End is available to the player with the highest bid for it. You
 can make the bid conditional on its opponent since that information would be
 known in a FTF game.

Sunderland buys a goalkeeper
 Sunderland 0-0 at Aston Villa 1(modified to 0)-3
 Aston Villa wins 3-0
 £180,000 per

Brighton & Albion Hove 0-1 at Rotherham United 1-3
 Rotherham United wins 4-1
 £70,000 per

Change Summary

Brad Martin - delete Sunderland, £330,000
 Sean Cousins - delete Brighton & Hove Albion and Torquay United,
 £540,000
 Bill Scharf - Change Arsenal to Arsenal(goalkeeper), £390,000
 Chris Geggus - £540,000
 Michael Geggus - delete Cardiff City, £820,000, 2 Glory Points

“Scooby”**Turn 1, Phases 1 - 3****GM: Andy Lewis****Deadline for Turn 1, Phases 4 - 6 is July 25, Friday**

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance
Sean Cousins	Barcelona (5)	1, 10	0	17	\$23	5	1
Caleb Cousins	Venice (2)	18, 14	0	16	\$21	3	1
Pitt Crandlemire	Genoa (4)	24, 19	0	29	\$10	6	1
Paul Bolduc	Paris (6)	29, 11	0	17	\$23	4	1
Dennis Cain	Hamburg (1)	16, 9	0	12	\$23	2	1
Bill Scharf	London (3)	20, 26	0	11	\$27	1	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)	--	--	--	--	--	--

Phase 2

No actions

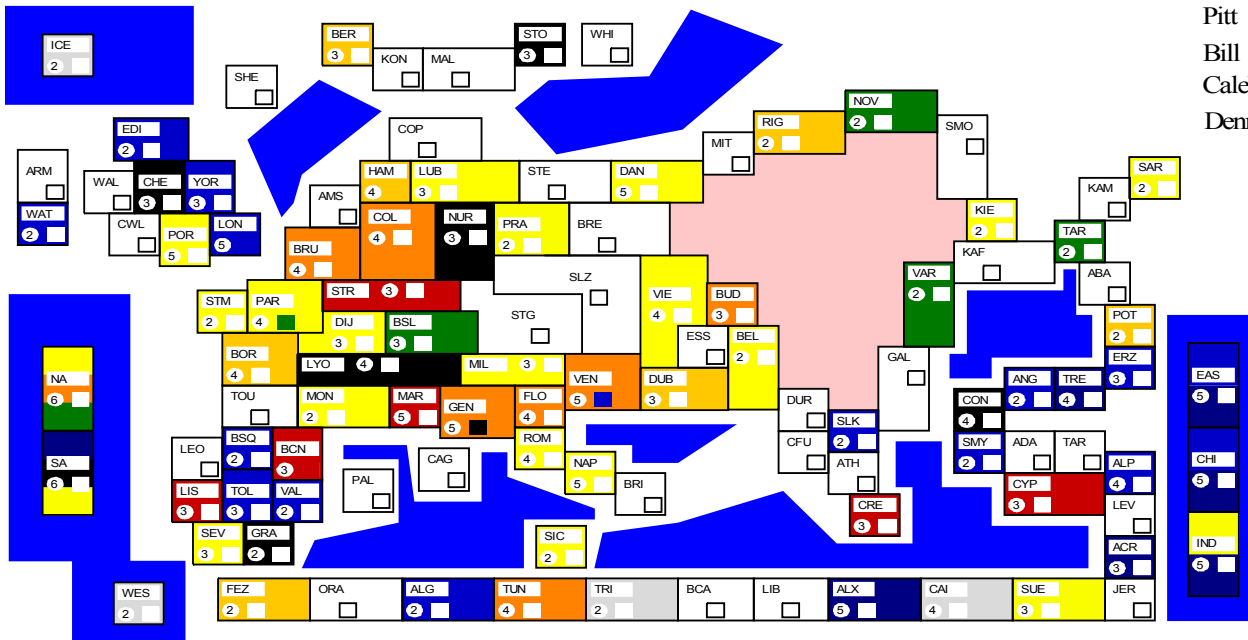
Phase 3

No cards played

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 earn you a free issue. Research is allowed. Free issues are credited as they are earned.

And so, without further ado, the answers to last issue's questions:

Q1. What is the longest wall or fence in the world?

A1. The Australian Dog Fence, which runs from the shore of the Great Australian Bight in Southern Australia, north, then east until nearly the east coast of Australia in Queensland.

Brendan Whyte, Chris Geggus, Bill Scharf, and Brad Martin each receive ½ point.

Q2. 11 out of the 12 largest hotels in the world are in a single city. Name the city.

A2. Las Vegas, Nevada, United States. The other one is in Kuala Lumpur, Malaysia.

Brendan Whyte, Caleb Cousins, Chris Geggus, Bill Scharf, Pitt, Crandlemire, Ward Narhi, Andy Lewis, Tom Howell, and Andy York each receive ½ point.

Q3. Gram for gram, what is the most expensive seasoning in the world?

A3. Saffron.

Brendan Whyte, Caleb Cousins, Chris Geggus, Bill Scharf, Pitt Crandlemire, Paul Bolduc, Ward Narhi, Andy Lewis, Tom Howell, and Andy York each receive ½ point.

Q4. Who commanded the H.M.S. *Endeavour*?

A4. Captain James Cook.

Brendan Whyte, Chris Geggus, Bill Scharf, Pitt Crandlemire, Ward Narhi, Tom Howell, Stewart Tucker, and Brad Martin each receive ½ point.

Q5. What is the southernmost point on the Earth from which the aurora can be regularly seen?

A5. Trick question. I deliberately did not specify which aurora, so the answer is, of course, the South Pole, the southernmost point on the globe, from which the Aurora Australis can be seen.

Brendan Whyte, Bill Scharf, Pitt Crandlemire, Paul Bolduc, Berry Renken, Ward Narhi, Tom Howell, Stewart Tucker, and Andy York each receive ½ point.

Free issue is awarded to Pitt Crandlemire.

Current Scores

Chris Geggus	32½	Andy Lewis	27½
Paul Bolduc	22½	Pitt Crandlemire	20
Andy York	16	Steve Koehler	13½
Bill Scharf	13	Dan Eisenhut	12
Bob Robles	9½	Dave Anderson	9
Berry Renken	9	Brendan Whyte	9
Caleb Cousins	8½	Dennis Cain	7

Ward Narhi	5½	Sean Cousins	5
Brad Martin	5	Tom Howell	4½
Debbie Osborne	4	Kevin Kinsel	4
Kevin Wilson	3½	Sigourney Street	½

New Questions

Topic: Brain Teasers

1. Sergeant Smashem of the Traffic Division reported an accident. A truck and twelve cars had been crushed when a bridge collapsed on them. The truck was badly damaged but the driver escaped from the cab without injury. When the sergeant arrived on the scene, there was no sign of any car drivers. Why not? There was no suggestion that any car driver was in any way responsible for the accident.
2. One month of the year, February, has 28 or 29 days. How many months have 30 days?
3. A woman dropped a few coins in a beggar's bowl. The woman is the beggar's sister but the beggar is not the woman's brother. How are they related?
4. Dave and his brother Bob married Sue and Hannah who are both sisters. However, Dave and Bob have different in-laws. How can this be?
5. Why do English men use more soap than Irish men (without being noticeably cleaner)?

Pedagogy

Of all the stars in the sky, there is only one that we can observe close-up. That, of course, is the Sun. From the Sun comes most of what we know of the detail of stars. It is also the ultimate source of life on Earth. We will now take a tour of the Sun, starting at the core.

The Sun is, by far, the most massive object in the Solar System. In fact, about 99% of the mass of the Solar System resides in the Sun. Because of its great mass, the Sun also has a large size. But, if we determine the average density of the Sun, it is only 1.4 grams per cubic centimeter, as compared with 5.5 gm/cm³. So, is the Sun less dense overall than the Earth? In any stable body, the pressure at the bottom of the column must balance the weight of any column of matter. Therefore, in order to support the huge mass of the Sun, the density at the core must be around 150 gm/cm³.

Since the matter at the center of the Sun acts like a perfect gas, we can easily deduce its temperature. Using the appropriate formulae, we arrive at a value of 15 million degrees Kelvin. (Zero degrees Kelvin is absolute zero.) Given the temperature and density at the center of the Sun, the matter there is quite opaque. This is why we can see only a little bit into the Sun. In fact, a photon produced at the core of the Sun on average only travels half a centimeter before hitting something. Because of this, it takes an average of 30,000 years for a photon at the center of the Sun to work its way to the photosphere.

The core of the Sun is defined as that region of the Sun in which temperatures and pressures are high enough to yield appreciable fusion. The core contains approximately 10% of the mass of the Sun. Outside of the core is a wide layer of matter in which the energy produced at the core is carried outward through radiation. In other words, those high energy photons produced at the core move outward in what is called a "random walk", bouncing from atom to atom, being absorbed and re-emitted, and slowly

being reduced to larger numbers of lower energy photons in the process. As we get further and further away from the core, the temperature and pressure of the surrounding medium becomes less and less. The reduction of temperature and pressure generally results in longer paths between collisions for the photons, and thus the photons are effectively able to move faster out of the Sun at that point. Eventually, however, a layer is reached where the matter becomes suddenly more opaque.

The temperatures and pressures at the outer layers of the Sun are such that heavier elements, particularly metals, lose electron in their outer layers. Hydrogen, however, does not. In fact, at these temperatures, hydrogen acts like a halogen and likes to fill its electron shell with a second electron, creating a negative ion of hydrogen H⁻. H⁻ is extremely opaque to light, so much so that the matter that contains large amounts of it is unable to radiatively transport enough energy to offset how much it's getting. The result is a convection zone. In other words, matter in the lower layers gets heated to the point where it's buoyant, so it rises. Convection is considerably more efficient as an energy transport mechanism than radiation is, so the convection easily causes enough energy to be carried outward.

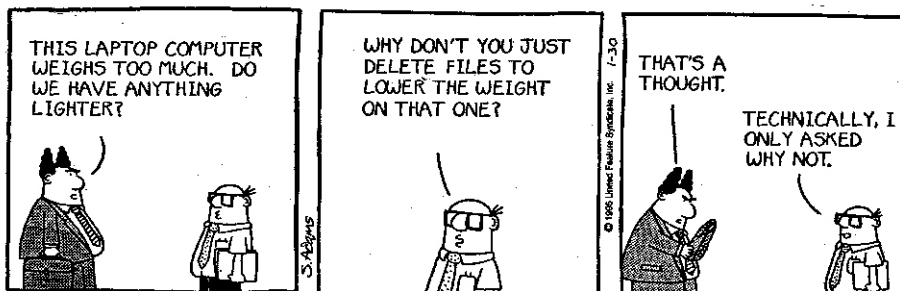
As we get further out, we reach a region called the photosphere. This is the point at which the matter of the Sun becomes transparent to photons, so when photons reach this region, they go flying off into space. The photosphere is what we perceive to be the "surface" of the Sun. Even though the Sun has no surface as such. Matter just keeps getting more and more diffuse as you get further outward. In fact, if you include the Solar wind, which are particles thrown off by the Sun, the Sun's boundary extends far beyond Pluto. Anyway, the photosphere is the line which solar astronomers have drawn as the dividing line between the Sun and its atmosphere.

Next time, I will talk about the Sun's atmosphere and its magnetic field.

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 NMR's 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 NMR's 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 moneylenders, 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.



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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's 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), Paul Bolduc, Joe Carl **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, Joe Carl **Stellar Conquest:** Paul Bolduc, Dave Anderson **2038:** Pitt Crandlemire **Liftoff!:** None **Modern Art:** None

Standby Calls

Joe Carl for The Dark Side in "Mongrel"

Open Call for the Arts Gratia Artis in "Hair of the Dog"