

Notes from Hades

**A**s you all probably know, I got married last month, September 27<sup>th</sup> to be exact. The ceremony and the reception both went flawlessly, and were a lot of fun. My only complaint with the reception was that it was too short, and I didn't get to spend as much time with my friends and family as I wanted.

For the honeymoon, we went to Tuscany. We flew into Milan, rented a car, and drove down to Lucca, where we spent the first three nights. While there, we explored Lucca and Pisa. Lucca was a very pleasant city. It was small by our standards, and largish based on the other cities we saw there. The old city seems to be a classic walled city on the plain. It had an oval configuration with several enfillading projections. The tops of those projections are now parks, which added a nice touch. Pisa was an interesting city, but it struck us as being a bit touristy. That may be because the only area of the city we saw was the area containing the Leaning Tower, the Duomo (Cathedral), and the Baptistry. It was nice, but we both liked Lucca better.

The next day we drove down to our next hotel in Siena. We drove on the smaller highways rather than the autostrada to get a better look at the countryside, and we were certainly glad we did. The Tuscan countryside was gorgeous. Around noon that day, we stopped at a castle called Montereggio. There, we stopped at a fattoria, which is a wine room, and tasted some excellent Chianti. The entire time we were there, we had excellent wine. You could take the wine list at any ristorante there, throw a dart at it, and you would end up with an excellent and reasonably priced wine. The most expensive bottle of wine we ordered was 60,000 Lyre, which is about \$35.

The next three nights, we stayed in Siena, which was a very interesting city, but much more difficult to drive in. It was much hillier than Lucca, so the roads curved every which way, and it was easy to get lost. We explored the city that afternoon and evening. The next day, we went into Florence. Florence was magnificent. We climbed up the tower next to the Duomo (I can't remember the name of the tower at the moment). The view from the top was quite spectacular. We also saw the Medici Chapel, the Uffitzi, and the Ponte Vecchio. The next day we drove around the Chianti region and toured a small winery in a village called Rietine. That was probably my favorite part of the trip. The following day, we drove back up to Milan for our flight out the next day. Overall, it was a wonderful trip. The food was excellent and the wine was beyond compare. I would definitely recommend Tuscany to anyone.

Since my wedding is now over, I have a bit more time to spend on other things, so the three games that I was holding will now commence. Also, congratulations to Andy Lewis, who won Hair of the Dog.

This issue's deadline will be on **Tuesday, November 18 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, November 15 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.

Contents

<b>Howling at the Moon</b>	Letter Column	Page 2
<b>Rabid Dog</b>	Machiavelli	Page 2
<b>Fleabag</b>	Machiavelli	Page 3
<b>Howl</b> (Mike Scott GM)	Machiavelli	Page 4
<b>Feral Dogs</b>	Machiavelli	Page 4

Contents (cont.)

<b>Mongrel</b>	History of the World	Page 5
<b>Wolfpack</b>	History of the World	Page 6
<b>Dogpaddle</b>	<b>HISTORY OF THE WORLD GAMESTART!</b>	Page 7
<b>Mutt</b>	Outpost	Page 7
<b>Chihuahua</b>	New World	Page 8
<b>Rock Hound</b>	2038	Page 8
<b>Running Dogs</b>	Dune	Page 11
<b>Hair of the Dog</b>	Modern Art	Page 12
<b>Dogged</b>	Merchant of Venus	Page 12
<b>Astro</b>	Liftoff!	Page 14
<b>Lupine</b>	<b>DIE MACHER GAMESTART!</b>	Page 16
<b>Sun Dog</b>	<b>SOLARQUEST GAMESTART!</b>	Page 17
<b>In the Doghouse</b>	<b>Subzine</b>	Page 19
<b>Rin Tin Tin</b> (Andy Lewis GM)	Settlers of Catan	Page 19
<b>Hootch</b> (Andy Lewis GM)	Settlers of Catan	Page 20
<b>Benji</b> (Andy Lewis GM)	Settlers of Catan	Page 20
<b>Lassie</b> (Andy Lewis GM)	Wembley	Page 21
<b>Scooby</b> (Andy Lewis GM)	Age of Renaissance	Page 21
<b>Buster</b> (Andy Lewis GM)	Fireside Football	Page 23
<b>Coal</b> (Andy Lewis GM)	<b>STOCK CAR RACING GAMESTART</b>	Page 23
<b>Trivia Quiz</b>		Page 24
<b>Pedagogy</b>		Page 24

Flier Games

<b>Sirius</b>	Stellar Conquest	Turns 33, 34
---------------	------------------	--------------

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, Kevin Wilson, Pitt Crandlemire, and Brad Martin. **Starts this issue!**

**Lupine** Die Macher is a game of German elections. Have Andy Lewis, Brad Martin, Caleb Cousins, and Pitt Crandlemire. **Starts this issue!**

**Dogpaddle** History of the World. Have Andy Lewis, Joe Carl, Brad Martin, Ward Narhi, Dennis Cain, and David Anderson. **Starts this issue!**

Wish List

**New World** is a game of exploration and exploitation of the Americas by the colonial powers. 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:

**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 \$1.50 per issue (\$2.25 overseas).

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

### Brendan Whyte

NZ sitcoms are even worse than American ones. The only decent comedy we've done sat on TVNZ shelves for years unshown because it was 'unmarketable'. When they did show it eventually, ratings went through the roof and further series were made. This show was 'Letter to Blanche'. Sitcoms like 'Melody rules' flopped badly, just like the script and acting therein. At least 'Letter' was a send up of NZ culture, so I guess that is why it did so well, a feel-good comedy about us, not an attempt to imitate overseas crap.

Political and skit shows here have always been good, but we see little foreign material like that, compared to sitcoms. We have had Australian and Brit skit shows like Python, Who Dares Wins, Hale and Pace, Harry Enfield, Whose Line is it Anyway?, etc. but never the Red Green Show from Canada (I enjoyed that in LA) or Dana Carvey (?) whose show was panned by critics, but I liked it too when I saw it stateside.

I cannot understand the plethora of saccharin black or California teenage or family sitcoms with a one-line premise. Full House is excruciating. 'Cosby' took all the deadpan angst out of One Foot in the Grave. Bill C himself is a good comedian, but to 'jolly the show up' by allowing him to ham it all lost the whole point to it, about cantankerous old gits. Third Rock IS good, but (I forget the name) the American version of Men Behaving Badly again took all the revolting bits out: no masturbation or depravity references! The Dr Who movie recently was too slick in its effects that the story (the doctor kissing????) and acting looked silly. At least the BBC keeps the effects schlocky too, allowing one to enjoy the whole as schlock, with tongue in cheek. Trying to make it serious was a big mistake. Ditto Three Men and a Baby: poor remake of a good French movie. The Madness of King George was to be called George III, until Americans suggested their audiences would think it to be a sequel to a sequel!

Which raises another question, why are movies often called different things in America. Airplane = Flying high. Books too. Agatha Christie's Ten Little Niggers became Ten Little Indians and then Then There Was One (the

name of the filmed version too). Yet The Nigger of the Narcissus remains unchanged. I don't get it.

Can anyone tell me why some books, like Penguins, have 'not for sale in US or Canada for copyright reasons' on them? What is different about your laws and ours? Hmm...

Strange how we all speak the same language, yet can't understand each other. What hope for Europe, eh?

*[I have given up trying to understand the rationale behind Hollywood and the U.S. networks. I suppose I should feel insulted by the fact that studio and network executives have such a low opinion of the mental capacity of the American public. Then again, it could simply be that they are limited by their own intelligence. It reminds me of a Monty Python skit in which they at one point showed a chart showing the intellectual capacity of BBC program planners being about half that of the average penguin. You can see some good British programming on the PBS stations, but Newt Gingrich and his ilk are trying to kill Federal funding for public television, so we'll probably see nothing but pledge breaks on PBS if he succeeds.]*

### Ward Narhi

Hope all is going well over there. I have been tremendously busy hunting for an engagement ring! Yes, I am going to propose later this week or early next week. Elissa is the name of the unfortunate gal. She is a real sweetie. I ended up getting the diamond off the Internet. They were kind enough to send me some samples at their cost and I ended up picking one. It was somewhat unnerving to go to the Post Office to send the two diamonds back via registered, insured mail but it all seemed on the up and up. I am having the mount custom made and it should be done soon. By the time this goes to print I should officially be engaged!

*[First of all, congratulations! When I proposed to Celeste, we went to look for the ring together the next day. She really appreciated being a part of the process and she was sure to get a ring she liked. Plus, I scored points with her and her friends. That never hurts.]*

## Rabid Dog / MGN# O/E1/9/ABC/1 Summer 1456 Deadline/Fall 1456 11/18 Tuesday

*The Turks are fatally stabbed by Naples while Venice continues to press the attack on Austria. France seems to be shifting his attack and the Pope is unable to make headway.*

### Spring 1456 Retreats

Venice retreats A2 to Ferrara and A3 to Brescia

#### Expenditures

Naples buys Turkish A3 for 24 ducats.

#### Orders

Austria: A2 (EM) Mantua to Cremona (DISLODGED, retreat Verona, OTB)

(Koehler) A4 CREMONA to Milan

G1 MILAN supports A4

France: A1 BERGAMO to Milan

(Wilke) A2 AUSTRIA supports A3

A3 TYROLEA supports A1

A4 Milan to COMO

Naples: A1 SWISS to TURIN

(Narhi) A2 ALBANIA to DURAZZO

A3 Ragusa to ALBANIA

F1 Western Tyrrhenian Sea to CORSICA

F3 IONIAN SEA supports A2

F6 Eastern Gulf of Lyon to GENOA

F7 Capua to GULF OF NAPLES

### Orders (cont.)

Papacy: A1 (EP) PISA holds

(Scharf) A2 FLORENCE to Bologna

A3 PISTOLA supports A2

A5 Urbino to ANCONA

A6 (EM) BOLOGNA to Ferrara

A7 (EM) ROMAGNA supports A5

Turks: A1 HUNGARY to Slavonia

(Wilson) A2 CARINTHIA to Slavonia

A3 Albania to Ragusa (nsu)

F1 ISTRIA supports F4

F3 LOWER ADRIATIC transports Naples A1 to Messina (nsu)

F4 DALMATIA supports F3, OUT!

Venice: A2 FERRARA supports A4 (cut)

(Robles) A3 BRESCIA supports A4

A4 (EM) Parma to MANTUA

A5 Pontremoli to MODENA

F1 (EM) UPPER ADRIATIC supports A2

F2 VENICE LAGOON supports F1

Notes

Since the Turks have lost their last home city, they are eliminated. Also, thanks to Joe Carl for his unused standby orders for France.

Press

**Austria in Milan – Venice (and FrAustria, if he is listening...):** Why not attack Naples instead of me? I'll not get in the way.

**Naples – Turkey:** See now, I had to give it a try. It was a very difficult decision for me but it was now or never. No hard feelings?

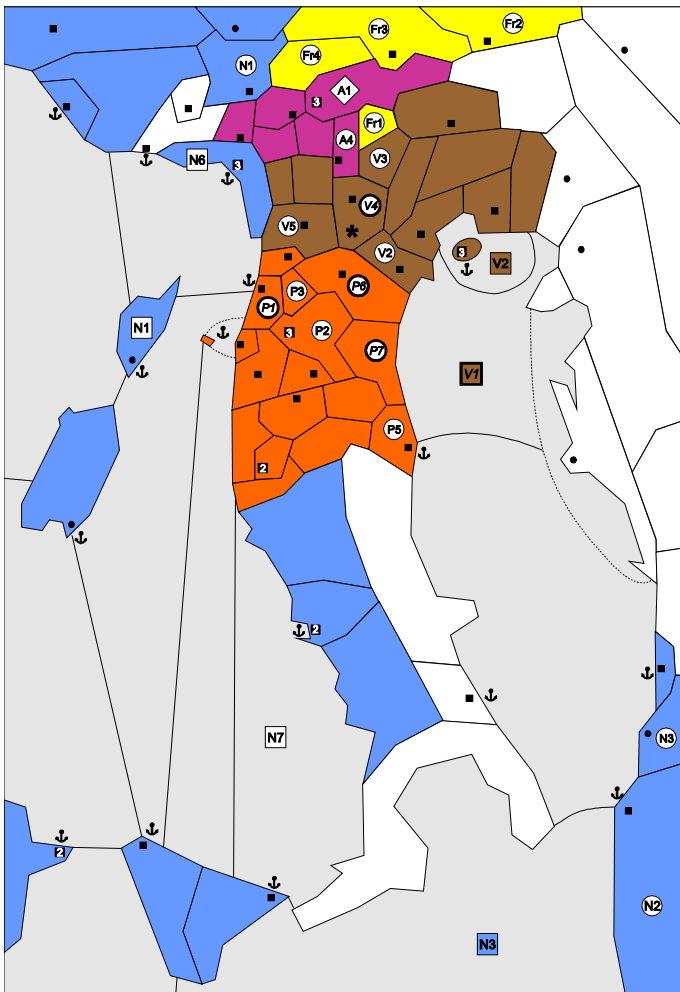
**Naples – Venice:** If you stay out of the lower Adriatic I will leave you alone. Let us call a border at everything north of Bosnia is yours. Acceptable?

**Naples – Pope:** Note I made no moves towards you and even moved away so as not to antagonize you. My emissaries will arrive bearing riches from the east for you.

**The Prophet of Naples predicts:** After the fall of the Caliph of Turkey, Turkish partisans are left with little order and slowly disperse into the countryside. Many join the armies of Naples as they are converted to the religion of the Prophet.

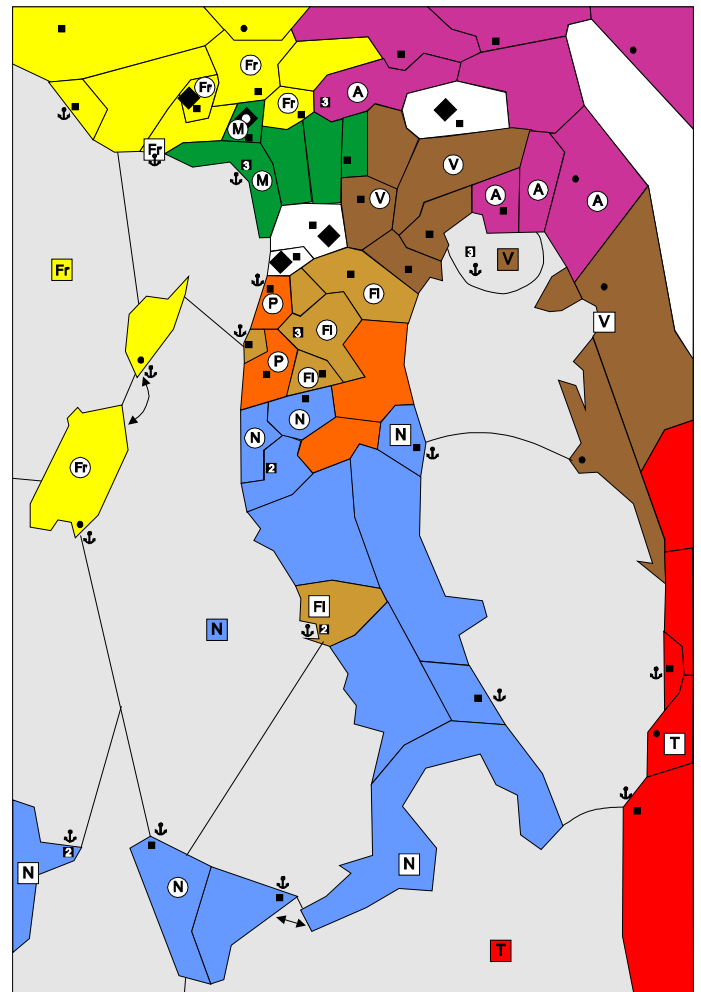
**Papacy – Naples:** I believe we can work together.

"Rabid Dog"



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

"Fleabag"



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

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

**Fall 1456**

**Deadline/Winter-Spring 1457 11/18 Tuesday**

*The Franco-Austrian alliance makes gains against a Milan paralyzed by unrest. The Pope has been evicted from his country by the advancing Neapolitan forces, while Florence strikes at the Neapolitan capital. The Turks lose one city to Naples while gaining another from him. Finally, Venice has his hands full against the onslaught of Austria.*

Spring 1456 Retreats

Milan retreats A Pavia OTB (NRR)

Orders

Austria: A MILAN besieges (garrison destroyed)  
 (Renken) A Carinthia to CARNIOLA  
 A TREVISO to Padua  
 A FRIULI to Treviso

Orders (cont.)

Florence: A BOLOGNA to Florence  
 (Wilke) A FLORENCE to Sienna  
 A AREZZO supports A Florence to Sienna  
 F Tyrrhenian Sea to NAPLES

Orders (cont.)

France: A PAVIA holds  
 (Grib) A TURIN supports A Pavia  
 A PROVENCE to SALUZZO  
A SARDINIA to Corsica  
F GULF OF LIONS to Corsica  
 F SAVOY besieges (garrison destroyed)

Milan: NMR! A GENOA holds  
 (Schoenberger) A MONTFERRAT holds  
G Milan holds (DESTROYED!)

Naples: A ROME to PERUGIA  
 (Lewis) A PATRIMONY supports A Rome to Perugia  
 A PALERMO holds  
 F Western Mediterranean to TYRRHENIAN SEA  
 F TUNIS besieges (garrison destroyed)  
 F Bari to OTRANTO  
F ANCONA to Upper Adriatic

Papacy: A PISA supports A SIENNA  
 (York) A SIENNA supports A Pisa (cut)

Turks: F DURAZZO to ALBANIA  
 (Street) F IONIAN SEA to Palermo  
G Tunis holds (DESTROYED!)

Venice: A MANTUA to Ferrara  
 (S. Cousins) A VERONA to Ferrara  
F VENICE to Padua  
F CROATIA to Upper Adriatic

Notes

Thanks to Kevin Kinsel for his unused orders for Florence. **Will Dave Anderson please submit standby orders for Milan!**

Winter 1457 Adjustments

GAINS, losses

Aus	Tyrolea, Austria, Hungary, Carniola, TREVISO, MILAN	Build 2
Flo	Arezzo, Florence, Piombino, SIENNA, Bologna, NAPLES	Build 1
Fra	Marseilles, Avignon, Swiss, Turin, Corsica, Sardinia, PAVIA, SAVOY	Build 2
Mil	Milan, Pavia, Cremona, Genoa	Even
Nap	Naples, Palermo, Messina, Bari, Rome, ALBANIA, Ancona, TUNIS, PERUGIA	Even
Pap	Perugia, Pisa, SIENNA	Even
Tur	Tunis, Durazzo, Ragusa, ALBANIA	Build 1
Ven	Venice, Padua, Dalmatia, Ferrara, Croatia, MANTUA	Build 1

Press

**Papacy – Milan:** Still kicking, you bet! But, whether it is my final kick is still to be seen.

**Turkey – Naples:** You can have Tunis. I never liked it anyway. Too hot, bad food, ugly women.

---

**Howl / MGN# O/C2/6/ABC/1**  
**Winter-Spring 1516**  
**GM: Mike Scott**

I did not receive the game from Mike in time.

---

**Feral Dogs/MGN# A2/A/8/1 - Gunboat**  
**Summer 1454**  
**Deadline/Fall 1454 11/18 Tuesday**

*Milan turns his attention toward the defense of his homeland while the Pope turns his to the defense of Florence's homeland. Venice and Austria bump heads over Croatia and Naples and the Turks continue their conflict over the Ionian Sea. Florence and France quietly collect neutrals.*

Orders (cont.)

Austria ( ):	A TYROLEA supports A Carinthia – Milan <u>A CARINTHIA to Milan</u> <u>A SLAVONIA to Croatia</u>	Papacy ( ):	A Bologna to FLORENCE A SIENNA supports A Bologna to Florence A Perugia to ROME F ANCONA holds
Florence ( ):	<u>A Florence holds (DISLODGED, retreat Pisa, Arezzo, Pistoia, Urbino, garrison, OTB)</u> A Pisa to LUCCA F PIOMBINO besieges	Turks ( ):	A RAGUSA besieges <u>F DURAZZO to Ionian Sea</u> <u>F CENTRAL MEDITERRANEAN supports F Durazzo to Ionian Sea (cut)</u>
France ( ):	A SWISS to TURIN A PROVENCE to SALUZZO F Gulf of Lions to LIGURIAN SEA	Venice ( ):	A Padua to VERONA A FRIULI supports A Padua to Verona <u>F UPPER ADRIATIC to Croatia</u> <u>F VENICE to Upper Adriatic</u>
Milan ( ):	A TRENT supports A Bergamo – Milan A MONTFERRAT besieges <u>A BERGAMO to Milan</u>		
Naples ( ):	A AQUILA holds <u>A MESSINA to Palermo</u> <u>F PALERMO to Ionian Sea</u> <u>F TYRRHENIAN SEA to Central Mediterranean</u>		

Notes

The French player has had to resign. The new player for France is you if this box is checked: .

Press

**Turks – Pope:** Sorry that I did not anticipate your offer and orders.... I will on the next campaign if you so wish...

**Turks – Naples:** As Turkey I wish to protect Durazzo – It is high on my priority list. How to do that without a fleet in Ion on the first few campaigns is a mystery to me; unless I abandon all other chances to do expansion of neutrals.... I surely do not want to take on Naples!!!! Let us work this out somehow...

**Venice – All:** Sorry for my silence last time, I didn't know we had press!

**Venice – Papacy:** Thank you for your kind words. No problem with the FER bounce, the army is now going for VER anyway to fend off the aggressive bastard residing in Milan. If you help me against him you have an ally for the duration of the game. I suggest you take MOD as well as MAN while leaving FER for me to take (once I have time for it, that is!).

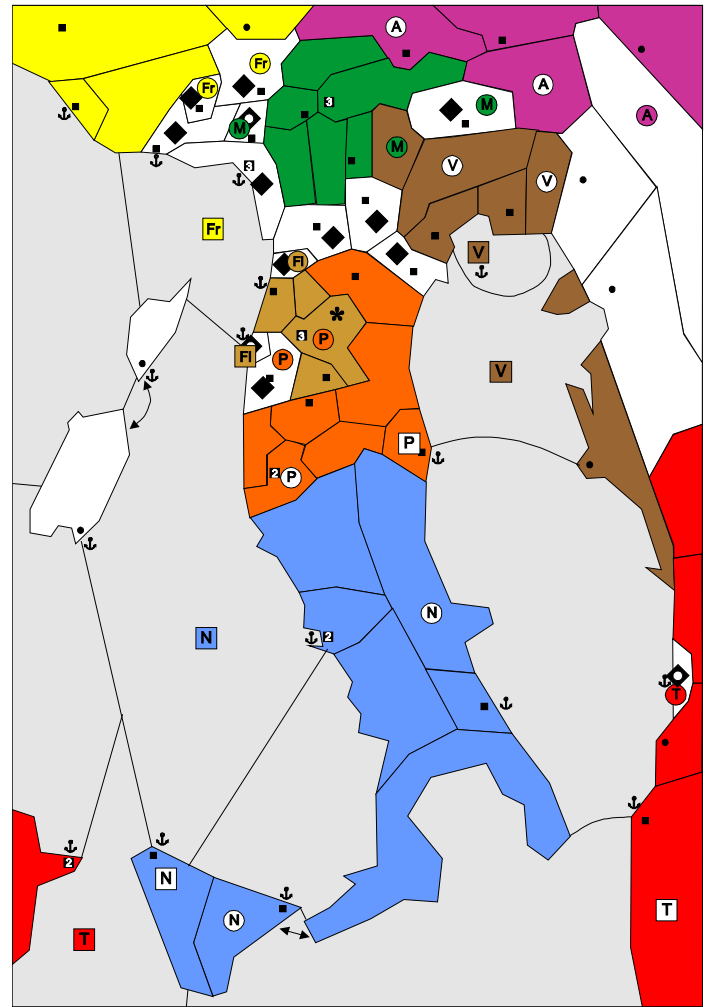
**Venice – Austria:** Carniola is yours, Croatia is mine, is that okay with you? What goes for the Pope goes for you too, if you hit Milan instead of me then no Venetian armies will be heading your way, not now, not later.

**Venice – France/Austria:** If you DMZ Swiss/Tyrol and go for Turin and Milan respectively then you'll have nothing to fear from each other, you grow faster and Milan is in deep shit. All good things!

**Venice – Turk:** You have nothing to fear from me obviously, as I'm occupied in the north, good luck with your war against Naples! If you get fleets in CM and IS then he's bound to get into trouble sooner or later, and the Pope may well be willing to help you.

**Venice – Milan:** You do that all the time I bet, strolling around people's back yards when you think nobody's looking.

"Feral Dogs"



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

**Mongrel**

**End of Game Statements**

**Kevin Wilson** (Horsemen of the Apocalypse): Congratulations to Andy on a very nice win. This was about the worst showing in a game of HTW that I've had. I think, although I am not certain, I have never finished in the bottom half before. Some weak empires in the middle of the game was a problem that I just couldn't overcome, even with Britain and Fanaticism at the end. I still really like this game, especially pbm, and look forward to the next game in SOB.

**Andy Lewis** (Civs-R-Us): This is a fun game which is made more exciting because of the not knowing of simu moves. I had a lot of fun with it, but I have to imagine there's a ton of work for the GM. Thanks for making the effort Chris. Thanks to the players - I didn't think I could get in there for a win.

**Murray Cowles** (Hector): Congratulations to Andy for winning Mongrel. Now Andy, why all this unhappiness about the gift of my card? Camels spitting and all that? In fact I knew, full well, that if I was not given a good

card I was probably giving you the winning card. But I could not risk you sitting on a sure-fire winner (which you most certainly were), however Germany was not quite good enough for me.

Good game, Good game! as one TV person has turned into his catch phase.

Now what comes next? Is there enough interest out there to try a game of Renaissance? Would it respond to pbm treatment?

**Dennis Cain** (The Horde): Thanks to all for a good game. I think I did as well as I could have, inheriting a poor position. My Black Death should've done much more damage. My changes were lost when I got passed the Incas & Aztecs.

**Chris Hassler** (GM): One of the fun things about running History of the World is watching the different strategies of the players as the game develops. In this game, it is interesting to note that the players who ended up first and second had the fewest empire strength points over the course of the game. It seems pretty clear that this is a game in which what you do with it matters more than how big it is.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Civs-R-Us (Green)	63	202
Murray Cowles	Hector (Blue)	58	190
Dan Eisenhut	The Dark Side (Black)	71	172
Dennis Cain	The Horde (Purple)	74	169
Kevin Wilson	Horsemen of the Apocalypse (Red)	73	148
Dave Anderson	Gamers' Lonely Hearts Club (Orange)	74	144

## Wolfpack

### Epoch VI Incas & Aztecs, Ottoman Turks, Portugal, Spain, and Mughals Deadline for Epoch VII Empire Selection: 11/18 Tuesday

**The Blunt Approach** (Geggus) INCAS: Army and Capital *Northern Andes*, army *Southern Andes*. AZTECS: Army and Capital *Mexican Valley*, army *Pacific Seaboard*. Builds Monument *Northern Andes*. Points: Dominance in Southern Europe (4) and Middle East (4), Presence in North America (1), South America (2), Southeast Asia (2), and Eurasia (1), 3 Capitals (6), 1 city (1), 1 Sea (1), and 6 Monuments (6) for 28 points.

**Pinky and the Brain** (S. Cousins) plays Disaster in *Chekiang* (Monument destroyed, Capital reduced to city). OTTOMAN TURKS: Plays Naval Supremacy. Army and Capital *Western Anatolia* (Sassanid army retreats to *Balkans*), fleet *Black Sea, Eastern Mediterranean* (vs. The Blunt Approach: P: 5+1, 4+1; B: 6; P: 4+1, 2+1; B: 2; wins), army *Eastern Anatolia* (vs. Holy Roman Empire: O: 6, 1; H: 6, 5; O: 3, 2; H: 1, 1; wins), *Levant* (vs. Arabs: O: 6, 5; A: 1; wins), *Upper Tigris* (vs. Holy Roman Empire: O: 6, 1; H: 5; wins), *Middle Tigris* (vs. Holy Roman Empire: O: 2, 1; H: 6; loses), *Middle Tigris* (vs. Holy Roman Empire: O: 6, 3; H: 1; wins), *Morea* (vs. Romans: O: 6, 2; R: 6, 3; O: 4, 4; R: 4, 1; O: 5, 1; R: 6, 1; loses), *Morea* (vs. Romans: O: 6, 2; R: 6, 2; O: 6, 5; R: 6, 2; O: 6, 6; R: 5, 4; wins), *Crete* (vs. Romans: O: 4, 2; R: 6; loses), *Crete* (vs. Romans: O: 5, 5; R: 6; loses), *Crete* (vs. Romans: O: 2, 1; R: 2; O: 5, 4; R: 6; loses), *Crete* (vs. Romans: O: 6, 3; R: 4; wins), *Pindus* (vs. Goths: O: 5, 4; G: 1; wins). Points: Dominance in Middle East (4), India (6), Southern Europe (4), Presence in Northern Europe (2) and Southeast Asia (2), 3 Capitals (6), 1 city (1), 8 Monuments (8), and 3 Seas (3) for 36 points.

PORTUGAL is absent.

**Dead Peoples** (C. Cousins) plays Disaster in *Tarim Basin* (Monument destroyed).

SPAIN: Army and Capital in *Pyrenees* (Two Roman armies retreat to *Western*

*Iberia*), fleet *Atlantic Ocean, Indian Ocean*, army *Congo Basin, South Africa, Deep South, Great Plains, Patagonia, Brazil, Guiana Highlands, Eastern Ghats* (vs. Chola, plays Treachery card to win, Capital reduced to city), *Arabian Peninsula* (vs. Arabs: S: 4, 1; A: 6, 3; loses), *Arabian Peninsula* (vs. Arabs: S: 6, 4; A: 6, 1; S: 5, 5; A: 6, 4; loses), *Arabian Peninsula* (vs. Arabs: S: 3, 3; A: 6, 2; loses), *Arabian Peninsula* (vs. Arabs: S: 3, 1; A: 6, 3; loses). Builds Monument *Pyrenees*. Points: Dominance in North America (2), South America (4), and Sub-Saharan Africa (4), Presence in North Africa (2), India (3), Southern Europe (2), and Northern Europe (2), 2 Capitals (4), 2 cities (2), 1 Monument (1), and 1 Sea (1) for 27 points.

**Quantum Coyotes** MUGHALS: Army and Capital *Ganges Valley* (Vedic armies eliminated), army *Eastern Deccan* (vs. Guptas: M: 5, 4; G: 4, 2; wins, Capital reduced to city), *Upper Indus* (vs. Guptas: M: 4, 3; G: 5; loses), *Upper Indus* (vs. Guptas: M: 4, 3; G: 3; wins), *Ganges Delta* (vs. Cholas: M: 4, 1; C: 2; wins, 2 ships *Bay of Bengal* unsupported), *Irrawaddy* (vs. Cholas: M: 5, 5; C: 4, 4; wins), *Western Deccan* (vs. Guptas: M: 5, 1; G: 5; M: 5, 3; G: 1; M: 5, 2; G: 4; wins), *Eastern Ghats* (vs. Spain: M: 4, 1, S: 6; loses), *Eastern Ghats* (vs. Spain: M: 6, 2; S: 1; wins, city eliminated), *Lower Indus* (vs. Guptas: M: 5, 3; G: 3; wins), fleet *Bay of Bengal*, army *Mekong* (vs. Khmers: M: 4, 4; K: 4, 2; M: 3, 1; K: 2, 1; wins, Capital reduced to city). Builds Monument in *Ganges Valley*. Points: Dominance in India (6), Northern Europe (4) and Eurasia (2), Presence in China (3), Southern Europe (2), Southeast Asia (2), and Nippon (1), 1 Capital (2), 5 cities (5), 1 Sea (1), and 5 Monuments (5) for 33 points.

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Pitt Crandlemire	PMS'ing Indignants (Purple)	55	127
Chris Geggus	The Blunt Approach (Orange)	56	147
Paul Bolduc	The Arachnids (Blue)	56	140
Caleb Cousins	Dead Peoples (Green)	56	120
Sean Cousins	Pinky and the Brain (Red)	57	146
Kevin Kinsel	Quantum Coyotes (Black)	66	137

### Final Positions

**The Arachnids:** Fleets *South China Sea* and *Sea of Japan*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. T'ANG DYNASTY: Army *East Indies*. SUNG DYNASTY: Army *Si-kiang*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*. MING DYNASTY: Army and city *Chekiang*, armies *Hokkaido* and *Hindu Kush*.

**Quantum Coyotes:** Fleet *Bay of Bengal*. ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army *Western Steppe*. MONGOLS: Army, city, and Monument *Central Europe*, army and city *Szechwan*, army and fort *Dalmatia*, armies *Mongolia, Yellow River, Korean Peninsula, Eastern Steppe, North European Plain, Baltic Seaboard, Danubia, and Northern Apennines*. MUGHALS: Army, Capital, and Monument *Ganges Valley*, army, city, and Monument *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, army and city *Mekong*, army *Ganges Delta, Irrawaddy, Western Deccan, and Eastern Ghats*.

**Pinky and the Brain:** Fleet *Black Sea* and *Eastern Mediterranean*. INDUS VALLEY: One army in *Western Ghats*. ARAGON: Army, city, and fort *Southern Iberia*. OTTOMAN TURKS: Army and Capital *Western Anatolia*, army and Monument *Eastern Anatolia, Levant, Upper Tigris, Middle Tigris, and Pindus*, army *Morea* and *Crete*.

**PMS'ing Indignants:** Fleets *Red Sea, North Sea, and Atlantic Ocean*. NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Army *Sumatra*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army *Nubia*. VIKINGS: Army and city *Northern Gaul*, army and Monument *Albion*, armies *Central Massif, Scandinavia, and West Indies*. SAFAVIDS: Army and Capital *Persian Salt Desert*, army and Monument *Persian Plateau*. TIMURID EMIRATES: Army, Capital, and fort *Turanian Plain*, army and fort *Tarim Basin*, army and Monument *Wei River* and *Yangtse Kian*, army *Great Plain of China*.

**The Blunt Approach:** ROMANS: Three armies *Western Iberia*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. HOLY ROMAN EMPIRE: Army and Monument *Southern Apennines*, armies *Dneipr, Caucasus, and Zagros*. INCAS: Army, Capital, and Monument *Northern Andes*, army *Southern Andes*. AZTECS: Army and Capital *Mexican Valley*, army *Pacific Seaboard*.

**Dead Peoples:** Fleets *Western Mediterranean, Atlantic Ocean, and Indian Ocean*. MAYANS: Two armies and Capital *Central America*. SASSANIDS: Two armies *Balkans*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. GOTHs: Army and Monument *Pindus*, army *Western Gaul*. FRANKS: Armies *Lower Rhine, Shatts Plateau, and Libya*. SPAIN: Army, Capital, and Monument *Pyrenees*, army and city *Eastern Ghats*, armies *Congo Basin, South Africa, Deep South, Great Plains, Guyana Highlands, Brazil, and Patagonia*.

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

*Epoch VII Empire Draw*

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

## Dogpaddle

### Game Start

**Deadline for Epoch I Empire Selection: 11/18 Tuesday**

#### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	?	0	0
Ward Narhi	?	0	0
Joe Carl	?	0	0
Dennis Cain	Impending Ascension	0	0
Dave Anderson	?	0	0
Andy Lewis	?	0	0

#### Final Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

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

*Epoch I Empire Draw*

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

## Mutt

### Turn 15

**Deadline, Turn 16: 11/18, Tuesday**

#### Commander Actions

**BarterTown II** buys 3 titanium factories (Wa4, Wa7, Ti8, Ti8, Ti9, MTi) and 3 population factors (Or5, Ti10)

**Tribute to Troy** opens the bidding on Orbital Lab for 59 and gets it (Re12, Re12, Mi15, OM20). Buys one research factory (MWa), and a population factor (Or5, Wa7)

**Awl Mining Company** opens the bidding on an Ecoplants at 30 and gets it (Wa9, Wa10, Ti11). Buys two titanium factories (Or4, Or4, Ti8, MTi) and two population factors (Or3, Ti7).

**Fangland** buys 2 new chemicals factories for 121 (Ti7, Wa9, Re14, Re15, NC20, NC26, MWa) and 2 population factors (NC20)

**Bellpick 7** opens the bidding on a Space Station for 120 and gets it (Wa7, Re12, Re13, MTi, MTi). Moves a population factor to man it.

**Heavenly Bodies Development Company** opens the bidding on Robots at 50 and gets it (Or1, Wa7, Ti9, Re9, Ti11, Re13). Buys a titanium factory (MWa) and a robot (Or3, Ti7).

**The Outhouse** buys 3 titanium factories (Wa6, Wa8, Ti12, Mi20, MTi) and 2 robots (Wa5, Wa6, Wa9). Moves a robot from a water factory to man one.

**Minos Entrepreneurs** passes.

#### The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	Wa, HE, Ec, 2Ou, Ro	43
2	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, 2Ec, Ou	40
3	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	No, Wa, 2OL, La, Ro, <b>SS</b>	39
4	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	No, HE, Wa, Ro, La, <b>SS</b>	36
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF, NCF, NCF, NCF	No, 2DL, 2Sc, Ou	34
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	DL, No, HE, 2Sc, Ec, Ro	29
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ec, Ro, OL	28
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF	Wa, 2DL, Ou, La	21

Available Upgrades

New Arrivals: Orbital Lab, Orbital Lab, Scientists, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	0
Orbital Labs (OL)	50	2	0
Robots (Ro)	50	0	0
Laboratory (La)	80	2	0
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	0	0
Space Station (SS)	120	2	2
Planetary Cruiser (PC)	160	0	6
Moon Base (MB)	200	1	5

Production Cards

In the Warehouse: \_\_\_\_\_  
 New Cards: \_\_\_\_\_  
 Tribute to Troy, Fangland, Bellpick 7, HDBC, and Minos Entrepreneurs took Mega water cards.  
 BarterTown II, Bellpick 7, The Outhouse, and Awl Mining Company took Mega titanium cards. BarterTown II and Awl Mining each took 2.

**Chihuahua****End of Game Statements**

**Kevin Wilson** (French): Well, that's two games of New World I've played in SOB and both ended with sudden grabs for the 4th and 5th areas. I guess next time I'll have to watch for that opportunity for myself. I am not unhappy with how I did in this one, especially after my horrendous start giving away all of my money. Next time I proof the orders very carefully. Finding a couple of long-lasting mines helped me recover. I guess it is true God smiles on fools.

I kind of expected the attack from England in the final round so I brought a few extra soldiers from the old country. What I didn't expect was his good fortune in combat, wiping me out. As it turns out, it didn't matter and perhaps we would both have been better off watching out for the Dutch who surprised us all. Congrats to Bill on a nice grab at the end for the win.

After two playings of this game, it is growing on me just a little. I kind of like the simple mechanics but good potential for interaction. While not on a par with Dip, Mach or Dune, it is fun and a nice change of pace. I'll play again if Chris runs another one.

**Andy Lewis** (Swedes): Nice win Bill. This goes to show this game is not just about money. You got pretty lucky though to still have 31 colonists around on turn 8 (You only lost one all game which is amazing since I lost 11, England lost 17, France lost 18, Portugal lost 13, and Spain lost 21). This is a very fun game and works very well by mail. Thanks for another great game Chris.

**Brendan Whyte** (English): Short Game: It felt like we'd just started, and it was over. I lost. I always do in this game, I'm not sure why, but am sure 5 others are happy to tell me! Poor lands initially didn't help. Those red ones kill you! France and Sweden seemed to be running away with the game, so I attacked the one I could. Postal rules give you a turn's advantage when this happens. I hoped the Dutch would join me, but instead they went for the win. Crafty boy, that, but well done, I certainly didn't see it coming. Good game all. Too little interaction between the South Americans and the north I feel in this game, both postally and ftf. Or am I just playing wrong? I enjoyed it anyway. Cheers!

**Dennis Cain** (Portugal): Congratulations to Bill for excellent colonist management. To have 31 colonists on the board after 8 turns is most impressive and hard to beat. As for me, I think I did as well as I could, given what I inherited.

I tried to knock down Sweden in the last turn, but some poor combat rolls would have left me extremely vulnerable had this game continued. Thanks to Pitt for taking over an absolute disaster of a position.

**Bill Scharf** (Dutch): My moral for this game is "If you can't be good – be lucky." While my final counts differ from Chris's, I still squeaked out a win. If I had lost a ship on the outbound trip, got worse climate rolls, ran into higher levels of native resistance, or been attacked by anybody, it would have been game over. The big difference between pbm and ftf is the ability to get a 5-area win. I've used it twice in pbm and I've never seen it done in ftf. You have to be pretty cagey with your conditionals to prevent a 5-area win by somebody in pbm.

I'd much rather have a money win (you have so many more options with money – like in real life I suppose) but for some reason I wasn't doing well. Both my mines ran dry after one turn, after I spent so much time looking for them, too; I didn't get any resource rich areas either (until the last round). My only option was a 5-area win so I went for it.

Thanks everybody for a good game. Andy Lewis did his usual consummate role of resource acquisition and empire building. Dennis Cain (the Portuguese) was coming on hard the last several rounds. Pitt was doing his best to revive the Spanish (worst devastation by natives I've seen in a long time). Kevin Wilson had done very well with the French (and his reward was an attack from England!) And the English (Brendan Whyte), who didn't have a lot of luck this game, was playing a spoiler role by slowing down the leaders. Thanks for GMing, Chris.... It was a lot of fun.

**Chris Hassler** (GM): Bill pulled it off again. In both games of New World that I have run, Bill has managed to win in the same way: Sneaking 5 political controls past all of the other players, and hanging on through the environment rolls. I guess it's pretty obvious at this time that winning on the 5 political controls is much easier to accomplish in a pbm setting than it is ftf. I'm sure that it will not be as easy to accomplish next time, however. There definitely seems to be enough interest in this game to run another, and I enjoy running the game, so look for another offering.

**Rock Hound****Operations Round 3.2****Stock Round 4 due: 11/18 Tuesday****Operations Round 3.2**Actions

**Fast Buck** Tug (3/2) moves H3, picks up R60 and N60 – G3 and delivers for \$120. Scout (5/1) moves G2 – G1 and explores (N20/60) – F1 and explores (N20/60). \$20 in exploration fees. Earnings are split.

**Ice Finder** Tug (4/3) moves M7 – M8 (Picks up R40) – N7 (Picks up I50) – O7 (Picks up I40) – O6 and delivers for \$150. Scout (5/1) moves M7 – L7 and explores (I50/60), picks up I50 – K7 – J8 – J9 and delivers for \$70. Earnings are split.



**Ore Crusher** Tug (3/2) moves M2, picks up N60, N60 – M3 and delivers for \$140. Tug (4/3) moves M2 – N1 and explores (N20/60), picks up N20 – O1 and delivers for \$40. \$10 in exploration fees. Earnings are split.

**Lucky** Tug (3/2) moves G7, picks up R50 – G6, picks up N50 – H6 and delivers for \$100. Earnings are retained. Buys Scout (6/2) for \$175.

**TSI** Scout (5/1) moves L4 – M4 – N3 – N2 – M3, refuels – L2 – K1 – J1, and delivers for \$80. Tug (3/2) moves K3, picks up R60 – L3, picks up R60 – M3, refuels – L2 – K1 – J1 and delivers for \$160. Tug (3/2) moves J5 – I4, picks up R50 – H4 and delivers with transshipment for \$80. Scout (6/2) moves J4, picks up N60 – J3, picks up N60 – K2 – L2 and explores (N20/60, N20/60) – M3, refuels – N2 – O2 – O1 and delivers for \$140. \$10 in exploration fees. Full dividends are paid: \$46 to Errol's Outfit, \$46 to ANUS, \$184 to BORG Mining Collective, and \$92 to TSI. Stock price increases to \$169.

**RU** Tug (4/3) moves D5 – D6, picks up N60 – E6, picks up R30, N10 – D7 and delivers for \$100. Tug (4/3) moves C5, picks up I50 – B5 – A6 – A7, delivers with transshipment for \$80. Scout (6/2) moves E4, explores (R30/60, I30/40), picks up

R30 – F5, explores (I50/60), picks up I50 – G4 – H4, delivers for \$80. \$20 in exploration fees. Full dividends are paid: \$26 to BORG Mining Collective, \$130 to Blue Sky Mining. Buys Vacuum Associates from Blue Sky Mining for \$140. Refueling station is placed at D7. Places claim on N60 at G5. Stock price increases to \$87.

**MM** Tug (3/2), using Torch moves B1 – C2, picks up R60, I30 – B1 – A1, and delivers for \$110. Tug (4/3) moves B2, picks up N20, N20 – C3, picks up R70 – B3 and delivers for \$110. Full dividends are paid: \$44 to Due Unto Others, \$176 to MM. Buys base and fueling station at G1 (impossible, must be explored first). Stock price increases to \$50.

**VP** Tug (4/3), using Drill Hound moves E6, picks up (no available mines) – E5, picks up N10 – D5, picks up R70 – D4 and delivers for \$90. Scout (5/1) moves J2 – K2, picks up I40 – L2 – M3 and delivers for \$40. Full dividends are paid: \$26 to Carved in Stone, \$104 to VP. Stock value increased to \$43.

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$298	Fast Buck, President's Share MM
Bill Scharf	Errol's Outfit	\$343	Ore Crusher, Robot Smelters, 1 share TSI
Dennis Cain	Carved in Stone	\$211	Ice Finder, President's Share VP
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$166	Lucky, Asteroid Export Company, 1 share TSI
Caleb Cousins	BORG Mining Collective	\$375	President's Share TSI, 2 shares TSI, 1 share RU
Andy Lewis	Blue Sky Mining	\$337	Tunnel Systems, President's Share RU, 3 shares RU

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

Private Companies

Company	Owner	Income	Special
0: Planetary Imports	TSI	\$10/turn	None
7: Tunnel Systems	Blue Sky Mining	\$5/turn	Free Base
8: Vacuum Associates	RU	\$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

Independent Companies

Name	Operator	Treasury	Claims	Ships
Fast Buck	Due Unto Others	\$137	0	Scout (5/1), Tug (3/2)
Ice Finder	Carved in Stone	\$110	1	Scout (5/1), Tug (4/3)
Ore Crusher	Errol's Outfit	\$135	0	Tug (3/2), Tug (4/3)
Lucky	ANUS	\$35	0	Tug (3/2), Scout (6/2)

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$527	Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$215	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	10	Vacuum Associates
MM	Due Unto Others	\$294	Tug (3/2), Tug (4/3)	3	3	4	Torch
VP	Carved in Stone	\$169	Scout (5/1), Tug (4/3)	3	4	4	Drill Hound

Available Stock

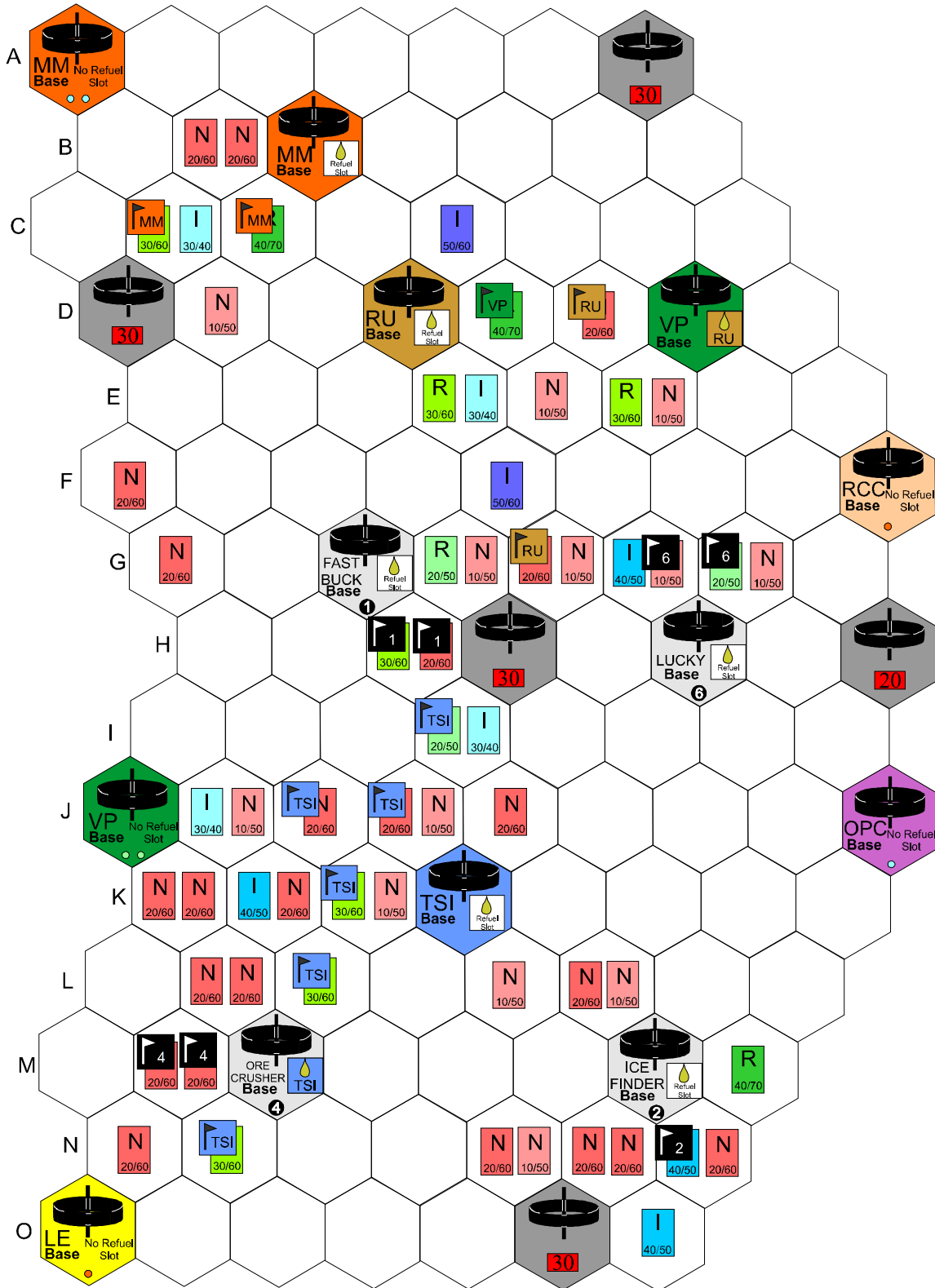
President's Certificates	Stock Market	Public Corps.	Growth Corps.
Lunar Enterprises (LE)	2 shares TSI	3 shares TSI (\$100), 4 shares RU (\$77)	8 shares Mars Mining (\$67), 8 shares Venus Prospectors (\$67)

Cash in the Bank: \$6698

Available Ships: 1, Scout 6/2, \$175; Tug 4/3, \$200

### Notes

Once LE is started, OPC and RCC become available.



71	80	90	101	113	126	140	155	171	188	206	225	245	266	288	311	335	360	386	413	441	470	500
62	70	79	89	100	112	125	139	154	170	187	205	224	244	265	287	310	334	359	385	412	440	469
54	61	69	78	88	99	111	124	138	153	169	186	204	223	243	264							
46	53	60	68	77	87	98	110	123	137	152	168	185										
36	45	52	59	67	76	86	97	109	122	136												
24	35	44	51	58	66	75	85	96														
10	23	34	43	50	57	65																

67	77	88	100	125
Par MM	Par RU		Par TSI	

## Running Dogs

### Turn 4 Bidding to Combat

Turn 4 Combat due: 11/18 Tuesday

### Combat

Habbanya Ridge Sietch Guild vs. Harkonnens. Guild is aggressor. Eligible leaders: Guild: All, Harkonnens: All plus Stilgar.

### 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

- CARD 1 ( ) goes to the Emperor for 3 spice.
- CARD 2 ( ) goes to the Emperor for 3 spice.
- CARD 3 ( ) goes to the Harkonnens for 2 spice (Extra card is )
- CARD 4 ( ) goes to the Bene Gesserit for 2 spice.
- CARD 5 ( ) goes to the Atrides for 4 spice.
- CARD 6 ( ) goes to the Guild for 3 spice.
- CARD 7 ( ) goes to the Fremmen for 2 spice.
- CARD 8 ( ) goes to the Ixians for 1 spice.

### Movement

The Bene Gesserit coexist everywhere. The Lansraad order the Atrides to hold in place.

### Revival

- Emperor revives 1 token
- Fremmen revive 3 tokens (1 Fedaykin)
- Guild revive 3 tokens (4 spice to the Bene Tleilaxu)
- Harkonnens revive 2 tokens
- Ixians revive 2 tokens
- Lansraad revive 2 tokens

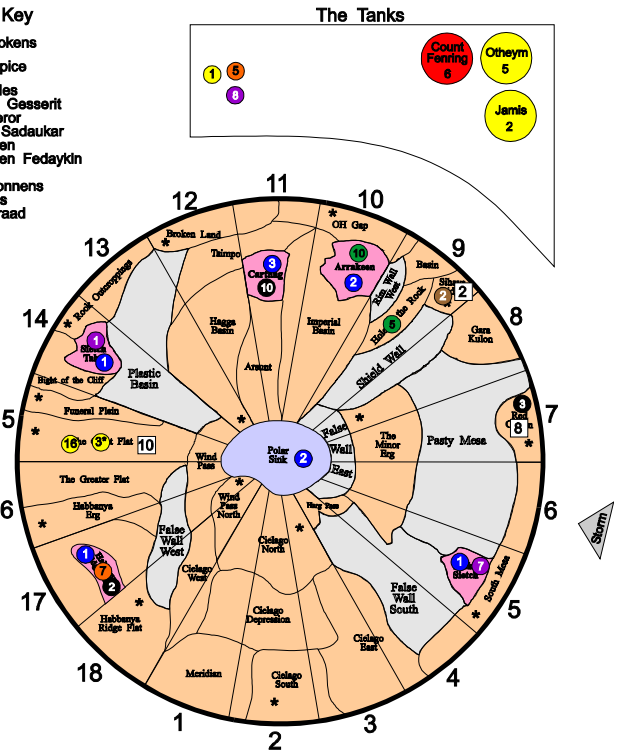
### Shipping

- Ixians ship 1 token to Sietch Tabr
- Fremmen ship 3 tokens (1 Fedaykin) to The Great Flat
- Harkonnens ship 2 tokens to Habbanya Ridge Sietch

### Movement

- Bene Gesserit move 2 tokens Imperial Basin – Arrakeen.
- Fremmen move 16 tokens (2 Fedaykin) Sietch Tabr – Plastic Basin – The Great Flat
- Harkonnens move 3 tokens Shield Wall – Pasty Mesa – Red Chasm.

- Key**
- Tokens
  - Spice
  - Atrides
  - Bene Gesserit
  - Emperor
  - Elite Sadaukar
  - Fremmen
  - Fremmen Fedaykin
  - Guild
  - Harkonnens
  - Ixians
  - Lansraad



### Final Positions

- Atrides:** 10 Arrakeen, 5 tokens Hole in the Rock, 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 3 tokens Carthag, 1 token Tuck's Sietch, 2 tokens Polar Sink, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 10 tokens off-planet
- Bene Tleilaxu:** No traitors, No traps
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet, Count Fenring in the tanks
- Fremmen:** 19 tokens (3 Fedaykin) The Great Flat, 1 token Otheym, and Jamis in the tanks

**Guild:** 5 tokens in the tanks, 7 tokens Habbanya Ridge Sietch, 8 tokens off-planet

**Lansraad:** 2 tokens Sihaya Ridge, 18 tokens off-planet

**Harkonnens:** 10 tokens Carthag, 3 tokens Red Chasm, 2 tokens Habbanya Ridge Sietch, 5 tokens off-planet

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

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

**Ixians:** 7 tokens Tuek's Sietch, 8 tokens in the tanks, 4 tokens off-planet, 1 token Sietch Tabr

## Hair of the Dog

### Turn 8

**End of Game Statements due: 11/18 Tuesday**

#### Players

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

### Round 4.2

**Jerner Sayqua Fine Art Gallery** offers Krypto ⚡ and it goes to Fool's Gallery for \$60,000.

**Fool's Gallery** offers Krypto ⚡ and =, ending the game.

### Purchases

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

### 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	\$10,000	\$20,000		\$30,000	
4	\$20,000		\$10,000		\$30,000

**Papillon** gains \$100,000

**Fool's Gallery** gains \$140,000

**Idiot Collectors** gain \$160,000

### Final Score

**Andy Lewis:** \$525,000

**Caleb Cousins:** \$423,000

**Chris Geggus:** \$306,000

**Sean Cousins:** \$280,000

**Pitt Crandlemire:** \$270,000

Congratulations to Andy Lewis on his victory.

## Dogged

Turn 11.1 to 13.1

**Turns 13.2 to 15.2 due: 11/15 Saturday**

#### Turn 11

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 1 5**  
**Space Station.**

Barbers Scout plus \$90 for Clipper. Buys Yxklyx factory for \$200 and a Red Drive for \$120 (Immortal Grease jettisoned, from the cup: Immortal Grease at 6).

**Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 4 5 6**  
**Goliath(s).**

Buy Chicle Liquor for \$40.

**Chris Geggus (Dell/Cool Runnings) Rolls Used: 2 3 6**

**R - Y - A - Dryport(o) - TeleGate5 - TeleGate3 - Ice Station(o) - Ice Station(s).**

Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Pet Monsters at 5 and Demand for Wine at 5). Buys Designer Genes for \$60.

**Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (3 \* 2) 1**

**Terror Station(s) - Terror Station(o) - R20 - ? (It's a Y20 penalty marker) - A - R - B.**

Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 3 \* 4

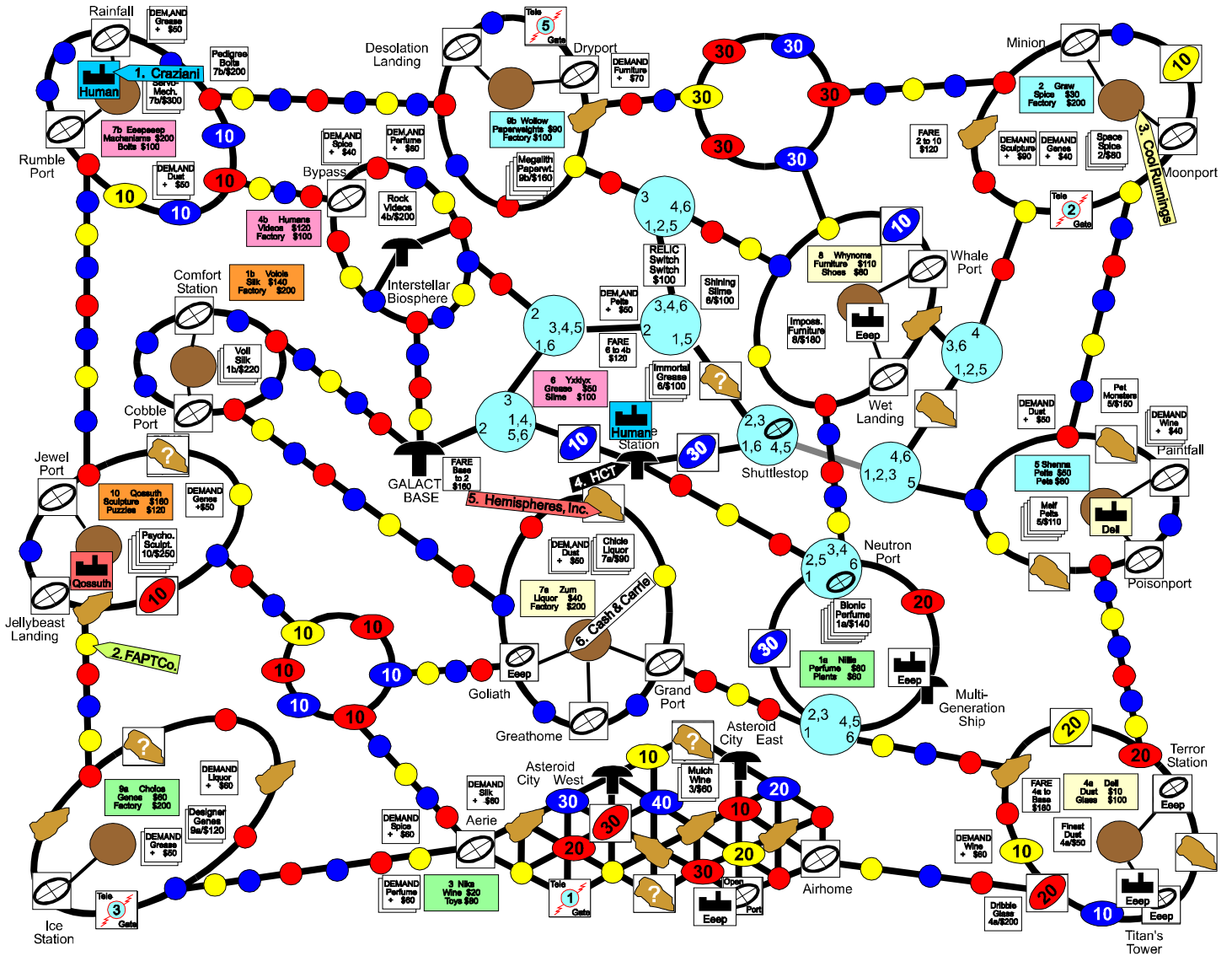
Ice Station(s) – Ice Station(o) – A – (R) – Y – B – (R) – Y – A – Jellybeast Landing(o) – Jellybeast Landing(s).

Sell Designer Genes for \$120 plus \$100 demand (from the cup: Melf Pelts at 5 and Chicle Liquor at 7a). Buy Qossuth Factory for \$160 and Infinite Puzzles for \$120. Receive \$60 factory commission.

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

Titan's Tower(s) – Titan's Tower(p).

Sells Living Toys for \$180 (from the cup: Demand for Wine at 4a). Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Demand for Perfume at 3 and Demand for Dust at 5). Buys Dell Factory for \$200, Terror Station Port for \$200, and 2 Finest Dust for \$20. Gains \$78 in port commissions.



<b>2. Far Away Places Trading Co. \$270</b> Sports Scout 13: 1235/14-1245/15-1123 (Use 3) Hold1 Hold2 Hull Chicle Liquor 7b/\$90 Fare 10 to Base \$150 7a \$90 3 \$80	<b>3. Cool Runnings \$440</b> Scow Clipper 13: 1 5 6 6/14: 2 3 4 6 (Use 3) Hold1 Hold2 Hull Space Spice 2/\$80 Immortal Grease 6/\$100 Shield (\$60) 7a \$80 7a \$80 7a \$80 Shenna \$100	<b>4. Horse Cents Traders \$270</b> Fast Scout 13: 1 3 // 14: 2 6 (Double one) Hold1 Hold2 Hull Finest Dust 4a/\$50 Relic Shield (\$60)	<b>5. Hemispheres, Inc. \$379</b> Torch Clipper 13: 4 // 14: 3 (Times 4) Hold1 Hold2 Hull Agent (\$80) Infinite Puzzles 10/\$250 FARE to 4a \$140 Qossuth \$200 Red (\$120) Gate Lock (\$100)	<b>6. Cash &amp; Carrie \$177</b> Rocket Scout 13: 2 3/14: 3 5 (Use 1 * 4) Hold1 Hold2 Hull Finest Dust 4a/\$50 Whynoms \$100 Nills \$100 Titan's Tower \$200 Terror Station \$200 Niks \$200 Dell \$200 Goliath \$200 Shield (\$60) Yellow Drive (\$80)	<b>1. Crazianni Consortium \$48</b> Normal Clipper 14: 1 2 3 6/15: 1 3 5 6 Hold1 Hold2 Hull Servo-Mech. 7b/\$300 Mulligan Gear (\$120) 6 \$100 Air Foil (\$80)
--	---	--	--	---	---

Turn 12

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1**  
(Mulliganed to 5) 2 3 6

**Space Station – B10 – NC2 – Galactic Base – Y – (R) – B – (R) – B – Y – (R) – Bypass – (R) – B – Y – (R10) – B10 – (R) – B – Rainfall(o) – Rainfall(s).**

Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Voll Silk at 1b and Impossible Furniture at 8). Buys Eeepeeep factory for \$100.

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

**Goliath(s) – Goliath(o) – R – B – Y – B10 – R10 – Y10 – B – R – B – R10 – A – Y.**

**Chris Geggus (Dell/Cool Runnings) Rolls Used: 2 4 4**

**Ice Station(s) – Ice Station(o) – TeleGate3 – TeleGate2 – Y – Moonport(o) – Moonport(s).**

Sells Designer Genes for \$120 plus \$40 demand (from the cup: Chiclé Liquor at 7a and Designer Genes at 9a). Buys Space Spice for \$30.

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

**B – Y – NC2 – B30 – NC2 – R – Y – R – Space Station.**

Sells Finest Dust for \$50 (from the cup: Demand for Spice at 4b).

**Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 3 \* 4**

**Jellybeast Landing(s) – Jellybeast Landing(o) – A – (R10) – B – (R) – B – Y10 – (R10) – B10 – Y – B – Goliath(o) – B – (R) – A.**

Picks up Gate Lock.

**Andy Lewis (Eeepeeep/Cash & Carrie) Rolls Used: 5 \* 4**

**Titan's Tower(p) – B10 – R20 – R – B – (Y) – Airhome – A – (Y20) – A – A – (Y) – R20 – (Y) – Aerie – R – B – (Y) – B – R10 – B10 – (Y) – B – R – Goliath(o) – Goliath(s).**

Sells Finest Dust for \$50 plus \$150 demand (from the cup: Bionic Perfume at 1a and Demand for Genes at 2). Uses IOU plus \$100 to buy Goliath port.

Turn 13

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 5 5 6**

**Rainfall(s).**

Buys Servomechanism for \$200.

Notes

Thanks to Paul Bolduc for his unused standby orders.

Astro

1962

1963 Orders due: 11/18 Tuesday

Saved Cards

**Andorra** Astronaut cost reduced to 1MB each.

**GRAB** Fortunate accident, satellite or probe.

**Oceania** Fortunate accident, capsule.

**Republic of Texas** Fortunate accident, rocket.

Purchase Hardware

**Andorra:** Buys third launch facility for 30MB and 4 astronauts (Barney, Fred, Wilma, and Betty) for 4MB.

**GRAB:** Buys 2 one-stage rockets (A) for 6MB, two-person capsule program (b) for 24MB, and the docking module program for 18MB.

**KOTGO:** Buys kicker program (F) for 12MB, 2 one-stage rockets (A) for 6MB, 3 liquid fuel strap-ons (D) for 9MB, 1 interplanetary satellite (2) for 4MB, 1 two-stage rocket (B) for 12MB, and 2 kickers (F) for 6MB.

**LAMPLIGHTER:** Buys two-stage rocket program (B) for 60MB, 1 one-stage rocket (A) for 3MB, and 2 two-person capsules (b) for 12MB.

**Republic of Texas:** Buys two-person capsule program (b) for 24MB and lunar probe program (3) for 30MB.

**Oceania:** Buys 1 two-stage rocket (B) for 12MB and 1 two-person capsule (b) for 6MB.

Conduct Research and Development

**Andorra:** 2: 8 dice (2, 3, 4, 5, 5, 5, 6) +35%. 24MB spent. B: 8 dice (1, 1, 1, 2, 3, 3, 5, 6) +22% to Max R&D. 32MB spent. A: 8 dice (1, 2, 3, 3, 4, 5, 6, 6) +30%. 8MB spent. EVA suits: 8 dice (2, 2, 2, 3, 3, 4, 4, 5) +25%. 8 MB spent.

**GRAB:** b: 8 dice (1, 1, 2, 2, 3, 4, 5, 5) +23%. 16MB spent. B: 2 dice (1, 2) +3%. 8MB spent.

**KOTGO:** F: 8 dice (1, 1, 2, 3, 3, 4, 4, 6) +24%+8%=32%. 8MB spent. b: 8 dice (1, 3, 5, 5, 5, 5, 6, 6) +36%+8%=44%. 16MB spent. B: 7 dice (1, 2, 3, 3, 3, 6) +20%+7%=27% to Max R&D. 28MB spent.

**LAMPLIGHTER:** B: 8 dice (1, 1, 2, 2, 2, 4, 5, 6) +23%. 32MB spent. a: 8 dice (1, 2, 3, 3, 3, 3, 4, 6) +25%. 8MB spent.

**Republic of Texas:** B: 3 dice (3, 4, 4) +11%. 12MB spent. b: 8 dice (1, 1, 1, 3, 3, 4, 5, 6) +24%. 16MB spent. F: 7 dice (1, 2, 3, 5, 5, 6, 6) +28% to Max R&D. 7MB spent. 3: 3 dice (1, 3, 5) +9%. 12MB spent.

**Oceania:** F: 8 dice (1, 2, 2, 3, 3, 6, 6, 6) +29% to Max R&D. 8MB spent. D: 8 dice (1, 1, 2, 2, 2, 3, 4, 4) +19%. e: 6 dice (3, 4, 4, 4, 5, 6) +26%. 24MB spent.

Declare Future Missions

**Andorra:** Three launches announced for 1963. They are \_\_\_\_\_.

**GRAB:** Two launches announced for 1963. They are \_\_\_\_\_.

**KOTGO:** One launch announced for 1963. It is \_\_\_\_\_.

**LAMPLIGHTER:** Two launches announced for 1963. They are \_\_\_\_\_.

**Republic of Texas:** Three launches announced for 1963. They are \_\_\_\_\_.

**Oceania:** One launch announced for 1963. It is \_\_\_\_\_.

## Rushing

**KOTGO** rushes by 2 months (-2MB, -4% to all safety factors).

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

## Missions

**KOTGO** launches a Lunar Fly-By. Liftoff: 69%<81%, Earth Orbital Burn: 22%<84%, Earth Mission Burn: 58%<84%, Lunar Orbital Burn: 94%<84%, Failure. +1% to B and 2, -3MB to budget.

**Oceania** launches a Manned Lunar Orbital with The Phantom and The Lone Ranger. Liftoff: 48%<82%, Earth Orbital Burn: 35%<86%, Earth Mission Burn: 29%<86%, In-Route Activities: 41%<77%, Lunar Orbital Burn: 84%<86%, Lunar Orbital Activities: 03%<77%, Lunar De-Orbital Burn: 02%<86%, In-Route Activities: 94%>77%, fuel or propellant problems, fuel gauge error, no effect, Earth Orbital Burn: 44%<86%, Earth Orbital Activities: 52%<77%, Earth De-Orbital Burn: 96%>77%, premature engine cutoff, craft cannot de-orbit, astronauts stranded, mission failure. +1% to B and F, +5% to Photo Recon, b drops to 10%, -10MB to budget.

**Republic of Texas** launches an Orbital Satellite mission. Liftoff: 91%=91%, Earth Orbital Burn: 72%<98%, Earth Orbital Activities: 38%<98%. Success! +1% to A, +2MB to budget.

**Republic of Texas** launches a Manned Orbital with Spacewalk mission with Houston. Liftoff: 84%<92%, Earth Orbital Burn: 73%<84%, Earth Orbital Activities: 39%<84%, Spacewalk: 95%<98%, Earth De-Orbital Burn: 97%>84%, Houston saves!, Re-entry: 33%<84%, Recovery: 13%<84%. Success, Houston to 20%, +1% to a and A, +5MB to budget.

**Republic of Texas** launches a Manned Orbital with Spacewalk mission with Blaha. Liftoff: 79%<93%, Earth Orbital Burn: 32%<85%, Earth Orbital Activities: 19%<85%, Spacewalk: 93%<98%, Earth De-orbital Burn: 75%<85%, Re-entry: 80%<85%, Recovery: 68%<85%. Mission success, Blaha to 20%, +1% to a and A, +5MB to budget.

**LAMPLIGHTER** launches a Manned Orbital with Docking mission with Biluxi Bob. Liftoff: 52%<87%, Earth Orbital Burn: 32%<69%, Earth Orbital Activities: 64%>69%, Docking Module Power On: 64%<94%, Docking: 39%<60%, Earth De-orbital Burn: 09%>69%, Reentry: 35%<69%, Recovery: 21%<69%. Success! +1% to D, a, and 1, +15% to 4, +5MB to budget. Biluxi Bob goes to 20%.

**LAMPLIGHTER** scrubs a Lunar Fly-By. -3MB to budget.

**GRAB** launches a Manned Orbital and Spacewalk with Creideiki. Rocket does not blow up on pad. Liftoff: 12%<90%, Earth Orbital Burn: 50%<82%, Earth Orbital Activities: 73%<82%, Spacewalk: 100%>98%, Creideiki saves! Earth De-Orbital Burn: 95%>82%, Creideiki saves again! Reentry: 71%<82%, Recovery: 91%>82%, parachute streamer, capsule hits hard, Creideiki escapes injury, capsule landing is otherwise stable. Success! +1% to 1 and A, Creideiki to 30%, +5MB to budget.

**GRAB** launches a Mars Fly-By. Liftoff: 34%<89%, Earth Orbital Burn: 78%<90%, Earth Mission Burn: 11%<90%, satellite is on its way, remainder of mission checked in 1963. +1% to 2 and B.

**Andorra** scrubs Orbital Satellite mission. -3MB to budget.

**Andorra** launches Lunar Probe. Liftoff: 79%<87%, Earth Orbital Burn: 14%<82%, Earth Mission Burn: 40%<82%, Lunar Orbital Burn: 53%<82%, Lunar De-Orbital Burn: 20%<82%, Photo Recon: 11%<62%, Lunar Landing: 15%<82%. Success! +1% to B and 3, +15% to Photo Recon. +20MB 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 (1962)	141	102	103	68	106	98
Cash	35	15	0	2	34	0
1-Orbital Satellite	3 / 96%	1 / 96%	0 / 96%		1 / 98%	1 / 98%
2-Interplanetary Satellite	1 / 70%	1 / 45%	0 / 89%		3 / 91%	
3-Lunar Probe	1 / 86%					1 / 45%
4-Docking Module		0 / 75%	1 / 45%	1 / 45%	1 / 45%	1 / 54%
A-One Stage Rocket	4 / 86%	0 / 88%	1 / 90%		1 / 91%	7 / 94%
B-Two Stage Rocket	2 / 91%	1 / 48%	0 / 91%	0 / 92%	7 / 75%	1 / 47%
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons		1 / 88%	2 / 85%	1 / 67%		
F-Kicker		1 / 84%	1 / 57%	0 / 96%		1 / 95%
G-"Mega" Stage Rocket						
EVA Suits	73%	82%	98%	98%	98%	98%
a-One Person Capsule	1 / 70%	0 / 70%	1 / 83%		0 / 83%	5 / 86%
b-Two Person Capsule		2 / 72%	1 / 87%	0 / 10%	1 / 43%	1 / 44%
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module				1 / 43%		
f-Three Person Minishuttle						

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
<b>h-Four Person Cap/Module</b>						
<b>Photo Recon</b>	80%	65%	65%	70%	65%	65%
<b>Launch Facilities</b>	3	2	1	1	2	3
<b>Astronauts</b>	Dino (10%), Fred, Barney, Betty (0%)	Linda Luxious, Biluxi Bob (10%), Mary Mullux, Lux Redux (0%)	P. Kariya (20%), J. Jagr (10%)		Dak Broadbent (30%), Tom Corbett, Creideiki (20%), Buck Rodgers (10%), Flash Gordon (0%)	Houston, Blaha, LBJ, Bush (10%), Austin, Travis, Cisneros (0%)

1963

Draw Event Cards

**Andorra:** Astronaut Wilma lost in training, no manned missions may be launched this year. -1MB to budget.

**GRAB:** Test Failure, -15% on B. -10MB to budget.

**Republic of Texas:** R&D bonus. +1 to each die rolled. +1MB to budget.

**LAMPLIGHTER:** Government Order: Next launch must be manned. +20MB if accepted, -20MB if refused.

**KOTGO:** Counter espionage: Lower the level of an opponent's program to yours. +7MB to budget.

**Oceania:** Production delay: No capsules may be purchased this year. +5MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
<b>1963 Budget</b>	158	104	100	58	111	110
<b>1964 Budget</b>	157	124 or 84	107	63	101	111
<b>Cash</b>	193	119	100	60	135	110

Lupine

Gamestart

**Setup Orders due: 11/18 Tuesday**

The Parties

<u>CDU</u>		<u>Grüne</u>		<u>FPD</u>		<u>SPD</u>	
<b>Player:</b>	Caleb Cousins	<b>Player:</b>	Brad Martin	<b>Player:</b>	Pitt Crandlemire	<b>Player:</b>	Andy Lewis
<b>Campaign Days:</b>	15	<b>Campaign Days:</b>	15	<b>Campaign Days:</b>	15	<b>Campaign Days:</b>	15
<b>Media:</b>	5	<b>Media:</b>	5	<b>Media:</b>	5	<b>Media:</b>	5
<b>Conferences:</b>	2 Special Regular	<b>Conferences:</b>	2 Special Regular	<b>Conferences:</b>	2 Special Regular	<b>Conferences:</b>	2 Special Regular
<b>Platform:</b>	<u>Freugeutliche</u> Grundordnung 35-Stunden-Woche NEIN NATO NEIN Steuersenkung NEIN Gewerkschaft	<b>Platform:</b>	<u>Umweltschutz</u> §218 JA Atomkraft NEIN Steuersenkung JA Gewerkschaft	<b>Platform:</b>	<u>Marktwirtschaft</u> 35-Stunden-Woche JA NATO NEIN Steuersenkung NEIN Freugeutliche Grundordnung	<b>Platform:</b>	<u>Gewerkschaft</u> 35-Stunden-Woche JA NATO JA §218 NEIN Atomkraft JA

The Provinces

Hessen

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** Atomkraft JA  
Umweltschutz  
Marktwirtschaft  
Steuersenkung NEIN

**Mandate Range:** 5-10

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** Atomkraft NEIN  
Gewerkschaft  
Steuersenkung JA

**Mandate Range:** 4-9



Niedersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** NATO JA  
 Steuersenkung JA  
**Mandate Range:** 6-11

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** NATO NEIN  
**Mandate Range:** 4-9

Available Issues

35-Stunden Woche JA      Steuersenkung JA  
 Atomkraft JA              Atomkraft NEIN

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	0	0
Party Bases	3	3	3	3

**Sun Dog**

**Gamestart**

**Turns 1.1 to 2.1 due: 11/18 Tuesday**

The Players

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
?	Brad Martin		3	25	1895
?	Bill Scharf		3	25	1895
?	Kevin Wilson		3	25	1895
?	Pitt Crandlemire		3	25	1895
?	Andy Lewis		3	25	1895
Red Dog/Red Shift Enterprises	Dennis Cain		3	25	1895

Turn 1

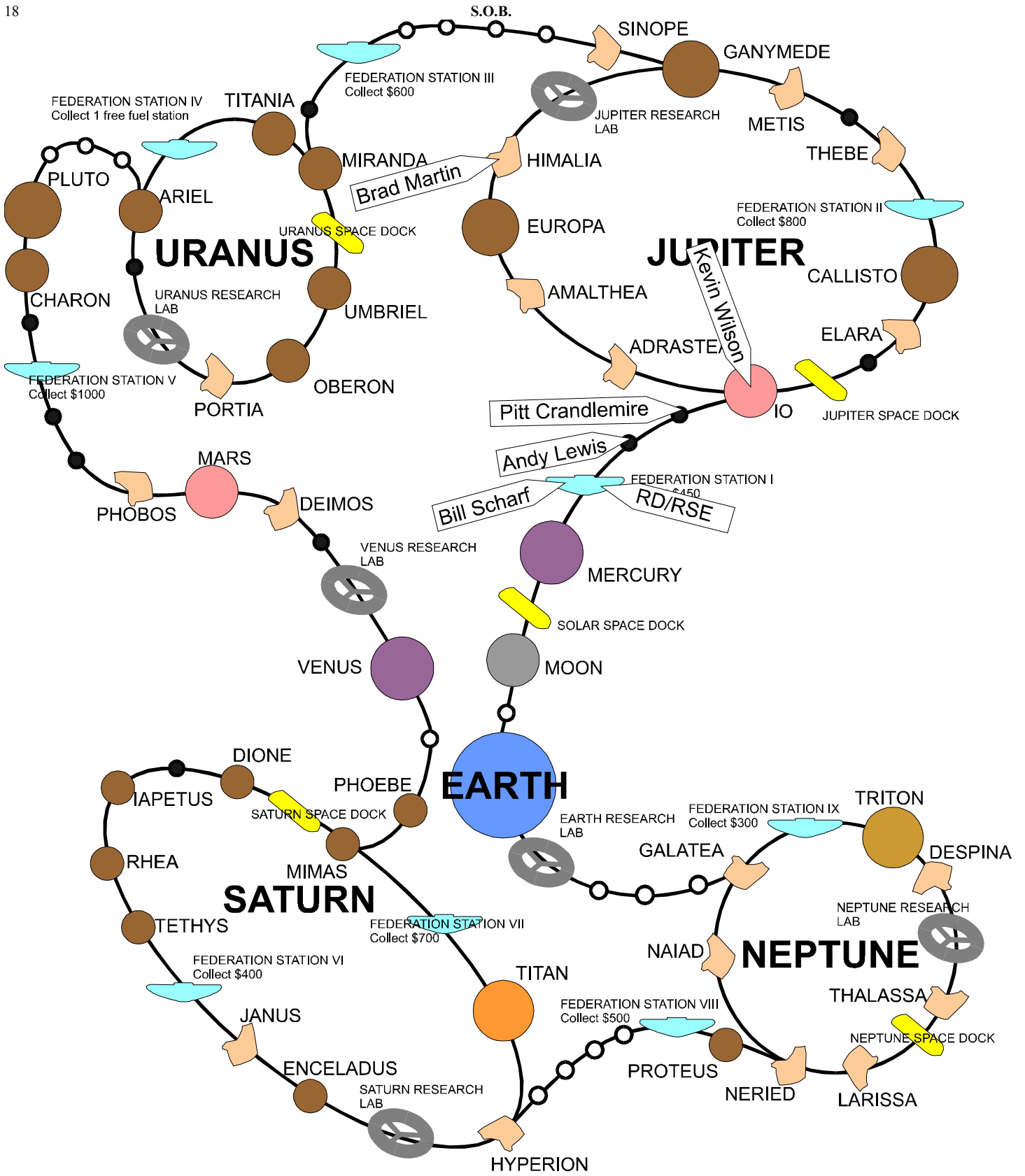
Company	Starting Location	Die Roll	Ending Location	Notes
? (Brad Martin)	Earth	4, 4	Io?	8 fuel used, Gains 100 Federons, may bypass Io
? (Bill Scharf)	Earth	2, 3	Federation Station I	5 fuel used, Gains 450 Federons, may buy additional fueling stations
? (Kevin Wilson)	Earth	2, 6	Io	8 fuel used.
? (Pitt Crandlemire)	Earth	2, 5	Blank Dot	7 fuel used
? (Andy Lewis)	Earth	3, 3	Blank Dot?	6 fuel used, Gains 100 Federons, may bypass blank dot
Red Dog/Red Shift Enterprises	Earth	2, 3	Federation Station I	5 fuel used, Gains 450 Federons, may buy additional fueling stations

Turn 2

Company	Starting Location	Die Roll	Ending Location	Notes
? (Brad Martin)	Io?	5, 6	Himalia?	11 fuel used

Notes

Well, here it is finally. I have included the house rules, game system, and the rental values of all the properties along with the issue. Please remember to include with your orders actions such as the purchase or placement of fueling stations, the purchase of properties, and the decision whether or not to bypass, if applicable. Also remember to include your company name and preferred color. Good luck.



## In the Doghouse with Marmaduke

Not a lot of news from the wargame front this past month. It looks like Saratoga may finally see the light of day from GMT with the first Project 500 release. I've been playing a lot of War at Sea in the PBEM ladder - a fun way to play this nice little game. History of the World computer is still awesome. It appears that Avalon Hill may finally be taking me serious about working on Across 5 Aprils II. Work may begin soon for late '98 release if I can get it done. More if it comes to truth (Holler if you want to help).

Early reports on Africa 1880 from COA are that it's a winner. A diplomacy type game with different mechanics. I may have to give this a shot in this zine if I decide to purchase it. Just found out that Boulder Games has the German game El Grande for very reasonable price (If I remember correctly, it's low \$30) which is unbelievable for the components in the game and how great game it is. I won't have much chance to play it but will probably pick it up because of the great deal. Maybe I'll just have to run it in here. Semper Fi from the Gamers looks like it's going to be a winner for TCS fans who don't have a lot of time to play. Game will include 4 maps (2 at 8.5

x 11, 1 at 11 x 17, and 1 at 17 x 22) and short playing time. Supposedly one scenario has only 7 units on one of the sides. And all of this at a good pre-order price. The Gamers direct mail business must be doing very well since Dean is breaking his own rules about number of games being released in a year. The latest issue of Operations had an increase from 4 to 7 for the number of games for next - 2 TCS, 1 NBS, 1 CWB, 2 SCS, and 1 modified CWB on Gettysburg.

On with the games....

### Game Openings:

**Stock Car Racing (No ownership required):** You can still join this month but you will have moves due so please contact me early so that I can send you a packet.

### Stand-bys:

**Seidler:** Paul Bolduc, Caleb Cousins, Chris Geggus

### AOR:

**Wembley:**

## Rin Tin Tin

**Turn 17.1 to 18.1**

**GM: Andy Lewis**

**Deadline for Turn 18.2 to 19.2 is November 14, Friday**

Correction: It turns out there was a typo made 2 issues ago which was never caught and changed. Brendan's unknown card is 11 not 12. 12 has already been revealed.

Longest Trade Route: Caleb

Largest Knight Force: Brendan.

### Turn 17

#### *Brendan's player-turn*

Production: Ore (Caleb[2])

Trades: None

Actions: Buy 2 cards (2W/2G/2O). Cards are 17 and 24.

#### *Caleb's player-turn*

Production: Ore (Caleb[2])

Trades: Trade 4O for 1G

Actions: Build city at M5/F6/M9

#### *Chris H.'s player-turn*

Production: Lumber (Kevin[2])

Trades: None

Actions: Build roads at P6/O9 and W/P6

#### *Kevin's player-turn*

Production: Ore (Caleb[2])

Play robber to M9 and steal 1O from Caleb

Trades: 3W for 1B

Actions: None

### Turn 18

#### *Brendan's player-turn*

Production: Move robber to F6 and steal 1O from Caleb

Play knight and move robber to O9 and steal 1L from Kevin

Play knight and move robber to M9 and steal 1O from Caleb

Trades: None

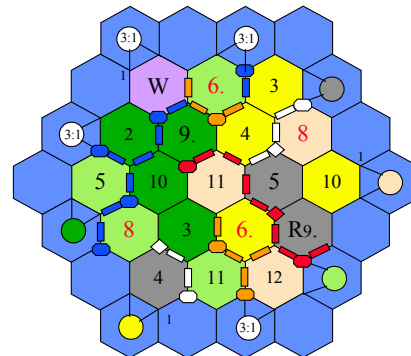
Actions: None

#### Cards at End of Turn 18.1

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Brendan	--	--	--	1	2	K (x4), U(11)	8
Caleb	--	--	--	1	1	U(17, 24)	6
Chris	--	--	1	--	--	K (x2)	3
Kevin	--	1	--	1	1	K, U(3)	5

- Brendan ⊞
- Caleb ●
- Chris H ●
- Kevin ●
- Robber R
- City ◆
- Settlement ●
- road —
- Wasteland ○
- Farmland (Grain) ○
- Hills (Brick) ○
- Pasture (Wool) ○
- fOrest (Lumber) ●
- Mountains (Ore) ●

**Rin Tin Tin End of Player-Turn 18.1**



### Turn 18 Production Die Rolls

Caleb's player-turn: 8

Chris H.'s player-turn: 8

Kevin's player-turn: 6

### Turn 19 Production Die Rolls

Brendan's player-turn: 8

Caleb's player-turn: 8

### Press

Brendan's Banditos Barrage Blitz boldly bankrupts backroom boys.

Sorry guys. I rolled the dice 4 different ways trying to keep from getting more 8s.

## Hootch

**Turn 6.4 to 7.4**

**GM: Andy Lewis**

**Deadline for Turn 8.1 to 9.1 is November 14, Friday**

### Turn 6

*Pitt's player-turn*

Production: Wool (Chris G, Sean), Lumber (Sean)

Trades: None

Actions: None

Ward

Chris G.

Sean

Pitt

Robber R

City

Settlement

road

Wasteland

Farmland (Grain)

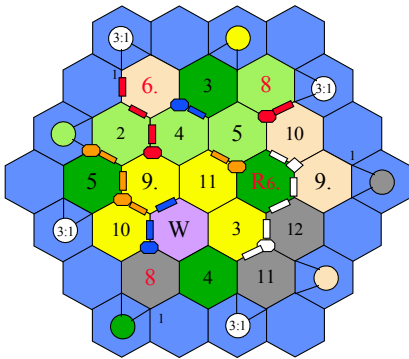
Hills (Brick)

Pasture (Wool)

fOrest (Lumber)

Mountains (Ore)

**Hootch End of Player-Turn 7.4**



### Turn 7

*Ward's player-turn*

Production: Wool (Chris G), Ore (Pitt)

Trades: None

Actions: Convert settlement at O6/H9/H10 to city (2G+3O), build road at F3/O11

*Chris G's player-turn*

Production: Move Robber to O6 and steal 1B from Ward

Trades: None

Actions: None

*Sean's player-turn*

Production: Wool (Chris G, Sean), Lumber (Sean)

Trades: None

Actions: Build settlement at P2/O5/Sheep Port

*Pitt's player-turn*

Production: Brick (Chris G, Ward[2]), Grain (Sean, Pitt)

Trades: None

Actions: None

### Cards After 7.4

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	2	3	1	--	--	--	3
Chris	1	2	5	--	--	--	2
Sean	1	--	1	1	--	--	3
Pitt	2	--	2	2	2	U(17,2)	2

Longest Trade Route: No one.

Largest Knight Force: No one.

### Open Trade Offers

Ward: None

Sean: Will give 2G for 1L

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

Pitt: Will Give 1O for 1B & 1L, 2B, or 2L

### Turn 8 Production Die Rolls

Ward's player-turn: 9

Chris's player-turn: 6

Sean's player-turn: 4

Pitt's player-turn: 4

### Turn 9 Production Die Rolls

Ward's player-turn: 9

## Benji

**Turn 2.3**

**GM: Andy Lewis**

**Deadline for Turns 2.4 to 3.4 is November 14, Friday**

There was a mistake on last issue's map. I didn't change the road color after inserting them for Caleb's build. It looked like they were Ian's roads. It's been corrected on this issue's map.

Ian has now NMRed twice in a row. His position is taken over by Chris Geggus.

Unfortunately, the mix up on map and change of player caused invalid orders to be entered. I will hold this game one more month so we're on the right track. Sorry for the delay.

### Cards After Turn 2.3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	--	1	--	--	--	--	2
Caleb	1	1	--	3	--	--	2
Brad	--	--	--	1	--	--	3
Chris G.	1	1	2	4	--	--	2

Longest Trade Route: No one.

Largest Knight Force: No one.

Bill

Caleb

Brad

Ian

Robber R

City

Settlement

road

Wasteland

Farmland (Grain)

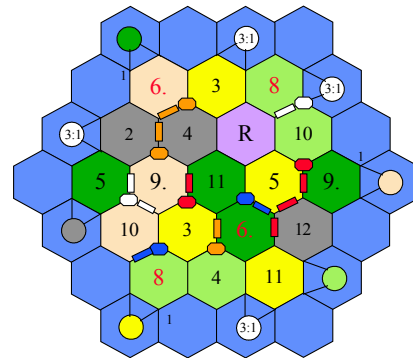
Hills (Brick)

Pasture (Wool)

fOrest (Lumber)

Mountains (Ore)

**Benji End of Player-Turn 2.3**



Open Trade Offers

Bill: None  
Caleb: Will give 2L for 1W  
Brad: None  
Chris G: None

Turn 2 Production Die Rolls

Chris G's player-turn: 7  
Turn 2 Production Die Rolls  
Bill's player-turn: 5 Caleb's player-turn: 7  
Brad's player-turn: 9 Chris G's player-turn: 4

**Lassie**

**Turn 4**

**GM: Andy Lewis**

**Deadline for Turn 5 is November 14, Friday**

Round 1, Group D

Ipswich Town buys a central defender  
Ipswich Town 2-1 at Bury 2(modified to 1)-1  
Ipswich Town wins 3-2 because of the defender  
£65,000 per

Manchester United buys a central defender  
Leeds United 1(modified to 0)-0 at Manchester United 0-0  
It's nil-nil draw.  
£260,000 per  
Rematch  
Manchester United 2-1 at Leeds United 3(modified to 2)-0  
Manchester United wins 3-2! The central defender was HUGE in these matches!  
£220,000 per

Norwich City 0-1 at Scunthorpe United 2-0  
Scunthorpe United wins 2-1 for 2 Glory Points!  
£60,000 per

Chris G buys Plymouth Argyle for £40,000  
Plymouth Argyle buys a midfielder  
Milwall 0-1 at Plymouth Argyle 2(modified to 3)-1  
Plymouth Argyle wins 4-1 for 2 Glory Points (What an investment)  
£70,000 per

Star Players Available

Goalkeepers (£250,000) - 0  
Central Defenders (£400,000) - 0  
Midfielders (£600,000) - 2  
Strikers (£750,000) - 2

Note: Below an '\*' before a team name means they've already played this round.

Brad Martin (£585,000 - 0 Glory Points)

Nottingham Forest(goalkeeper)  
Swansea City

Sean Cousins (£455,000 - 0 Glory Points)

Tottenham Hotspur  
Ipswich Town(central defender)  
Derby County(goalkeeper)  
Rochdale

Bill Scharf (£1,100,000 - 0 Glory Points)

Liverpool  
Arsenal(goalkeeper)

Chris Geggus (£410,000 - 4 Glory Points)

Bradford City  
Blackpool  
Rotherham United  
Scunthorpe United  
Plymouth Argyle(midfielder)

Michael Geggus (£850,000 - 2 Glory Points)

Newcastle United(goalkeeper, central defender)  
Aston Villa  
Manchester United(central defender)

We have seven of the eight premier teams left. The only one that lost did it in a premier versus premier match. We also have 2 first, 4 second, and 3 third league teams left. The second round will have two groups in it. The first group is Arsenal, Aston Villa, Blackpool, Derby County, Ipswich Town, Manchester United, Newcastle United, and Rochdale. The only hint is again luck has made it so no one's teams play each other, so this round will have no bidding for teams.

Press

The return comment from Chris was "I reckon the reason for our differing results is our nervous British gaming style i.e.: we buy star players for our Premier teams to make sure they get through hence less surprises. Possibly you guys gamble on the smaller teams winning by giving them the star players. Different styles!" <Well that different style is helping you a lot currently!!>

**Scooby**

**Turn 2, Phases 4-6**

**GM: Andy Lewis**

**Deadline for Turn 2 Phase 7 and Turn 3 Phases 1-3 is November 14, Friday**

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	1, 12, 13, 20, 24	20	0	\$75	1	9	2	I, E, N, R
Caleb Cousins	Venice (2)	18, 14, 29, 21, 8	0	0	\$72	3	9	4	I
Pitt Crandlemire	Genoa (4)	24, 19, 3, 22, 25	10	0	\$74	2	8	4	None
Paul Bolduc	Paris (6)	11, 7	20	0	\$62	4	8	None	I, E, R
Dennis Cain	Hamburg (1)	16, 11, ii36	0	0	\$52	6	5	4	None
Bill Scharf	London (3)	20, 26, 6, ii37	0	0	\$65	7	4	4	None

Commodity Log

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

**Turn 2**

Phase 4 Purchase

**Barcelona** - Patronage (\$30), pays Paris(\$10) to use Walter the Penniless and uses Rashid ad Din for free, Written Record (\$0), Overland East (\$0), Galley 2 (\$10), Stabilization (\$6) - total spent \$56, misery increases to 20

**Genoa** - Galley 4 (\$10), Stabilization (\$6) - total spent \$16

**Venice** - Galley 4 (\$10), Caravan (\$20), Stabilization (\$6) - total spent \$36

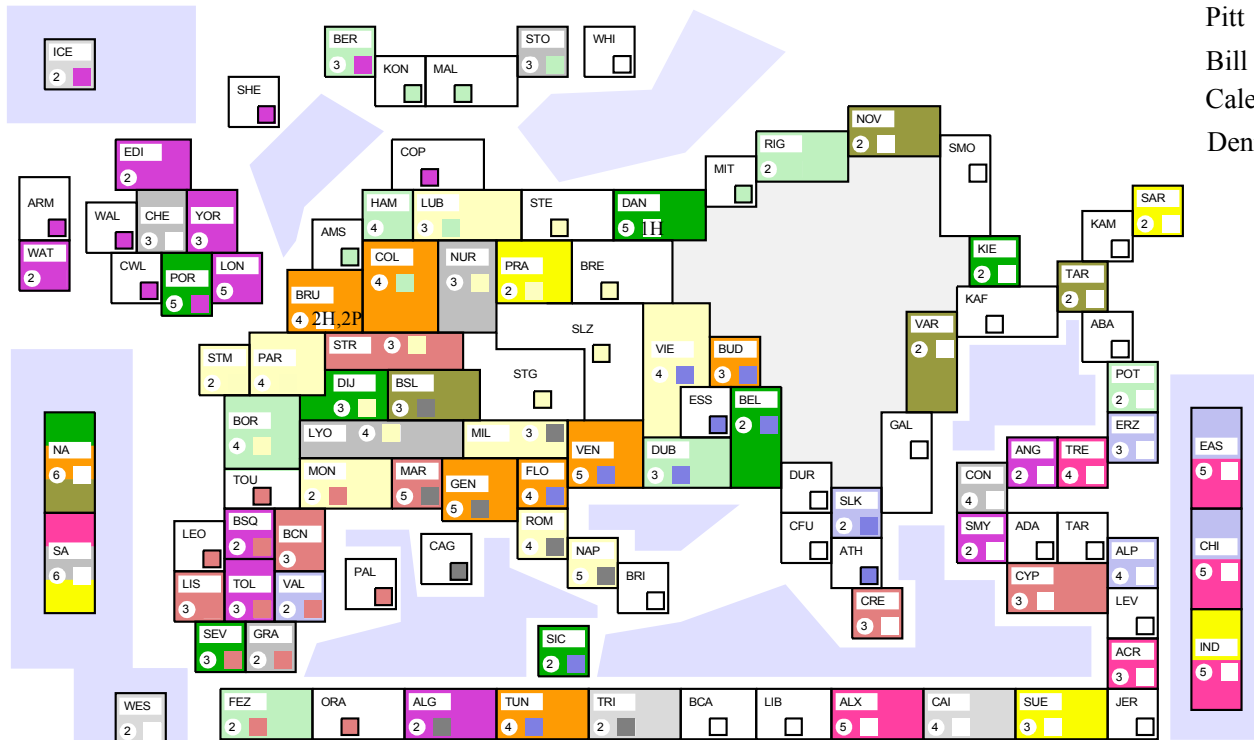
**Paris** - Patronage (\$30), uses Rashid ad Din for free, Overland East (\$10), Stabilization (\$1) - total spent \$41, misery increases to 20 (You can't buy down misery until you have a complete tier)

**London** - Galley 4 (\$10), Heavens (\$30), Stabilization (\$3) - total spent \$43

**Hamburg** - Galley 4 (\$10), Stabilization (\$3) - total spent \$13

Phase 5 Expansion

**Scooby through 2.6**



Tie-breaking order

- Paul ■
- Sean ■
- Pitt ■
- Bill ■
- Caleb ■
- Dennis ■

**Barcelona** - Buy card (12) for 3T, 2T Fez, 2T Mon, 1T Ora, 1T Pal

**Genoa** - 3T Nap, 2T Sic, 2T Tri, 2T Alg, 3T Bsl

**Venice** - 3T Bud, 4T Tun, 2T Slk, 4T Sic (4-2-3 wins), 1T Ess

**Paris** - 3T Lyo, 2T Pra, 2T Stm, 2T Bru, 1T, Stg, 1T Slz, 1T Bre, 1T Ste, 2T Tou (1-4-2 loses)

**London** - Buy card (6) for 6T, 2T Ice, 1T She, 3T Ber, 1T Arm, 2T Wat, 1T Wal, 1T Cop, 3T Kon (1-3-4 loses)

**Hamburg** - 2T Rig, 3T Sto, 1T Mit, 4T Pra (3-6-1 loses), 6T Ber (2-6-6 loses), 6T Str (3-4-5 loses), 1T Dan

Genoa gets the expansion bonus card (22)

Phase 6 Income

**Barcelona** - gains \$69

**Genoa** - gains \$63

**Venice** - gains \$69

**Paris** - gains \$63

**London** - gains \$57

**Hamburg** - gains \$45

Metal (Surplus) - Paris pays \$2, Grain (Shortage) - Venice gets a card(21)

**Turn 3**

Phase 1 Card Draws

**Barcelona** - draws 24

**Genoa** - draws 25

**Venice** - draws 8

**Paris** - draws 7

2nd Epoch begins

**London** - draws ii37

**Hamburg** - draws ii36

## Buster

### Turn 1

GM: Andy Lewis

#### Deadline for Remainder of Turn 2 is November 14, Friday

Yellow Peril, Pitt Crandlemire, 1-0-0 pts: 3, gls: 5, Yellow, £6  
Brad's Aussie Duffers, Brad Martin, 1-0-0 pts: 3, gls: 4, Orange, £6  
Cain Insurrection, Dennis Cain, 0-0-1 pts: 1, gls: 1, Purple, £5½  
Desert Isles, Caleb Cousins, 0-0-1 pts: 1, gls: 1, Maroon, £1½  
Virginia Red Tide, Dave McCrumb, 0-1-0 pts: 0, gls: 4, Red, £4½  
Green Meanies, Sean Cousins, 0-1-0 pts: 0, gls: 1, Green, £3

#### B.A.D. at Green Meanies

B.A.D. Goalie: Maurice Oxford  
Green Meanies Goalie: Mal Function  
Harry Carrey vs. Daley Bread [dr 4, 1]  
0-1

Bob Slay vs. Roland Butter [No shots]  
Sidney Harbour-Bridge vs. Gaz Hump [No shots]  
Roger Andout vs. Kenny Score [No shots]  
Gordon Bennett vs. Ed Case [No shots]

Dick Head vs. Benny Fit [No shots]

Neil Down vs. Terry Bull [No shots]

Jerry Cain [dr 3, 4] vs. Bernie Toast

2-1

Ben Double vs. Stevie Door [No shots]

Willie Missit [dr 5+1, 3+1] vs. Sid Cup

4-1

B.A.D. wins a tougher match than the 4-1 score indicates.

#### Desert Isles at Cain Insurrection

Desert Isles Goalie: Doug Flowerbed

Cain Insurrection Goalie: Ivor Bigwon

Stu Pidd (Hard Tackler) vs. Jonah Murk [dr 3]

0-1

Barnie Cull vs. Lee Nova [No shots]

Mickey Finn [dr 3] vs. Butch Haredough

1-1

Barry Island vs. Alf Wayline [dr 1, 2]

Hank Ward [dr 1+1] vs. Des Troy (Hard Tackler)

Justin Case [dr 1] vs. Matt Black

Pete Sake vs. Ryan Dice [No shots]

Glen Coe vs. Tim Iddley [No shots]

Will Full [dr 1] vs. Percy Vere

Norman Dee vs. Frank Lee [No shots]

Very poor shooting results in our first draw at 1-1.

#### Foreign Player Bidding:

Rolf Winkelpicker: Virginia Red Tide buys for £½

Kim Ardvark: Green Meanies buy for £2

Dieter Pilsner: Desert Isles buy for £4

Remember foreign players are bought by highest initial bid. Only if there is a tie do those players involved in the tie have the opportunity to increase their bids. Keep in mind if you don't bid at all you can either get a free £½ or sell back any one player for £1 times the player's value.

#### Press

**Cain Insurrection - All:** We were going to call ourselves the Cain Mutiny until a MLS team in Tampa Bay threatened to sue.

Due next month: Round 2 orders and bids (in order) on Konrad Frankenstein, Nils Limpard, Stig Bjanby. Seems to me like some good money will be spent this round especially for Konrad.

Round 1: Orange at Green, Red at Yellow, Maroon at Purple

Round 2: Purple at Orange, Green at Red, Yellow at Maroon

Round 3: Yellow at Green, Red at Purple, Orange at Maroon

Round 4: Maroon at Green, Red at Orange, Purple at Yellow

Round 5: Orange at Yellow, Maroon at Red, Green at Purple

Round 6: Green at Orange, Yellow at Red, Purple at Maroon

Round 7: Orange at Purple, Red at Green, Maroon at Yellow

Round 8: Green at Yellow, Purple at Red, Maroon at Orange

Round 9: Green at Maroon, Orange at Red, Yellow at Purple

Round 10: Yellow at Orange, Red at Maroon, Purple at Green

## Coal

### Game Start

GM: Andy Lewis

#### Deadline for Remainder of Turn 2 is November 14, Friday

Pitt Crandlemire, Car: ?, Major Sponsor: ?, Driver: ?, Number: ?

Dave McCrumb, Car: ?, Major Sponsor: ?, Driver: ?, Number: ?

Dennis Cain, Car: ?, Major Sponsor: ?, Driver: ?, Number: ?

Brad Martin, Car: ?, Major Sponsor: ?, Driver: ?, Number: ?

Pitt - Cards in hand: 34, 54, 25, 49, 36, 52, 9 - Top card in Discard Pile: None

Dave - Cards in hand: 35, 2, 30, 46, 7, 12, 39 - Top card in Discard Pile: None

Dennis - Cards in hand: 55, 37, 43, 17, 10, 59, 50 - Top card in Discard Pile: None

Brad - Cards in hand: 59, 45, 3, 53, 29, 16, 48 - Top card in Discard Pile: None

#### Rules

For this first race, we will only use the Pass Card Statistics and Advanced Challenges Advanced Rules. We'll leave all the pitstop stuff to the next race unless all four of you state with next issue's orders that you want to play with pitstops.

The race will be 160 laps long. I think that since the turn order will change within each turn due to circumstances beyond the drivers' control we will play a whole turn each mailing. Each mailing will run from make lap count (3rd paragraph of track phase) to turning over lap card for next turn. This way you will know what your hand is for the entire next turn when you write your orders. You will need to include conditionals for whom, how, and when you want to block or challenge opponents.

I'm using my card sheet trick again so that I can tell you what you're cards are in the zine without the other players knowing. Each person receives a card sheet in the mail along with the rules. It has the following items. First column is card #, lap value, speed rating, pitstop time, what card does. Each person's cards are in unique order. I will list in the zine which cards you have by this card number. Just refer to it when you want to tell me which cards to play when. If you have any questions, contact me by next issue and I'll answer them in the zine.

Orders due next issue are car, sponsor, driver, number info with back-ups as well as your qualifying card play. If you don't know the NASCAR circuit well. You can check out the NASCAR website at <http://www.nascar.com>. (Just a hint - I'm a Dale Jarrett fan and a Dale Earnhardt hater so pick wisely)

## 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. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

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

Q1. How is the term "honeymoon" related to beer?

A1. It was the accepted practice in Babylon 4,000 years ago that for a month after the wedding, the bride's father would supply his son-in-law with all the mead he could drink. Mead is a honey beer, and because their calendar was lunar based, this period was called the "honey month" or what we know today as the "honeymoon".

Pitt Crandlemire receives 2 points.

Q2. Where does the term "mind your Ps and Qs" come from?

A2. In English pubs, ale is ordered by pints and quarts. So in old England, when customers got unruly, the bartender would yell at them to mind their own pints and quarts and settle down. It's where we get the phrase "mind your P's and Q's".

Pitt Crandlemire, Brendan Whyte, Paul Bolduc, and Chris Geggus each receive ½ point.

Q3. What is the origin of the term "rule of thumb"?

A3. Before thermometers were invented, brewers would dip a thumb or finger into the mix to find the right temperature for adding yeast. Too cold, and the yeast wouldn't grow. Too hot, and the yeast would die. This thumb in the beer is where we get the phrase "rule of thumb".

Pitt Crandlemire receives 2 points.

Q4. Where does the term "berserk" come from?

A4. After consuming a bucket or two of the vibrant brew they called aul, or ale, the Vikings would head fearlessly into battle often without armor or even shirts. In fact, the term "berserk" means "bare shirt" in Norse, and eventually took on the meaning of their wild battles.

Pitt Crandlemire, Chris Geggus, and Dennis Cain each receive ½ point.

Q5. What is the origin of the term "wet your whistle"?

A5. Many years ago in England, pub frequenters had a whistle baked into the rim or handle of their ceramic cups. When they needed a refill, they used the whistle to get some service. "Wet your whistle", is the phrase inspired by this practice.

Pitt Crandlemire and receives 2 points.

Free issue is awarded to Pitt Crandlemire.

### *Current Scores*

Chris Geggus	35½	Pitt Crandlemire	32½
Andy Lewis	28½	Paul Bolduc	25½
Andy York	20	Bill Scharf	16
Steve Koehler	15½	Dan Eisenhut	13½
Brendan Whyte	14	Berry Renken	11½
Dennis Cain	11½	Caleb Cousins	11
Bob Robles	11	Dave Anderson	9
Ward Narhi	7½	Sean Cousins	5
Brad Martin	5	Tom Howell	4½
Kevin Kinsel	4½	Debbie Osborne	4
Kevin Wilson	3½	Dave McCrumb	2½
Joe Carl	1½	Sigourney Street	½

### *New Questions*

#### **Topic: The Roman Empire and Republic**

1. When was the city of Rome founded?
2. What Roman naturalist lost his life investigating the eruption of Vesuvius that destroyed Pompeii?
3. Who ruled Rome before the founding of the Republic?
4. After which battle did Julius Caesar release his famous dispatch "*Veni, vidi, vici*"?
5. What was unusual about the year 69 A.D.?

## Pedagoguery

Our next stop in the tour of the solar system is Venus. Venus is, in size, a near twin to our own Earth. In most other ways, however, she is as different as two she can be from our home.

Seen through a telescope, Venus is really nothing special. It does display phases like the Moon, except that the crescent phase appears larger than the full phase. That is for the simple reason that when Venus appears as a crescent, it is closer to Earth. Aside from that, however, Venus is a featureless white. With the naked eye, Venus is actually more spectacular. It is brighter than any object in the sky other than the Sun and the Moon. Because it is closer to the Sun than Earth, it appears only as a morning or evening star, but it stays in the sky longer than Mercury because it is farther from the Sun than that planet.

For much of history, Venus has been shrouded in mystery. This is because Venus' thick atmosphere blocks any view of the surface. As recently as 1960, some astronomers thought that the surface of Venus was composed mainly of water oceans. That myth was dispelled in 1962 by Mariner 2, which passed within 35,000 km (21,800 miles) of the surface of Venus. The data it sent back proved conclusively that no liquid water could survive on Venus' surface. Since then, many other probes have been sent to Venus, which have given us a very good picture of the planet. Additional Mariner probes flew by Venus, and the Russian Venera landers provided incomparable, if brief, views of the surface. Most recently, the Magellan probe, which is still in orbit around Venus and functioning, has provided us with a superb radar map of the surface.

Venus has an extremely thick atmosphere. It is comprised primarily of carbon dioxide, a very effective greenhouse gas, with much of the rest composed of nitrogen. This means that much of the Sun's energy is trapped in the atmosphere, resulting in very high temperatures. The upper atmosphere, which is the only part we can see, rotates around the planet about every four days. The cloud tops are about 70km (44 miles) above the surface. There are several definite cloud layers as you descend through the atmosphere, including a region where a constant sulfuric acid rain falls, evaporating before it can reach the ground. At about 30km (19 miles) above the surface, we fall below the lowest cloud layer and the atmosphere is relatively clear and calm. At the surface, the atmosphere has a pressure about 90 times that of Earth's at sea level, average temperatures are over 480°C (896°F).

Venus has a year of 224.7 days. Venus' day, however is 243 days. What's even stranger, is that Venus rotates opposite of every other planet. In other words, the Sun, if you could see it, would rise in the west and set in the east 118 days later.

The surface of Venus is unremittingly hostile. It is rugged, dominated by high escarpments, plateaus, mountains, and volcanoes and deep rifts and valleys. When the first radar mappings of the surface were accomplished by Pioneer Venus 2 in 1978, there was some belief that the surface would be relatively smooth. This is because rock, when exposed to the temperatures and pressures common on Venus, tends to assume a plastic quality, and over time it will flow. The Pioneer Venus 2 mappings, and especially the much higher



resolution Magellan maps have proved this to be very wrong. Venus has many sharp, dramatic features. This is in part because the surface of Venus is young, and the forces of erosion have not had sufficient time to counter the forces that build surface features. The second, and possibly more important reason, is because of the very different quality of rock on Venus. On Earth, most rock is hydrated. That is to say, inside the rock, water molecules frequently take up residence between the rock molecules. This makes rock much more plastic. Put up a mountain of Earth rock, and even if you don't allow erosion to touch it, it will slowly flow outward, flattening itself. Venusian rock, on the other hand, has had all its water baked out of it. This makes the rock incredibly rigid. Venusian rock will melt, but it will not creep.

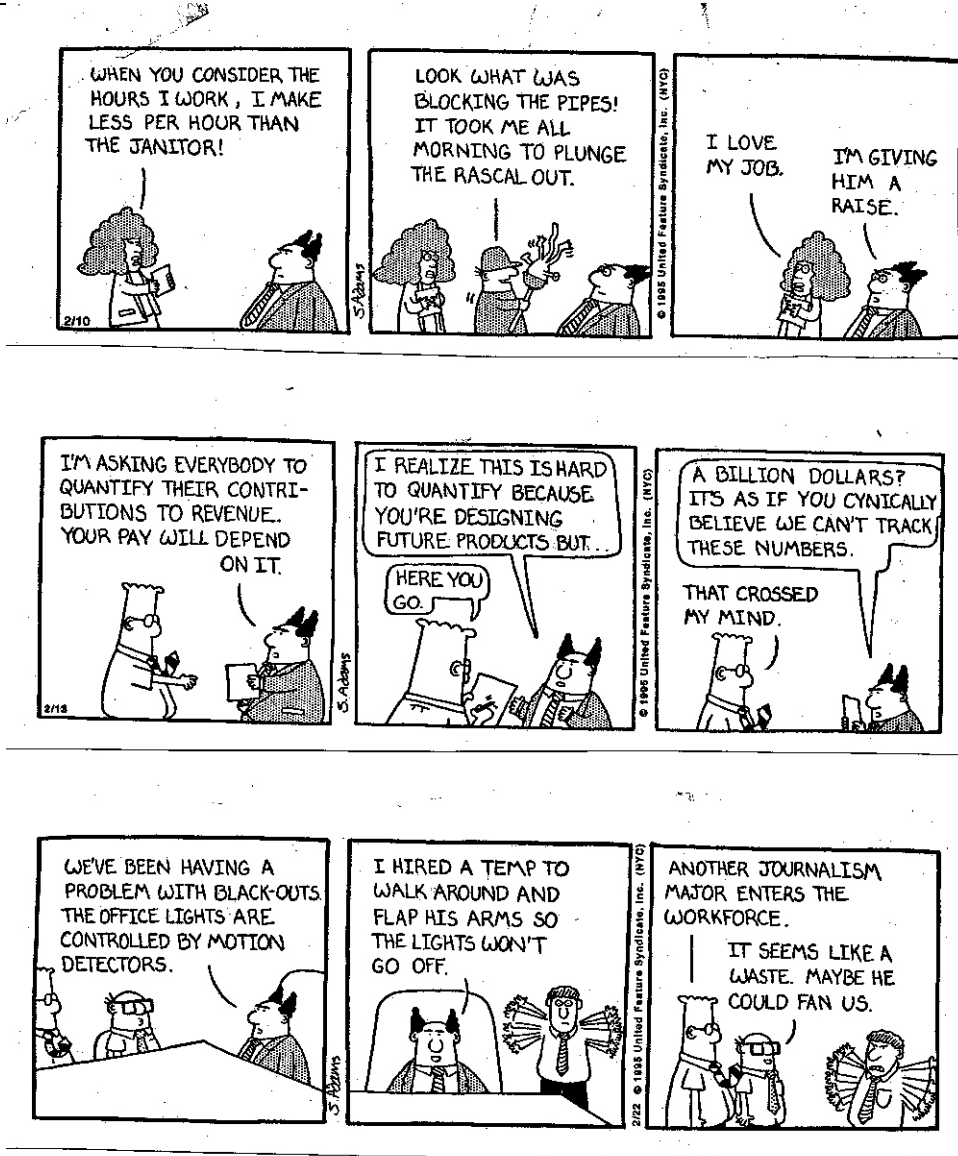
So far, the best map of Venus we have comes from the Magellan probe. Magellan can resolve features down to 120 m (400 feet) and to an altitude of 10m (33 feet). This resulted in an extraordinary look at Venus' very volcanic surface. Due to the great thickness of Venus' crust, plate tectonics as it exists on Earth is not a factor on Venus. Therefore, many of the features on Venus are directly volcanic in origin. Volcanoes, lava flows, large pancake shaped features, spider web shaped features, and deep craters are all discernable. The

deep craters could be an indication of explosive volcanism. In fact, the crater Cleopatra on the eastern slopes of the Maxwell Montes is a volcanic crater 100 km (62 miles) in diameter.

For all the activity of Venus' surface, the core appears to be fairly quiet. Venus has no discernable magnetic field, probably due to its slow rotational period. Since its day is so long, the core material doesn't circulate fast enough to produce a proper magnetic dynamo like Earth's.

Some visionaries have even proposed ways to terraform Venus. Usually it involves seeding the atmosphere with tailored bacteria and algae to break down the carbon dioxide and sulfuric acid to produce free oxygen and water. The largest barrier to such an idea is the relative lack of hydrogen. Venus probably started with about as much as Earth, but much of the water evaporated and was carried to the upper atmosphere, where it was broken apart by sunlight. The hydrogen then escaped from the atmosphere. Still, crashing a few comets onto the surface should help replenish the planet's hydrogen and water. Even so, the terraforming of Venus would be a job whose duration would be measured in centuries.

Next stop, Earth.



## Addresses

David Anderson "Snoopy" <b>915 Williamsbury Rd. Apt. 143</b> <b>Waterford, MI 48328</b> <b>(248) 738-1849</b>	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	Ward Narhi "Dogbert" 2241 Front Street Cuyahoga Falls, OH 44221 narhiw@diebold.com 103036.546@compuserve.com (216) 923-0748	Sigourney Street "Canine Killer" PO Box 1506 GMF Boston, MA 02205-1506
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 <b>Pbolduc@aol.com</b> bolduc@eglin.af.mil <b>(850) 863-9081</b>	Dan Eisenhut "Naldo" USS Lake Erie (CG-70) FPO AP 96671-1190 dan@bbs.annex.com	Eddy Laforge 2602 W. Jackson St. Apt.3 Tupelo, MS 38801	Debbie Osborne 170 Gale Blvd. #104 Melvindale, MI 48122	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 ahgeneral@aol.com
Dr. Martin Burgdorf Avenida de Espania, 135 2B-20-13 28230 Las Rozas, Spain	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK	Michael Lowrey 6503 Four Winds Dr. Apt. D Charlotte, NC 28212-3749 Mlowrey@charlotte.infi.net (704) 563-9226	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.idn.nl Berry.Renken@hunze.iwg.nl	Brendan Whyte 96 Waiatarua Rd. Remuera Auckland 5 New Zealand Bwhite@stat.auckland.ac.nz
Tom Butcher 12532 Oak Knoll Rd. Poway, CA 92064 (619) 679-9440	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it	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	Jason Wilke "Rock-it Man" 2042 Dalton 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	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" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net	Ian Willey 15 Metro Ave. Newton, Alfordon Derbyshire, DE55 5UF, UK
Joe Carl 302 38 <sup>th</sup> St. NW Canton, OH 44709	Tom Howell "Whippet" PO Box 1450 Port Townsend, WA 98368-0036 off-the-shelf@pt.olympus.net <b>(360) 379-9697</b>	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 104547.1370@compuserve.com	Bob-rutherford@amrcorp.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Dale Horsley 438 1 <sup>st</sup> Ave. E Shelburne, Ontario, Canada LON-152	Dave McCrumb 3636 Oldtown Rd. Shawsville, VA 24162	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Andrew York "Greyhound" PO Box 2307 Universal City, TX 78148-1307 73210.3053@compuserve.com (210) 658-6066
Sean 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	Jamie McQuinn 1619 Shroyer Rd. Dayton, OH 45419-3215 (958) 298-0836 jmcquinn@delphi.com mcquinn@data.lib.udayton.edu	Stuart Schoenberger "Wag-a-Tail" PO Box 510 Jamaica, NY 11435	
Murray Cowles 6 Chafford Gardens West Horndun Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	Steve Koehler "Devil Dog" 2906 Saint Field Place Charlotte, NC 28270 Steve_Koehler@Prodigy.com (704) 544-2849	Conrad von Metzke 4374 Donald Ave. San Diego, CA 92117	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378	

## 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, 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

Dave Anderson for Milan in Fleabag and You (if checked)  for France in Feral Dogs.

Printed on recycled paper.