

Notes from Hades

Not much going on right now. I'm mainly settling down into married life (which I quite like so far). Celeste is busy starting two businesses: Piano teaching (which she's done before) and Bridal Consulting. The Bridal Consultant business was suggested to her by our photographer, who was quite impressed by how well organized, planned, and executed our wedding was. We're both looking forward to things moving along.

Congratulations are in order for Steve Koehler, who's wife had a son on 11/3 named Daniel Walter Koehler.

Happy holidays!

This issue's deadline will be on **Tuesday, December 30 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, December 26 at 5:00 p.m. Pacific Time. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Game Openings

Pooch. New World. Have Andy Lewis, Kevin Wilson, and Bob Robles. Need 3 more.

Wish List

Machiavelli 1995 edition, rules decided by majority vote. This game will begin when the next Machiavelli game ends. Have Kevin Wilson, Dennis Cain, and Pasquale Giovine. Need 3 to 5 more.

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

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

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

Your publisher is:

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

Dave McCrumb

Re: Brendan Whyte

Having a more than passing knowledge of the publishing industry, maybe I can answer Brendan's questions.

The titles of British books are sometimes changed because of the perception that the American reading public is not as sophisticated as the British reading public. Many titles in Britain have a literary context. If you don't know the literary reference, the title has no special meaning for you. It is assumed in America that we do not have that literary background. Therefore, the titles are usually changed to make it sound more suspenseful or very obvious. This title changing is only a one way exchange.

This habit is occurring on a less frequent basis now than it did 20 or more years ago. Also, this occurred more in the mystery genre rather than general fiction.

Regarding the mentioned title: 'Ten Little Niggers' was the original title when the book was first published in Britain. The word nigger became politically incorrect very soon afterward and the reprint in Britain was changed to 'Ten Little Indians'. The title in North America was always 'And Then There Were None'. Films of the book have been made using the titles 'And Then There Were None' and 'Ten Little Indians'.

"Not for sale in US or Canada for copyright reasons" has to do with the contract between the publisher and the author. Standard contracts for books in the English language cover two primary areas: one with us publishers covers distribution in Canada, the US and its territories and the other with British publishers covers English language publication in the rest of the world (primarily Britain, Ireland, Australia and New Zealand). Neither contract covers large print editions, audio rights, or publications in other languages. So as you can see, it has nothing to do with differences in publishing laws. It is all contract specifications.

Actually, it is the studio and network executives that have the low mental capacity. They do not understand the rest of the world except as various stock characters. Sharyn had written a proposal for a movie where you see a woman shoot her army husband and then throw herself down a set of steps. She then claims spousal abuse and self-defense. The shock is when the army steps in and backs up her story with medical records and eye witness accounts of the abuse going on for years. She knows she is lying, but the mystery is why is the army lying to corroborate her lie. The production team didn't like the fact that the woman was a conniving bitch and suggesting that it be changed to depict that she

really was being abused by her husband so she could be a more sympathetic character. They just didn't understand that this would destroy the entire premise of the story line. That is why she has not sold any movie rights. She is afraid they would turn her novels into 'Cletus Walks These Hills' the Appalachian culture rarely gets a fair shake in Hollywood. The only movies I can think of were they did are 'Sergeant York' and 'A Coal Miner's Daughter', but the person the story was about was on the set in both cases. Normally you get things like the 'Dukes of Hazard' or 'Deliverance', neither of which is accurate for 99% of the population.

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

Fall 1456

Deadline/Winter-Spring 1457 12/30 Tuesday

France moves to retake his former homeland and Naples starts to consolidate his hold over former Turkish lands. The Pope and Venice continue their war while Austria circles the wagons around his adopted capital.

Summer 1456 Retreats

Austria A2 retreats to Verona

Orders

Austria: A2 (EM) Verona to TRENTO

(Koehler) A4 Cremona to MILAN

G1 MILAN supports A4

France: A1 BERGAMO to Trent

(Wilke) A2 Austria to HUNGARY

A3 Tyrolea to SWISS

A4 Como to PAVIA

Naples: A1 TURIN holds

(Narhi) A2 Durazzo to ALBANIA

A3 Albania to HERZEGOVINA

F1 Corsica to WESTERN GULF OF LYON

F3 Ionian Sea to LOWER ADRIATIC

F6 GENOA supports Venetian A5 hold

F7 Gulf of Naples OTRANTO

Papacy: A1 (EP) Pisa to LUCCA

(Scharf) A2 Florence to URBINO

A3 PISTOIA to Bologna

A5 ANCONA holds

A6 (EM) BOLOGNA to Modena

A7 (EM) ROMAGNA supports A5

Venice: A2 FERRARA supports A3

(Robles) A3 Brescia to VERONA

A4 (EM) MANTUA supports A5

A5 MODENA supports A4 (cut)

F1 (EM) UPPER ADRIATIC supports A2

F2 Venice Lagoon to FRIULI

Press

Austria/Milan – FrAustria: How about heading back to take ex-Turk Centers and leave me alone?

FrAustria – Naples: Time for the French people to go home.

Naples – Turkey: You're just lucky I can't get to Constantinople otherwise my armies would march there, tweak your nose, then sack the city in the name of the Prophet.

Naples – Venice: How about our deal? You stay to the north, me in the south. The Adriatic, like a banana, is best split.

Naples – Austria: I'll support your claim to Milan and if the Frenchie had the temerity to attack me I will support you in your quest to regain your homeland.

Naples – France in exile: You have seen the revised borders, respect them or face the Austro-Neapolitan wrath!

Naples – Pope: Last turn you said we can work together. Let's see what we can do.

Thank you for the response to my letter.

The Prophet predicts: France moves to retake his homeland but faces stiff competition when Naples builds...

Murad II – the Neapolitan Scoundrel: Curses to you and your misbegotten, backwater of a country. May Allah bring his wrath onto you and your nation. May your fleets sink beneath the seas. May your armies founder and crumble at the hands of your enemies. May your women contract venereal disease!

Murad II – everyone but Naples: A thousand ducats to the first to bring me the head of the Neapolitan Scoundrel (assuming I can borrow that many from somewhere).

Venice – all: Since I only heard from one of you, I'm assuming that he is the only one interested in my entreaties.

Spring 1457 Famine

Bad Year! Provence, Patrimony, Modena, Corsica, Ancona, Perugia, Tunis, Siena, Como, Brescia, Capua, Carniola

Spring 1457 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Montferrat, Fornova, Piacenza, Milan, Cremona, Trent	6
FRA	Swiss, Tyrolea, Austria, Hungary, Pavia, Bergamo, <u>Como</u>	6
NAP	Avignon, Marseilles, <u>Provence</u> , <u>Corsica</u> , Sardinia, Genoa, <u>Tunis</u> , Palermo, Messina, Salerno, Naples, <u>Capua</u> , Durazzo, Albania, Ragusa, Herzegovina	12
PAP	Lucca, Pisa, Florence, <u>Sienna</u> , Arezzo, <u>Patrimony</u> , Rome, Tivoli, <u>Perugia</u> , Spoleto, Urbino, Romagna, Piombino, Pistoia, <u>Ancona</u> , Bologna	12
VEN	Friuli, Vicenza, Treviso; Padua, Venice, Verona, <u>Brescia</u> , Parma, Mantua, Pontremoli, Ferrara, <u>Modena</u>	10

Seas

NAP	Western Gulf of Lyon, Lower Adriatic	2
VEN	Upper Adriatic	1

Cities

AUS	Montferrat, Milan (3), Cremona, Trent	6
FRA	Swiss, Tyrolea, Austria, Hungary, Pavia	5
NAP	Avignon, Marseilles, <u>Corsica</u> , Sardinia, Genoa (3), <u>Tunis</u> (2), Palermo, Messina, Naples (2), Durazzo, Albania, Ragusa	13
PAP	Lucca, Pisa, Florence (3), <u>Sienna</u> , Arezzo, Rome (2), <u>Perugia</u> , Piombino, <u>Ancona</u> , Bologna	10
VEN	Treviso, Padua, Venice (3), Mantua, Ferrara, <u>Modena</u>	7

Totals

	Rolls	Var	Prov	Sea	City	Gross	Treas	Tot
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Totals

	Rolls	Var	Prov	Sea	City	Gross	Treas	Tot
AUS	4 ^M	4	6	0	6	16	5	21
FRA	4 ^A	3	6	0	5	14	1	15
NAP	4, 1 ^{Fr} , 4 ^G	7	12	2	13	34	12	46
PAP	3, 1 ^{Fl} , 5 ^{Fl}	8	12	0	10	30	7	37
VEN	6, 6	10	10	1	7	28	4	32

^M Gained from conquest of Milan

^A Gained from conquest of Austria

^{Fr} Gained from conquest of France

^{Fl} Gained from conquest of Florence

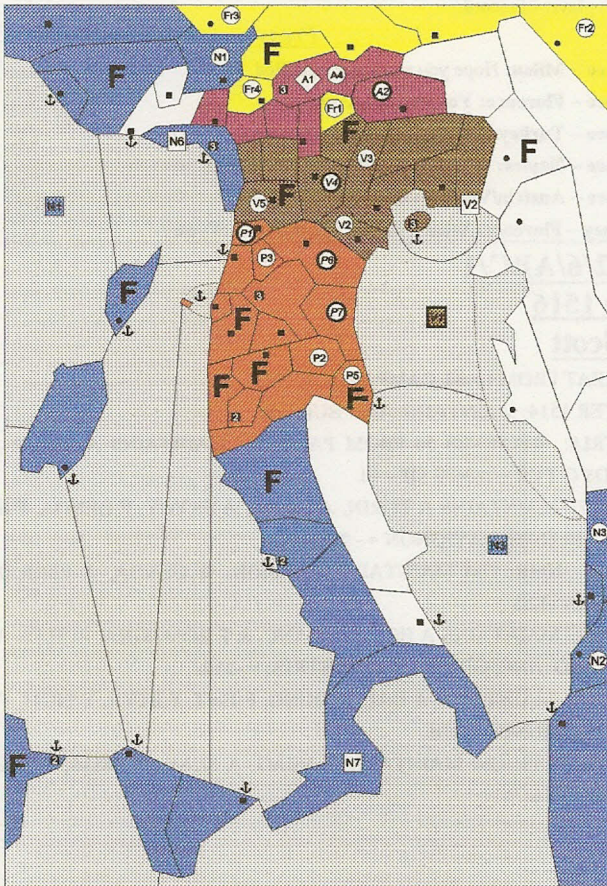
Game Summary

	1450			1451			1452		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	4	5	6	5	5	5	5	6
Flo:	4	4	4	4	4	0	0	0	0
Fra:	3	4	6	5	4	4	6	6	7
Gen:	3	2	1	2	2	2	0	0	0
Mil:	3	3	3	3	4	4	4	4	2
Nap:	4	4	4	3	4	5	6	7	8
Pap:	4	4	6	7	8	6	8	6	4
Tur:	3	4	4	5	6	7	6	6	6
Ven:	5	4	4	3	5	4	4	5	7

	1453			1454			1455		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	6	9	10	11	9	6	5	5	5
Flo:	0	0	0	0	0	0	0	0	0
Fra:	7	6	4	3	4	4	3	3	3
Gen:	0	0	0	0	0	0	0	0	0
Mil:	2	0	0	0	0	0	0	0	0
Nap:	8	6	7	8	8	10	10	10	10
Pap:	4	6	8	7	8	7	8	8	8
Tur:	6	6	6	6	6	7	7	7	8
Ven:	7	8	7	7	7	8	9	9	8

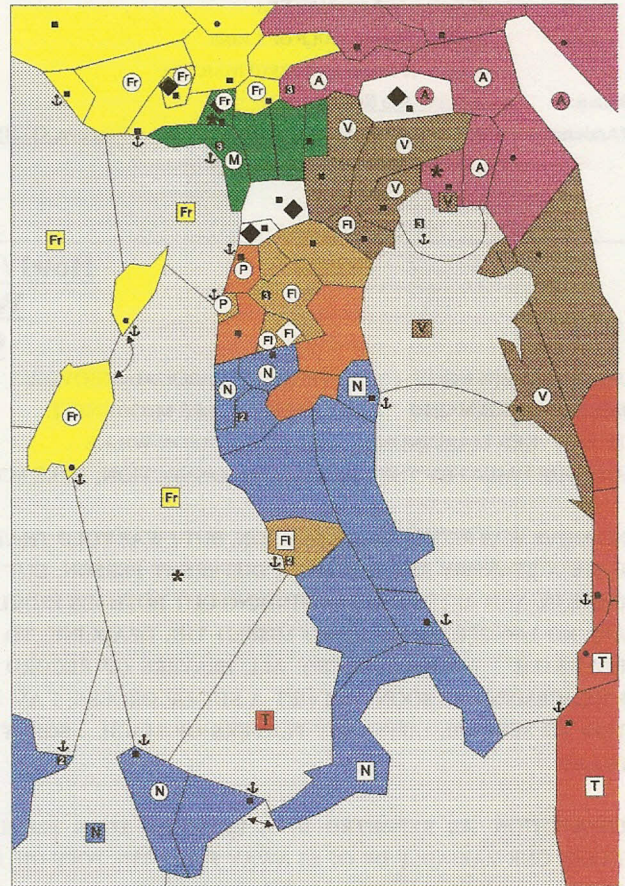
	1456		
	Spr	Sum	Fal
Aus:	7	4	4
Flo:	0	0	0
Fra:	2	2	5
Gen:	0	0	0
Mil:	0	0	0
Nap:	11	13	12
Pap:	10	10	10
Tur:	7	0	0
Ven:	5	7	6

"Rabid Dog"



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

"Fleabag"



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

Fleabag/MGN# B2/B/8/1Spring 1457Deadline/Summer 1457 12/30 Tuesday

Austria leaves Milan to France and turns his attention fully toward Venice. France continues to hit Milan while branching out to hit Naples with Florentine help. The Pope takes advantage of conflict between Naples and Florence to sneak into a Florentine city. Finally, the Turks manage to edge through the Straits of Messina.

Winter 1456 Adjustments

AUSTRIA builds A Tyrolea, A Hungary
FLORENCE builds G Arezzo
FRANCE builds F Marseilles, A Avignon
TURKS build F Durazzo
VENICE builds A Padua, A Dalmatia

Orders

Austria: A Tyrolea to MILAN
(Renken) A Hungary to SLAVONIA
A Milan to TRENT
A FRIULI supports A Treviso
A Carniola to CARINTHIA
A Treviso holds (DISLODGED, retreat garrison, OTB)
Florence: A Bologna to FERRARA
(Wilke) A AREZZO to Sienna
A FLORENCE supports A Arezzo to Sienna
F NAPLES supports French F Gulf of Lions to Tyrrhenian Sea
G AREZZO converts to A
France: A Turin to MONTFERRAT
(Grib) A SALUZZO to Savoy
A PAVIA supports A Turin to Montferrat
A SARDINIA holds
A Avignon to PROVENCE
F Savoy to LIGURIAN SEA
F Marseilles to GULF OF LIONS
F Gulf of Lions to TYRRHENIAN SEA
Milan: A GENOA to Savoy
(Anderson) A Montferrat besiege (DISLODGED, retreat Fornova, OTB)

Naples: A PERUGIA supports A Patrimony to Siena

(Lewis) A PALERMO to Piombino

A PATRIMONY to Siena

F Tunis to CENTRAL MEDITERRANEAN

F Tyrrhenian Sea convoys A Palermo to Piombino (DISLODGED, retreat Rome, Capua, Western Mediterranean, Corsica, OTB)

F OTRANTO supports F Ancona to Lower Adriatic

F ANCONA to Lower Adriatic

Papacy: A Siena to PIOMBINO

(York) A PISA supports A Siena to Piombino

Turks: F ALBANIA to Lower Adriatic

(Street) F Ionian Sea to GULF OF NAPLES

F DURAZZO supports F Albania to Lower Adriatic

Venice: A Mantua to BERGAMO

(S. Cousins) A PADUA supports F Venice to Treviso

A VERONA supports F Venice to Treviso

A DALMATIA holds

F Croatia to UPPER ADRIATIC

F Venice to TREVISO

Notes

Remember, we are using the basic rules, and since in the 1995 edition, conquest is no longer part of the basic rules, players are not eliminated until they no longer control any cities at the beginning of a Spring campaign. Also, Dave Anderson is now the Milan player of record.

Press

France – Milan: Hope you are better qualified.

France – Florence: You need a haircut!

France – Turkey: Rebuild the east, then go west young man.

France – Naples: Where do you think you're going?

France – Austria/Venice: Ouch!

Turkey – Florence: What's Naples like this time of year?

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

AUSTRIA; REIN KOOY FRANCE; PASQUALE GIOVINE
MILAN; WARD NARHI PAPACY; LEE McCONNELL
TURKS; KEN MARCINONIS VENICE; JASON WILKE
AND THE GMING BY THE CALIFORNIA CONNECTION; MIKE SCOTT

NO MOVE WAS RECEIVED FROM JASON, BUT I WAS TOLD THAT I WOULD HAVE A STANDBY MOVE FROM A DIFFERENT PERSON, BUT IT NEVER CAME IN, AND AFTER FINALLY FINDING OUT BOTH HIS EMAIL & PHONE ARE NO LONGER GOOD, I HAD MISSED THE DEADLINE...TO GET THIS INTO S.O.B. I WILL NOTIFY ALL PLAYERS OF RECORD ABOUT A REPLACEMENT AS SOON AS I GET A SET OF ORDERS; I AM EMAILING THIS TO SEVERAL DIFFERENT PLAYERS OF MACH.... SORRY FOR THE DELAY.

CORRECTION: AS REPORTED IN A BETWEEN TURN EMAIL; I HAVE TAKEN ONE VARIABLE DR OF \$3 AWAY FROM THE POPE (HE DOES NOT GET THIS DR FOR NAPLES) AND HAVE GIVEN THE \$3 FOR A VARIABLE DR TO MILAN FOR THE CONTROL OF GENOA.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

RETREAT FROM LAST CAMPAIGN: NONE
WINTER 1514: MAINTAINS AND BUILDS:
AUSTRIA: RECIEVES 5d FROM PAPACY. MAINTAINS A AUS & A TYR; BUILDS G TYR = A NET OF - 4d.
FRANCE: MAINTAINS A TURIN, A PAVIA, A SAVOY, F GENOA, F EGofL, F WGofL; BUILDS A AVIGNON = - 21d.
MILAN: NMR; GM MAINTAINS A TURIN, G GENOA, A FERRARA; NO BUILDS; = -12d.
PAPACY: MAINTAINS A BOL, FLO, ANC, & F ROMAGNA; BUILDS A ROME & A PER, G ANC; GIVES 2d TO AUSTRIA; = -21d.
TURKEY: MAINTAINS A DAL, A HUNG, F BofT, F ETYR, F PIOM, F LADR; BUILDS G HUNG; = -21d.
VENICE: NMR; GM MAINTAINS F VLAG, A SLAV, A CROA, A MANUA, F UADR; = -15d.

	Start	city's	prov's	seas	var	fam	subt	units	Total
AUS	2d	3	4	0	2+1	<2>	10	<9>	6*
FRA	2d	10	12	2	4	-0-	30	<21>	9
MIL	15d	9	6	-0-	3+3	<4>	33	<12>	21
PAP	-0-	10	14	-0-	3+4	<2>	29	<26>	3**
TUR	-0-	10	13	3	4	<2>	28	<21>	7
VEN	-0-	9	13	2	4+2	<2>	28	<15>	13

* + 5d FROM PAPACY ** GAVE 5d TO AUSTRIA

CAMPAIGN EIGHT - SPRING 1516:

PHASE E; NEGOTIATION: DONE.

PHASE F; DUCAT BORROWING & LOANS; REPORTED ABOVE....

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES; AUSTRIA ORDERS 'A' FAMINE RELIEF IN AUSTRIA -3d;

POPE ORDERS 'A' FAMINE RELIEF IN BOLOGNA -3d. GM SPENDS 3d FOR MILAN TO ORDER 'A' FAMINE RELIEF MILAN.

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

AUSTRIA: A TYROLEA S A MILAN, A AUSTRIA S TURKISH A HUNGRY - SLAVONIA, G TYR HOLDS - UNORDERED.

FRANCE: A TURIN - PAVIA, A PAVIA - PLACENZA, A SAVOY S F GENOA, F GENOA BESEIGE MILAN G GENOA, F EGofL - MODENA, f w gofl - wmed.

MILAN: NMR's: A MILAN HOLDS, G GENOA HOLDS, A FERRARA HOLDS.

PAPACY: A ANCONA - AQUILA, A FLORENCE - PISTOIA, F ROMAGNA S G ANCONA C TO F ANCONA, A BOLOGNA - LUCCA, G ANCONA C TO F ANCONA, A ROME - PATAGONIA, A PERUGIA - AREZZO.

TURKEY: a dalmatia - croatia, A HUNGRY - SLAVONIA, F PIOMBINO S

PAPACY A FLORENCE - PISA, F E TYR - W TYR, F bay of tunis - wmed, F LADR S PAPACY F ANCONA - UADR (NO SUCH UNIT).

VENICE: NMR's, ALL UNITS HOLD IN PLACE: F V LAG, a slavonia (must retreat), A CROATIA, A MANTUA, F UADR.

RETREATS; ONE - THE VENICE A SLAVONIA MUST RETREAT TO EITHER CARNIOLA OR CARINTHIA...

A QUICK RECAP HERE OF TREASURY LEVELS: AUSTRIA HAS 3d, FRANCE HAS 9d, MILAN HAS 18d, THE POPE -0-, TURKEY 7d, AND VENICE HAS 13d.

CAMPAIGN ELEVEN - SUMMER 1516;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE: NONE THIS TURN.

PHASE C; FAMINE REMOVALS; AUTO-G SIENNA.

PHASE D; PLAGUE PHASE; DR 8 = BAD YEAR, ROW & COLUMNS; ROW DR = 4 = SAVOY REMOVE FRANCE ARMY, FRIULI, ROME, MARSEILLE, PAVIA; COLUMN DR 10 = TIVOLI, PAVIA, PROVENCE, MANTUA REMOVE VENICE ARMY, TREVISO.

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

OK; YOU ARE INTO PHASE E: NEGOTIATION.... AS SOON AS I HAVE A STANDBY FOR VENICE I WILL LET YOU KNOW... AND I WILL ALSO GET A 'BLIND' AS A STANDBY FOR MILAN IN CASE HE IS DROPPING TOO...

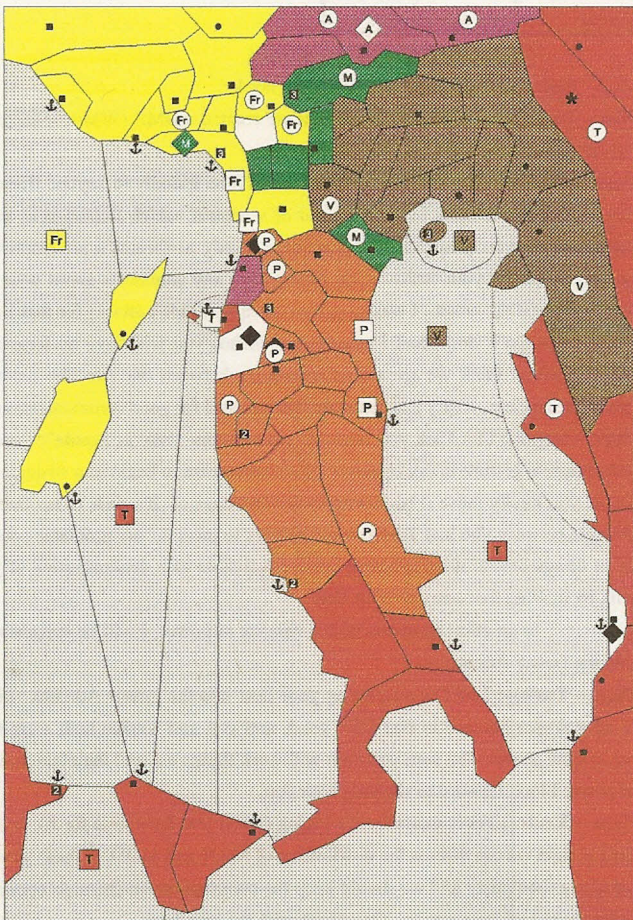
DEADLINE: NOVEMBER 18TH... NOON MY TIME.... PLEASE:

PRESS: FRANCE TO TURKEY; "THE SOLITARY MOVE OF WGofL - WMED WAS ONLY DEFENSIVE FOR LACK OF COMMUNICATIONS. THE RETREAT WILL BE SUDDEN."

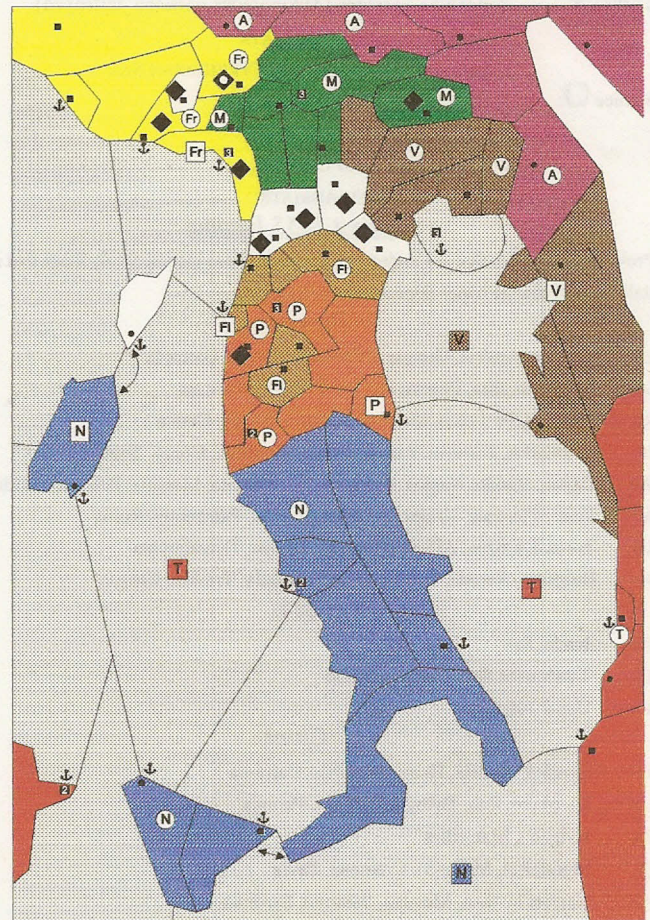
NOTE: A NEW EMAIL ADDRESS:

RIEN KOOY IS NOW: rkooy@open.net
"Feral Dogs"

"96-2" aka "Howl"



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



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

Feral Dogs/MGN# A2/A/8/1 - Gunboat**Fall 1454****Deadline/Winter-Spring 1455 12/30 Tuesday**

While Milan continues to look to defense, Austria makes a sudden turn towards an unsuspecting France. Florence strikes out against a strangely unresisting Pope, while the Turks bracket Naples at sea. Venice jabs at Milan while taking a piece of the Balkans.

Summer 1454 Retreats

Florence A retreats to Arezzo

Orders

- Austria : A Tyrolea to SWISS
A Carinthia to TYROLEA
A Slavonia to CARNIOLA
- Florence : A Arezzo to PERUGIA
A Lucca to BOLOGNA
F PIOMBINO besieges (Autonomous garrison destroyed)
- France : A TURIN besieges
A Saluzzo to SAVOY
F Ligurian Sea to GENOA
- Milan : A TRENT supports A Bergamo – Milan (cut)
A MONTFERRAT besieges (Autonomous garrison destroyed)
A Bergamo to MILAN
- Naples : A Aquila to CAPUA
A Messina to PALERMO
F Palermo to IONIAN SEA
F Tyrrhenian Sea to SARDINIA
- Papacy : A FLORENCE holds (u)
A SIENNA holds (u)
A ROME holds (u)
F ANCONA holds (u)
- Turks : A RAGUSA besieges (Autonomous garrison destroyed)
F Durazzo to LOWER ADRIATIC
F Central Mediterranean to TYRRHENIAN SEA
- Venice : A VERONA to Trent
A FRIULI to Verona
F Upper Adriatic to CROATIA
F Venice to UPPER ADRIATIC

Spring 1455 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia, Swiss, Carniola	6
FLO	Piombino, Pisa, Pistoia, Bologna, Arezzo, Perugia	6
FRA	Avignon, Provence, Marseilles, Turin, Savoy, Genoa	6
MIL	Montferrat, Fornova, Parma, Cremona, Milan, Como, Trent	7
NAP	Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo, Sardinia	9
PAP	<u>Siena</u> , Florence, Urbino, Ancona, Spoleto, Patrimony, Rome	7
TUR	Tunis, Durazzo, Albania, Ragusa, Bosnia, Herzegovina	6
VEN	Bergamo, Verona, Padua, Istria, Dalmatia, Treviso, Croatia	7

Seas

NAP	Ionian Sea	1
TUR	Tyrrhenian Sea, Lower Adriatic	2
VEN	Upper Adriatic	1

Cities

AUS	Tyrolea, Austria, Hungary, Swiss, Carniola	5
FLO	Piombino, Pisa, Bologna, Arezzo, Perugia	5
FRA	Avignon, Marseilles	2
MIL	Montferrat, Milan(3), Cremona, Pavia	6
NAP	Naples(2), Bari, Messina, Palermo, Sardinia	6
PAP	Rome (2), Florence (3), Ancona	6

TUR	Tunis(2), Durazzo, Albania, Ragusa	5
VEN	Treviso, Padua, Venice(3), Dalmatia, Croatia	7

Totals

Variable income die roll was 1.

	Var	Prov	Sea	Cities	Gross	Treas	Total
AUS	1	6	0	5	12	1	13
FLO	2	6	0	5	13	6	19
FRA	1	6	0	2	9	2	11
MIL	2	7	0	6	15	6	21
NAP	1	9	1	6	17	4	21
PAP	2	7	0	6	15	4	19
TUR	1	6	2	5	14	4	18
VEN	4	7	1	7	19	9	28

Game Summary

	1454	1455
Austria:	3	5
Florence:	3	5
France:	3	2
Milan:	3	4
Naples:	4	5
Papacy:	4	3
Turks:	3	4
Venice:	4	5

Press

Nap – Pap: Please stay on your side of the border.

Nap – Turk: Surely it would be better if we created a DMZ (WM-CM-IS) rather than one of us controlling the Ionian?

Pope – Florence: I was serious when I said I'll be friendly to anyone friendly to me. You arranged you units to blast me out of a neutral, which I claimed as my own. I fully expected you to hit me and hit me hard, I only performed a pre-emptive strike to safeguard against your strike. You never made any comments about your intentions and I assumed the worst. I was surprised when you didn't attack; for that I apologize, but the damage is done, and I assume that means you will have no forgiveness. So unfortunately I think we are amidst a struggle between our two fine nations over a misunderstanding. Truly this demonstrates the need for good communication.

Pope – Naples: Can I ask you why you parked your army in Aquila? Seems to be a rather hostile gesture in my opinion. I have not desire to begin in a struggle with you. Could you kindly move it back home where it belongs? It's clear to me that there is a struggle between you and Turkey and I will try to mediate any problems you may both be in disagreement over. It might prove invaluable as a demonstration of your good will, by moving that army back to Bari.

In an effort to re-establish a balance of power, I will be supporting Turkey into the Lower Adriatic.

Pope – Turkey: I will be supporting your fleet into the Lower Adriatic. There needs to be a proper balance in that little pond, and you and Venice both seem to be very reasonable people. I'm sure you both will work things out and maintain a fine balance of power I look forward to working with you.

Pope – Venice: Fer is yours for the taking (when you have time for it), and when the time is right we can discuss the distribution of MAN and MOD. I think you and I will get along fabulously and we should keep the communication channels open for further opportunities of cooperation. Good luck with the invaders!

Venice – Austria: I tapped Milan in Trent, that should get you into his capital. I hope you didn't bounce me again in Croatia...

Wolfpack

Epoch VII Empire Selection, Russia, and Manchu Dynasty Deadline for Epoch VII Netherlands and France: 12/30 Tuesday

Empire Selection

PMS'ing Indignants (Crandlemire) keeps.

The Blunt Approach (Geggus) gives to The Arachnids

The Arachnids (Bolduc) gives to The Blunt Approach

RUSSIA is absent.

PMS'ing Indignants plays Disaster in *Northern Andes* (Monument destroyed, Capital reduced to city). Plays Empires Revive to place one army in *Albion* and two armies in *Tarim Basin*. MANCHU DYNASTY: Army and Capital in *Manchurian Plain*, fleet *Sea of Japan* (vs. The Arachnids: P: 4, 2; A: 3; wins), army *Great Plain of China*, *Yellow River* (vs. Mongols: Ma: 6, 5; Mo: 5; wins), *Chekiang* (vs. Ming Dynasty: Ma: 3, 2; Mi: 5; loses), *Chekiang* (vs. Ming Dynasty: Ma: 2, 1; Mi: 3;

Dead Peoples (C. Cousins) keeps.

Pinky and the Brain (S. Cousins) keep

Quantum Coyotes (Kinsel) keeps

Epoch VII

loses), *Chekiang* (vs. Ming Dynasty: Ma: 6, 3; Mi: 4; wins, city eliminated), *Si-kiang* (vs. Sung Dynasty: M: 6, 2; S: 2; wins), *Szechwan* (vs. Mongols: Ma: 3, 1; Mo: 4; loses), *Szechwan* (vs. Mongols: Ma: 2, 2; Mo: 5; loses), *Szechwan* (vs. Mongols: Ma: 5, 4; Mo: 2; wins, city eliminated), *Honshu*. Points: Control of China (9), Presence in North Africa (1), Middle East (1), Southern Europe (2), Northern Europe (4), Southeast Asia (2), Eurasia (2), North America (3), and Nippon (2), 4 Capitals (8), 3 cities (3), 3 Seas (3), and 4 Monuments (4) for 44 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Pitt Crandlemire	PMS'ing Indignants (Purple)	67	171
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: Fleet *South China Sea*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. T'ANG DYNASTY: Army *East Indies*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*. MING DYNASTY: 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 fort *Dalmatia*, armies *Mongolia*, *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*, *Sea of Japan*, 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*, two armies 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*, three armies and fort *Tarim Basin*, army and Monument *Wei River* and *Yangtse Kian*. MING DYNASTY: Army and Capital in *Manchurian Plain*, armies *Great Plain of China*, *Yellow River*, *Chekiang*, *Si-kiang*, *Szechwan*, and *Honshu*.

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*, *Caucuses*, 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

Your Empire is: _____

Dogpaddle

Epoch I Empire Selection Deadline for all Epoch I Empires: 12/30 Tuesday

The Zircon Utopia keeps

The Triffids pass to Andy Lewis

The Go Masters keeps

Impending Ascension pass to the Triffids

Snoopy's Blanket Chasers keeps

Andy Lewis passes to Impending Ascension

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	0	0
Ward Narhi	The Triffids (Green)	0	0
Joe Carl	The Go Masters (Black)	0	0
Dennis Cain	Impending Ascension (Red)	0	0
Dave Anderson	Snoopy's Blanket Chasers (Orange)	0	0
Andy Lewis	Gaming Through the Ages (Purple)	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

Your Empire is: _____

Mutt**Turn 16****Deadline, Turn 17: 12/308, Tuesday**Commander Actions

BarterTown II opens the bidding on a Space Station at 120 and Bellpick 7 gets it for 144 (MWa, MWa, MTi, OL40). Opens the bidding on a second Space Station at 120 and Tribute to Troy gets it for 137 (Wa6, MWa, Re11, Re13, Re14, Mi16, Mi17, OL30). Buys 4 titanium factories (Or1, Wa7, Ti8, Wa8, Wa8, MTi, MTi) and 2 population factors (Or4, Wa6).

Awl Mining Company opens the bidding on an Orbital Lab for 50 and The Outhouse gets it for 61 (Wa8, Wa9, Ti9, MTi). Opens the bidding on a second Orbital Lab at 50 and gets it (Wa6, MTi). Opens the bidding on Scientists at 44 and gets it (MTi).

Tribute to Troy transfers a population factor from an ore factory to the new Space Station.

Bellpick 7 transfers a population factor from a water factory to the new Space Station

Fangland opens the bidding on a Moon Base at 201 and gets it (Re10, Ti11, Re11, Ti13, NC16, NC22, MWa, MNC). Buys a population factor to man it (Re17).

Heavenly Bodies Development Company buys 3 titanium factories (Ti9, Ti11, Ti12, Ti12, Re16, MWa) and 3 robots (Re15, Re15).

The Outhouse passes.

Minos Entrepreneurs buys 2 research factories (MWa, MWa) and 2 population factors (Ti7, Re13)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF, NCF, NCF, NCF	No, 2DL, 2Sc, Ou, MB	54
2	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	Wa, HE, Ec, 2Ou, Ro	49
3	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	No, Wa, 2OL, La, Ro, SS, SS	48
4	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	No, HE, Wa, Ro, La, SS, SS	45
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, 2Ec, Ou, OL, Sc	45
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	DL, No, HE, 2Sc, Ec, Ro	35
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ec, Ro, 2OL	31
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF	Wa, 2DL, Ou, La	25

Available Upgrades

New Arrivals: Space Station, Space Station, Moon Base, Moon Base, Planetary Cruiser, Moon Base

Upgrade	Minimum Bid	Available	Not Yet Delivered
Laboratory (La)	80	2	0
Ecoplants (Ec)	30	0	0
Outpost (Ou)	100	0	0
Space Station (SS)	120	2	0
Planetary Cruiser (PC)	160	1	5
Moon Base (MB)	200	3	2

Production Cards

In the Warehouse: _____

New Cards: _____

Awl Mining Company had to discard Or1, Or2, and Or2 due to hand size limitations.

HBDC had to discard Or2, Or2, Or3, Or4, and MWa due to hand size limitations.

Tribute to Troy, Fangland, HBDC, and Minos Entrepreneurs took Mega water cards.

BarterTown II, Bellpick 7, The Outhouse, HBDC, and Awl Mining Company took Mega titanium cards. HBDC and Awl Mining each took 2, BarterTown II took 3.

Rock Hound
Stock Round 4
Operations Round 4 due: 12/30 Tuesday

Stock Round 4

Due Unto Others buys a share of TSI for \$100

Errol's Outfit buys a share of TSI for \$100

Carved in Stone buys a share of RU for \$77.

ANUS starts LE as a growth corporation with Lucky.

BORG Mining Collective buys a share of TSI for \$100.

Blue Sky Mining buys a share of TSI from the stock market for \$169.

Due Unto Others buys a share of RU for \$77.

Errol's Outfit buys a share of TSI from the stock market for \$169.

Carved in Stone buys a share of VP for \$67.

ANUS passes.

BORG Mining Collective buys a share of MM for \$67.

Blue Sky Mining buys a share of RU for \$77.

Due Unto Others buys a share of LE for \$67.

Errol's Outfit buys a share of MM for \$67.

Carved in Stone buys a share of VP for \$67.

ANUS passes.

BORG Mining Collective buys a share of MM for \$67.

Blue Sky Mining buys a share of MM for \$67.

Due Unto Others passes.

Errol's Outfit passes.

Carved in Stone passes.

ANUS passes.

BORG Mining Collective buys a share of MM for \$67, gaining the presidency.

Blue Sky Mining passes.

Due Unto Others passes.

Errol's Outfit passes.

Carved in Stone passes.

ANUS passes.

BORG Mining Collective buys a share of VP for \$67.

Blue Sky Mining passes.

Remainder of the round is passed out.

Since all shares of TSI are held by players, the value of TSI increases to \$187.

Since all shares of RU are held by players, the value of RU increases to \$99.

Operations Round 4.1

Fast Buck receives \$15.

Blue Sky Mining receives \$5.

Errol's Outfit receives \$15.

ANUS receives \$30.

TSI receives \$10.

RU receives \$10.

Players

Player Name	Player Faction Name	Cash	Assets
Andy Lewis	Blue Sky Mining	\$29	Tunnel Systems, President's Share RU, 4 shares RU, 1 share TSI, 1 share MM
Sean Cousins	Due Unto Others	\$54	Fast Buck, 2 shares MM, 1 share TSI, 1 share RU, 1 share LE
Bill Scharf	Errol's Outfit	\$22	Ore Crusher, Robot Smelters, 3 shares TSI, 1 share MM
Dennis Cain	Carved in Stone	\$0	Ice Finder, President's Share VP, 2 share VP, 1 share RU
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$196	President's Share LE, Asteroid Export Company, 1 share TSI
Caleb Cousins	BORG Mining Collective	\$74	President's Share TSI, 3 shares TSI, 1 share RU, President's Share MM, 1 share MM, 1 share VP

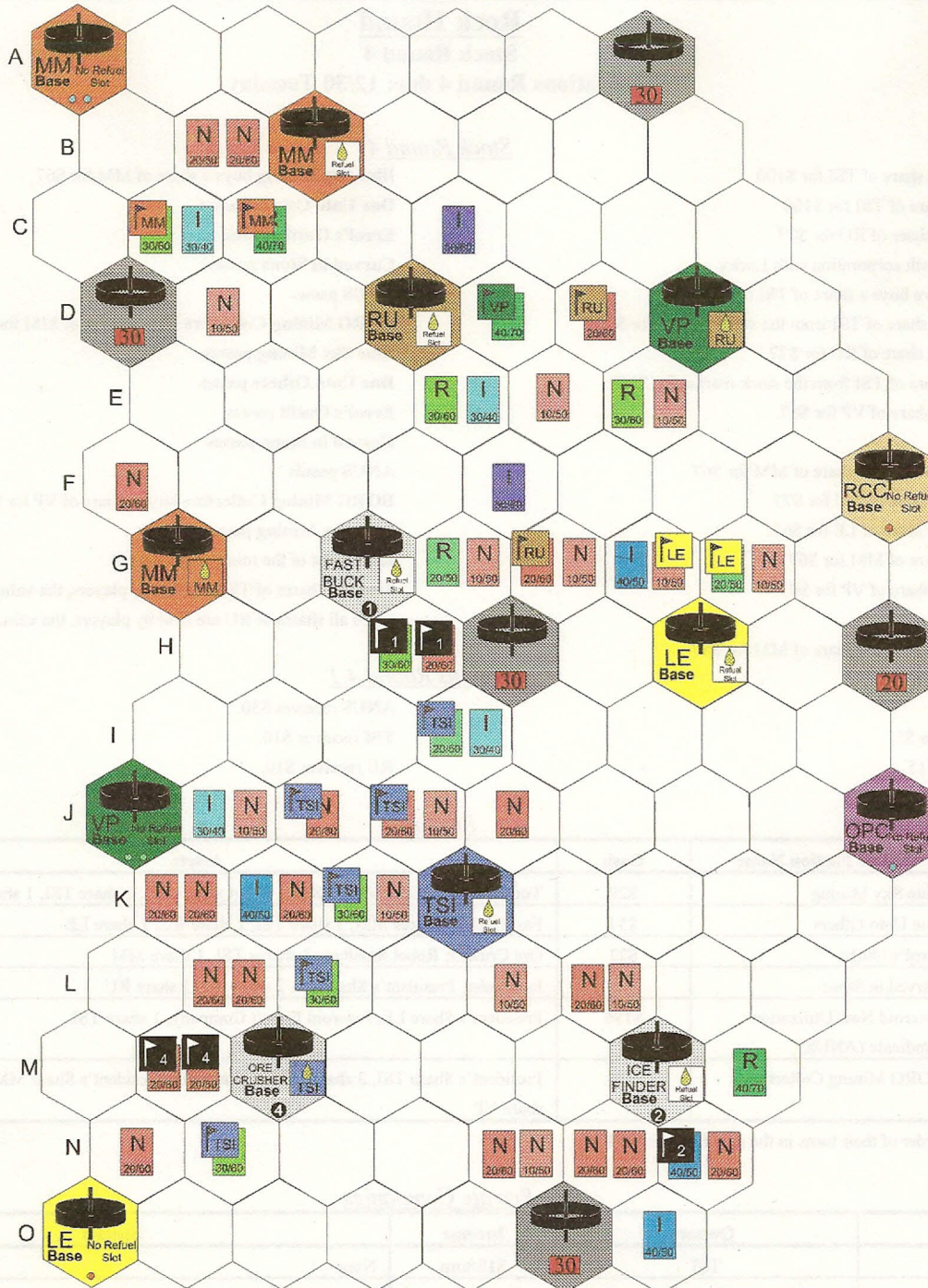
Players are listed in the order of their turns in the next Stock Round.

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	\$152	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)



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	Par	Par	Stock	TSI

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$537	Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$225	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	10	Vacuum Associates
MM	BORG Mining Collective	\$529	Tug (3/2), Tug (4/3)	2	2	4	Torch
VP	Carved in Stone	\$370	Scout (5/1), Tug (4/3)	3	4	4	Drill Hound
LE	ANUS	\$102	Tug (3/2), Scout (6/2)	1	2	7	Lucky

Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Outer Planet Consortium (OPC), Ring Construction Company (RCC)			3 shares Mars Mining (\$67), 5 shares Venus Prospectors (\$67), 7 shares Lunar Enterprises (\$67)

Cash in the Bank: \$7515

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

Running Dogs
Turn 4 Combat to Turn 5 Nexus
Turn 5 Nexus due: 12/30 Tuesday

Spice Blow

Worm in Red Chasm. Nexus occurs. (Second worm appears which may be placed by Fremem in any area.)

Players

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

Combat

Habbanya Ridge Sietch

	Harkonnens	Guild
Leader	Cheap Heroine(0)	Soo Soo Sook (2)
Offense	Jubba Cloak	None
Defense	Baliset	Trip to Gamont
Dial	0	2
Spice	0	2
Total	0	4

Guild wins! Two Harkonnen tokens and 2 Guild tokens go to the tanks. All cards are discarded.

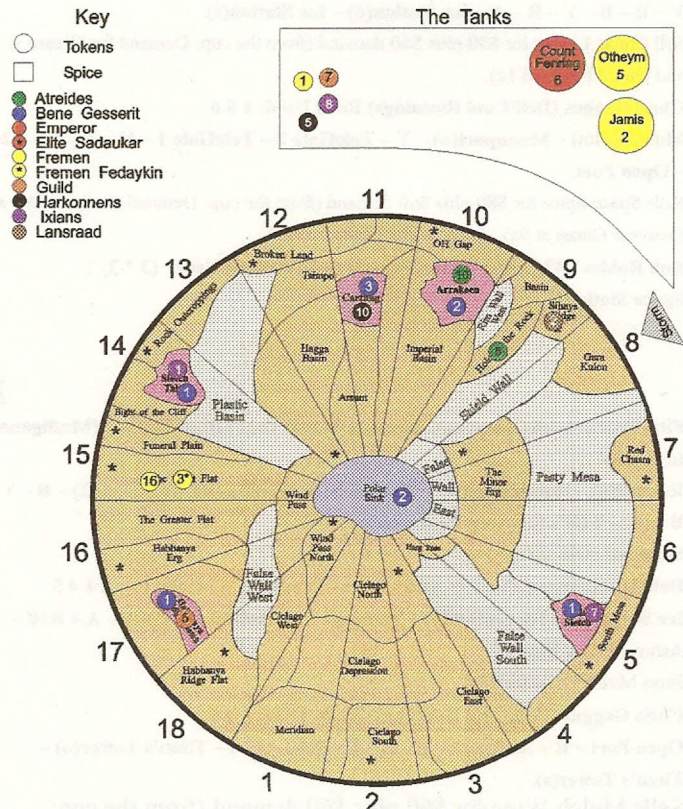
Spice Collection

- Atreides collect 2 spice (Arrakeen)
- Fremem collect 10 spice (Great Flat)
- Harkonnens collect 10 spice (Red Chasm, Carthag)
- Ixians collect 10 spice (technology sales)
- Lansraad collect 2 spice (Sihaya Ridge)

Turn 5

Storm Movement

The storm moves 2 sectors to sector 8. 3 Harkonnen tokens in Red Chasm are sent to the tanks. (Turn 6 storm movement: _____)



Notes

Will Paul Bolduc please submit standby orders for the Lansraad! (Stuart is allowing his subscription to lapse.)

Final Positions

Atreides: 10 Arrakeen, 5 tokens Hole in the Rock, 5 tokens off-planet
Bene Gesserit: 1 token Sietch Tabr, 3 tokens Carthag, 1 token Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 12 tokens off-planet
Bene Tleilaxu: No traitors, no traps
Emperor: 20 tokens (5 Elite Sadaukar) off-planet, Count Fenring in the tanks
Fremen: 19 tokens (3 Fedaykin) The Great Flat, 1 token Otheym, and Jamis in the tanks

Guild: 7 tokens in the tanks, 5 tokens Habbanya Ridge Sietch, 8 tokens off-planet
Harkonnens: 10 tokens Carthag, 5 tokens in the tanks, 5 tokens off-planet
Ixians: 7 tokens Tuek's Sietch, 8 tokens in the tanks, 4 tokens off-planet, 1 token Sietch Tabr
Lansraad: 2 tokens Sihaya Ridge, 18 tokens off-planet

Your cards: _____

Your spice: _____

Hair of the Dog End of Game Statements

Andy Lewis (Fool's Gallery): Don't ask me how I did it. I enjoy this game but have never figured it out and now I win two in a row. The strategy? Buy the good stuff for about 60-70% of its assumed value. Somebody's going to spend close to that so I'm not really giving the seller many more profits and I'm going to get some money. I like this game but I don't think it works as a pbm game. You don't have enough info to react during your turn and since a round only lasts a couple of mailings you don't get much useful reaction time. That said thanks for trying it Chris.

Caleb Cousins (Idiot Collectors): For such a simple game to play, I wrote more conditional orders for this than for any other game, and yet still every turn it seemed I would have made different decisions in a face-to-face game. Still, congratulations to Andy for a huge win.

Chris Geggus (Papillon): Wow, I thought I was closer than that. Just proves you shouldn't lose previous editions before you copy the results, otherwise you don't know where you are! Well done Andy (I seem to be saying that a lot).

Chris Hassler (GM): It was an interesting game to run, and very short. However, this game didn't really make the transition to play-by-mail very well. I probably won't be running another. Anyway, congratulations, Andy.

Dogged

Turn 13.2 to 15.2

Turns 15.3 to 17.3 due: 12/27 Saturday

Turn 13

Debbie Osborne (Niks/Far Away Places Trading Co.) **Rolls Used: 2 3 4**

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

Sell Chicle Liquor for \$90 plus \$60 demand (from the cup: Demand for Grease at 7b and Guard Plants at 1a).

Chris Geggus (Dell/Cool Runnings) **Rolls Used: 1 6 6**

Moonport(s) - Moonport(o) - Y - TeleGate 2 - TeleGate 1 - Y - A - A - Y20 - Open Port.

Sells Space Spice for \$80 plus \$60 demand (from the cup: Demand for Spice at 3 and Designer Genes at 9a). Buys Mulch Wine for \$20.

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

Space Station.

Sells Finest Dust for \$50 (from the cup: Immortal Grease at 6), barter scout for \$30, trades credit plus \$90 cash for clipper, picks up Fare 6 to 4b, and buys 1 Immortal Grease for \$50.

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

A - (R) - B - Goliath(p) - Goliath(s).

Barter Gate Lock for \$50 credit, plus \$150 cash, buy Greathome port. Agent buys Zum factory for \$200.

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

Goliath(s) - Goliath(p).

Sells Finest Dust for \$50 plus \$100 demands (from the cup: Chicle Liquor at 7a and Mulch Wine at 3). Buys Custom Hives for \$140 and Chicle Liquor for \$40. \$70 in factory commissions to Hemispheres, Inc., and \$33 in port commissions to Cash & Carrie.

Turn 14

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

Rainfall(s) - Rumbleport(s) - Rumbleport(o) - (R) - B - Y - B - (R) - B - Y - B - (R) - ? (It's the Auto Pilot relic).

Stops and picks up relic.

Debbie Osborne (Niks/Far Away Places Trading Co.) **Rolls Used: 1 4 5**

Ice Station(s) - Ice Station(o) - TeleGate3 - TeleGate1 - Y - A - A - R10 - Asteroid City East.

Buys Mulch Wine for \$20.

Chris Geggus (Dell/Cool Runnings) **Rolls Used: 3 4 6**

Open Port - R - Airhome - Y - B - R - R20 - B10 - Titan's Tower(o) - Titan's Tower(s).

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Finest Dust at 7a and Voll Silk at 1b). Barter IOU for \$60 credit plus \$20 cash buys an agent. Buys Finest Dust for \$10. Agent buys Transport for \$240 and Finest Dust for \$10.

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

Space Station - B10 - NC2 - Galactic Base - Y - R - B - R - B - Interstellar Biosphere.

Drops off fare for \$120 (from the cup: Space Spice at 2).

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

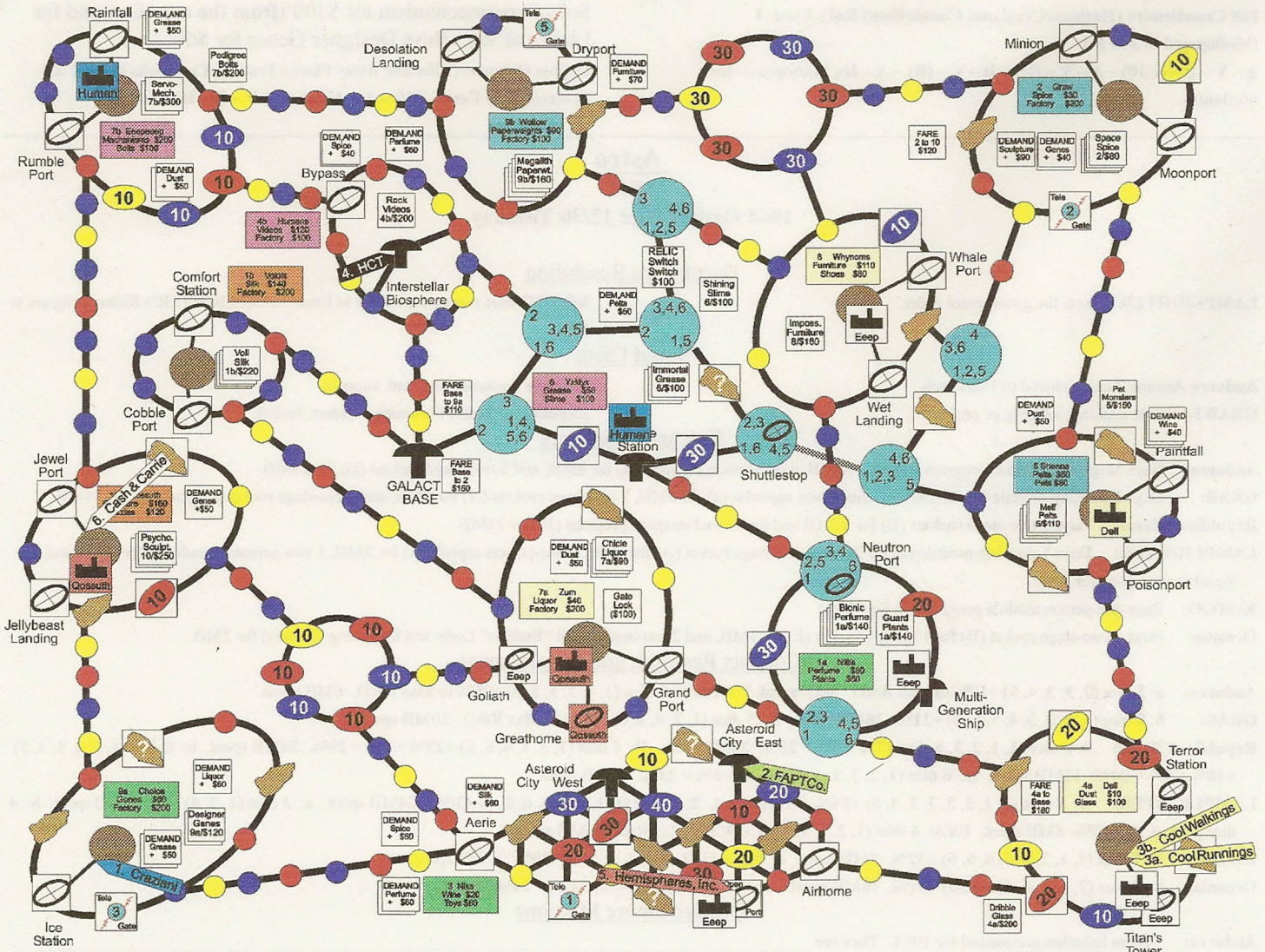
Goliath(s) - Goliath(p) - (R) - B - Y - B10 - (R10) - B - Y - B - (R) - Aerie - A - (R20) - (R30) - A - (R30) - Open Port.

Sells Infinite Puzzles for \$250 (from the cup: Demand for Genes at 2). Buys Mulch Wine for \$20 and a Shield for \$60.

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

Goliath(p) - R - B - (Y) - B10 - R10 - (Y10) - B - R - B - (Y) - A - R - Jewel Port(o) - Jewel Port(s).

Sells Custom Hives for \$220 (from the cup: Fare to 9a at Base). Buys Psychotic Sculpture for \$160.



3a. Cool Runnings \$400
 Scow Clipper
 15: 1456//16: 2345//17: 1224 (Use 3)

Hold1	Hold2	Hull
Finest Dust 4a/\$50	Immortal Grease 6/\$100	Shield (\$80)
		Shenna \$100

3b. Cool Walkings \$300
 Scow Transport
 15: 1446//16: 2245//17: 1556 (Use 2)

Hold1	Hold2	Hold3	Hull
Finest Dust 4a/\$50			

4. Horse Cents Traders \$300
 Fast Clipper
 15: 138 // 16: 446 (Double one)

Hold1	Hold2	Hull
Immortal Grease 6/\$100		Relic Shield (\$60)

5. Hemispheres, Inc. \$269
 Torch Clipper
 15: 5 // 16: 4 (Times 4)

Hold1	Hold2	Hull
Agent (\$80)	Mulch Wine 3/\$60	Red (\$120)
FARE to 4a \$140		Shield (\$60)
Qossuth \$200	Greathome \$200	Zum \$200

6. Cash & Carrie \$240
 Rocket Scout
 15: 6 // 16: 34 (Use 1 + 4)

Hold1	Hold2	Hull
Pscho. Sculot. 10/\$250	Chicle Liquor 7a/\$90	Shield (\$80)
Whynoms \$100	Nills \$100	Yellow Drive (\$30)
Titan's Tower \$200	Niks \$200	
Terror Station \$200	Dell \$200	Goliath \$200

1. Crazianni Consortium \$288
 Normet Clipper
 16: 133 // 17: 3486

Hold1	Hold2	Hull
Deisgner Genes 9a/\$120	Red Dye (\$120)	Mulligan Gear (\$120)
		6 \$100
		Air Foil (\$80)
Yxktyx \$200	Eepeeep \$100	Auto Pilot (\$80)

2. Far Away Places Trading Co. \$380
 Sports Scout
 16: 2266 // 17: 1223 (Use 3)

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Fare 10 to Base \$150	10 \$120
		9a \$90
		3 \$80

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

(Mulliganed to 2) 3 5 6

A - Y - B - (R10) - A - Y - (R) - B - Y - (R) - A - Ice Station(o) - Ice Station(s).

Sells Servomechanism for \$300 (from the cup: Demand for Liquor at 9a). Buys Designer Genes for \$60.

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 1 2 3
Asteroid City East - R10 - A - Airhome - Y - B - R.

Astro

1963

1964 Orders due: 12/30 Tuesday

Event Card Resolution

LAMPLIGHTER accepts the government order.

KOTGO uses counterespionage to lower LAMPLIGHTER's Kicker program to 57%

Saved Cards

Andorra Astronaut cost reduced to 1MB each.

Oceania Fortunate accident, capsule.

GRAB Fortunate accident, satellite or probe.

Republic of Texas Fortunate accident, rocket.

Purchase Hardware

Andorra: Buys Mega stage rocket program (G) for 150MB, 4 one-person capsules (a) for 8MB, and 2 two-stage rockets (B) for 24MB.

GRAB: Buys 1 docking module (4) for 2MB, 3 one-person capsules (a) for 6MB, 2 one-stage rockets (A) for 6MB, and three-stage rocket program (C) for 84MB.

Republic of Texas: Buys 2 two-stage rockets (B) for 24MB and liquid fuel strap-on program (D) for 12MB.

LAMPLIGHTER: Buys 1 docking module (4) for 2MB, 2 one-stage rocket (A) for 6MB, 1 one-person capsule (a) for 2MB, 1 two-person capsule (b) for 6MB, and 1 liquid fuel strap-on for 3MB.

KOTGO: Buys one-person module program (e) for 42MB.

Oceania: Buys 1 two-stage rocket (B) for 12MB, 1 kicker (F) for 3MB, and 2 astronauts (Bill "Buffalo" Cody and Hopalong Cassidy) for 2MB.

Conduct Research and Development

Andorra: a: 5 dice (2, 3, 3, 4, 5) +17% to Max R&D. 5MB spent. EVA suits: 6 dice (1, 4, 5, 5, 5, 6) +26% to Max R&D. 6MB spent.

GRAB: b: 8 dice (1, 3, 3, 3, 4, 5, 6, 6) +31%. 16MB spent. B: 5 dice (1, 2, 4, 4, 6) +17% to Max R&D. 20MB spent.

Republic of Texas: 3: 6 dice (1, 1, 2, 3, 5, 5) +17% + 6% = 23%. 24MB spent. B: 6 dice (1, 3, 3, 4, 6, 6) +23% + 6% = 29%. 24MB spent. b: 6 dice (1, 2, 2, 3, 5, 5) +18% + 6% = 24%. 12MB spent. D: 6 dice (1, 2, 2, 3, 4, 5) +17% + 6% = 23%. 12MB spent.

LAMPLIGHTER: B: 8 dice (1, 1, 3, 3, 3, 3, 4, 6) +24%. 32MB spent. 2: 8 dice (1, 1, 1, 3, 6, 6, 6, 6) +30%. 24MB spent. a: 3 dice (1, 2, 4) +7%. 3MB spent. b: 4 dice (1, 3, 4, 4) +12%. 8MB spent. EVA: 6 dice (1, 2, 2, 3, 4, 6) +18% to Max R&D. 6MB spent.

KOTGO: F: 8 dice (1, 1, 2, 4, 6, 6, 6, 6) +32%. 8MB spent. e: 8 dice (1, 2, 3, 3, 4, 5, 5, 6) +29%. 32MB spent.

Oceania: b: 8 dice (2, 2, 2, 4, 4, 5, 6, 6) +31%. 16MB spent. e: 6 dice (1, 2, 3, 4, 4, 5) +19%. 24MB spent.

Declare Future Missions

Andorra: Three launches announced for 1964. They are _____.

GRAB: Two launches announced for 1964. They are _____.

Republic of Texas: Three launches announced for 1964. They are _____.

LAMPLIGHTER: Two launches announced for 1964. They are _____.

KOTGO: One launch announced for 1964. It is _____.

Oceania: One launch announced for 1964. It is _____.

Rushing

No rushing.

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

Missions

GRAB Mars Fly-by in progress. Mars Orbital Burn: 67%<91%, Mars Orbital Activities: 49%<91%. Success! +1% to 2 and +8MB to budget.

Oceania scrubs a Manned Orbital with Docking and Spacewalk. -10MB to budget.

KOTGO launches a Mars Fly-By. Liftoff: 74%<91%, Earth Orbital Burn: 49%<89%, Earth Mission Burn: 04%<89%, satellite on its way, remainder of mission checked in 1965. +1% to B and 2.

LAMPLIGHTER launches a Manned Orbital with Docking mission with Biluxi Bob and Linda Luxious. Liftoff: 64%<88%, Earth Orbital Burn: 90%>84%, craft fails to make orbit and re-enters atmosphere, Re-entry: 32%<84%, Recovery: 69%<84%. Mission failure. +1% to D and b, Biluxi Bob and Linda Luxious to 20%, -50MB to budget due to failure to satisfy government order.

LAMPLIGHTER launches a Manned Orbital with Spacewalk mission with Mary Mullux. Liftoff: 65%<88%, Earth Orbital Burn: 65%<77%, Earth Orbital Activities: 38%<77%, Spacewalk: 69%<98%, Earth De-orbital Burn: 08%<77%, Re-entry: 58%<77%, Recovery: 46%<77%. Success. +1% to A and a, Mary Mullux to 10%, +5MB to budget.

Republic of Texas launches a Manned Orbital with Docking mission with Cisneros. Liftoff: 66%<76%, Earth Orbital Burn: 47%<86%, Earth Orbital Activities: 41%<86%, Docking Module Power On: 19%<98%, Docking: 14%<45%, Earth De-Orbital Burn: 91%>86%, Burn is A-OK, Reentry: 34%<86%, Recovery: 76%<86%. Success! Cisneros to 10%, +1 to B and a, +15% to docking, +11MB to budget.

Republic of Texas launches a Manned Orbital with Docking mission with LBJ. Liftoff: 16%<94%, Earth Orbital Burn: 30%<87%, Earth Orbital Activities: 43%<87%, Docking Module Power On: 12%<98%, Docking: 37%<60%, Earth De-Orbital Burn: 44%>87%, Re-entry: 23%<87%, Recovery: 36%<87%. Success, LBJ to 20%, +1% to a and A, +15% to Docking, +5MB to budget.

Republic of Texas launches a Manned Orbital with Docking mission with Bush. Liftoff: 20%<95%, Earth Orbital Burn: 60%<88%, Earth Orbital Activities: 12%<88%, Docking Module Power On: 17%<98%, Docking: 15%<75%, Earth De-orbital Burn: 99%>88%, Burn is A-OK, Re-entry: 14%<88%, Recovery: 68%<88%. Success, Bush to 20%, +1% to a and A, +15% to Docking, +5MB to budget.

GRAB launches a Manned Orbital and Spacewalk with Dak Broadbent. Liftoff: 06%<91%, Earth Orbital Burn: 33%<83%, Earth Orbital Activities: 88%>83%, Dak saves!, Spacewalk: 98%=98%, Earth De-Orbital Burn: 33%<83%, Reentry: 49%<83%, Recovery: 83%=83%. Success! +1% to a and A, Dak Broadbent to 40%, +5MB to budget.

GRAB launches a Lunar Fly-By. Liftoff: 81%>74%, last second countdown abort, problem resolved, countdown resumes, Liftoff: 64%<74%, Earth Orbital Burn: 26%<92%, Earth Mission Burn: 78%<92%, Lunar Orbital Burn: 48%<92%, Lunar Orbital Activities: 87%<92%. Success. +1% to 2 and B, +6MB to budget.

Andorra launches a Manned Sub-Orbital with Dino. Liftoff: 59%<86%, Reentry: 52%<80%, Recovery: 23%<80%. Success, Dino to 10%, +1% to A and a, +2MB to budget.

Andorra launches a Manned Orbital with Fred. Liftoff: 37%<87%, Earth Orbital Burn: 93%>81%, engine nozzle out of control, computers gain control, but ground control scrubs mission, Reentry: 92%>81%, head shield is ajar and damages craft, 25% penalty on recovery safety check, Recovery: 77%>56%, minor problems, crew is OK. Mission failure. Fred to 10%, +1% to A and a. -10MB to budget.

Andorra launches a Lunar Probe. Liftoff: 90%<91%, Earth Orbital Burn: 57%<86%, Earth Mission Burn: 62%<86%, Lunar Orbital Burn: 12%<86%, Lunar De-Orbital Burn: 32%<86%, Photo Recon: 07%<80%, Lunar Landing: 80%<86%. Success. +1% to 3 and B, +15% to Photo Recon, +4MB 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 (1963)	158	104	100	58	111	110
Cash	0	27	18	3	1	2
1-Orbital Satellite	3 / 96%	1 / 96%	0 / 96%		1 / 98%	1 / 98%
2-Interplanetary Satellite	1 / 70%	1 / 75%	0 / 90%		2 / 93%	
3-Lunar Probe	1 / 89%					1 / 68%
4-Docking Module		0 / 75%	1 / 45%	1 / 45%	2 / 45%	0 / 90%
A-One Stage Rocket	3 / 88%	0 / 89%	3 / 90%		2 / 92%	6 / 96%
B-Two Stage Rocket	4 / 92%	1 / 72%	0 / 92%	1 / 92%	7 / 90%	2 / 77%
C-Three Stage Rocket					1 / 60%	
D-Liquid Fuel Strap-ons		1 / 89%	5 / 85%	1 / 67%		1 / 53%
F-Kicker		1 / 57%	3 / 89%	1 / 96%		1 / 95%
G-"Mega" Stage Rocket	1 / 35%					
EVA Suits	98%	98%	98%	98%	98%	98%
a-One Person Capsule	4 / 82%	0 / 78%	1 / 83%		2 / 84%	3 / 89%
b-Two Person Capsule		2 / 85%	1 / 87%	0 / 41%	0 / 75%	1 / 68%
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module			1 / 39%	1 / 62%		
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon	95%	65%	65%	70%	65%	65%
Launch Facilities	3	2	1	1	2	3
Astronauts	Dino (20%), Fred(10%), Barney, Betty (0%)	Linda Luxious, Biluxi Bob (20%), Mary Mullux (10%), Lux Redux (0%)	P. Kariya (20%), J. Jagr (10%)	Hopalong Cassidy (0%)	Dak Broadbent (40%), Creideiki (30%), Tom Corbett (20%), Buck Rodgers (10%), Flash Gordon (0%)	Houston, Blaha (20%), LBJ, Bush (10%), Austin, Travis, Cisneros (0%)

1963

Draw Event Cards**Andorra:** Major Media Event. 10MB added to cash. -10MB to budget.**Republic of Texas:** Major Media Event. Impassioned plea by nation's leader gains +30MB to budget.**GRAB:** Counterespionage. May lower the safety factor of one project of an opponent to equal yours. -3MB to budget.**KOTGO:** Sabotage. Pay another player 10MB or lose 20% off the safety factor of the next two-stage rocket launch. -3MB to budget.**LAMPLIGHTER:** Budget mismanagement. Lose 11MB from cash on hand. +1MB to budget.**Oceania:** Bill "Buffalo" Cody retires. -5MB to budget.Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1964 Budget	153	79	107	53	120	132
1965 Budget	143	80	104	48	117	162
Cash	163	95	125	56	121	134

Press**LAMPLIGHTER – All:** I am offering an international docking with international team mission to any nation to be declared in 1964 orders.LupineGamestart**Setup Orders due: 12/30 Tuesday**

This game is held over because I did not receive complete orders from either Brad Martin or Pitt Crandlemire. Since I only have one standby for this game, I am going to give this game one more month, and if I still am missing orders, I will have to terminate the game.

Sun Dog**Turns 1.1 to 2.1****Turns 2.2 to 3.2 due: 12/30 Tuesday**Turn 1

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Earth	4, 4	Io	Buys Io for \$335.
Century 22	Earth	2, 3	Federation Station I	Gains \$450, buys fuel station for \$500.
Solar Solutions, Unlimited	Earth	2, 6	Io	Pays \$130 rent to Tiger Economic
van Rijn Enterprises	Earth	2, 5	Blank Dot 2	
Lunar Rendezvouses, Inc.	Earth	3, 3; 3, 9	Blank Dot 4	Blank Dot 1 was bypassed.
Red Dog/Red Shift Enterprises	Earth	2, 3	Federation Station I	5 fuel used, Gains \$450, buys fuel station for \$500.

Turn 2

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Io	5, 6	Himalia	Buys Himalia for \$200.

The Players

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia	3	6	1590
Century 22 (Purple)	Bill Scharf		4	20	1845
Solar Solutions, Unlimited (Yellow)	Kevin Wilson		3	17	1765
van Rijn Enterprises (Green)	Pitt Crandlemire		3	18	1995
Lunar Rendezvouses, Inc. (Orange)	Andy Lewis		3	19	1995
Red Dog/Red Shift Enterprises (Red)	Dennis Cain		4	20	1845

Turn 2

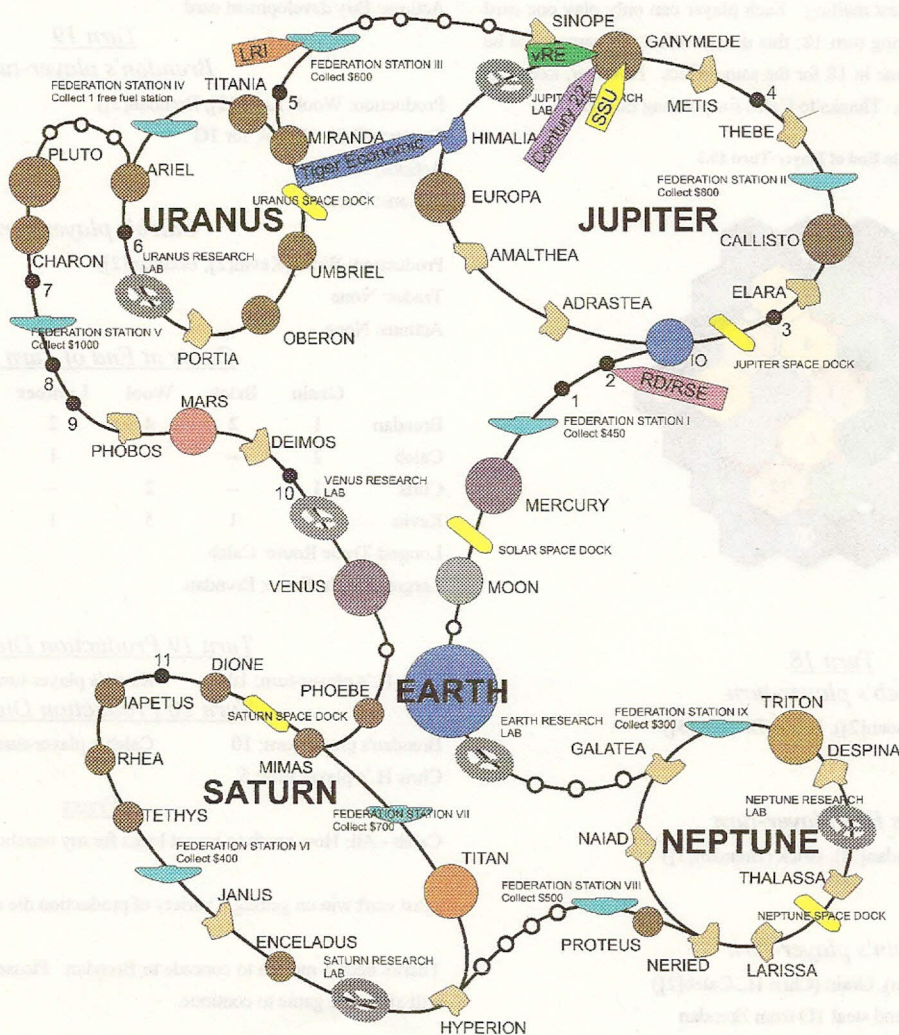
Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station I	2, 3	Blank Dot 3	
Solar Solutions, Unlimited	Io	3, 6	Ganymede	9 fuel used
van Rijn Enterprises	Blank Dot 1	5, 5	Ganymede?	Gains \$100, may bypass Ganymede
Lunar Rendezvous, Inc.	Blank Dot 4	3, 5	Federation Station III	Gains \$600, may buy additional fueling stations
Red Dog/Red Shift Enterprises	Federation Station I	1, 1	Blank Dot 2?	Gains \$100, by bypass blank dot

Turn 3

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Himalia	4, 5	Himalia	Insufficient fuel for takeoff. Must place refueling station to gain more fuel.
Century 22	Blank Dot 3	2, 5	Ganymede	

Notes

Remember that you cannot end your turn on an open dot space. If you do not have sufficient movement to move past all of the open dot spaces after a planet's system, you must remain there and make another circuit. If, however, you do have enough movement, you must move on. Also remember that you can only place fueling stations on property that you own. If, however, you have 11 or fewer fuel left when you land on property owned by another player, and no fueling station is there, you may buy the property from that player at the list price and he must sell. You still must pay rent first, however.



In the Doghouse with Marmaduke

Across 5 Aprils II will be a reality. Eric Lee Smith and I have decided to collaborate on it. The game will include 5 complete battles and a sixth which is 2nd Bull Run - this will require prior ownership of A5A to have the map. We are dividing the package in two. I will be doing 2nd Bull Run, Corinth, and probably Wilson's Creek. Eric's intent is to do Anteitam, Chickamauga, and Wilderness. With the information on hand, I expect to have playtest kits ready for 2nd Bull Run and maybe Corinth shortly after the New Year. The counters will be full color on heavy cardstock which you glue front to back by folding the cardstock in half - in other words nice playtest components. If you're a fan of the system and want to playtest let me know.

I purchased Hispania from Azure Wish (France) and Alexandria 1801 from SimTac (Spain) in the last month. Both games are very nice. Hispania is for the Britannia fans. Beautiful counters and a much better game than Maharajah. Alex is for the fans of the La Bataille series; although the rules with this basic system are much simpler - you do have the possibility to play the game with the more complicated rules if you own another of their games. I think the graphics are better than the COA games even.

New games on the horizon from Avalon Hill - Successors, a We The People/Hannibal type game for 2-4; I don't know any inside info on this one. Starship Troopers is supposedly a fun fast paced short introductory game. It comes with 12 scenarios but is easy to make up new ones for. Both reviews I've read on it liked it. Atlantic Storm - a fast paced card game - I played the prototype at Avaloncon. This is a very good game. It's about sinking convoys during World War II. Nice mechanics where everybody gets a chance to introduce convoys to be attacked and then everybody decides to be Axis or Allies to attack each convoy. The highest player on the winning side gets the points, but you also get points for sinking the other side as well.

A request has been made to have a new slapshot game so it's on the table.

On with the games....

Game Openings:

Slapshot: Minimum of 6. None so far.

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR:

Wembley:

Rin Tin Tin

Turn 18.2 to 19.2

GM: Andy Lewis

Deadline for Turn 19.3 to 20.3 is December 26, Friday

Turn's out that I made a mistake last mailing. Each player can only play one card per turn. Brendan played two during turn 18; this doesn't affect the game since he could have played one in 17 and one in 18 for the same effect. However, keep this in mind for future and other games. Thanks to Caleb for pointing this out.

Actions: Buy development card

Turn 19

Brendan's player-turn

Production: Wool (Kevin[2], Brendan[2])

Trades: 4B for 1L, 4W for 1G

Actions: None

Actions: None

Caleb's player-turn

Production: Wool (Kevin[2], Brendan[2])

Trades: None

Actions: None

Cards at End of Turn 19.2

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Brendan	1	2	4	2	1	K (x4), U(11)	8
Caleb	2	--	--	1	1	--	6
Chris	1	--	2	--	--	K (x2)	3
Kevin	--	1	5	1	1	K(x2), U(2)	5

Longest Trade Route: Caleb

Largest Knight Force: Brendan.

Turn 19 Production Die Rolls

Chris H.'s player-turn: 10

Kevin's player-turn: 3

Turn 20 Production Die Rolls

Brendan's player-turn: 10

Caleb's player-turn: 10

Chris H.'s player turn: 5

Press

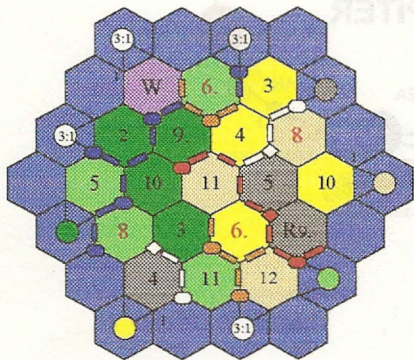
Caleb - All: How much to invent locks for my warehouses??

I just can't win on getting a variety of production die rolls.

There's been a motion to concede to Brendan. Please vote Yes or No. One No vote will allow the game to continue.

- Brendan
- Caleb
- Chris H
- Kevin
- Robber
- City
- Settlement
- road

Rin Tin Tin End of Player-Turn 19.2



Turn 18

Caleb's player-turn

Production: Wool (Kevin[2], Brendan[2]), Brick (Brendan[3])

Trades: None

Actions: None

Chris H.'s player-turn

Production: Wool (Kevin[2], Brendan[2]), Brick (Brendan[3])

Trades: None

Actions: None

Kevin's player-turn

Production: Wool (Chris H., Kevin), Grain (Chris H., Caleb[2])

Play Knight - move robber to H8 and steal 10 from Brendan

Trades: 3W for 1G

Hootch

Turn 8.1 to 9.1

GM: Andy Lewis

Deadline for Turn 9.2 to 10.2 is December 26, Friday

Pitt's player-turn

Production: Wool (Chris G, Pitt)

Trades: None

Actions: Build settlement at W/F9/F11, buy development card (10)

Turn 9

Ward's player-turn

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

Trades: 4B for 1O

Actions: None

Cards After 9.1

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	2	2	1	--	2	--	3
Chris	2	1	2	--	--	--	3
Sean	3	--	1	1	--	--	3
Pitt	--	1	2	1	--	U(17,2,10)	3

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Ward: Will give 1B and 1W for 1O

Sean: Will give 2G for 1L

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

Pitt: Will Give 1W for 1G

Turn 9 Production Die Rolls

Chris's player-turn: 8

Sean's player-turn: 4

Pitt's player-turn: 4

Turn 10 Production Die Rolls

Ward's player-turn: 6

Chris's player-turn: 8

Ward

Chris G.

Sean

Pitt

Robber R

City

Settlement

road

Wasteland

Farmland (Grain)

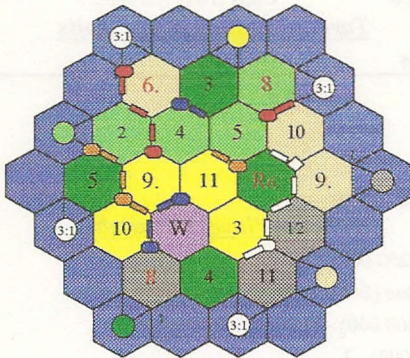
Hills (Brick)

Pasture (Wool)

fOrest (Lumber)

Mountains (Ore)

Hootch End of Player-Turn 9.1



Turn 9

Ward's player-turn

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

Trades: 1B to Pitt for 1O

Actions: None

Chris G's player-turn

Production: Brick (Pitt)

Trades: Trade 4W for 1L

Actions: Build settlement at H6/3:1 port

Sean's player-turn

Production: Wool (Chris G, Pitt)

Trades: None

Actions: None

Benji

Turns 2.4 to 3.4

GM: Andy Lewis

Deadline for Turns 4.1 to 5.1 is December 26, Friday

Turn 2

Chris G.'s player-turn

Production: Lose 4L, Move Robber to H10 and steal 1B from Bill

Trades: 1W to Caleb for 2L

Actions: Build roads at F5/O11 and W/O11

Turn 3

Bill's player-turn

Production: Grain (Chris G., Caleb), Lumber (Bill)

Trades: None

Actions: None

Caleb's player-turn

Production: Move Robber to P8 and steal 1G from Chris G.

Trades: None

Actions: Build settlement at O6/F11/M12

Brad's player-turn

Production: Lumber (Caleb), Brick (Bill, Caleb, Brad)

Trades: None

Actions: None

Chris G.'s player-turn

Production: Ore (Brad[2]), Wool (Brad)

Trades: None

Actions: None

Bill

Caleb

Brad

Chris G.

Robber R

City

Settlement

road

Wasteland

Farmland (Grain)

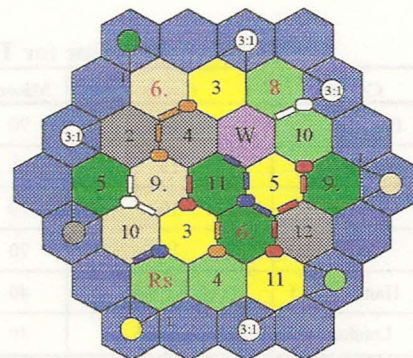
Hills (Brick)

Pasture (Wool)

fOrest (Lumber)

Mountains (Ore)

Benji End of Player-Turn 3.4



Cards After Turn 3.4

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

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Bill: None
 Caleb: None
 Brad: Will give 1O for 1G & 1L or 1G & 1W
 Chris G: None

Turn 4 Production Die Rolls

Bill's player-turn: 7 Caleb's player-turn: 4
 Brad's player-turn: 5 Chris G's player-turn: 7

Turn 5 Production Die Rolls

Bill's player-turn: 4

Lassie
Turn 5

GM: Andy Lewis

Deadline for Turn 6 is December 26, Friday

Round 1, Group D

Aston Villa 1 (Modified to 0)-2 at Ipswich Town 1-1

It's a 2-2 draw

£155,000 per

Rematch

Ipswich Town 0-0 at Aston Villa 1 (Modified to 0)-3

Aston Villa wins 3-0

£185,000 per

Manchester United buys midfielder

Manchester United 1(modified to 2)-1 at Rochdale 1(modified to 0)-1

Manchester United wins 3-1 on the strength of their star players

£90,000 per

Arsenal buys a midfielder

Arsenal 1(modified to 2 and then back to a 1)-1 at Derby County 3-1(modified to 0)

Derby County gets to 3-2 upset for 1 Glory Point. Star players are really having an influence now

£155,000 per

Newcastle United buys a midfielder

Blackpool 0-1(modified to 0) at Newcastle United 3(modified to 4)-1

Newcastle United wins in a romp 5-0

£180,000 per

The teams for Round 2, Group B are Bradford City, Liverpool, Nottingham Forest, Plymouth Argyle, Rotherham United, Scunthorpe United, Swansea City, Tottenham Hotspur.

Star Players Available

Goalkeepers (£250,000) - 1

— Central Defenders (£400,000) - 1

Midfielders (£600,000) - 0

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 (£1,040,000 - 1 Glory Point)

Tottenham Hotspur

*Derby County(goalkeeper)

Bill Scharf (£655,000 - 0 Glory Points)

Liverpool

Chris Geggus (£590,000 - 4 Glory Points)

Bradford City

Rotherham United

Scunthorpe United

Plymouth Argyle(midfielder)

Michael Geggus (£260,000 - 2 Glory Points)

*Newcastle United(goalkeeper, central defender, midfielder)

*Aston Villa

*Manchester United(central defender, midfielder)

Press

Chris - It's all very well having 4 Glory Points, but at the end of this round I'm unlikely to have any teams left. Michael will be going for the final to get the Glory Points.

Scooby

Turn 2, Phase 7 and Turn 3, Phases 1-3

GM: Andy Lewis

Deadline for Turn 3 Phases 4-6 is December 26, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, 20	90	9	46	3	9(8)	2	I, E, N, R
Caleb Cousins	Venice (2)	14	0	7	150	1	8	4	I
Pitt Crandlemire	Genoa (4)	19	70	10	89	5	7(8)	4	None
Paul Bolduc	Paris (6)	11	70	9	64	2	9	None	I, E, R
Dennis Cain	Hamburg (1)	16, 11, ii36	40	16	55	6	5	4	None
Bill Scharf	London (3)	20, ii37	30	9	91	4	4	4	A

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	1	--	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)	--	--	--	1	--	--
Gold (12)	--	--	--	1	--	--
Ivory (12)	--	--	--	--	--	1

Phase 1 Buy Removal of Surplus/Shortage

None

Phase 2 Buy Card

None

Phase 3 Play Cards

Venice plays Enlightened Ruler, Mysticism Abounds (Barcelona gains 4 levels, Genoa gains 4 levels, Paris gains 4 levels, Hamburg gains 4 levels, and London gains 3 levels), Cloth/Wine as Cloth (Venice gains \$80, Genoa and Hamburg each gain \$5), and Stirrups

Paris plays Crusades and places a domination in Acre

Barcelona plays Stone (Genoa gains \$9, Paris gains \$4, Barcelona, Venice, and Hamburg each gain \$1), Wool (London gains \$32, Barcelona gains \$8, Genoa gains \$2), and Pirates which attack Tripoli and Sicily

London plays Armor and Alchemist Gold on Barcelona (costs him \$33)

Genoa plays Stone (Genoa gains \$9, Paris gains \$4, Barcelona, Venice, and Hamburg each gain \$1), St. Benedict (1st leader of turn), Timber (Hamburg gains \$12, Barcelona, Venice, Paris, London each gain \$3), War on Barcelona (Genoa rolls 5 and Barcelona rolls 5 - each side gains a misery)

Hamburg passes, the War on Barcelona continues (Genoa rolls 5 and Barcelona rolls 4 - Genoa gains a misery and Barcelona gains two misery and must cede 1 dominance to Genoa)

Don't forget Venice has Stirrups military advantage in play and London has Armor military advantage in play.

Barcelona has to cede 1 dominance to Genoa

Turn 2

Phase 7 Buy Tokens

Barcelona buys 9 tokens

Genoa buys 10 tokens

Venice buys 7 tokens

Paris buys 9 tokens

Hamburg buys 16 tokens

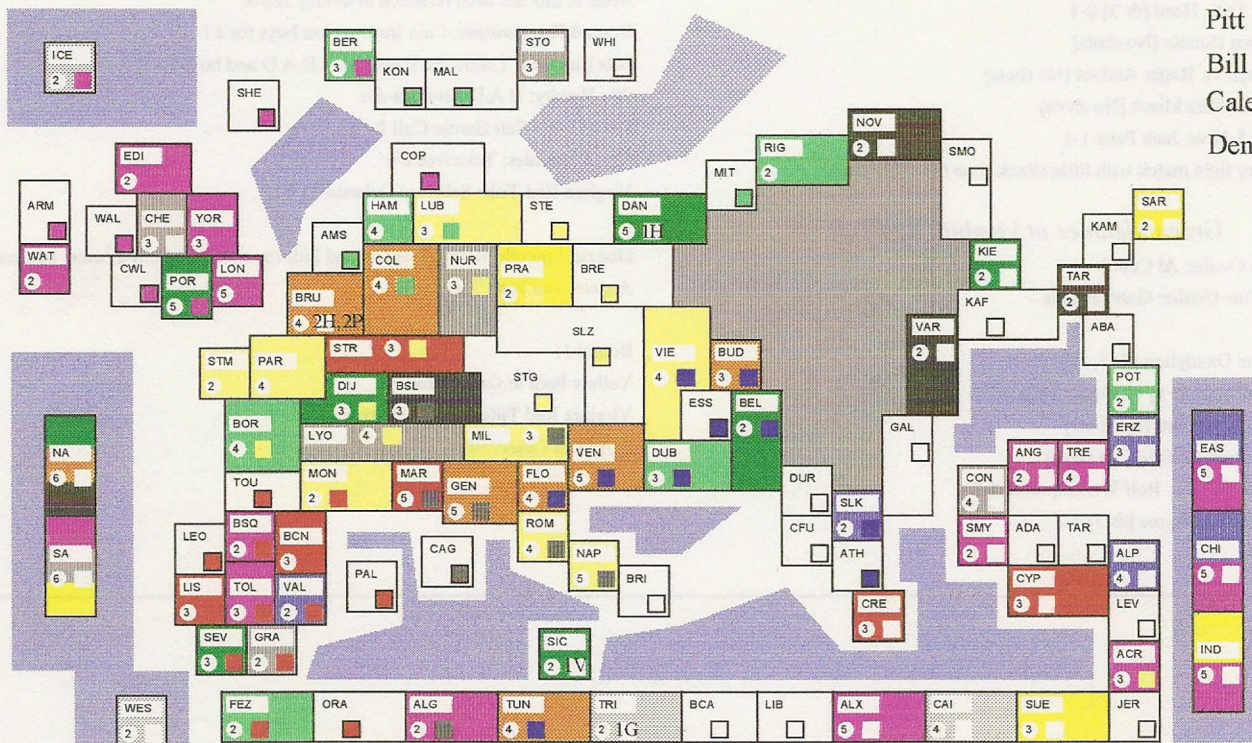
London buys 9 tokens

Turn 3

Scooby through 3.3

Tie-breaking order

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



Buster**Round 2****GM: Andy Lewis****Deadline for Round 3 is December 26, Friday**

<u>Team Name</u>	<u>Color</u>	<u>Owner</u>	<u>Record</u>	<u>Pts</u>	<u>Gls</u>	<u>£</u>	<u>Roster Changes</u>
Brad's Aussie Duffers	Orange	Brad	1-0-1	4	5	8	+Bjanby
Desert Isles	Maroon	Caleb	1-0-1	4	3	5½	+Pilsner, - Cull
Green Meanies	Green	Sean	1-1-0	3	8	6½	+Ardvaark
Yellow Peril	Yellow	Pitt	1-1-0	3	5	4	+Limpard
Cain Insurrection	Purple	Dennis	0-0-2	2	2	0	+Frankenstein
Virginia Red Tide	Red	Dave	0-2-0	0	9	7½	+Winkelpicker, - Delarda

No one vs. Jimmy Riddle [dr 1, 3] 4-4

Roland Butter [dr 3, 2] vs. Andy Mann 5-4

Kim Ardvaark [dr 1] vs. No one

No one vs. Luke Sharpe [dr 1, 5] 5-5

Daley Bread [dr 4, ? - Gary Baldie gets a yellow card] vs. Tom Bowler 6-5

Benny Fitt [dr 5] vs. No one 7-5

Green Meanies win the shootout at the Okay Coral. What a contrast to the last match.

Yellow Peril at Desert Isles

Yellow Peril Goalie: Brad Basket

Desert Isles Goalie: Doug Flowerbed

Phil M'Glass vs. Barry Island [No shots]

Dai Bollical vs. Will Full [No shots]

Rick Shaw vs. Mickey Finn [dr ? - Penalty shot dr 2] 0-1

Chris Allis vs. Pete Sake [No shots]

Herb Tea vs. Stu Pidd [No shots]

Sean Lamb vs. Justin Case [dr 1] 0-1

Don Keebrane vs. Hank Ward [dr 3+1] 0-2

Jock Strapp vs. Dieter Pilsner [No shots]

No one vs. Glen Coe [dr 1]

Max Volume vs. Rex Shipp [No shots]

Joe Kerr [dr ? - Doug Flowerbed gets yellow card, 2] vs. No one 0-2

Desert Isles win a game dominated by the goalies!

Foreign Player Bidding

None of this has been reflected in money above

Konrad Frankenstein: Cain Insurrection buys for £7

Nils Limpard: Yellow Peril out raises B.A.D and buys for £4

Stig Bjanby: B.A.D. buys for £½

Desert Isles: Sell Barnie Cull for £1

Green Meanies: Take free £½

Virginia Red Tide: Sell Ray Delarda for £1

Due next month: Round 3 orders and bids (in order) on Jean d'Arme, Michael Angelo, and Juan Tanamera.

Round 3:

Yellow Peril at Green Meanies

Virginia Red Tide at Cain Insurrection

B.A.D. at Desert Isles

NOTE: I forgot to give everybody their free £1 last turn.

*Round 2**Cain Insurrection at B.A.D*

Cain Insurrection Goalie: Ivor Bigwon

B.A.D. Goalie: Maurice Oxford

Tim Iddley vs. Sidney Harbour-Bridge [No shots]

Ryan Dice vs. Gordon Bennett [No shots]

Percy Vere vs. Harry Carey [dr?, B.A.D. gets a team yellow card]

Lee Nova vs. Jerry Cann [No shots]

Jonah Murk vs. Neil Down [No shots]

Buck Teeth vs. Dick Head [dr 3] 0-1

Des Troy vs. Ben Double [No shots]

Butch Haredough vs. Roger Andout [No shots]

Alf Wayline vs. Willie Missit [No shots]

Matt Black [dr 5,1] vs. Jack Potts 1-1

A draw in a very tight match with little attack time for either team.

Green Meanies at Virginia Red Tide

Green Meanies Goalie: Al Cohol

Virginia Red Tide Goalie: Garry Baldie

Sid Cup vs. Stan Dandylyon [dr 5, 5] 0-2

Kenny Score [dr 5+1, 2+1] vs. Bruce Toes 2-2

Terry Bull vs. Buster Gutt [No shots]

Ed Case vs. Eamonn Upfield [No shots]

Bernie Toast [dr 5, 3] vs. Rolf Winkelpicker 4-2

Gaz Hump vs. Mark Thyme [dr 3] 4-3

Coal**Qualifying - Game Start****GM: Andy Lewis****Deadline for Turn 1 is December 26, Friday**

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	34, 25, 49, 36, 52, 9	54
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	2, 30, 46, 7, 12, 39	35
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	55, 37, 43, 10, 59, 50	17
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	59, 45, 3, 29, 16, 48	53

Press

Order is Dennis, Dave, Pitt, Brad

Turn 1 - 15 Laps (15 of 160)

Give orders to make lap count and actions.

Brad: Coal (...hey, this isn't a 'doggie' name, is it?) <It was my dog growing up's name - we had him for ~13 years - a nice black lab>

Start of Race**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. When was the city of Rome founded?

A1. Traditionally, Rome was founded in 753BC, although archeological data suggest an earlier date.

Dennis Cain, Pitt Crandlemire, Andy Lewis, Joe Carl, Tom Howell, Brad Martin, Brendan Whyte, and Andy York each receive ½ point.

Q2. What Roman naturalist lost his life investigating the eruption of Vesuvius that destroyed Pompeii?

A2. It was Pliny the Elder, and evidence suggests that he was not only investigating the eruption, but leading a rescue effort.

Dennis Cain, Caleb Cousins, Joe Carl, Tom Howell, Brad Martin, Brendan Whyte, and Andy York each receive ½ point.

Q3. Who ruled Rome before the founding of the Republic?

A3. Rome was ruled by Etruscan kings, the last one being Taquinius the Proud.

Dennis Cain, Caleb Cousins, Pitt Crandlemire, Berry Renken, Andy Lewis, Joe Carl, Brad Martin, Brendan Whyte, and Andy York each receive ½ point.

Q4. After which battle did Julius Caesar release his famous dispatch "Veni, vidi, vici"?

A4. The Battle of Zela versus the Parthians in 47 BC.

Pitt Crandlemire, Andy Lewis, Joe Carl, Tom Howell, Brad Martin, Brendan Whyte, and Andy York each receive ½ point.

Q5. What was unusual about the year 69A.D.?

A5. It was known as the "Year of the four emperors" Four different emperors ruled that year: Galba, Otho, Vitellius, and Vespasian.

Dennis Cain, Andy Lewis, Joe Carl, Tom Howell, Brad Martin, Brendan Whyte, and Andy York each receive ½ point.

Free issue is awarded to Andy Lewis.

Current Scores

Chris Geggus	35½	Pitt Crandlemire	35
Andy Lewis	30½	Paul Bolduc	25½
Andy York	22½	Brendan Whyte	16½
Bill Scharf	16	Steve Koehler	15½
Dan Eisenhut	13½	Dennis Cain	13½
Berry Renken	12	Caleb Cousins	12
Bob Robles	11	Dave Anderson	9
Ward Narhi	7½	Brad Martin	7½
Tom Howell	6½	Sean Cousins	5
Kevin Kinsel	4½	Debbie Osborne	4
Joe Carl	4	Kevin Wilson	3½
Dave McCrumb	2½	Sigourney Street	½

*New Questions***Topic: Brain Teasers**

1. Sam Slick's uncle was always bragging about his exploits in the war. One day he told me how, as a young captain in the campaign in Normandy, he led his battalion against a vastly superior force and completely routed them. Naturally the hero was decorated for his efforts. Delighted for once to have caught the old devil out Sam shouted, "Uncle, that's a whopper!" Sam knew little about the war so how could he tell?
2. A deaf man noticed a bather taking an early morning dip. Just then he saw the telltale dorsal fin of a shark approach. In what way could he communicate with the swimmer?
3. Which is the odd one out: grandfather, sibling, brother-in-law, mother, aunt?
4. Why is 31 June of such great importance to the islanders of Minki?
5. Where would you find a system of tunnels 60,000 miles long?

Pedagogy

Due to space considerations, I am skipping Pedagogy this issue. It will return next issue with a tour of Earth.

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Jason Wilke, Mike Scott, Dave Anderson, Ward Narhi, Pitt Crandlemire, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, Pitt Crandlemire, Kevin Wilson **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles, Kevin Wilson **Die Macher:** Dave Anderson **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey, Kevin Wilson **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, Kevin Wilson **2038:** Pitt Crandlemire **Liftoff!:** None **Modern Art:** None

Standby Calls

Paul Bolduc for the Lansraad in Running Dogs.