

Notes from Hades

I hope the holidays were kind to you all. Celeste and I had a wonderful time. We stayed home all day and worked on a jigsaw puzzle. It was one of the most relaxing and enjoyable Christmases I can remember.

Now we have 1998 to look forward to. In the spirit of new beginnings, I pose this question to you: Is there anything special you would like to see in this zine? Any change you want? Let me know. I am willing to consider all reasonable suggestions.

Happy New Year!

This issue's deadline will be on **Tuesday, February 3 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, January 31 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 (cont.)

In the Doghouse		
Page 18		
Rin Tin Tin (Andy Lewis GM)	Settlers of Catan	Page 18
Hootch (Andy Lewis GM)	Settlers of Catan	Page 18
Benji (Andy Lewis GM)	Settlers of Catan	Page 19
Lassie (Andy Lewis GM)	Wembley	Page 20
Scooby (Andy Lewis GM)	Age of Renaissance	Page 20
Buster (Andy Lewis GM)	Fireside Football	Page 21
Coal (Andy Lewis GM)	Stock Car Racing	Page 22
Trivia Quiz		Page 23
Pedagogy		Page 23
Flier Games		
Sirius	Stellar Conquest	Turns 37, 38

Contents		
Howling at the Moon	Letter Column	Page 1
Rabid Dog	Machiavelli	Page 2
Fleabag	Machiavelli	Page 3
Howl (Mike Scott GM)	Machiavelli	Page 4
Feral Dogs	Machiavelli	Page 4
Wolfpack	History of the World	Page 5
Dogpaddle	History of the World	Page 6
Mutt	Outpost	Page 7
Rock Hound	2038	Page 8
Running Dogs	Dune	Page 10
Dogged	Merchant of Venus	Page 11
Astro	Liftoff!	Page 13
Lupine	Die Macher	Page 15
Sun Dog	SolarQuest	Page 16

Game Openings

Pooch. New World. Have Andy Lewis, Kevin Wilson, Bob Robles, Dennis Cain, and Pitt Crandlemire. Need 1 more.
Citizen Dog, Machiavelli 1995 edition, rules decided by majority vote. This game will begin when the next Machiavelli game ends. Have Kevin Wilson, Dennis Cain, Pasquale Giovine, and Dale Horsely. Need 2 to 4 more.

Wish List

Outpost using Expert rules (just like Mutt). Need 10.
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

Brendan Whyte

I agree with Dave that it is the publishers and studio execs who have no brains. I saw "Peacemaker". The heroine blubs at the end and the hero consoles her. Lots of holes, excessive violence. Do people really get off on this? A {can't make out the words} taut thriller with implied violence is more scary. And how point{?} war the depiction of the Russians? Post-cold war anachronism. Good premise. Very poor execution. 6/10 could try harder. And as for MIB... when is someone going to invent new monsters? Alien rip-offs are so passe.

Bob Robles

My New Year's resolution is to read more for pleasure. I would be interested in hearing what other players read and their opinions. The last book I finished was 'Slouching towards Gomorrah' by Robert Bork. I didn't know much about Judge Bork other than his Supreme Court nomination went down in flames and that he has a reputation as a brilliant, though conservative jurist. Cut to the chase, I give this book a 1 out of 10 (you guess whether 1 is good or bad). The man

may have a tremendous grasp of the law but it is clear that he has no grasp for what life outside of academia or the bench is really like. The book is a 300+ rant against "liberals". Unfortunately, it is never clear what or whom he means by "liberals". The book is generally free of any supporting evidence for his claims. On the plus side, he does identify areas in American culture and society, which are controversial and worthy of further debate and discussion. Unfortunately, a more reasoned and supported discussion of these areas can probably be found in any high school American government class. If you are a ditto-head, this is the book for you. If you want open, informed debate look elsewhere and don't waste your time.

[My own reading usually falls into two different genres: Science fiction and history. Although, one the presents I got from my wife was a book on wine – a subject in which I have a growing interest. Maybe I could start a feature in this zine consisting of book reviews, especially guest reviews. Is there enough interest out there?]

Ward Narhi

Hello there, Chris. I hope your Holiday season was exceptional. Mine was rather pleasant. It has become a tradition for Elissa and I to see a movie during the day on Christmas Eve. This year it was the Bond movie and we also saw the Jackal. Bond was fair, a bit above the average Bond flick in my opinion. The Jackal was decent enough, at times good. Neither are must-sees though. Later in the week we saw Jackie Brown which proved adequate but certainly not up to the Tarantino hype.

[Celeste and I saw Tomorrow Never Dies on New Year's Eve, and we both enjoyed it. It was entertaining, and as you said, above average for a Bond

movie. Celeste also had an interesting suggestion – what if Sean Connery were to have a role in the next Bond movie, as someone other than Bond?]

You never mentioned what plans you had for that Machiavelli article I wrote. Any ideas? Speaking of the greatest game in existence sign me up for the latest Mach offering on the wish list.

[Ward's article, which describes the alliance he and Kevin Wilson forged in Rabid Dog, is appearing in the current issue of Niccolo. It should be available now, so if you want an issue, just let me know. The price is \$1.00.]

Rabid Dog / MGN# O/E1/9/ABC/1**Spring 1457****Deadline/Summer 1457 2/3 Tuesday**

The French suffer from unrest, paralyzing their armed forces and allowing Austria to make some gains. Naples is consolidating his conquests and retaking his homeland without opposition. Meanwhile, in the Venetio-Papal war, a major Venetian army defects to the Pope, blasting a hole in the Venetian line.

Builds

		Treas.	Cost	Rem.
Aus	Maintains all, builds A1 Cremona	21	15	6
Fra	NBR! Maintains all, no new builds	15	12	3
Nap	Maintains all, builds A4 Avignon, A5 Marseilles	53	27	26
Pap	Maintains A2 Urbino, A3 Pistoia, A6 Bologna, and A7 Romagna	37	18	7
Ven	Maintains all, builds A1 (Elite Mercenary) Padua, A6 Treviso	32	27	5

Orders (cont.)

Papacy:	A1 (EM) MANTUA supports A6
(Scharf)	A2 URBINO holds
	A3 Pistoia to LUCCA
	A6 (EM) Bologna to FERRARA
	A7 (EM) Romagna to BOLOGNA
Venice:	A1 (EM) PADUA to Ferrara
(Robles)	A2 Ferrara to Bologna (DISLODGED, retreat garrison, OTB)
	A3 VERONA supports A6
	A4 (EM) Mantua supports A2 (nsu)
	A5 MODENA supports A2
	A6 Treviso to VICENZA
	F1 (EM) UPPER ADRIATIC supports A2
	F2 FRIULI supports F1

Expenditures

The Papacy spends 18 ducats to buy Venetian A4 Mantua.

Venice spends 3 ducats for famine relief in Modena.

Orders

Austria:	A1 Cremona to BERGAMO
(Koehler)	A2 (EM) TRENTO supports A1
	A4 Milan to TYROLEA
	G1 MILAN to A3
France:	NMR! A1 Bergamo holds (u, DISLODGED, retreat Brescia, OTB)
(Wilke?)	A2 HUNGARY holds
	A3 SWISS holds
	A4 PAVIA holds
Naples:	A1 TURIN supports Austrian A4 Milan to Tyrolea
(Narhi)	A2 Albania to AQUILA
	A3 Herzegovina to BOSNIA
	A4 AVIGNON to SWISS
	A5 MARSEILLES holds
	F1 Western Gulf of Lyon to EASTERN GULF OF LYON
	F3 LOWER ADRIATIC transports A2
	F6 GENOA supports F1
	F7 OTRANTO supports F3

Summer 1457 Plague

NO PLAGUE!

Notes

Naples has now conquered the Turks. He may build in Tunis, Durazzo, and Albania, and gains the Turkish variable income die roll. Also, in last turn's income, I miscounted the Neapolitan income and neglected the second Genoese variable income die roll. The result was 7 ducats additional. The French army that was retreating from Bergamo could only retreat to a famine province, so it is eliminated. Finally, **will Mike Scott please submit standby orders for France.**

Press

Naples – Pope: My move to Aquila is merely to retake my homelands. I will respect Papal lands.

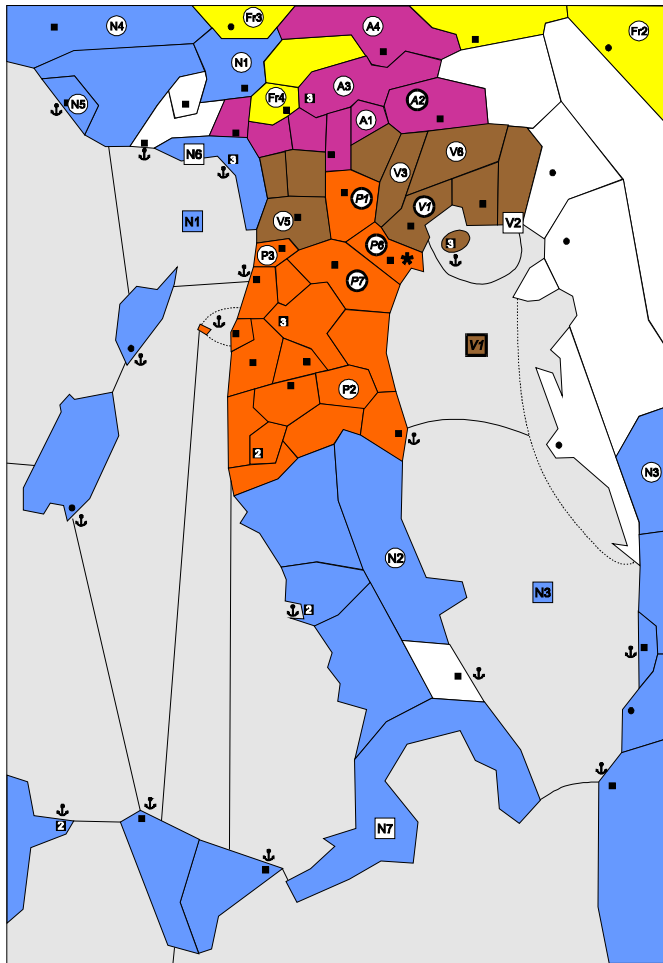
Naples – France: You will never see your former capital again. I have banished you from France and when Austria and I unite we shall crush you. Aggressors like you have no place in this world.

Naples – Austria: From this turn on I will support you into Tyrolea. The Prophet of Naples foresees Austrians returning to their homeland.

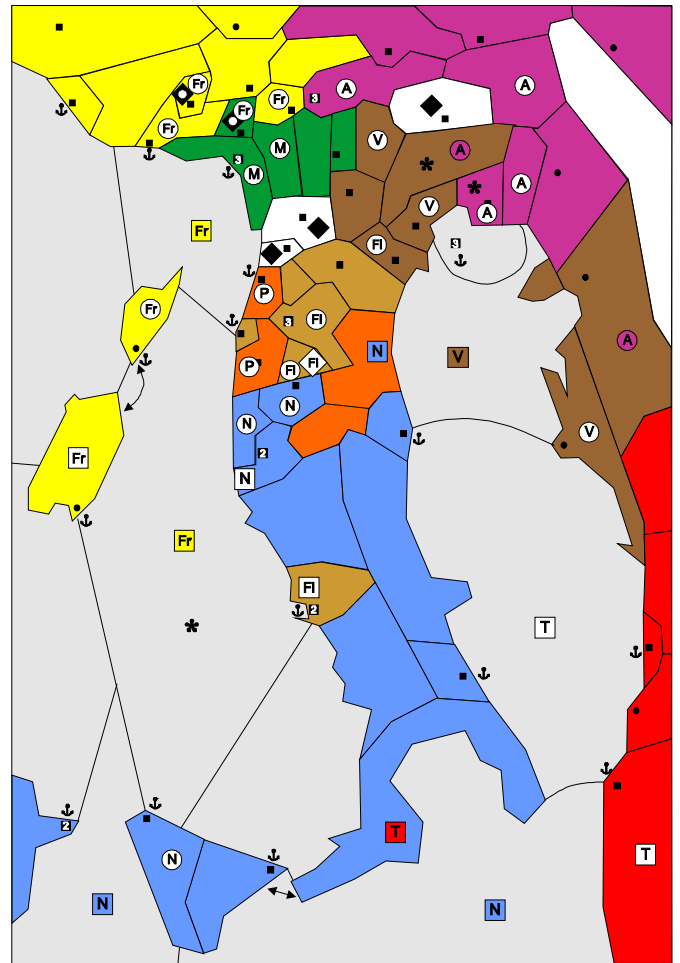
Papacy – Naples: I take the land route and you take the sea?

Papacy – Venice: This turn was difficult to evaluate. I wonder which of us guessed right. I almost bought the Upper Adriatic fleet for 21, but figured Naples might go for that route (hint, hint).

"Rabid Dog"



"Fleabag"



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

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

Fleabag/MGN# B2/B/8/1

Summer 1457

Deadline/Fall 1457 2/3 Tuesday

Austria gains ground against a Venice crippled by internal unrest. Naples continues to fight his two-front war against Florence and the Turks, but is aided by the Florentine people as they stage massive protests against the Medici government. France consolidates his gains, ignoring a pinprick attack from Milan. Finally, the remnants of the Papal forces continue to survive in their Tuscan stronghold.

Spring 1457 Retreats

Austria A Treviso retreats to garrison
 Milan A Montferrat retreats to Fornova
 Naples F Tyrrhenian Sea retreats to Rome

Orders

Austria: A FRIULI supports G Treviso convert
 (Renken) A Slavonia to CROATIA
 A Trent to VERONA
 A CARINTHIA supports A Trent to Verona
A MILAN to Bergamo
 G TREVISO convert to A
 Florence: NMR! A AREZZO holds
 (Wilke?) A FLORENCE holds
 A FERRARA holds
 F NAPLES holds
 G AREZZO holds

Orders (cont.)

France: A SALUZZO besieges
 (Grib) A MONTFERRAT besieges
 A PAVIA supports A Montferrat
 A Provence to SAVOY
 A Sardinia to CORSICA
 F GULF OF LIONS to SARDINIA
 F TYRRHENIAN SEA holds
 F LIGURIAN SEA supports F Tyrrhenian Sea
 Milan: A FORNOVA to Montferrat
 (Anderson) A MILAN supports A Fornova to Montferrat
 Naples: A PALERMO holds
 (Lewis) A PATRIMONY to Sienna
 A PERUGIA supports F Ancona to Urbino
 F CENTRAL MEDITERRANEAN supports F Otranto to Ionian Sea
F ROME to Tyrrhenian Sea
 F Otranto to IONIAN SEA
 F Ancona to URBINO

Orders (cont.)

Papacy: A PISA supports A Piombino to Sienna
 (York) A Piombino to SIENNA
 Turks: F Gulf of Naples to OTRANTO
 (Street) F Albania to LOWER ADRIATIC
 F DURAZZO supports A Albania to Lower Adriatic
 Venice: NMR! A BERGAMO holds
 (S. Cousins?) A Verona holds (DISLODGED, retreat Mantua, OTB)
 A PADUA holds
 A DALMATIA holds
 F UPPER ADRIATIC holds
 F Treviso holds (DISLODGED, retreat Venice, OTB)

Notes

Will Joe Carl please submit standby orders for Florence and Bill Scharf for Venice.

Press

Turkey – Naples: Which way to go?
 Turkey – France: Go south, young man!
 Turkey – Venice: I don't care what Austria says about you. I still think you're OK.

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

Mike has had to delay this game, so it will not be appearing this issue.

Feral Dogs/MGN# A2/A/8/1 - Gunboat**Spring 1455****Deadline/Summer 1455 2/3 Tuesday**

Austria continues his multi-pronged, broad front advance while Milan is crippled by internal dissent. France pacifies Turin and starts on Genoa. Florence is able to advance against the Papal invaders. Venice takes the opportunity presented by the Milanese unrest to move his forces into position. Finally Naples and the Turks encounter congestion at sea.

Builds

		Treas.	Cost	Rem.
Aus	Maintains all, builds A Austria	13	12	1
Flo	Maintains all, builds A Pisa, A Arezzo	19	15	4
Fra	Maintain A Turin, F Genoa, builds A Avignon	11	9	2
Mil	NBR! Maintains all, no new builds	21	9	12
Nap	Maintains all, builds F Bari, F Messina, F Naples	21	21	0
Pap	Maintains all, builds G Rome, G Ancona	19	18	1
Tur	Maintains all, builds F Tunis, F Durazzo	18	15	3
Ven	Maintains all, builds A Padua, A Treviso, A Dalmatia, F Venice	28	24	4

Naples

A CAPUA supports Florentine A Perugia to Rome (nso)

A PALERMO supports F Ionian Sea to Central Mediterranean (imp.)

F NAPLES to Tyrrhenian Sea

F Sardinia to WESTERN MEDITERRANEAN

F IONIAN SEA to Central Mediterranean

F MESSINA to Ionian Sea

F BARI to Lower Adriatic

Papacy

A Rome to SPOLETO

A Sienna to Arezzo (DISLODGED, retreats to Patrimony)

A Florence supports A Sienna to Arezzo (cut, DISLODGED, retreats to garrison)

F ANCONA to URBINO

G ROME converts to A

G ANCONA converts to A

Turks

A Ragusa to HERZEGOVINA

F DURAZZO to Ionian Sea

F LOWER ADRIATIC to Ionian Sea

F TUNIS to Central Mediterranean

F TYRRHENIAN SEA supports F Tunis to Central Mediterranean (cut)

Venice

A Dalmatia to FERRARA

A PADUA supports A Dalmatia to Ferrara

A Verona to BERGAMO

A Treviso to VERONA

A FRIULI supports A Treviso to Verona

F CROATIA holds

F UPPER ADRIATIC transports A Dalmatia to Ferrara

F VENICE holds

Orders

Austria A Austria to CARINTHIA
 A CARNIOLA supports A Austria to Carinthia
 A TYROLEA supports A Austria to Carinthia
A SWISS to Turin
 Florence A Pisa to FLORENCE
 A Arezzo to SIENNA
 A BOLOGNA supports A Pisa to Florence
A PERUGIA supports Naples A Capua to Rome (nso)
 F PIOMBINO supports A Arezzo to Sienna
 France A TURIN besieges (garrison destroyed)
A AVIGNON to Swiss
 F GENOA besieges
 Milan NMR! A MONTFERRAT holds
 A MILAN holds
 A TARENT holds

Orders (cont.)

Notes

Please submit standby orders for Milan if this box is checked

Press

Austria – Venice: Thank you for attacking M, but since I was not sure to get Milan I let him go there so that he cannot build in that sc. I hope our agreement concerning Croat and Carni holds...

France – Austria: I suggest you back off. I can tell by your moves you are either a new player or not too bright. Change your axis of attack or you won't last long.

Pope – all: Sorry about not putting orders in last time, I was expecting a retreat, not a retreat and moves :(But on the other hand I would have blown it anyway, I didn't realize we had three movement phases. I suppose I'm doomed to an early death with out some help. Any volunteers?

Pope – Naples: I am more than willing to stay in my side of the border, if you are willing to stay away from my cities. Doesn't seem fair to be walking the border with your units facing my cities when nothing of yours is likewise at risk. Seeing that the only neighbors you have are me and Turkey, I think it only prudent that I favor Turkey as long as you patrol my borders the way you do. It seems like preparation for other maneuvers unsaid.

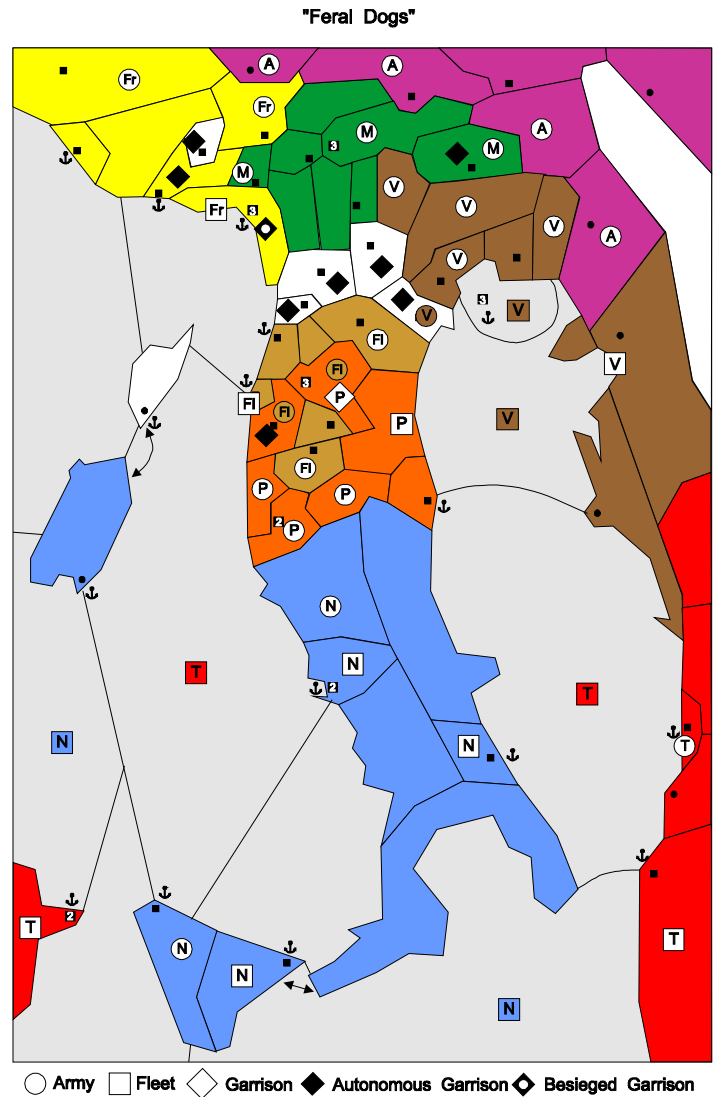
Pope – Turkey: As long as Naples continues to be aggressive to my south you have my loyal support. Ask and ye shall receive.

Pope – Venice: Please support my Fleet into Bol this next season. If I can conclude my war with Florence swiftly enough I can provide you with more than enough aid on whatever front you are having problems.

Turks – Naples: As you can see, I am keeping the Ion clear.... Will watch your moves to see if you follow up with your proposal....

Turks – Venice: It's time we started a little dialog.... My army would like to get into Slavonia, or otherwise work at your benefit.... But can not do so without your assistance or agreement.... What is your pleasure?

Venice – Pope: It appears you and I aren't neighbors any longer, as the Evil Florence came in between. Let me know if you'd like me to support you back into Bologna, and which unit you plan to involve in this effort.



Wolfpack

Epoch VII Netherlands and France

Deadline for Epoch VII Britain, United States, and Germany: 2/3 Tuesday

The Arachnids plays Famine in Northern Europe (1 Viking army destroyed in *Albion*). Plays Empires Fortify to place one fort each in *Hindu Kush*, *Hokkaido*, and *Madagascar*. NETHERLANDS: Army and Capital in *Lower Rhine* (Frankish army destroyed), army *Northern Gaul* (vs. Vikings: N: 5, 4; V: 6, 4; loses), *Northern Gaul* (vs. Vikings: N: 4, 1; V: 4, 2; N: 6, 4; V: 6, 3; N: 5, 1; V: 3, 2; wins, city eliminated), fleet *North Sea* (vs. PMS'ing Indignants: A: 4, 1; P: 1; wins), army *Albion* (vs. Vikings: N: 6, 4; V: 4; wins), *Central Europe* (vs. Mongols: N: 6, 2; M: 1; wins, city eliminated), *Dneipr* (vs. Holy Roman Empire: N: 5, 1; H: 4; wins), *Central Massif* (vs. Vikings: N: 6, 2; V: 2; wins). Builds Monument *Lower Rhine*. Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), India (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), and Nippon (2), 1 Capital (2), 1 city (1), 2 Seas (2), and 4 Monuments (4) for 32 points.

Dead Peoples FRANCE. Plays Leader. Army and Capital *Western Gaul* (Goth army eliminated), army *Northern Gaul* (vs. Netherlands: F: 5, 3, 1; N: 3; wins),

Lower Rhine (vs. Netherlands: F: 5, 3, 2; N: 3; wins, Capital reduced to city), fleet *Pacific Ocean*, army *Australia*, *New Guinea*, *Great Plain of China* (vs. Manchu Dynasty: F: 6, 6, 6; M: 6, 6; leader dies; F: 2, 1; M: 2, 2; F: 6, 4; M: 4, 3; wins), *Manchurian Plain* (vs. Manchu Dynasty: F: 3, 2; M: 4; loses), *Manchurian Plain* (vs. Manchu Dynasty: F: 5, 4; M: 3; wins, Capital reduced to city), *Korean Peninsula* (vs. Mongols: F: 5, 3; M: 2; wins), *Western Ghats* (vs. Indus Valley: F: 4, 3; I: 6, 4; loses), *Western Ghats* (vs. Indus Valley: F: 6, 4; I: 6, 2; F: 6, 2; I: 3, 2; wins), *East Indies* (vs. T'ang Dynasty: F: 4, 2; T: 6, 2; loses), *East Indies* (vs. T'ang Dynasty: F: 3, 1; T: 5, 3; loses), *East Indies* (vs. T'ang Dynasty: F: 6, 2; T: 6, 3; F: 6, 6; T: 1, 1; wins). Points: Control of Australia (3), Dominance in Northern Europe (8), North America (6), South America (4), and Sub-Saharan Africa (4), Presence in North Africa (1), China (3), India (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), and Nippon (2), 3 Capitals (6), 3 cities (3), 1 Sea (1), and 2 Monuments (2) for 52 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Paul Bolduc	The Arachnids (Blue)	64	172
Caleb Cousins	Dead Peoples (Green)	66	172
Pitt Crandlemire	PMS'ing Indignants (Purple)	67	171
Chris Geggus	The Blunt Approach (Orange)	56	147
Sean Cousins	Pinky and the Brain (Red)	57	146
Kevin Kinsel	Quantum Coyotes (Black)	66	137

Final Positions

The Arachnids: Fleet *South China Sea* and *North Sea*. SUB-SAHARAN MIGRANTS: Army and fort in *Madagascar*, army *Central Africa*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*. MING DYNASTY: Army and fort each *Hokkaido* and *Hindu Kush*. NETHERLANDS: Army and Monument in *Albion* and *Central Europe*, army *Dneipr* and *Central Massif*.

Quantum Coyotes: Fleet *Bay of Bengal*. ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army *Western Steppe*. MONGOLS: Army and fort *Dalmatia*, armies *Mongolia*, *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*. 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*, *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: Armies *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 *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*, *Pacific 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*. FRANKS: Armies *Shatts Plateau* and *Libya*. SPAIN: Army, Capital, and Monument *Pyrenees*, armies *Congo Basin*, *South Africa*, *Deep South*, *Great Plains*, *Guyana Highlands*, *Brazil*, and *Patagonia*. FRANCE: Army, Capital, and Monument *Western Gaul*, army, city, and Monument *Lower Rhine*, army and city *Manchurian Plain*, armies *Northern Gaul*, *Australia*, *New Guinea*, *Great Plain of China*, *Korean Peninsula*, *Western Ghats*, and *East Indies*.

Your event cards are: _____

Press

The Blunt Approach – All: After fighting to get an early pick on the last turn how come I seem to be the only unhappy one in the game? Congratulations to Sean, I suspect.

Epoch VII Empire

Your Empire is: _____

Dogpaddle**Epoch I Egypt, Minoans, Indus Valley, and Babylonians****Deadline for Epoch I Shang Dynasty and Aryans: 2/3 Tuesday**

Snoopy's Blanket Chasers HITTITES: Army and Capital in *Eastern Anatolia*, army *Zagros* (vs. Sumerians: H: 5, 1; S: 5; H: 5, 1; S: 3; wins), army *Levant*. Builds Monument *Eastern Anatolia*. EGYPT: Army and Capital *Nile Delta*, army *Nubia*, *Upper Nile*, fleet *Red Sea*, army *Arabian Peninsula*. Points: Dominance in Middle East (4) and North Africa (2), 2 Capitals (4), 1 Sea (1), and 1 Monument (1) for 12 points.

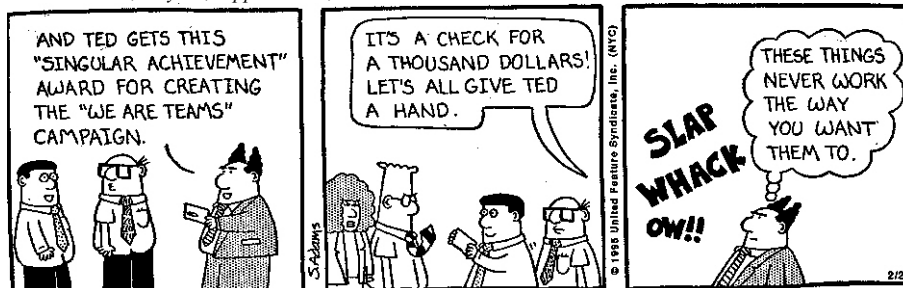
Impending Ascension MINOANS: Plays Civil Service. 3 armies, fort, and Capital *Crete*, fleet *Eastern Mediterranean*, army *Western Anatolia*. Points: Presence in Middle East (2), 1 Capital (2), and 1 Sea (1) for 5 points.

The Zircon Utopia INDUS VALLEY: Army and Capital *Lower Indus*, plays Allies, army *Western Deccan*, *Eastern Ghats*, *Ceylon*, *Upper Indus*, *Persian Salt*

Desert. Builds Monument *Lower Indus*. Points: Dominance in India (2), Presence in Middle East (2), 1 Capital (2), and 1 Monument (1) for 7 points.

The Go Masters BABYLONIANS: Army and Capital *Middle Tigris* (Sumerian army retreats to *Lower Tigris*), army *Lower Tigris* (vs. Sumerians: B: 5, 3; S: 6; loses), army *Lower Tigris* (vs. Sumerians: B: 3, 2; S: 2; B: 4, 1; S: 4; B: 6, 2; S: 3; B: 2, 1; S: 4; loses), army *Lower Tigris* (vs. Sumerians: B: 3, 2; S: 3; B: 4, 3; S: 2; wins, Capital reduced to city). Points: Presence in Middle East (2), 1 Capital (2), and 1 city (1) for 5 points.

The Triffids NMR! We'll hold things here.



Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	4	7
Dennis Cain	Impending Ascension (Red)	4	5
Joe Carl	The Go Masters (Black)	4	5
Dave Anderson	Snoopy's Blanket Chasers (Orange)	5	12
Ward Narhi?	The Triffids (Green)	0	0
Andy Lewis	Gaming Through the Ages (Purple)	0	0

Your event cards are: _____

Final Positions

Snoopy's Blanket Chasers: Fleet *Red Sea*. HITTITES: Army, Capital, and Monument *Eastern Anatolia*, armies *Zagros* and *Levant*. EGYPT: Army and Capital *Nile Delta*, armies *Nubia*, *Upper Nile*, and *Arabian Peninsula*.

Impending Ascension: Fleet *Eastern Mediterranean*. MINOANS: Three armies, Capital, and fort *Crete*, army *Western Anatolia*.

The Zircon Utopia: INDUS VALLEY: Army, Capital, and Monument *Lower Indus*, armies *Western Deccan*, *Eastern Ghats*, *Ceylon*, *Upper Indus*, and *Persian Salt Desert*.

The Go Masters: BABYLONIA: Army and Capital *Middle Tigris*, army and city *Lower Tigris*.

Epoch I Empire

Your Empire is: _____

Notes

Will Chris Geggus please submit standby orders for the Triffids.

Mutt

Turn 17

Deadline, Turn 18: 2/3, Tuesday

Commander Actions

Fangland opens the bidding on a Moon Base at 201 and gets it (MWa, Ti9, Re10, NC14, MNC, MO50). Buys a population factor to man it (Re14).

BarterTown II opens the bidding on a Planetary Cruiser at 160 and Bellpick 7 gets it for 171 (Or5, Wa7, Wa9, Wa10, MTi, Re15, Re16, OM30, OM35). Opens the bidding on a Space Station at 120 and Tribute to Troy gets it for 162 (Or2, Or3, Wa5, MWa, Re12, Re13, Re16, Mi14, Mi17, OM25, OM25). Opens the bidding on the second Space Station at 120 and gets it for 141 (Ti9, MTi, MTi, MTi). Buys 2 robots for 22 (Wa5, Wa7, Wa10).

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

Bellpick 7 transfers a population factor from a water factory to the new Planetary Cruiser.

Awl Mining Company opens the bidding on a Laboratory at 80 and HBDC gets it for 92 (Ti10, MTi, Re11, Re17, DL discount). Opens the bidding on a Laboratory at 80 and gets it (Or5, Wa6, Wa7, Wa8, Ti10, MTi). Transfers a population factor from an ore factory to man the research factory.

Heavenly Bodies Development Company transfers a population factor from an ore factory to man the research factory.

The Outhouse NMRs. Due to the likelihood of the game ending next turn, a standby will not be called.

Minos Entrepreneurs buys 2 research factories (Ti7, Ti10, Re13, MWa) and 2 population factors (Ti8, Re12)

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, MB	74
2	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	Wa, HE, Ec, 2Ou, Ro, SS	60
3	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	No, HE, Wa, Ro, La, SS, SS, PC	59
4	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	No, Wa, 2OL, La, Ro, SS, SS, SS	57
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, ReF	No, HE, 2Ec, Ou, OL, Sc, La	51
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF	DL, No, HE, 2Sc, Ec, Ro, La	41
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, 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, ReF, ReF	Wa, 2DL, Ou, La	29

Available Upgrades

New Arrivals: 4 Planetary Cruisers, 2 Moon Bases

Upgrade	Minimum Bid	Available	Not Yet Delivered
Planetary Cruiser (PC)	160	4	1
Moon Base (MB)	200	4	0

Production Cards

In the Warehouse:

New Cards:

Awl Mining Company had to discard Or2, Or4, and Wa7 due to hand size limitations.

HBDC had to discard Or1, Ti8, MWa due to hand size limitations.

The Outhouse discards Wa6, Wa8, and Ti8 due to hand size limitations.

Fangland, HBDC, and Minos Entrepreneurs took Mega water cards.

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

Rock Hound**Operations Round 4.1****Operations Round 4.2 due: 2/3 Tuesday**Errata

There was one too many shares of TSI marked as available. As a result, Due Unto Others and BORG Mining Collective each purchased an additional MM share, (BORG Mining ended up with control), and Due Unto Others did not buy a share of LE.

Operations Round 4.1

Fast Buck NMR! Orders from prior turn will be used. Tug (3/2) moves H3, picks up R60 and N60 – G3 and delivers for \$120. Scout (5/1) moves G2 – G1 – F1 – E1 – D1 and delivers transshipment point for \$30. Earnings are split.

Ice Finder Tug (4/3) moves M8, picks up R40, N7, picks up I50, O7, picks up I40, O6 and delivers for \$150. Scout (5/1) moves L7, picks up I50, K6 and explores (I30/40, N10/50), K5 – K4 and delivers for \$60. \$10 in exploration fees. Earnings are split. Buys claim M8 for \$60.

Ore Crusher Tug (4/3) moves M2, picks up 2 N60, N1, picks up N20, O1 and delivers for \$200. Tug (3/2) moves L2, picks up 2 N20, K1 – J1 delivers for \$60. Earnings are split.

TSI Scout (5/1) moves L4 – M4 – N4 – N3, picks up R60, M3, refuels, L2 – K1 – J1 and delivers for \$80. Scout (6/2) moves J4, picks up N60, J3, picks up N60, K2 – L2 – M3, refuel, N2 – O2 – O1 and deliver for \$140. Tug (3/2) moves K4 – J4 – I4, picks up R50, H4 and deliver with transshipment for \$80. Tug (3/2) moves K3, picks up R60, L3, picks up R60, M3, refuels, L2 – K1 – J1 and delivers for \$160. All earnings are retained. Stock price drops to \$154.

RU Tug (4/3) moves E4, picks up R30, F5 picks up I50, G5, picks up N60, H4 and delivers for \$140. Scout (6/2) moves C5, picks up I50, D5 – D6, picks up N60, D7, refuels, C7 – B6 – A7, and delivers for \$110. Tug (4/3) moves E4, picks up I30, E5 – E6, picks up R30, D7, refuels, C7 – B6 – A7 and delivers with transshipment for \$90. Pays full dividends. Blue Sky Mining receives \$204, Due

Unto Others receives \$34, Carved in Stone receives \$34, and BORG Mining Collective receives \$68. Stock price increases to \$124. Places claim on E5, N10/50.

MM Tug (4/3) moves from B3 – C3, picks up R70, C2, picks up R60 and I30, B1 – A1 and delivers for \$180. Tug (3/2) with Torch flies from B3 – A3, and explores (N20/60, N20/60), B2, picks up 2 N20, B3 and delivers for \$40. \$10 in exploration fees. Full dividends are paid. \$22 to Blue Sky Mining, \$66 to Due Unto Others, \$22 to Errol's Outfit, \$88 to BORG Mining Collective, and \$22 to MM. Stock price increases to \$65. Buys a base at G4 for \$25, refueling station on D4 for \$50, claims on C5 and F5 for \$160.

VP Tug (3/2) moves from J1 to J2, picks up N10, K2, picks up N20, I40, L2 – M3 and deliver for \$70. Scout (5/1) with Drill Hound flies from D7 – C7 and explores (I30/40, N10/50, exchanged with I30/40, N10/50), D6 – D5, picks up R70, D4 and delivers for \$80. \$10 in exploration fees. Pays full dividends. Carved in Stone receives \$60, VP receives \$90. Stock price increases to \$57. Buys refueling stations at G3 and B3 for \$50. Buys claim at E4 R30/60 for \$60.

LE Tug (3/2) moves from H6 – G7, picks up R50, G6, picks up N50, H6 and delivers for \$100. Scout (6/2) with Lucky moves from H6 – G6, picks up I40, H5, explores (I30/40, exchanged with I50/60), picks up I50, moves to H6 and delivers for \$90. \$10 in exploration fees. All earnings retained. Buys refueling station at H6 for \$50. Places claim on I50/60 in H5 for \$60.

Operations Round 4.2

Fast Buck receives \$15.

Blue Sky Mining receives \$5.

Errol's Outfit receives \$15.

ANUS receives \$30.

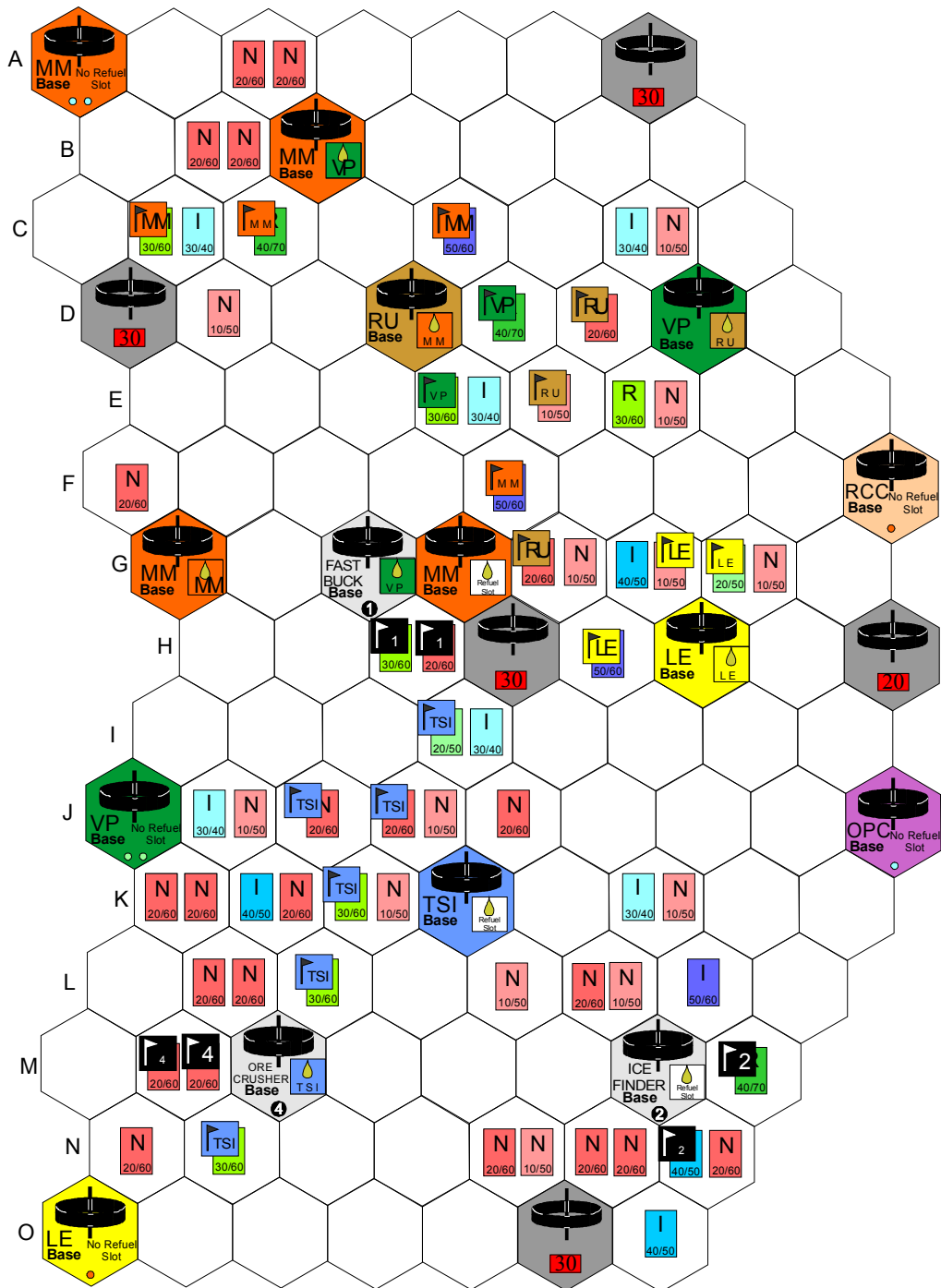
TSI receives \$10.

RU receives \$10.

Players

Player Name	Player Faction Name	Cash	Assets
Andy Lewis	Blue Sky Mining	\$335	Tunnel Systems, President's Share RU, 4 shares RU, 1 share TSI, 1 share MM
Sean Cousins	Due Unto Others	\$154	Fast Buck, 3 shares MM, 1 share TSI, 1 share RU
Bill Scharf	Errol's Outfit	\$189	Ore Crusher, Robot Smelters, 3 shares TSI, 1 share MM
Dennis Cain	Carved in Stone	\$199	Ice Finder, President's Share VP, 2 share VP, 1 share RU
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$226	President's Share LE, Asteroid Export Company, 1 share TSI
Caleb Cousins	BORG Mining Collective	\$186	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share MM, 2 shares MM

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



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	RU		TSI	
LE				

S.O.B.

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	\$242	0	Scout (5/1), Tug (3/2)
Ice Finder	Carved in Stone	\$165	0	Scout (5/1), Tug (4/3)
Ore Crusher	Errol's Outfit	\$285	0	Tug (3/2), Tug (4/3)

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$1007	Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$235	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	9	Vacuum Associates
MM	BORG Mining Collective	\$326	Tug (3/2), Tug (4/3)	1	1	2	Torch
VP	Carved in Stone	\$360	Scout (5/1), Tug (4/3)	1	4	3	Drill Hound
LE	ANUS	\$192	Tug (3/2), Scout (6/2)	1	1	6	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: \$5949

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

Notes

Remember that you must operate your ships before you can purchase anything. In addition, remember that fuel stations only give you 3 extra movement points. They do not give you your full movement again. In addition, each fueling station can only be used once by each ship. Finally, **will Pitt Cradlefire please submit standby orders for Due Unto Others.**

Running Dogs

Turn 5 Nexus to Bidding

Turn 5 Bidding and Movement due: 2/3 Tuesday

Spice Blow

<u>Players</u>			
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

8 spice Habbanya Erg
 8 spice Broken Land
 Turn 6 spice blow: _____

Bidding

CHOAM Charity recipients: Bene Gesserit.
 There are 6 cards up for bid. Eligible bidders are: Atreides (2 cards), Bene Gesserit (3 cards), Bene Tleilaxu (3 cards), Fremmen (2 cards), Guild (3 cards), and Harkonnens (5 cards).
 Cards are: _____

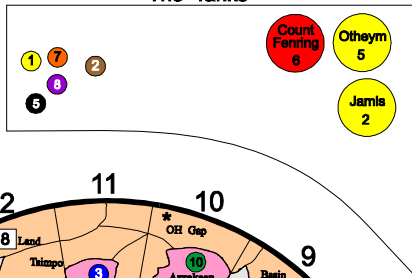
Nexus

Lansraad and Harkonnens declare an alliance. Despite considerable effort, no other alliances formed.

Fremmen place second worm in Sihaya Ridge (2 Lansraad tokens eliminated).

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

The Tanks



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 Teilaxu:** 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 in the tanks, 18 tokens off-planet

Your cards: _____
 Your spice: _____

Dogged

Turn 15.3 to 17.3

Turns 17.4 to 19.4 due: 1/31 Saturday

Turn 15

Chris Geggus (Dell)
 Cool Runnings Rolls Used: 1 5 6
 Titan's Tower(s) – Titan's Tower(o) – B10 – R20 – Y10 – R – A – R – B – Y – NC1 – R.
 Cool Strollings Rolls Used: 4 6
 Titan's Tower(s) – Titan's Tower(o) – A – Terror Station(o) – R20 – Y – B – R – B – Y.
Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 1
 Interstellar Biosphere.
 Buys Human Factory for \$100 and 1 Rock Videos for \$120.

Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 5 * 4
 Open Port – (R) – Airhome – Y – B – (R) – (R20) – Y10 – A – Y20 – (R20) – Y – B – (R) – B – Y – B – (R) – Poison Port(o) – Poison Port(s).
 Sells Wine for \$60 plus \$120 demand (from the cup: Infinite Puzzles at 10 and a Fare to 4b at 6).
Andy Lewis (Eeepeep/Cash & Carrie) Rolls Used: 6 * 4
 Jewel Port(s).
 Sells Chicle Liquor for \$60 (from the cup: Servo-mechanism at 7b). Buys Psychotic Sculpture for \$160.

Turn 16

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 3 3 3
 Ice Station(s).
 Buys a shield for \$60.
Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 2 6 6
 Asteroid City East – R10 – A – Airhome – Y – B – R – R20 – B10 – Titan's Tower(p) – A – Terror Station(p) – R20 – Y – B.
Chris Geggus (Dell)
 Cool Runnings Rolls Used: 3 4 5
 R – Y – R – Grand Port(o) – Grand Port(s).
 Buys Grand Port for \$200.
 Cool Strollings Rolls Used: 4 5
 Y – B – R – Poison Port(o) – B – Paintfall(o) – Paintfall(s).
 Sell Finest Dust for \$50 plus \$50 demand (from the cup: Immortal Grease at 6 and Space Spice at 2). Buys Pet Monsters for \$80. Receives \$40 commission.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 4 4
 Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10 – B10 – Y10 – R – Rumbleport(o) – Rumbleport(s).
 Sells Rock Videos for \$200 (from the cup: Demand for Dust at 5).
Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 4 * 4
 Poison Port(s) – Poison Port(o) – (R) – B – Y – B – (R) – B – Y – (R20) – Terror Station(p) – A – Titan's Tower(p) – Titan's Tower(s).
 Drops off fare for \$140 (from the cup: Servo-mechanism at 7b). Picks up fare to base and buys a Yellow Drive for \$80. Agent buys a Freighter for \$300. Yellow drive is transferred to the freighter.
Andy Lewis (Eeepeep/Cash & Carrie) Rolls Used: 4 * 4
 Jewel Port(s) – Jewel Port(o) – R – B – (Y) – B – R – B – (Y) – B – R – (Y10) – B10 – R10 – B10 – R – (Y) – B – R – B.

Turn 17

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 4 6 6
Ice Station(s) – Ice Station(o) – A – (R) – Y – B – (R) – Y – A – Jellybeast Landing(o) – Jellybeast Landing(s)
Sells Designer Genes for \$120 plus \$60 demand (from the cup: Designer Genes at 9a and Demand for Dust at 7a).
Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 1 2 3
B – R – B – Y – B – R – Poison Port(o).
Chris Geggus (Dell)
Cool Runnings Rolls Used: 1 2 2
Grand Port(s) – Grand Port(p).

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Wine at 5 and Demand for Spice at 4b). Sells Immortal Grease for \$100 (from the cup: Demand for Genes at 10). Buys Yellow Drive for \$80 and Chicle Liquor for \$40. Gains \$37 in port commissions.
Cool Strollings Rolls Used: 5 6
Paintfall(s) – Paintfall(o) – A – R – B – NC6 – A – NC6 – Whale Port(o) – Whale Port(s).
Sells Pet Monsters for \$150 (from the cup: Finest Dust at 4a). Buys Impossible Furniture for \$110.

Astro

1964

1965 Orders due: 2/3 Tuesday

Event Card Resolution

GRAB uses counterespionage to lower the docking percentage of Republic of Texas to 45%. **KOTGO** pays 10MB to Oceania to avoid sabotage.

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 the Four-Person Capsule/Module program (h) for 60MB.

Republic of Texas: Buys 1 docking module (4) for 2MB and initiates the One-Person Module program (e) for 42MB.

GRAB: Buys the Lunar Probe program (3) for 30MB and 2 two-person capsules (b) for 12MB.

KOTGO: Buys 2 one-person modules (e) for 16MB and 1 two-stage rocket (B) for 12MB.

LAMPLIGHTER: Buys 1 docking module (4) for 2MB, 3 one-stage rockets (A) for 9MB, 3 one-person capsules (a) for 6MB, and 1 liquid fuel strap-on (D) for 3MB.

Oceania: Buys 1 astronaut (Trigger) for 2MB and 1 two-person capsule (b) for 6MB.

Conduct Research and Development

Andorra: G: 7 dice (1, 1, 1, 3, 4, 4, 4) +18%. 49MB spent. h: 7 dice (1, 1, 3, 3, 4, 4, 6) +22%. 49 MB spent.

Republic of Texas: 3: 6 dice (2, 2, 2, 3, 4, 5) +18% to Max R&D. 24MB spent. B: 5 dice (2, 2, 4, 5, 5) +18% to Max R&D. 20MB spent. D: 5 dice (1, 2, 2, 5, 6) +16%. 10MB spent. b: 6 dice (1, 1, 3, 3, 6, 6) +20% to Max R&D. 12MB spent. e: 5 dice (1, 2, 4, 5, 5) +17%. 20MB spent.

GRAB: 3: 5 dice (1, 1, 2, 4, 5) +13%. 20MB spent. C: 8 dice (1, 2, 3, 3, 4, 5, 6, 6) +30%. 48MB spent. b: 5 dice (4, 4, 4, 4, 6) +22% to R&D Max. 10MB spent.

KOTGO: F: 4 dice (1, 2, 2, 4) +9% to Max R&D. 4MB spent. e: 8 dice (1, 2, 2, 3, 3, 4, 4, 6) +25%. 32MB spent

LAMPLIGHTER: F: 8 dice (1, 1, 3, 3, 4, 5, 5, 6) +28%. 8 MB spent. B: 5 dice (1, 2, 4, 4, 5) +16%. 20MB spent. 2: 5 dice (1, 1, 1, 3, 5) +11%. 20MB spent. a: 1 die (6) +6% to Max R&D. 1MB spent.

Oceania: b: 8 dice (2, 2, 2, 3, 4, 5, 5, 6) +29%. 16MB spent. D: 8 dice (1, 3, 3, 4, 4, 6, 6, 6) +33% to Max R&D. 16MB spent. e: 4 dice (1, 2, 6, 6) +15%. 16MB spent.

Declare Future Missions

Andorra: Three launches announced for 1965. They are _____.

Republic of Texas: Three launches announced for 1965. They are _____.

GRAB: Two launches announced for 1965. They are _____.

KOTGO: One launch announced for 1965. It is _____.

LAMPLIGHTER: Two launches announced for 1965. They are _____.

Oceania: One launch announced for 1965. It is _____.

Rushing

KOTGO rushes his launch by 3 months (3MB spent, -6% to safety factors).

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

Missions

KOTGO Mars Fly-by in progress. Mars Orbital Burn: 34%<90%, Mars Orbital Activities: 33%<90%. Success! +1% to 2 and +6MB to budget.

KOTGO launches a Manned Lunar Pass with P. Kariya and J. Jagr. Launch: 16%<73%, Earth Orbital Burn: 11%<83%, Earth Mission Burn: 33%<83%, In-Route Activities: 89%>75%, retro-rocket failure, complex problem, must perform successful EVA: 77%<86%, repairs successful, Lunar Mission Burn: 64%<83%, In-Route Activities: 72%<75%, Earth Orbital Burn: 56%<83%, Earth Orbital Activities: 15%<75%, Earth De-Orbital Burn: 09%<75%, Re-entry: 45%<75%, Recovery: 43%<75%. Mission success! +1% to D, F, and b, P. Kariya to 30%, J. Jagr to 20%, +20MB to budget.

Oceania launches a Manned Orbital with Docking and Spacewalk with Trigger and Hopalong Cassidy. Launch: 16%<92%, Earth Orbital Burn: 24%<70%, Earth Orbital Activities: 68%<70%, Docking Module Power On: Automatic failure (no Orbital Satellite technology), Docking: Automatic failure, Spacewalk:

89%<98%, Earth De-Orbital Burn: 31%<70%, Re-entry: 33%<70%, Recovery: 01%<70%. Mission partial success. +1% to B and b, Trigger and Hopalong Cassidy to 10%, +3MB to budget.

LAMPLIGHTER launches a Venus Fly-By. Liftoff: 91%>88%, major booster problem, launch cancelled. Mission failure. +1% to B, -3MB to budget.

LAMPLIGHTER launches a Manned Orbital mission with Lux Redux. Liftoff: 27%<89%, Earth Orbital Burn: 45%<80%, Earth Orbital Activities: 89%>80%, fuel or propellant problem, fuel gauge error, no effect, Earth De-orbital Burn: 49%<80%, Re-entry: 19%<80%, Recovery: 65%<80%. Success. +1% to A and a, Lux Redux to 10%, +4MB to budget.

GRAB launches a Manned Orbital and Docking with Dak Broadbent. Liftoff: 99%>90%, last second countdown abort, problem resolved, countdown resumes, Liftoff: 76%<90%, Earth Orbital Burn: 12%<84%, Earth Orbital Activities: 53%<84%, Docking Module Power On: 40%<98%, Docking: 50%>45%, Earth De-Orbital Burn: 36%<84%, Reentry: 73%<84%, Recovery: 50%<84%. Partial success! +1% to a and B, +5% to docking, Dak Broadbent to 50%, +2MB to budget.

GRAB launches a Manned Orbital and Docking with Tom Corbett. Liftoff: 14%<92%, Earth Orbital Burn: 05%<85%, Earth Orbital Activities: 87%>85%, Tom saves!, Docking Module Power On: 75%<98%, Docking: 46%<50%, Earth De-Orbital Burn: 29%<85%, Reentry: 28%<85%, Recovery: 55%<85%. Success! +1% to a and A, +15% to docking, Tom Corbett to 30%, +8MB to budget.

Republic of Texas launches a Lunar Probe. Liftoff: 89%>87%, negative ignition, subsequent explosion damages launch facility. 15MB must be spent to repair it before it can be used again. +1 to B, -6MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk mission with Blaha and Houston. Liftoff: 31%<91%, Earth Orbital Burn: 12%<85%, Earth Orbital Activities: 70%<85%, Docking Module Power On: 10%<98%, Docking: 75%>45%, Spacewalk: 03%<98%, Earth De-Orbital Burn: 41%>85%, Re-entry: 91%>85%, heat shield is ajar and damages craft, -25% penalty on recovery check, Recovery: 65%>60%, extraction difficulties, hatch jammed shut, must be cut open. Partial success, Blaha and Houston to 30%, +1% to b and B, +5% to Docking, +3MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk mission with Travis. Liftoff: 56%<96%, Earth Orbital Burn: 48%<89%, Earth Orbital Activities: 49%<89%, Docking Module Power On: 40%<98%, Docking: 53%>50%, Spacewalk: 98%=98%, Earth De-orbital Burn: 89%=89%, Re-entry: 43%<89%, Recovery: 66%<89%. Partial success, Travis to 10%, +1% to a and A, +5% to Docking, +3MB to budget.

Andorra launches a Manned Sub-Orbital with Dino. Liftoff: 07%<88%, Reentry: 22%<82%, Recovery: 35%<82%. Success, Dino to 30%, +1% to A and a, +2MB to budget.

Andorra launches a Manned Orbital with Fred. Liftoff: 66%<89%, Earth Orbital Burn: 43%>83%, Earth Orbital Activities: 59%<83%, Earth De-Orbital Burn: 06%<83%, Reentry: 48%<83%, Recovery: 18%<83%. Mission success. Fred to 20%, +1% to A and a. +4MB to budget.

Andorra launches a Lunar Fly-by. Liftoff: 68%<92%, Earth Orbital Burn: 89%>70%, mission failure. +1% to 2 and B, -3MB to budget.

Players

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	Andorra	Luxembourg, Aerotechnica Moon Program - Lifting Into Golden Heights Through Ether Reaches	Kingdom of the Great One	Oceania	Government Resource Acquisition Bureau	Republic of Texas
Budget (1964)	158	104	100	58	111	110
Cash	5	26	48	10	1	4
1-Orbital Satellite	3 / 96%	1 / 96%	0 / 96%		1 / 98%	1 / 98%
2-Interplanetary Satellite	0 / 71%	1 / 86%	0 / 91%		2 / 93%	
3-Lunar Probe	1 / 89%				1 / 63%	0 / 85%
4-Docking Module		1 / 75%	1 / 45%	0 / 45%	1 / 65%	0 / 50%
A-One Stage Rocket	1 / 90%	2 / 90%	3 / 90%		1 / 93%	5 / 97%
B-Two Stage Rocket	3 / 93%	0 / 89%	0 / 92%	0 / 93%	6 / 91%	0 / 92%
C-Three Stage Rocket					1 / 90%	
D-Liquid Fuel Strap-ons		2 / 89%	4 / 86%	1 / 85%		1 / 69%
F-Kicker		1 / 85%	2 / 96%	1 / 96%		1 / 95%
G-"Mega" Stage Rocket	1 / 53%					
EVA Suits	98%	98%	98%	98%	98%	98%
a-One Person Capsule	2 / 84%	2 / 81%	1 / 83%		0 / 86%	2 / 90%
b-Two Person Capsule		2 / 85%	0 / 88%	0 / 71%	2 / 70%	0 / 86%
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module			3 / 64%	1 / 77%		1 / 27%
f-Three Person Minishuttle						
h-Four Person Cap/Module	1 / 32%					
Photo Recon	95%	65%	65%	70%	65%	65%
Launch Facilities	3	2	1	1	2	3
Astronauts	Dino (30%), Fred(20%),	Linda Luxious, Biluxi Bob (20%), Mary Mullux, Lux Redux	P. Kariya (30%), J. Jagr	Hopalong Cassidy,	Dak Broadbent (50%), Creideiki,	Houston, Blaha (30%),

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
	Barney, Betty (0%)	(10%)	(20%)	Trigger (10%)	Tom Corbett (30%), Buck Rodgers (10%), Flash Gordon (0%)	LBJ, Bush (20%), Cisneros, Travis (10%), Austin (0%)

1965

Draw Event Cards

Republic of Texas: Fortunate accident, may cancel next module failure. -5MB to budget.

Andorra: Corporate investment. 10MB added to cash. -10MB to budget.

KOTGO: R&D Bonus, +1% added to all dice rolled. +5MB to budget.

GRAB: Test Failure. -15% to two-person capsule. +1MB to budget.

LAMPLIGHTER: R&D Bonus, +1% added to all dice rolled. +10MB to budget.

Oceania: R&D Setback, -2% to all dice rolled (1 minimum). +7MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1965 Budget	146	81	130	51	127	162
1966 Budget	136	91	135	58	128	157
Cash	161	107	178	61	128	166

Lupine

Setup

Turn 1 Conferences, Cabinets, and Coalitions due: 2/3 Tuesday

Setup

Vote Share

Round 2

Round 3

FDP places 5 in Hessen
CDU places 5 in Saarland
SPD places 5 in Hessen
Grüne places 5 in Hessen

FDP places 5 in Hessen
CDU places 3 in Hessen, and 1 each in Rheinland-Pfalz and Neidersachsen
SPD places 5 in Hessen
Grüne places 5 in Saarland

FDP places 5 in Hessen
CDU places 5 in Hessen
SPD places 5 in Neidersachsen
Grüne places 5 in Neidersachsen

Campaign Days

Round 2

Round 3

FDP places 3 in Hessen
CDU places 3 in Hessen
SPD places 3 in Rheinland-Pfalz
Grüne places 3 in Hessen

FDP places 3 in Hessen
CDU places 3 in Hessen
SPD places 3 in Neidersachsen
Grüne places 1 in Hessen and 2 in Rheinland-Pfalz

FDP places 3 in Hessen
CDU places 3 in Saarland
SPD places 3 in Neidersachsen
Grüne places 3 in Neidersachsen

Media Tokens

FDP places a media token in Hessen
CDU places a media token in Hessen

SPD places a media token in Neidersachsen

Grüne places a media token in Rheinland-Pfalz



S.O.B.

The Parties

CDU
Player: Caleb Cousins
Campaign Days: 6
Media: 4
Conferences: 2 Special
 Regular
Platform: Freugeutliche Grundordnung
 35-Stunden-Woche NEIN
 NATO NEIN
 Steuersenkung NEIN
 Gewerkschaft

Grüne
Player: Brad Martin
Campaign Days: 6
Media: 4
Conferences: 2 Special
 Regular
Platform: Umweltshutz
 §218 JA
 Atomkraft NEIN
 Steuersenkung JA
 Gewerkschaft

FPD
Player: Pitt Crandlemire
Campaign Days: 6
Media: 4
Conferences: 2 Special
 Regular
Platform: Marktwirtschaft
 35-Stunden-Woche JA
 NATO NEIN
 Steuersenkung NEIN
 Freugeutliche Grundordnung

SPD
Player: Andy Lewis
Campaign Days: 6
Media: 4
Conferences: 2 Special
 Regular
Platform: Gewerkschaft
 35-Stunden-Woche JA
 NATO JA
 §218 NEIN
 Atomkraft JA

The Provinces

Hessen

	CDU	Grüne	FDP	SPD
Campaign Days	6	4	9	0
Vote Share	8	5	15	10
Media Tokens	1	0	1	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	2	0	3
Vote Share	1	0	0	0
Media Tokens	0	1	0	0
Trend	0	0	0	0

Issues: Atomkraft NEIN
 Gewerkschaft
 Steuersenkung JA
Mandate Range: 4-9

Available Issues

35-Stunden Woche JA Steuersenkung JA
 Atomkraft JA Atomkraft NEIN

Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	3	0	6
Vote Share	1	5	0	5
Media Tokens	0	0	0	1
Trend	0	0	0	0

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

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	3	0	0	0
Vote Share	5	5	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

Issues: NATO NEIN
Mandate Range: 4-9

Bonn

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

Order for turn 1 is: FDP, SPD, CDU, Grüne

Your cash: _____

Available Ministers: _____

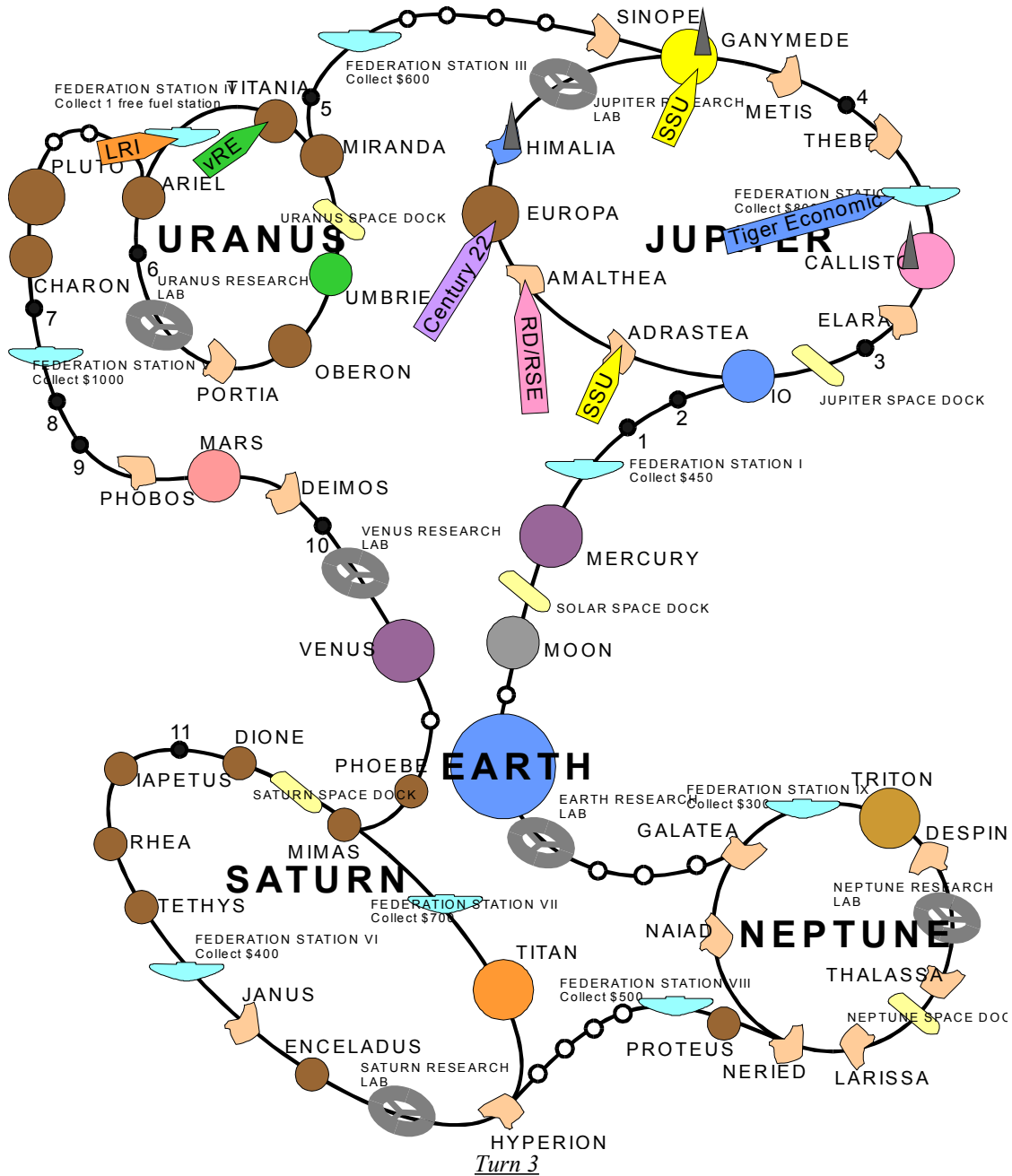
Sun Dog

Turns 2.2 to 3.2

Turns 3.3 to 4.3 due: 2/3 Tuesday

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	Buys Ganymede for \$360. Places fuel station (refuels to full).
van Rijn Enterprises	Blank Dot 1	5, 5; 4, 6	Umbriel	Bypasses Ganymede, buys Umbriel for \$290.
Lunar Rendezvous, Inc.	Blank Dot 4	3, 5	Federation Station III	Buys 2 fuel stations for \$1000.
Red Dog/Red Shift Enterprises	Federation Station I	1, 1; 2, 3	Callisto	Buys Callisto for \$350. Places fuel station (refuels to full).



Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Himalia	4, 5	Himalia	Places fuel station on Himalia, refuels.
Century 22	Blank Dot 3	2, 5	Ganymede	Pays \$140 rent to Solar Solutions, Unlimited.

The Players

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia	2	16	2390
Century 22 (Purple)	Bill Scharf		4	17	1705
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Ganymede	2	20	1545
van Rijn Enterprises (Green)	Pitt Crandlemire	Umbriel	3	11	1705
Lunar Rendezvous, Inc. (Orange)	Andy Lewis		6	19	1495
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto	3	16	1495

Turn 3

Company	Starting Location	Die Roll	Ending Location	Notes
Solar Solutions, Unlimited	Ganymede	1, 4	Adrastea	5 fuel used.
van Rijn Enterprises	Umbriel	1, 6	Titania	7 fuel used.
Lunar Rendezvouses, Inc.	Federation Station III	4, 6	Federation Station IV	Gains free fuel station, may purchase more.
Red Dog/Red Shift Enterprises	Callisto	4, 5	Amalthea	9 fuel used.

Turn 4

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Himalia	3, 6	Federation Station II	9 fuel used, gains \$800, may purchase additional fuel stations.
Century 22	Ganymede	1, 2	Europa	3 fuel used.
Solar Solutions, Unlimited	Amalthea	4, 6	Ganymede	10 fuel used.

Notes

Any objection to running two or three turns at a time here? If so, let me know with your next set of orders.

In the Doghouse
with Marmaduke

Due to colds in the family, this is late to Chris so it will be short. I hope everyone had wonderful holidays. A trip to my in-laws allowed me to do my research on Wilson's Creek for inclusion in A5A II; I'll now be able to get that to playtesters quickly. This one will be very quick to play with low unit density. The Gamers have Raging Storm and Semper Fi out, new TCS games. I wasn't going to order Raging Storm but can't pass up the opportunity to have Pz V and Tiger I units! Semper Fi should be a great intro into the system with several small map 8½ x 11 several scenarios and low unit density; a real nice couple of hours intro. Also, if you're into Gamers games, there running a big winter sale until the end of January - Buy one game at full price and get the next ones at \$15 and at 4 games some drop to \$10 each (the new TCS are excluded). Get your friends together and save a bundle.

Since it's the new year, I'm going to put a simple reminder in for those people submitting vacation schedules - Avaloncon '98 July 29 - Aug 2. Don't miss another one. What an awesome time.

A question was raised about the new slapshot offering. Yes it will have rotating turns this time. No last person getting stuck there the whole time.

Until next time. On with the games....

Stand-by Call Paul Bolduc for Ward in Hootch and Caleb Cousins for Sean in Hootch

Game Openings:

Slapshot: Minimum of 6. Chris Geggus

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR:

Wembley:

Rin Tin Tin

GM: Andy Lewis

Deadline for Endgame Statements is January 30, Friday

The consensus was to concede to Brendan although one person would have liked to make him win it outright. I must apologize to the players of this game. It was

the first time that I ran Settlers by mail and believe the biggest detriment to this game was the fact that I conducted all the set-up in one mailing.

Hootch

Turn 9.2 to 10.2

GM: Andy Lewis

Deadline for Turn 9.2 to 10.2 is January 30, Friday

Turn 9

Chris G's player-turn

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

Trades: Trade 1G to Pitt for 1W, Trade 3W for 1O

Actions: Buy Development Card (15)

Sean's player-turn(NMR)

Production: Wool (Chris G, Pitt)

Trades: None

Actions: None

Pitt's player-turn

Production: Wool (Chris G, Pitt)

Trades: None

Actions: Use Road Building to build roads at W/M8 and M8/O4

Turn 10

Ward's player-turn(NMR)

Production: Brick (Chris G., Pitt)

Trades: None

Actions: None

Chris G's player-turn

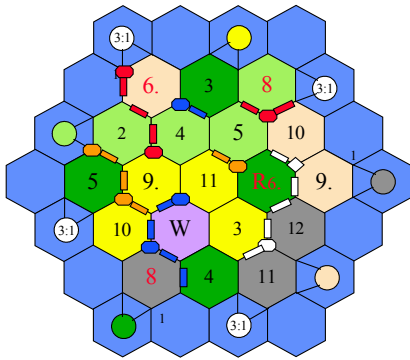
Production: Wool (Chris G.), Ore (Pitt)

Trades: Trade 3W for 1L

Actions: Build road at P5/P8

- 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 10.2



Cards After 10.2

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	2	2	1	--	2	--	3
Chris	--	1	--	--	--	U(15)	3
Sean	3	--	1	1	--	--	3
Pitt	1	2	3	1	2	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: None

Pitt: Will Give 1O for 2G or 1G & 1L

Turn 10 Production Die Rolls

Sean's player-turn: 6

Pitt's player-turn: 9

Turn 11 Production Die Rolls

Ward's player-turn: 8

Chris's player-turn: 11

Sean's player-turn: 6

Press

The question was asked what Invention was - Whoever plays this may immediately take 2 Raw Material Cards. These may be used in the player's Action Phase.

Benji

Turns 4.1 to 5.1

GM: Andy Lewis

Deadline for Turns 5.2 to 6.2 is January 30, Friday

Turn 4

Bill's player-turn

Production: Move Robber to O6 and steal 1G from Chris G

Trades: None

Actions: Build road at M2/O5

Caleb's player-turn

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

Trades: None

Actions: None

Brad's player-turn

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

Trades: None

Actions: None

Chris G.'s player-turn

Production: Move Robber to M4 and steal 1O from Brad

Trades: None

Actions: Buy Development card (1)

Turn 5

Bill's player-turn

Production: Wool (Brad)

Trades: None

Actions: None

Cards After Turn 5.1

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

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Bill: None

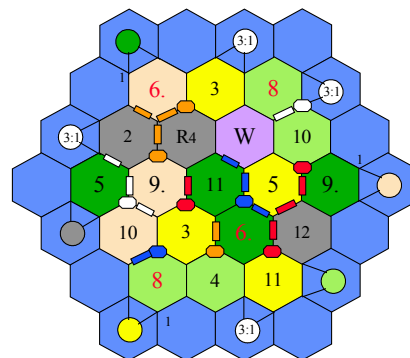
Caleb: None

Brad: Will give 1O for 1G & 1L or 1G & 1W

Chris G: None

- 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 5.1



Turn 5 Production Die Rolls

Caleb's player-turn: 8

Brad's player-turn: 9

Chris G's player-turn: 6

Turn 6 Production Die Rolls

Bill's player-turn: 7

Caleb's player-turn: 5

Lassie**Turn 6****GM: Andy Lewis****Deadline for Turn 7 is January 30, Friday**Round 2, Group DStar Players Available

Rotherham United 0-0 at Tottenham Hotspur 3-1

Tottenham Hotspur wins 4-0

£150,000 per

Liverpool buys a goalkeeper

Scunthorpe United 0(unchanged)-1 at Liverpool 2-1

Liverpool wins 3-1

£205,000 per

Bradford City 1(modified to 0)-2 at Nottingham Forest 2-2

Nottingham Forest wins 4-2

£155,000 per

Plymouth Argyle buys Central Defender

Swansea City 0(unchanged)-0 at Plymouth Argyle 1(modified to 2)-2

Plymouth Argyle wins 4-0 and gains 1 Glory Point

£55,000 per

The teams for Round 3 are Aston Villa, Derby County, Liverpool, Manchester, Newcastle United, Nottingham Forest, Plymouth Argyle, and Tottenham Hotspur.

The draw gods were with me again. Nobody has a team playing against another team they own.

Goalkeepers (£250,000) - 0

Central Defenders (£400,000) - 0

Midfielders (£600,000) - 0

Strikers (£750,000) - 2

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

Brad Martin (£795,000 - 0 Glory Points)

Nottingham Forest (goalkeeper)

Sean Cousins (£1,190,000 - 1 Glory Point)

Tottenham Hotspur

Derby County (goalkeeper)

Bill Scharf (£620,000 - 0 Glory Points)

Liverpool (goalkeeper)

Chris Geggus (£755,000 - 5 Glory Points)

Plymouth Argyle (central defender, midfielder)

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

Newcastle United (goalkeeper, central defender, midfielder)

Aston Villa

Manchester United (central defender, midfielder)

Scooby**Turn 3, Phases 4-6****GM: Andy Lewis****Deadline for Turn 3 Phases 7 and Turn 4, Phases 1-3 is January 30, Friday**

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, 20, ii11, ii30	100	--	88	3	10	4	I, E, N, R, F
Caleb Cousins	Venice (2)	14, ii1, ii23, ii39	10	--	124	1	12	4	I, F, R, A
Pitt Crandlemire	Genoa (4)	19, ii41	80	--	91	5	8	4	A, N, E
Paul Bolduc	Paris (6)	11, ii21	70	--	84	2	11	10	I, E, R, S
Dennis Cain	Hamburg (1)	16, 11, ii36, ii30	50	--	62	6	7	4	I, N
Bill Scharf	London (3)	20, ii37, ii18	40	--	59	4	6	6	A, V, E, I

Commodity Log

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

Barcelona cedes Mon to Genoa

A question was raised about number of Hamburg dominances - satellites don't

count

Turn 3Phase 4 Purchase**Venice** buys Holy Indulgence (\$40) [misery increases to 10], Overland East (\$40), Heavens (\$30), pays stab.(\$1)**Paris** buys Seaworthy Vessels (\$60), pays stab. (\$1)**Barcelona** buys ship upgrade(\$10), Holy Indulgence (\$20) [misery increases to 100], pays stab. (\$3)**London** buys ship upgrade (\$10), Patronage (\$30) [misery increases to 40], Caravan (\$20), Urban Ascendancy (\$20), pays stab.(\$3)**Genoa** buys Heavens (\$30), Written Record (\$20), Patronage(\$10) [misery increases to 80], pay stab. (\$1)**Hamburg** buys Caravan (\$20), Written Record (\$30), misery increases to 50Phase 5 Expansion**Venice** - 3T ERZ, 4T ALP, 1T SIC, 3T buy card (Iii), 2T TAN, 2T TRE**Paris** - 3T SUE, 2T POT**Barcelona** - 6T buy card (11ii), 4T MON (6-3-3 WINS), 3T TRI (1-6-2 LOSES), 4T ALG (3-2-1 WINS)**London** - 2T NOV, 3T CHE**Genoa** - 4T CAI, 2T CRE

Hamburg - 5T NOV (6-4-3 WINS), 4T DAN, 1T SMO,
Venice gets the expansion bonus card (23ii)

Grain (surplus) Venice pays \$2, Timber (shortage)

Phase 6 Income

Venice gains \$87
Paris gains \$81
Barcelona gains \$75
London gains \$51
Genoa gains \$63
Hamburg gains \$57

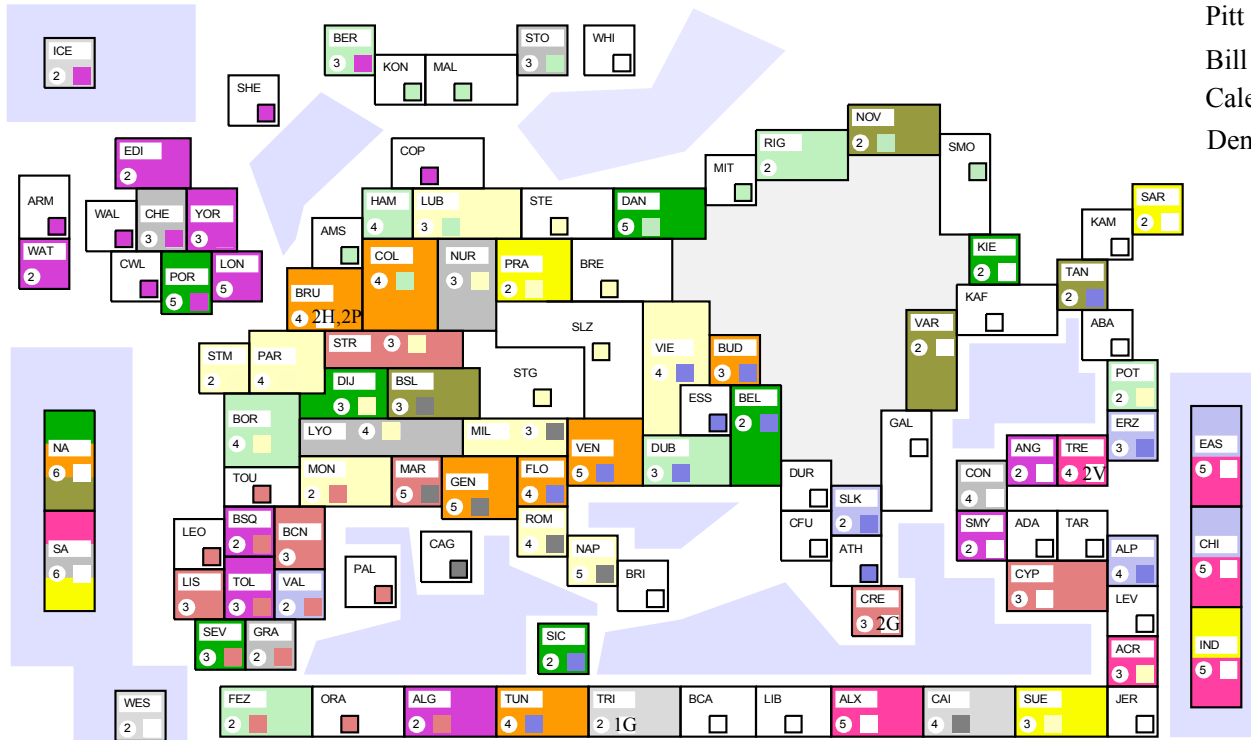
Turn 4
Phase 1 Draws

Venice draws 39ii
Paris draws 21ii
Barcelona draws 30ii
London draws 18ii
Genoa draws 41ii
Hamburg draws 30ii

Scooby through 3.6

Tie-breaking order

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



Buster

Round 3

GM: Andy Lewis

Deadline for Round 4 is January 30, Friday

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Green Meanies	Green	Sean	2-1-0	6	14	9	+Ardvaark
Brad's Aussie Duffers	Orange	Brad	1-0-2	5	9	5½	+Bjanby, +Tanamera
Desert Isles	Maroon	Caleb	1-0-2	5	7	7	+Pilsner, -Cull
Cain Insurrection	Purple	Dennis	1-0-2	5	6	2½	+Frankenstein
Yellow Peril	Yellow	Pitt	1-2-0	3	8	5	+Limpard
Virginia Red Tide	Red	Dave	0-3-0	0	12	2½	+Winkelpicker, +d'Arme, +Angelo, -Delarda

Round 3

Yellow Peril at Green Meanies

Yellow Peril Goalie: Brad Basket
Green Meanies: Al Cohol

Phil M'Glass vs. Roland Butter [dr 4, ? - Brad Basket gets yellow card] **0-1**
Dai Bollical [dr 4+1, ? - Penalty shot dr 0] vs. Sid Cup **1-1**
Nils Limpard [dr 5] vs. Benny Fitt **2-1**
Chris Allis vs. Bernie Toast [No shots]
Herb Tea [No shots] vs. Ed Case

Sean Lamb vs. Gaz Hump [No shots]
Don Keebrane vs. Kenny Score [dr 4+1] **2-2**
Jock Strapp [dr 2, 1] vs. No one **2-2**
No one vs. Kim Ardvaark [dr 4] **2-3**
Max Volume vs. Daley Bread [dr 4, 4] **2-5**
Joe Kerr [dr 2, 5] vs. No one **3-5**
No one vs. Terry Bull [dr 4] **3-6**

Green Meanies win another high scoring affair 6-3!

Virginia Red Tide at Cain Insurrection

Virginia Red Tide Goalie: Gary Baldie

Cain Insurrection Goalie: Konrad Frankenstein

Rolf Winkelpicker vs. Butch Haredough [dr 1+1, 2+1] **0-1**

Andy Mann [dr ? - Frankenstein gets yellow card, ? - **Frankenstein gets a second yellow card and will miss the rest of this match and Round 4**, Ivor Bigwon enters the match] vs. Frank Lee **0-1**

Buster Gutt vs. Matt Black [No shots]

Mark Thyme vs. Jonah Murk [No shots]

Stan Dandy liver [dr 2, 5] vs. Buck Teeth **1-1**

Dan Delion vs. Tim Iddley [dr ? - **Tim Iddley and Gary Baldie are injured and will miss Round 4, Percy Vere and Pat O'Cake enter the game**] **1-1**

Tom Bowler vs. Lee Nova [dr ? - Penalty shot dr 2, 1] **1-2**

Eamonn Upfield [dr 2, 2] vs. No one **1-2**

Bruce Toes vs. Ryan Dice [No shots]

No one vs. Alf Wayline [dr 3, ? - O'Cake gets a yellow card] **1-3**

Jimmy Riddle [dr 5,5] vs. No one **3-3**

No one vs. Des Troy [dr 3] **3-4**

Cain Insurrection wins a bloody match at 4-3 but lose Frankenstein early for next round!

B.A.D. at Desert Isles

B.A.D. Goalie: Maurice Oxford

Desert Isles Goalie: Doug Flowerbed

Gordon Bennett vs. Rex Shipp [No shots]

Bob Slay vs. Dieter Pilsner [dr 3] **0-1**

Stig Bjanby vs. Justin Case [dr 3] **0-2**

Harry Carey vs. Barry Island [No shots]

Neil Down [dr 3, ? - Penaly Shot! dr 4] vs. Will Full **2-2**

Sidney Harbour-Bridge vs. Mickey Finn [dr 5] **2-3**

Dick Head vs. Pete Sake [No shots]

Jerry Cann [dr 3] vs. Stu Pidd **3-3**

No one vs. Glenn Coe [dr 5] **3-4**

Roger Andout vs. Hank Ward [No shots]

Willie Missit [dr 1, ? - Penalty Shot! dr 4] vs. No one **4-4**

A penalty shot allows B.A.D. to pull out a 4-4 draw!
Foreign Player Bidding

Jean d'Arme: Virginia Red Tide wins with a bid of 3

Michael Angelo: Virginia Red Tide wins with a bid of 3

Juan Tanamera: B.A.D out raises to buy at 4

Cain Insurrection: Take free £½

Green Meanies: Take free £½

Press

Virginia Red Tide - All: Hard to believe going into this round I've scored the most goals in the game and have the worst record.

Due next month: Round 4 orders and bids (in order) on Enrique Bogota, Stefan Kikarski, Boris Badakoff

Round 4:

Desert Isles at Green Meanies

Virginia Red Tide at B.A.D

Cain Insurrection at Yellow Peril

Coal

Qualifying - Game Start

GM: Andy Lewis

Deadline for Turn 1 is January 30, Friday

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	25, 52, 9, 45, 30, 6	34(XXX.705)
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	2, 30, 46, 39, 49, 14, 48	59(XXX.195)
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	37, 50, 56, 32, 60	55(XXX.720)
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	59, 3, 48, 18, 46, 35	29(XXX.225)

Turn 1 - 15 Laps (15 of 160)

Lap Count

Texaco/Havoline Ford plays 43 (12 Laps) and 10 (3 Laps)

Victoria's Secret Ford plays 12 (15 Laps)

Pink Pussycat Lounge Studebaker plays 36 (15 Laps)

Australis Motors RR plays 45 (15 Laps)

Action Phase

Victoria's Secret plays 7 (Inside Advantage) to try to pass Ernie Irvan who challenges by playing 59 (Challenge). Anita Mann doesn't choose to follow either car. Leadfoot draws 59 (XXX.195) and Ernie Irvan draws 1 (XXX.615) which stops Leadfoot even with his advantage. Leadfoot doesn't choose to take a second action.

Texaco/Havoline Ford plays 55 (Good Car Setup) as his action which increases his hand capacity to 8 for the rest of the race.

Pink Pussycat Lounge Studebaker plays 49 (Pass Outside) and passes Leadfoot. Anita then plays 34 (Pull Away) to create a gap.

Australis Motors RR plays 16 (Learn the Track) which allows Brad to play one extra card per turn for the rest of the race. He then plays #29 (Pass Inside) to overtake Leadfoot and fill the gap behind Anita.

Refill Phase

Ernie Irvan draws 56, 32, 60.

Anita Mann draws 45, 30, 6.

Brad Martini draws 18, 46, 35.

Leadfoot draws 49, 14, 48.

Turn 2 - 6 Laps (21 of 160)

Give orders to make lap count and actions.

Press

Dennis - All: Come on guys, I thought we were using REAL drivers here! <So did I, but I'm actually I NASCAR fan and have favorites>

A f t e r L a p 1 5 o f 1 6 0



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. 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?

A1. Captains don't command battalions, they command companies.

Joe Carl, Pitt Crandlemire, Chris Geggus, Steve Koehler, Dave McCrumb, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q2. 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?

A2. He can shout. He is deaf, not dumb.

Dennis Cain, Joe Carl, Pitt Crandlemire, Dan Eisenhut, Chris Geggus, Tom Howell, Steve Koehler, Andy Lewis, Dave McCrumb, Ward Narhi, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q3. Which is the odd one out: grandfather, sibling, brother-in-law, mother, aunt?

A3. Sibling, which does not specify gender. (Your aunt could be related by marriage.)

Pitt Crandlemire, Steve Koehler, Ward Narhi, Berry Renken, and Bill Scharf each receive ½ point.

Q4. Why is 31 June of such great importance to the islanders of Minki?

A4. Because the date, like the islanders, doesn't exist.

Dennis Cain, Joe Carl, Pitt Crandlemire, Dan Eisenhut, Chris Geggus, Steve Koehler, Andy Lewis, Dave McCrumb, Ward Narhi, Berry Renken, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q5. Where would you find a system of tunnels 60,000 miles long?

A5. In the human body, specifically your circulatory system.

Pitt Crandlemire, Dave McCrumb, and Brendan Whyte each receive ½ point.

Current Scores

Pitt Crandlemire	37½	Chris Geggus	37
Andy Lewis	31½	Paul Bolduc	25½
Andy York	24	Brendan Whyte	18½
Bill Scharf	18	Steve Koehler	17½
Dan Eisenhut	14½	Dennis Cain	14½
Berry Renken	13	Bob Robles	12½
Caleb Cousins	12	Dave Anderson	9
Ward Narhi	9	Brad Martin	7½
Tom Howell	7	Joe Carl	5½
Sean Cousins	5	Kevin Kinsel	4½
Dave McCrumb	4½	Debbie Osborne	4
Kevin Wilson	3½	Sigourney Street	½

New Questions

Topic: Ancient History

1. What was the first walled town in the world?
2. What was the first year in the ancient Egyptian calendar?
3. What civilization produced the first food surplus in history?
4. What was the first Phoenician colony in Africa?
5. What was the Buddha's name?

Pedagogy

The Earth is the planet about which we know the most, for the obvious reason that this is where we live. The Earth has been studied by humans since we first walked the planet, even if that study only amounted to which things were best to eat. As our tools have evolved, we have learned a considerable amount about our home.

One of the most useful tools for learning about the internal structure of the Earth is the seismograph. Earthquakes release three different kinds of waves. The most noticeable are the L-waves. These tend to travel along the surface and are responsible for most of the destructive power of earthquakes. Of more interest to scientists studying the internal structure of the Earth, however are the S- and P-waves. These travel deep into the interior of the planet, and their propagation can tell us a great deal about the structure of our planet. P-, or Primary waves are compression waves that travel through both solid and liquid media, while S-, or Secondary waves are transverse waves that travel only through a solid medium. Analysis of these waves after earthquakes has given us a pretty clear picture of the interior of the Earth.

The Earth has a solid inner core composed almost entirely of iron and nickel. Since these are the heaviest elements found in abundance in the earth, they settled out and sank toward the center during the period when the Earth was still molten. Despite the heat that is generated, mainly through the decay of radioactive elements, the inner core is not liquid because of the immense pressure of the material surrounding the core. The inner core has a radius of about 1350 km (850 mi.).

Next out is the outer core, a molten layer of iron and nickel some 2100 km (1300 mi.) thick. Because it is liquid and of a conducting metal, there are currents of charged particles that exist in the outer core. These currents are the source of the Earth's magnetic field. Without the dynamo action of the outer core, any magnetic field the Earth may have had from its formation would have long ago

decayed away, but these currents constantly renew the field, which represents one of the most important barriers against cosmic and solar wind radiation.

Outside of the core is the mantle, a layer of rock some 2900 km (1800 mi.) thick. Temperatures and pressures in the mantle are such that the mantle rock is not technically solid, but instead a highly viscous fluid. It can still transmit S-waves from earthquakes, but it also does flow, just very slowly. Convection cells exist in the mantle, with upwellings of hotter material and downwellings of cooler material. Upwellings can be broad, such as that which causes the mid-Atlantic ridge and pushes North and South America away from Europe and Africa. Other upwellings are very narrow and focused, such as the jet, which is responsible for building the Hawaiian Islands. Downwellings usually occur when one tectonic plate is subducted under another, such as at oceanic trenches.

The up and downwellings of the mantle translate to currents, which carry tectonic plates around. It is the motion of these plates that creates much of geography. For instance, mountain ranges are generally the result of the collision of two plates. The mountain range can either form at the place where the two plates collide, as is the case with the Himalayas and the Alps, or they can form at a weak spot in one of the plates, as is the case with the Rockies.

The junction of two plates is also the place where volcanoes usually form. There is the famous Ring of Fire circling the Pacific, home to quite a number of volcanoes which is also the site of a number of junctions between the various Pacific plates and several continental plates. Plus there is the famous example of Montserrat, which is quickly rendering the entire island uninhabitable. Many of those Caribbean islands, like their Pacific cousins, are volcanic in origin.

The crust of the Earth rides atop the mantle. The crust is a very thin layer of rock, ranging in thickness from some 10 km (6 mi.) beneath the oceans to 50 km (30 mi.) beneath the continents.

Next time, I will talk about the Earth's atmosphere and biosphere.

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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

Standby Calls

Chris Geggus for the Triffids in Dogpaddle, Mike Scott for France in Rabid Dog, Joe Carl for Florence in Fleabag, Bill Scharf for Venice in Fleabag, Pitt Crandlemire for Due Unto Others, and you (if checked) for Milan in Feral Dog.

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