

**Notes from Hades**

It never hits the fan a little at a time. This past month has been incredibly hectic, and there is it will not end this month. It all started with my business. Since we are doing better and better all the time, we decided it was finally time to leave Downtown Los Angeles behind. The reasons to leave are numerous. The neighborhood is going to hell in a freight train, the taxes are outrageous, and the parking and traffic are atrocious. We are moving to a smaller city called Santa Fe Springs, which for you non-locals is about 20 miles southeast of downtown L.A. and is well known for its pro-business attitude. As of this writing, we are still looking at office space, but the consensus is that the sooner we move, the better.

With all this talking about moving in my company, I took a look at my personal situation and decided that the time had also come to move my residence. With the current economic and real estate markets in Southern California, now is certainly the time to rent. So after looking at a number of the available options, I decided on a two bedroom condo with a two car garage and central AC. It's probably about 75% larger than my old apartment and it only cost about \$150 per month more than my old place. Not only that, it also will cut my commute into my office down to less than ten miles, as well as knocking almost 30 miles each way off my current commute into Irvine, where I do software consulting.

Meanwhile, while all this is going on, I have to prepare for a trade conference in which my company is participating. In order to better describe this, I will have to tell you a little bit about what my company does. Those of you who have no interest in the computer industry will probably want to skip onto the next paragraph. Anyway, my company specializes in a computer language called Smalltalk, which has actually been around since the early seventies, but has only recently hit it big as a language. It has had a major influence on the computer industry, however, because both the Macintosh and Windows owe their existence to Smalltalk. It was developed in the Xerox labs in Palo Alto, and like so many revolutionary developments produced there, it was completely ignored by Xerox. Both Steve Jobs and Bill Gates toured the lab at one point (not at the same time, however) and saw Smalltalk running on a workstation. The sight of this totally different, graphical interface then inspired there own platforms. Well, this trade conference is the first one of its kind to bring together all of the major makers of Smalltalk "dialects". And, of course, it is scheduled on the same weekend on which my deadline falls. Sigh.

Since this particular weekend is so busy, you may be wondering why I made it my deadline. Well, the answer is that starting on Monday (the 23rd) I am going on a well deserved vacation for two weeks. So, it was either try to get it out now, or delay it two weeks. Which would you prefer?

Finally, for those of you who are interested, this zine is put together using Microsoft Word, with all graphics done in CorelDraw imported as TIFF files into Word.

This issue's deadline will be **Friday, September 24.**

Current Games  
Machiavelli

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Flier Games

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Game Openings

**Machiavelli Stock Exchange** New players are always welcome. The game fee is \$2.00, half of which will be set aside for prizes for the winners.

**"Anubis"** New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley(pd.), Andy Lewis(pd.), Ron Johnson (pd.), Bill Scharf (pd.), and Dave Anderson. Need 1 more. If I don't get a sixth player by the next deadline, I will go ahead and run it with five.

**"Doghouse"** Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Need 8.

Wish List

**Outpost** is a game of industrial growth and exploitation. Each player plays the part of the commander of a new colony on a newly discovered world. Players upgrade their production and capabilities while competing for limited resources. Have Sean Cousins and Bill Scharf. Need 6 more players. This would be run in the zine.

**Time Agent** is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson. Need 5 more. This would be run by flier.

**Mustangs** is a game of World War II fighter combat. Have Andy Lewis and Eddie Campisano. Need 2 more. This would be run by flier.

**Die Macher** is a German election game. Have Sean Cousins and Bill Scharf. Need 2 more players. This would be run in the zine.

**Gunslinger** is a game of man-to-man conflict in the old West. Have Scott Cameron and Dave Anderson. Need 5 more. This would be a barroom brawl run in the zine. Note that despite the fact that the particular showdown has only five sides, it has seven characters. Each player will play one character.

Note that a subscription to S.O.B. is not required to play in a game run by flier.

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

\*\*\*\*\* NEW ADDRESS \*\*\*\*\*

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Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

**The Gates of Hades / MGN# O/B/8/ABC/1**  
**Winter/Spring 1462**  
**Deadline/Summer 1462 9/24 Friday**

*Naples indulges in one last buying spree and earns a victory! France avoids elimination due to some friendly action on the part of Florence. Milan regroups too late, while Venice and the Papacy do little of consequence.*

Retreats

France A3 retreats to garrison

Builds

		Treas.	Cost	Rem.
FLO	Maintain A1, A2, A3, A4, A5, no new builds	39	15	24
FRA	Maintain all, no new builds	7	6	1
MIL	Maintain A1, A5, build A2 Pavia, A3 Tyrolea, A4 Austria, A6 Milan, A7 (Elite Professional) Cremona	46	27	19
NAP	Maintain F1, F3, F5, F7, build F2 Bari	33	15	18
PAP	Maintain all, no new builds	21	9	12
VEN	Maintain A2, A3, F1, F2, build A1 (Elite Professional) Treviso	33	21	12

Expenditures

Naples buys Florence A2 Pisa for 18 ducats. It becomes Naples A1.

Orders

- Florence: A1 SALUZZO to Turin
- (Mann) A2 Pisa supports A3 (nsu)
- A3 FLORENCE supports A2 (nsu)
- A4 Genoa to MONTFERRAT
- A5 MODENA supports Papal A3 to Mantua (nso)
- France: G1 MARSEILLES converts to A1
- (Whitham) F2 PROVENCE(sc) supports G1
- Milan: A1 Hungary to SLAVONIA
- (Kinsel) A2 PAVIA to Turin
- A3 Tyrolea to SWISS
- A4 Austria to CARINTHIA
- A5 Montferrat to SAVOY
- A6 Milan to TARENT
- A7 (EP) Cremona to MANTUA
- Naples: A1 Pisa to SIENNA
- (Hurley) F1 Lower Adriatic to DALMATIA
- F2 Bari to LOWER ADRIATIC
- F3 Eastern Gulf of Lyon to LUCCA
- F5 Western Gulf of Lyon to AVIGNON
- F7 Western Tyrrhenian Sea to PIOMBINO
- Papacy: A3 Ferrara to BOLOGNA
- (Scharf) A4 Urbino to PERUGIA
- F1 ANCONA supports Naples F1 to Upper Adriatic (nso)
- Venice: A1 (EP) Treviso to VICENZA
- (Robles) A2 VERONA supports Florence A5 to Cremona (nso)
- A3 Croatia to CARNIOLA
- F1 UPPER ADRIATIC supports A3
- F2 Venice to VENICE LAGOON

Proposals

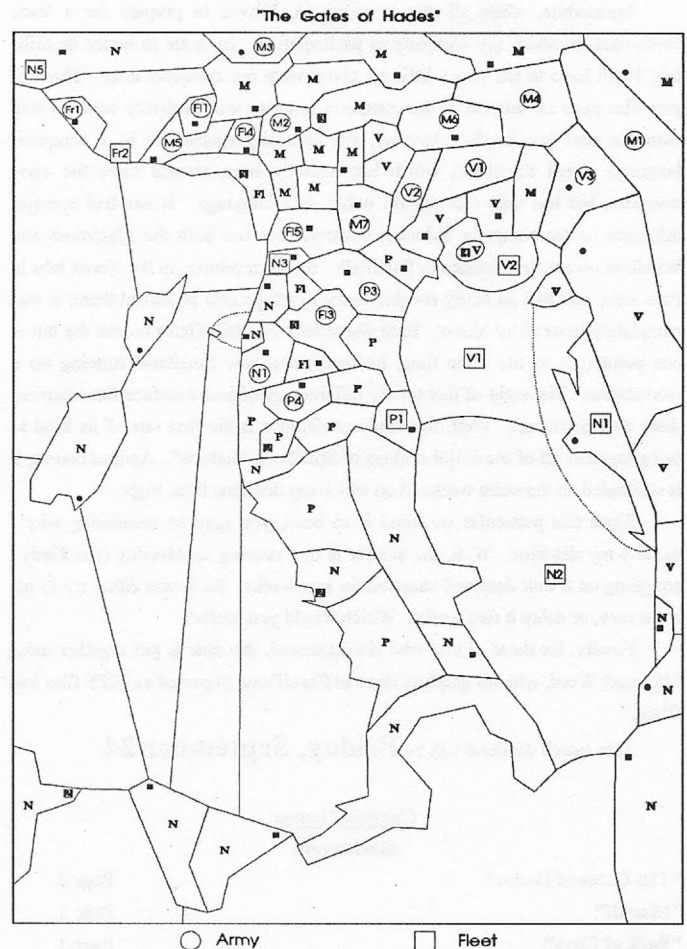
Florence/Milan/Naples/Venice draw fails. Milan/Naples draw proposed, but it just doesn't matter.

Spring 1462 Famine Losses

Naples F7 Piombino destroyed.

Press

- EC - Doge: Too bad I couldn't confess before I \_\_\_ and \_\_\_ and \_\_\_ everybody!
- EC - Howler: Too bad I had to \_\_\_ you like this!
- EC - Jackal: Too bad we had to \_\_\_ each other like this!
- EC - Maddman: Too bad it had to go to \_\_\_ in a \_\_\_ like this!
- EC - Wolfpack: Too bad it had to \_\_\_ like this?
- Flo - France: Is my payback for letting you live, you giving 2 ducats to Milan? Shame, shame.
- Flo - Milan: Should have wrote.
- Flo - Naples: Am I your favorite toady?
- Florence - Papacy: I could certainly use that help you promised me.
- Flo - Venice: Thanks for the ducats.
- Milan - All: This game is mine, mine, all mine, ha! Ha! Ha! Ha!
- Venice - All: Hey, where's the in-field chatter? It gets lonely making an ass of myself all by myself! Let's play a variation of Beavis & Butt Head's "Frog Baseball" -- Milanese Soccer. Everyone gets to direct a good swift kick to the head of Milan.
- Gloating Venetian - All: How about them Giants, kind of makes you shed a tear for the Dodgers...NOT!



**Mastiff / MGN# O/B/8/ABC/2**  
**Winter/Summer 1458**  
**Deadline/Fall 1458 9/24 Friday**

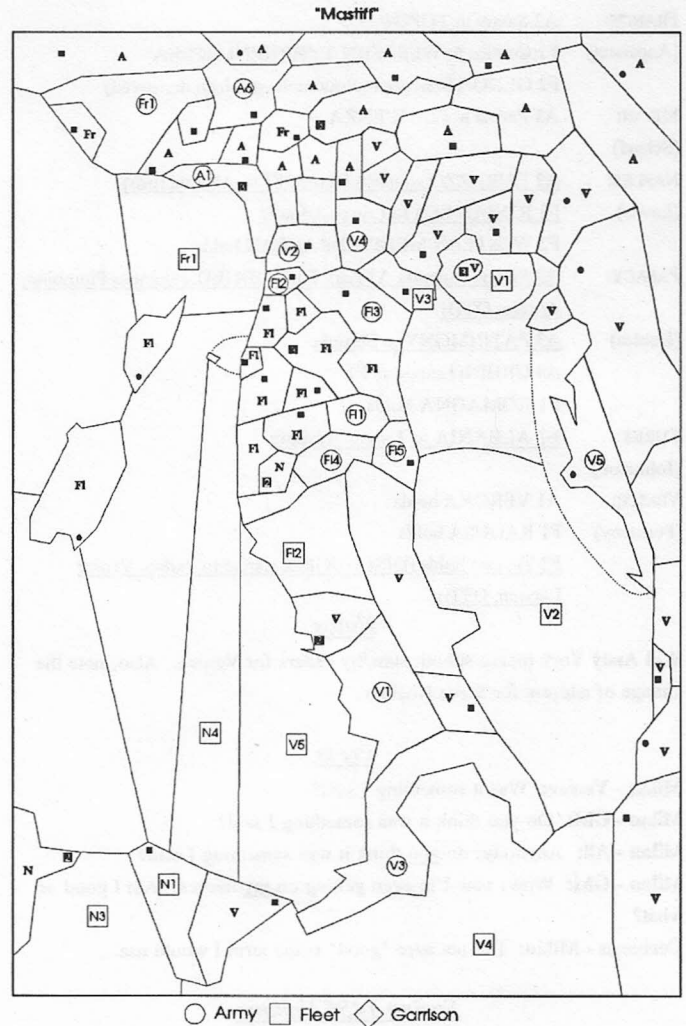
*France manages to gain back some ground from Austria while Naples ensures his own survival. Florence takes out the Pope while Venice shuffles his forces.*

Expenditures

Florence spends 12 ducats to disband Papal A2

Orders

- AUSTRIA: A1 Savoy to GENOA  
 (Johnston) A2 (EM) Provence to Marseilles (DISLODGED, retreat to Avignon, Savoy, Saluzzo, OTB)  
 A6 Avignon to TURIN
- FLORENCE: A1 URBINO supports A5  
 (Robles) A2 LUCCA supports A3  
A3 BOLOGNA supports A2 (cut)  
 A4 SPOLETO supports F2  
 A5 Romagna to ANCONA  
 F2 Gulf of Naples to CAPUA
- FRANCE: A1 (EM) Marseilles to PROVENCE  
 (Koehler) F1 EASTERN GULF OF LYON supports A1
- NAPLES: F1 Western Mediterranean to PALERMO  
 (Kinsel) F3 BAY OF TUNIS supports F1  
 F4 EASTERN TYRRHENNIAN SEA supports F1
- PAPACY: NMR! F1 Ancona holds (DISLODGED, retreat to Upper Adriatic, OTB)
- (Pomeroy) Since he no longer controls a home city, he is OUT!
- VENICE: A1 SALERNO holds  
 (Scharf) A2 MODENA supports A4  
 A3 Messina to OTRANTO  
A4 MANTUA to Bologna  
 A5 Aquila to DALMATIA  
 F1 VENICE LAGOON holds  
 F2 LOWER ADRIATIC transports A5  
 F3 Upper Adriatic to FERRARA  
 F4 IONIAN SEA transports A3  
 F5 (EM) Naples to GULF OF NAPLES



Press

- Florence - France:** Ah, exactly what are you doing?
- Florence - Venice:** The silence grows long (no doubt to be broken by the clash of arms).
- Venice - Naples:** I believe we've exhausted all the ways to miscommunicate...

Notes

Please note the change of address for Steve Koehler.

**Pack of Curs / MGN# O/B/8/ABCG/1**  
**Fall 1455**  
**Deadline/Winter/Spring 1456 9/24 Friday**

*Florence learns the hard way that he who lives by the bribe, dies by the bribe as the Pope disbands his disloyal army and France coopts his fleet. Venice falls asleep again, prolonging the life of the Turk and frustrating Naples. Austria continues his campaign against Venice and resumes his campaign against France. Finally, Milan quietly covers his home cities.*

Expenditures

- Austria spends 12 ducats to disband Venice A2 Trent
- France borrows 20 ducats from the moneylenders for 2 years (30 ducats due Fall 1457)
- France spends 21 ducats to buy Florence F1 Genoa

- Papacy borrows 4 ducats from the moneylenders for 1 year (5 ducats due Fall 1456)
- Papacy spends 12 ducats to disband Florence A5 Perugia

Orders

- AUSTRIA: A1 FRIULI supports A2  
 (Johnson) A2 Vicenza to TREVISO  
 A3 Carniola to CROATIA  
 A4 Tyrolea to SWISS
- FLORENCE: A1 BOLOGNA supports A3  
 (Koehler) A2 SPOLETO to Perugia  
 A3 FLORENCE supports A4  
 A4 Pisa to SIENNA  
A5 (EM) Perugia to Rome (nsu)  
F1 Genoa besieges (nsu)



- FRANCE: A2 Savoy to TURIN  
 (Anderson) F1 Corsica to WESTERN TYRRHENIAN SEA  
 F2 GENOA besieges (autonomous garrison destroyed)
- MILAN: A3 Parma to PIANCENZA  
 (Scharf)
- NAPLES: A2 DURAZZO supports Venice F1 to Albania (nso)  
 (Lewis) F1 IONIAN SEA to Lower Adriatic  
 F2 WESTERN MEDITERRANEAN holds
- PAPACY: A2 Sienna supports A3 (cut, DISLODGED, retreat to Piombino, Arezzo, OTB)
- (Robles) A3 PATRIMONY to Perugia  
 A4 URBINO supports F1  
 F1 ROMAGNA holds
- TURKS: F1 ALBANIA to Lower Adriatic
- (Johnston)
- VENICE: A1 VERONA holds  
 (Pomeroy) F1 RAGUSA holds  
F2 Treviso holds (DISLODGED, retreat to Padua, Venice Lagoon, OTB)

Notes

Will Andy York please submit standby orders for Venice. Also, note the change of address for Steve Kochler.

Press

- Milan - Venice:** Was it something I said?  
**Milan - GM:** Do you think it was something I said?  
**Milan - All:** Anybody, do you think it was something I said?  
**Milan - GM:** Wow, now I'm even getting on my nerves. Am I good or what?  
**Cerberus - Milan:** I'm not sure "good" is the term I would use...

Spring 1456 Famine

**Good Year!** Cremona, Austria, Pistoia, Fomova, Turin, Bosnia, Avignon

Spring 1456 Income

Provinces or cities in italics could change hands based on retreats and those underlined do not produce income this turn.

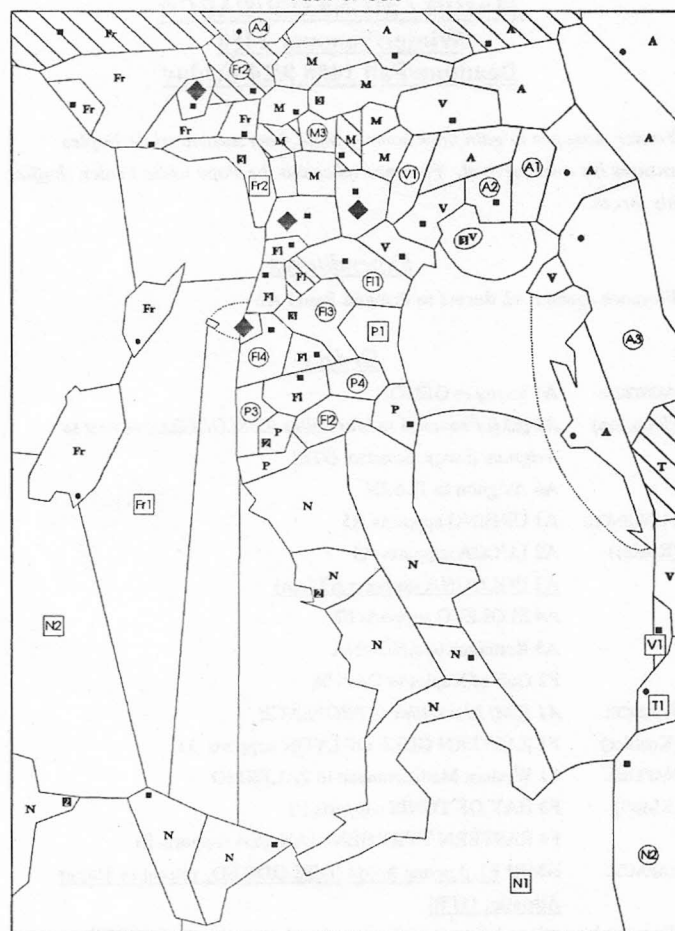
Provinces

- AUS: Swiss, Tyrolea, Austria, Hungary, Slavonia, Carinthia, (11)  
 Vicenza, Treviso, Friuli, Carniola, Croatia, Dalmatia
- FLO: Lucca, Pisa, Pistoia, Bologna, Florence, *Arezzo*, Perugia, (7)  
 Spoleto
- FRA: Avignon, Provence, Turin, Marseilles, Savoy, (7)  
 Montferrat, Genoa, Corsica, Sardinia
- MIL: Como, Pavia, Milan, Fornova, Piancenza, Cremona, (7)  
 Brescia, Bergamo, Parma
- NAP: Capua, Aquila, Naples, Salerno, Bari, Otranto, Durazzo, (10)  
 Messina, Palermo, Tunis
- PAP: Romagna, Ancona, Urbino, Patrimony, Rome, Tivoli (6)
- TUR: Bosnia, Albania (1)
- VEN: Trent, Verona, Ferrara, Padua, Venice, Istria, (8)  
 Herzegovina, Ragusa

Seas

- FRA: Western Tyrrhenian Sea (1)  
 NAP: Western Mediterranean, Ionian Sea (2)

"Pack of Curs"



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison

Cities

- AUS: Swiss, Tyrolea, Austria, Hungary, Treviso, Carniola, (7)  
 Croatia, Dalmatia
- FLO: Lucca, Pisa, Bologna, Florence(3), Arezzo, Perugia (7)
- FRA: Avignon, Turin, Marseilles, Savoy, Montferrat, (8)  
 Genoa(3), Corsica, Sardinia
- MIL: Pavia, Milan(3), Cremona (4)
- NAP: Naples(2), Bari, Durazzo, Messina, Palermo, Tunis(2) (8)
- PAP: Ancona, Rome(2) (3)
- TUR: Albania (1)
- VEN: Trent, Ferrara, Padua, Venice(3), Ragusa (7)

Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas.	Total
AUS	6	4	11	0	7	22	12	34
FLO	4, 6	8	7	0	7	22	0	22
FRA	1, 6 <sup>G</sup>	5	7	1	8	21	1	22
MIL	4	4	7	0	4	15	7	22
NAP	6	4	10	2	8	24	7	31
PAP	4	4	6	0	3	13	0	13
TUR	4	4	1	0	1	6	4	10
VEN	1, 2	5	8	0	7	20	1	21

<sup>G</sup>This is the roll gained by holding Genoa.

Game Summary

Coun	1454			1455		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	3	4	4	6	8
Flo	3	4	4	4	6	7
Fra	4	6	6	7	8	8
Mil	3	3	3	4	3	3
Nap	4	4	6	6	6	6
Pap	4	4	4	5	3	2
Tur	3	3	1	1	1	1
Ven	4	4	6	5	6	5

**Machiavelli Stock Exchange****Turn 6****Deadline Turn 6: 9/24 Friday**Notes

In the interest of brevity, the following abbreviations will be used: Aus - Austria, Flo - Florence, Fra - France, Mil - Milan, Nap - Naples, Pap - Papacy, Tur - Turks, Ven - Venice, GOH - "Gates of Hades", MAS - "Mastiff", POC - "Pack of Curs". Each country will be represented by a six letter abbreviation which will consist of the country name and the game name. The current prize for the winner is \$6.00 credit toward the S.O.B. gamefee or subfee of your choice.

Current Players:

Name	Nickname	Code
Dave Anderson	"Snoopy"	DA
Ron Johnson	"Vulture Dog"	RJ
Sean Johnston	"Otto"	SJ
George Mann	"Dog Master George"	GM
Bill Scharf	"Doge"	BS
Mike Stewart	"Bulldog"	MS

Sells/Buys

Stock	DA	RJ	SJ	GM	BS	MS	Total
FloGOH	--	--	--	--	--	--	0
FraGOH	--	+873	--	--	--	--	+873
MilGOH	--	--	--	--	--	--	0
NapGOH	--	--	--	+12	--	--	+12
PapGOH	--	--	--	--	--	--	0
VenGOH	--	--	--	+6	--	--	+6
AusMAS	--	--	--	+8	--	--	+8
FloMAS	--	--	--	--	--	--	0
FraMAS	--	--	--	--	--	--	0
NapMAS	--	--	--	--	--	--	0
PapMAS	--	--	--	--	--	--	0
VenMAS	--	--	--	--	--	--	0
AusPOC	--	-236	--	--	--	--	0
FloPOC	--	--	--	--	--	--	0
FraPOC	--	--	--	--	--	--	0
MilPOC	--	--	--	--	--	--	0
NapPOC	+10	--	--	--	--	--	+10
PapPOC	--	--	--	--	--	--	0
TurPOC	--	--	--	--	--	--	0
VenPOC	-8	--	--	--	--	--	-8

Price Changes

Stock	Old Price	Difference	New Price
FloGOH	39.50	-2.10	37.40
FraGOH	7.60	+22.46	30.06
MilGOH	42.07	+8.00	50.07
NapGOH	42.50	+16.24	58.74
PapGOH	23.50	+5.40	28.90
VenGOH	29.50	+5.62	35.12
AusMAS	33.80	+7.16	40.96
FloMAS	36.50	+1.90	38.40
FraMAS	17.50	-7.10	10.40
NapMAS	15.60	-2.10	13.50
PapMAS	8.50	-8.50	0.00
VenMAS	57.60	0.00	57.60
AusPOC	28.10	-0.72	27.38
FloPOC	27.80	+0.90	28.70
FraPOC	23.80	+6.90	30.70
MilPOC	18.70	-0.10	18.60
NapPOC	23.60	+0.20	23.80
PapPOC	15.50	-2.10	13.40
TurPOC	11.58	0.00	11.58
VenPOC	30.16	-2.26	27.90

Average stock price: \$29.16

Note: Since "Gates of Hades" has ended, the prices for those stocks has been frozen, and they will be removed from the register when all owned shares have been sold.

Portfolio Share Totals

Stock	DA	RJ	SJ	GM	BS	MS	Bank
FloGOH	--	--	--	--	--	--	1000
FraGOH	--	873	--	--	--	--	127
MilGOH	4	--	--	--	--	--	996
NapGOH	--	--	--	12	--	--	988
PapGOH	--	--	--	--	--	--	1000
VenGOH	--	--	--	6	--	--	994
AusMAS	--	--	--	8	--	--	992
FloMAS	--	--	--	--	--	--	1000
FraMAS	--	--	--	--	--	--	1000
NapMAS	--	--	--	--	--	--	1000
PapMAS	--	--	--	--	--	--	1000
VenMAS	19	--	--	--	--	11	970
AusPOC	--	--	--	--	148	40	812
FloPOC	--	--	--	--	--	--	1000
FraPOC	--	--	--	--	--	--	1000
MilPOC	--	--	--	--	--	--	1000
NapPOC	10	--	--	--	--	--	990
PapPOC	--	--	--	--	--	--	1000
TurPOC	--	--	144	--	--	--	856
VenPOC	--	--	--	--	--	--	1000

Portfolio Values

<u>Stock</u>	<u>DA</u>	<u>RJ</u>	<u>SJ</u>	<u>GM</u>	<u>BS</u>	<u>MS</u>	<u>Stock</u>	<u>DA</u>	<u>RJ</u>	<u>SJ</u>	<u>GM</u>	<u>BS</u>	<u>MS</u>
FloGOH	0.00	0.00	0.00	0.00	0.00	0.00	VenMAS	1094.40	0.00	0.00	0.00	0.00	633.60
FraGOH	0.00	26242.38	0.00	0.00	0.00	0.00	AusPOC	0.00	0.00	0.00	0.00	4052.27	1095.20
MilGOH	200.28	0.00	0.00	0.00	0.00	0.00	FloPOC	0.00	0.00	0.00	0.00	0.00	0.00
NapGOH	0.00	0.00	0.00	704.88	0.00	0.00	FraPOC	0.00	0.00	0.00	0.00	0.00	0.00
PapGOH	0.00	0.00	0.00	0.00	0.00	0.00	MilPOC	0.00	0.00	0.00	0.00	0.00	0.00
VenGOH	0.00	0.00	0.00	210.72	0.00	0.00	NapPOC	238.00	0.00	0.00	0.00	0.00	0.00
AusMAS	0.00	0.00	0.00	127.68	0.00	0.00	PapPOC	0.00	0.00	0.00	0.00	0.00	0.00
FloMAS	0.00	0.00	0.00	0.00	0.00	0.00	TurPOC	0.00	0.00	1667.52	0.00	0.00	0.00
FraMAS	0.00	0.00	0.00	0.00	0.00	0.00	VenPOC	0.00	0.00	0.00	0.00	0.00	0.00
NapMAS	0.00	0.00	0.00	0.00	0.00	0.00	\$	35.84	3.76	4.24	32.60	11.61	47.50
PapMAS	0.00	0.00	0.00	0.00	0.00	0.00	<b>Total</b>	<b>1568.52</b>	<b>26246.14</b>	<b>1671.76</b>	<b>1075.88</b>	<b>4063.88</b>	<b>1776.30</b>

**Dingo's Delight****Turns 8 and 9****Deadline Turns 10 and 11: 9/24 Friday**The Players**Turn 8**

- 1st: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 2 3 4**  
**Multi-Generation Ship - R20 - NC2 - R - Y - R - Space Station Planet.**  
 Sell Space Spice for \$80 plus \$40 demand (out of the cup pops Demand for Genes at 10 and Demand for Wine at 5). Buys Rock Videos for \$120.
- 2nd: Howard Hugh (Human)**  
**Dr. Pepper 2-4-10 Rolls Used: 1 1 6**  
**B - Desolation Landing(o) - R - B - R - Y - A - Dryport(o) - Dryport(s).**  
 Sells one Chicle Liquor for \$90 (out of the cup pops Fare to 5 at Base).  
**Norman New Ruff Rolls Used: 1 2 5 6**  
**Wet Landing(s) - Wet Landing(o) - R - B - R - B - Y - NC6 - R20 - Multi-Generation Ship.**  
 Sells one Designer Genes for \$120 (out of the cup pops Demand for Dust at 7a) and buys one Space Spice for \$30.
- 3rd: Sean Cousins (Whynom/Black Bear) Rolls Used: 4 (6 \* 2)**  
**Poisonport(s).**  
 Sells Mulch Wine for \$60 (out of the cup pops Demand for Genes at 10), buys Immortal Grease for \$50.
- 4th: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 \* 3**  
**A - Ice Station(o) - A - R - Y - B - R - Y - A - Jellybeast Landing(o) - Jellybeast Landing(s).**  
 Sell Infinite Puzzles for \$250 (out of the cup pops Demand for Wine at 4a), drops off agent, agent and trader each buy one Bionic Perfume for a total of \$160, paid for by IOU and cash.
- 5th: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 4 6 6**  
**Moonport(s) - Moonport(o) - Y - B - R - B - Y - B - R - B - ? (It's the Relic Yellow Drive).**  
 Stops and picks up relic.
- 6th: Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 6 \* 4**  
**B - Y - R - Bypass - R - B - Y - R10 - B10 - R - B - Rainfall(o) - Rainfall(s).**

Sells one Rock Videos for \$200 (out of the cup pops Demand for Furniture at 9b) buys Rainfall Port for \$200.

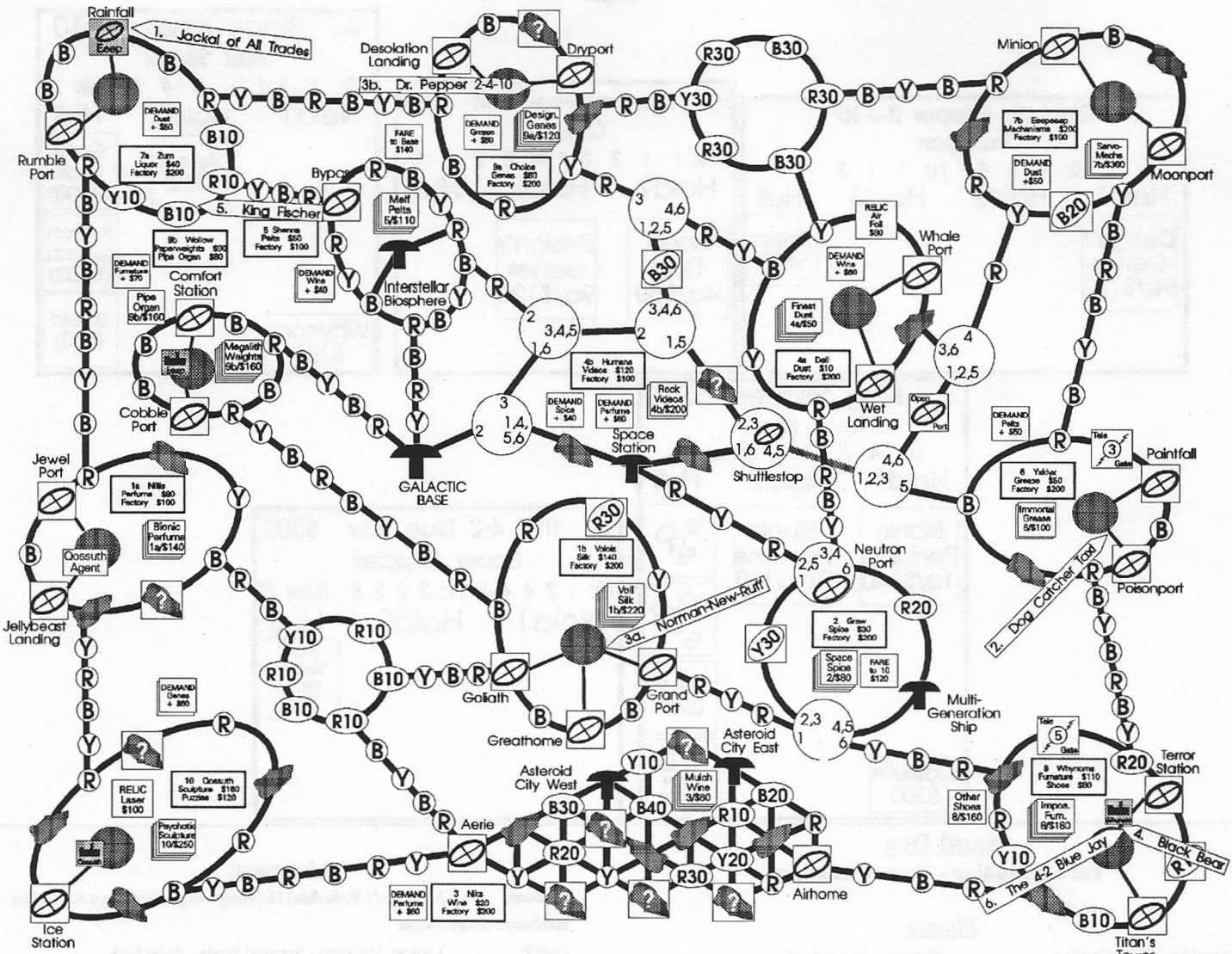
**Turn 9**

- 1st: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 4 5 5**  
**Space Station Planet - A - NC5 - NC5 - B - A - R - Poisonport(o) - Poisonport(s).**  
 Sell Rock Videos for \$200 (out of the cup pops Demand for Perfume at 3), buys Immortal Grease for \$50.
- 2nd: Howard Hugh (Human)**  
**Dr. Pepper 2-4-10 Rolls Used: 3 3 5**  
**Dryport(s).**  
 Sells one Chicle Liquor for \$90 (out of the cup pops Fare to 10 at 2), buys one Shield for \$60 and one Designer Genes for \$60.  
**Norman New Ruff Rolls Used: 1 4 4 5**  
**Multi-Generation Ship - NC1 - R - Y - R - Grandport(o) - Grandport(s).**  
 Attempts to sell one Finest Dust, but has no buyers. Attempts to buy one Voll Silk, but has no open holds.
- 3rd: Sean Cousins (Whynom/Black Bear) Rolls Used: 1 (5 \* 2)**  
**Poisonport(s) - Poisonport(o) - B - Paintfall(o) - Telegate 3 - Telegate 5 - R20 - Terror Station(o) - Terror Station(s).**  
 Discovers Whynoms. Sells two Immortal Grease for \$200 (out of the cup pops Demand for Spice at 4b and Designer Genes at 9a). Buys agent for \$80 IOU and Whynom Factory for \$80 cash.
- 4th: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 5 \* 3**  
**Jellybeast Landing(s) - Jellybeast Landing(o) - B - Jewelport(o) - R - B - Y - B - R - B - Y - B - R - Y10 - B10.**  
 Turns on AutoPilot.
- 5th: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 4 4 5**  
**A - R - B - (Y) - B - R - B - (Y) - R20 - Terror Station(o) - Terror Station(s).**  
 Sells Servo-Mechanism for \$300 (out of the cup pops Designer Genes at 9a).
- 6th: Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 2 \* 4**  
**Rainfall(s) - Rainfall(p).**  
 Buys two Chicle Liquor for \$80. (Receives \$8 commission.)

Press

**King Fischer - All: Every Qossuth ship should have an AutoPilot!**





1. Jackal of All Trades \$16  
Rocket Scout

10: 1 3 // 11: 2 4 (Use 1 x 4)

Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	250
Wollow \$100	Rainfall \$200	

2. Dog Catcher Taxi \$255  
Sports Scout

10: 3 4 4 6 // 11: 1 4 6 6 (Use 3)

Hold1	Hold2	Hull
Immort'l Grease 6/\$100		Mulligan Gear (\$120)
		90 50
		Relic Shield (\$60)

3b. Dr. Pepper 2-4-10  
Transport  
10: 4 5 6 // 11: 1 1 3  
Hold1 Hold2 Hold3 Hull

Design'r Genes 9a/\$120

Shield (\$60)

3a. Norman-New-Ruff \$150  
Clipper  
10: 1 1 2 3 // 11: 2 2 3 6  
Hold1 Hold2 Hull

Finest Dust 4a/\$50

Design'r Genes 9a/\$120

4. Black Bear \$210  
Fast Scout  
10: 1 6 // 11: 3 4 (Double 1)  
Hold1 Hold2 Hull

Agent (\$80)

Gate Lock (\$100)

Switch Switch (\$100)

Shield (\$60)

Whynom \$100

5. King Fischer \$210  
Torch Scout  
10: 4 // 11: 4 (times 3)  
Hold1 Hold2 Hull

Bionic Perfume 1a/\$140

Bionic Perfume 1a/\$140

\$500

\$100

Shield (\$60)

Relic Auto Pilot (\$80)

Qossuth \$200

6. The 4-2 Blue Jay \$300  
Scow Clipper  
10: 1 2 4 4 // 11: 2 2 2 6 (Use 3)  
Hold1 Hold2 Hull

Relic Yellow Drive (\$80)

**Sand Dog**

**Turn 8 Bidding - Turn 9 Bidding**

Players

**Atreides:** Sean Cousins      **Fremen:** Bill Scharf  
**Bene Gesserit:** Andy Lewis      **Guild:** Chris Hurley  
**Emperor:** Ken Goldstien      **Harkonnens:** Tom Swider

Bidding Round

CARD 1 goes to the Harkonnens for 4 spice (extra card is drawn)  
 CARD 2 goes to the Emperor for 3 spice.  
 CARD 3 goes to the Harkonnens for 3 spice (extra card is drawn)  
 CARD 4 goes to the Fremen for 2 spice.

Movement Round

Revival

**Atreides:** 2 tokens  
**Bene Gesserit:** 1 token  
**Emperor:** 3 tokens (1 Elite Sadaukar), 4 spice paid  
**Fremen:** 3 tokens (1 Fedaykin)  
**Guild:** 1 token  
**Harkonnens:** 2 tokens

Shipping

**Atreides:** 7 tokens to Arrakeen (1 Bene Gesserit token to the Polar Sink)  
**Fremen:** 3 tokens (1 Fedaykin) to Habbanya Erg  
**Guild:** 4 tokens from False Wall South to off-planet

Movement

**Fremen:** 3 tokens (1 Fedaykin) Habbanya Erg - Habbanya Ridge Flat - Habbanya Ridge Sietch  
**Guild:** 1 token Arrakeen - Imperial Basin - Polar Sink  
**Harkonnens:** 3 tokens Carthag - Imperial Basin - Polar Sink - Wind Pass North (18)

Combat

None

Spice Collection

**Atreides:** 2 spice (Arrakeen)  
**Harkonnens:** 9 spice (6 Wind Pass North, 2 Carthag, 1 Tuck's Sietch)

**Turn 9**

Storm Movement

The storm moves 5 sectors to sector 12.

Spice Blow

6 spice in the Hagga Basin  
 10 spice in the Great Flat

Bidding Round

CHOAM Charity recipients: Bene Gesserit and Harkonnens.  
 One card are up for bid. Only Atreides eligible.

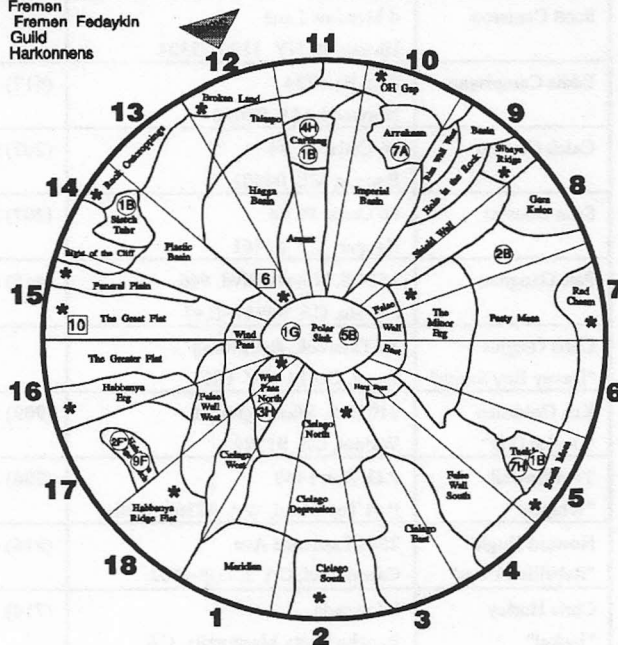


Final Positions

- Atreides:** 1 token in the tanks, 12 tokens off-planet, 7 tokens Arrakeen
- Bene Gesserit:** 2 tokens Pasty Mesa, 1 token Sietch Tabr, 5 tokens Polar Sink, 1 token Carthag, 1 token Tuek's Sietch, 4 tokens off-planet, 6 tokens in the tanks.
- Emperor:** 8 tokens (1 Elite Sadaukar) in the tanks, 12 tokens (4 Elite Sadaukar) off-planet
- Fremen:** 9 tokens (1 Fedaykin) in the tanks, 11 tokens (2 Fedaykin) Habbanya Ridge Sietch
- Guild:** 2 token in the tanks, 17 tokens off-planet, 1 token Polar Sink
- Harkonnens:** 4 tokens Carthag, 7 tokens Tuek's Sietch, 4 tokens in the tanks, 3 tokens Wind Pass North, 2 tokens off-planet

**Key**

- Tokens
- Splice
- A Atreides
- B Bene Gesserit
- E Emperor
- F Fremen
- G Fremen Fedaykin
- H Guild
- H Harkonnens



Machiavelli House Rules

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

12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.

S.O.B.  
**Addresses**

Name	Address	Phone
David Anderson "Snoopy"	18 B Street Pontiac, MI 48340-1202	(313) 334-4840
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Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Pete Gaughan	1521 S. Novato Blvd. #46 Novato, CA 94947-4147	(415) 897-3629
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	21035 E. Washington St. Walnut, CA 91789	(909) 598-8222
Tom Howell "Whippet"	P.O. Box 1450 Port Townsend, WA 98368-0036	(206) 379-9697
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Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688	(714) 589-5777
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Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939

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Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307	(210) 658-6066

Please note change of address for Steve Koehler.

**Standbys**

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

**Machiavelli:** Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann, Gregory Straw  
**Dune:** Steve Koehler  
**New World:** Steve Koehler  
**Merchant of Venus:** Steve Koehler, Andy York  
**Machiavelli Stock Exchange:** Steve Koehler

**Standby Calls**

**Andy York please submit standby orders for Venice in "Pack of Curs"**

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