

Notes from Hades

Well, here I am at the half-century mark in this zine, and I'm having just as much fun as ever. Looking back, it seems hard to believe that I've been running this beast for about five years now. Before that, I ran a subzine in the sadly defunct *D.O.G.S. of War* for about two years, so that makes 7 years as a GM and publisher. I could easily do it for another 7.

It seems that El Niño has finally arrived. Over the past week, we have had a couple of major storms come through. The Central California coast has been the worst hit, with flash floods and mudslides doing most of the damage. Fortunately, we have managed to escape the worst of it. It is allowing me to save on water by watering my lawn and my garden for me.

Well, two games bid us farewell this issue. Wolfpack ended with a victory by Sean Cousins, who's final draw of Britain made him pretty much unstoppable. In Mutt, Kevin Kinsel pulled out in front in the final few turns to pull out a strong victory. Congratulations to both of them. We also have one gamestart this issue. Pooch had enough to start up; with Bill Scharf (the winner of the last two New World games) being the final player. Now's your chance to unseat the reigning champion.

This issue's deadline will be on **Tuesday, March 10 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, March 7 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

Howling at the Moon	Letter Column	Page 1
Rabid Dog	Machiavelli	Page 2
Fleabag	Machiavelli	Page 3
Howl (Mike Scott GM)	Machiavelli	Page 3
Feral Dogs	Machiavelli	Page 5
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
Pooch	NEW WORLD GAMESTART	Page 18

Contents (cont.)

In the Doghouse		
Page 18	Settlers of Catan	Page 18
	Settlers of Catan	Page 19
	Wembley	Page 20
	Age of Renaissance	Page 20
	Fireside Football	Page 21
	Stock Car Racing	Page 22
Trivia Quiz		Page 23
Pedagoguery		Page 23

Flier Games

Sirius	Stellar Conquest	Turns 37, 38
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Game Openings

Pooch. New World. Have Andy Lewis, Kevin Wilson, Bob Robles, Dennis Cain, Pitt Crandlemire, and Bill Scharf. **Starts this issue.**
Citizen Dog. Machiavelli 1995 edition, rules decided by majority vote. This game will begin when the next Machiavelli game ends. Have Kevin Wilson, Pasquale Giovine, and Dale Horsely. Need 3 to 5 more.

Wish List

Outpost using Expert rules (just like Mutt). Have Michael Lowrey and Pitt Crandlemire. Need 8 more.
Age of Renaissance is a game of commerce and development set in Renaissance Europe. Need 6.
In general, game ownership is recommended, but not required.
 Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

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

Chris Hassler a.k.a. Cerberus
631 Candia Circle
La Habra, CA 90631
Phone: (714) 773-0940
70514.37@compuserve.com

Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

Berry Renken

I really appreciate your new Pedagoguery cycle on the planets, great idea to begin with and you work it out wonderfully, with special attention to the Earth. It's very interesting and you mention several things about the inside of the Earth I never even heard about!
[I'm glad you appreciate it. These are all things I've found fascinating for years, and if I can stimulate other people's interest in these subjects, so much the better.]

Dennis Cain

Bob's letter told us nothing except that he doesn't like conservative writers. I get all the political arguments I need in *Western Front*. Let's keep politics out, okay?
[Quite frankly, with this letter column struggling the way it is, you may get your wish. It just may not be in the form you expect. Until I do decide to drop the letter column, however, I will continue to print all letters received, regardless of political content.]

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

Summer 1457

Deadline/Fall 1457 3/10 Tuesday

The war between the Pope and Venice degrades into stalemate while France turns on Naples and Austria looks to his former homeland.

Spring 1457 Retreats

Orders (cont.)

Venice retreats A2 to garrison

Papacy: *A1 (EM) MANTUA to Verona*

(Scharf) *A2 Urbino to SPOLETO*

A3 LUCCA to Modena

A6 (EM) FERRARA besieges

A7 (EM) BOLOGNA supports A6

Venice: *A1 (EM) PADUA supports A3*

(Robles) *A3 VERONA supports A1 (cut)*

A5 MODENA to Mantua

A6 VICENZA supports A3

F1 (EM) UPPER ADRIATIC supports A1

F2 Friuli to CARINTHIA

G1 FERRARA holds (u)

Orders

Austria: *A1 Bergamo to MILAN*

(Koehler) *A2 (EM) Trent to CARINTHIA*

A3 Milan to PIACENZA

A4 TYROLEA supports A1

France: *A2 Hungary to AUSTRIA*

(Wilke) *A3 Tyrolea to TURIN*

A4 PAVIA supports A3

Naples: *A1 TURIN supports Austrian A3 to Pavia (nso, DISLODGED, retreat Saluzzo, Savoy, Montferrat, Como, OTB)*

(Narhi) *A2 Aquila to BARI*

A3 Bosnia to HERZEGOVINA

A4 Avignon to SWISS

A5 Marseilles to PROVENCE

F1 EASTERN GULF OF LYON holds

F3 IONIAN SEA holds

F6 GENOA converts to garrison

F7 OTRANTO supports F3

Notes

Thanks to Mike Scott for his unused standby orders for France.

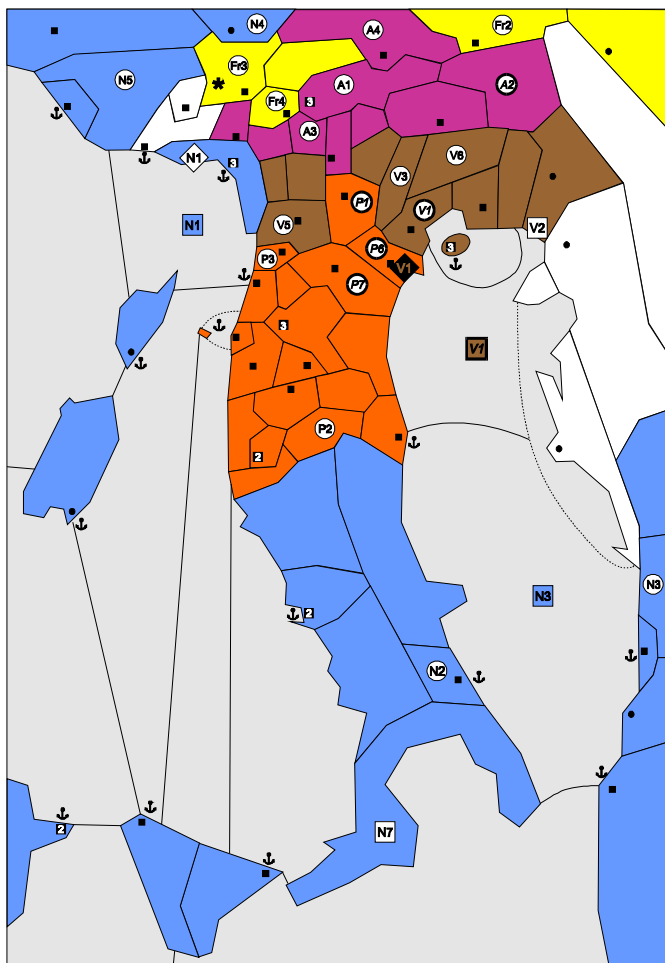
Press

Papacy – GM: Whew, plague could have been very bad with so few units...

Thank you.

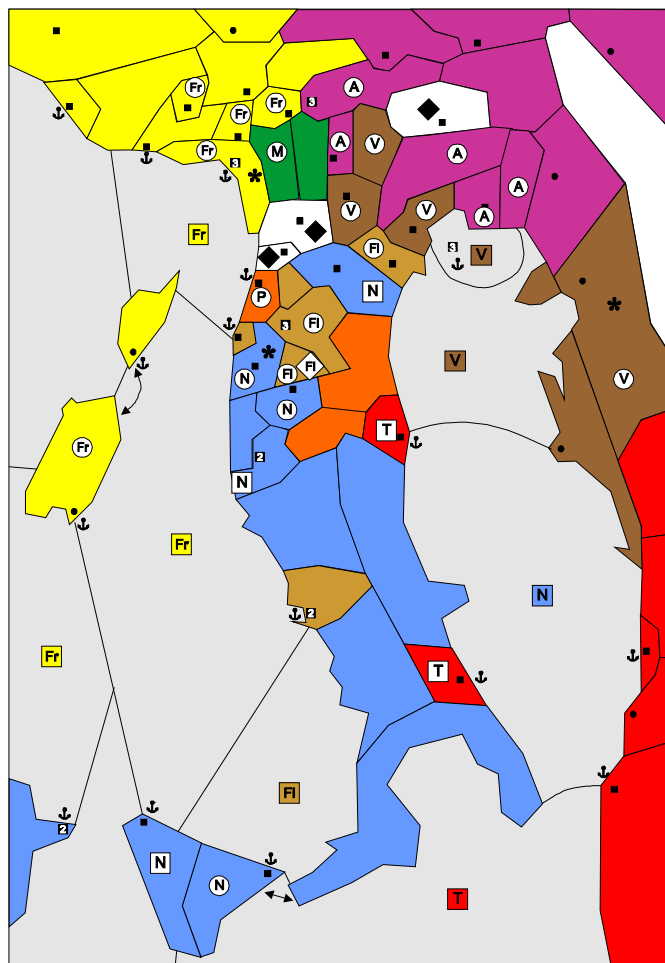
Papacy – Venice: Can there be peace between us?

"Rabid Dog"



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

"Fleabag"



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

Fleabag/MGN# B2/B/8/1

Fall 1457

Deadline/Winter-Spring 1458 3/10 Tuesday

France and Austria put the finishing touches on Milan, although Milan can exact one last bit of revenge on France. Naples faces a three-power coalition comprised of France, Florence, and the Turks, while Venice continues to fight against Austria. The Pope is being backed into a corner, however, and won't be able to recover without help.

Summer 1457 Retreats

Venice retreats A Verona to Mantua and F Treviso to Venice

Orders

Austria: A Verona supports A Treviso to Padua

(Renken) A Milan to Cremona

A Treviso to Padua

A Friuli to Treviso

A Carinthia to Milan

A Croatia to Dalmatia (Dislodged, retreat Carniola, Slavonia,

Bosnia, OTB)

Florence: A Arezzo to Sienna

(Wilke) A Florence supports A Arezzo to Sienna (cut)

A Ferrara holds (u)

F Naples to Gulf of Naples

G Arezzo converts to A

France: A Saluzzo besieges (garrison destroyed)

(Grib) A Montferrat besieges (garrison destroyed)

A Pavia to Fornova

A Savoy to Genoa

A Corsica to Sardinia

F Ligurian Sea supports A Savoy to Genoa

F Sardinia to Western Mediterranean

F Tyrrhenian Sea supports F Sardinia to Western Mediterranean
(cut)

Milan: A Fornova supports A Genoa to Montferrat (cut)

(Anderson) A Genoa to Montferrat (Dislodged, retreat Modena, garrison,
OTB)

Naples: A Palermo to Messina

(Lewis) A Patrimony to Sienna

A Perugia supports A Patrimony to Sienna

F Central Mediterranean to Palermo

F Rome to Tyrrhenian Sea

F Ionian Sea to Lower Adriatic

F Urbino to Bologna

Orders (cont.)

Papacy: A Pisa to Florence

(York) A Sienna supports A Pisa to Florence (cut, Dislodged, retreat
Piombino, garrison, OTB)

Turks: F Durazzo to Ionian Sea

(Street) F Lower Adriatic to Ancona

F Otranto to Bari

Venice: A Dalmatia to Croatia

(S. Cousins) A Bergamo to Mantua

A Mantua to Ferrara

A Padua supports A Mantua to Ferrara (cut)

F Upper Adriatic supports A Dalmatia to Croatia

F Venice supports A Padua

Notes

Thanks to Joe Carl and Bill Scharf for their unused standby orders.

Winter 1457 Adjustments

GAINS, LOSSES

Aus Tyrolea, Austria, Hungary, Carniola, Treviso, Build 1
Milan, Cremona

Flo Arezzo, Florence, Piombino, Bologna, Naples, Even*
Ferrara

Fra Marseilles, Avignon, Swiss, Turin, Corsica, Build 2†
Sardinia, Pavia, Savoy, Montferrat, Saluzzo

Mil Cremona, Genoa Remove 2, out!

Nap Palermo, Messina, Bari, Rome, Ancona, Tunis, Remove 1‡
Perugia, Bologna

Pap Pisa, Sienna Remove 1§

Tur Durazzo, Ragusa, Albania, Bari, Ancona Build 2

Ven Venice, Padua, Dalmatia, Ferrara, Croatia, Mantua Remove 1

* Remove 1 if Papal A Sienna retreats to Piombino

† Build 3 if Milan A Genoa does not retreat to garrison

‡ Even if Papal A Sienna retreats to garrison

§ Even if A Sienna retreats to Piombino

Press

Turkey – Florence: Don't be such a wiener, Jason. Get back into the game!

Turkey – Venice: If today is Tuesday, Bill Scharf must be Venice.

Howl / MGN# O/C2/6/ABC/1

Summer 1516

GM: Mike Scott

AUSTRIA; PAUL BOLDOC

FRANCE; PASQUALE GIOVINE

MILAN; WARD NARHI

PAPACY; KEVIN WILSON

TURKS; KEN MARCONIS

VENICE; STEVE KOEHLER

AND THE GMING BY THE CALIFORNIA CONNECTION; MIKE SCOTT

SORRY FOR THE DELAY; BUT WE ARE MOSTLY BACK ON
STREAM, WITH THREE REPLACEMENT PLAYERS.

CORRECTIONS: AS REPORTED IN A BETWEEN TURN EMAIL;
FRANCE'S MOVE OF A AVIGNON - SWISS WAS NOT LISTED,
TURKEY LOST AN ILLEGAL UNIT HE TRIED TO BUILD IN
HUNGARY, AND REDUCE MILAN'S TREASURY BY 1d, TO 17d.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

RETREAT FROM LAST CAMPAIGN: THE VENICE A SLAVONIA
RETREATS TO CARNIOLA.

ONE PLAYER MISSED THE PLAGUE REMOVALS IN LAST TURNS
REPORT, WHICH

ACTUALLY OCCUR HERE...

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

CAMPAIGN ELEVEN - SPRING 1516:

PHASE E; NEGOTIATION: DONE.

PHASE F; DUCAT BORROWING & LOANS; NONE

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES; VENICE ORDERS "H"
DISBAND MILAN ARMY FERRARA <12d>, TREASURY NOW 1d.

PHASE J; MOVEMENT; lower case orders in italic>'s do not succeed.

AUSTRIA: THESE MOVES SUBMITTED BY PREVIOUS PLAYER WHO HAS NOW DROPPED OUT, NEW PLAYER WILL SUBMIT THE NEXT SET OF MOVES: A TYROLEA - CARINTHIA, A AUSTRIA S A TYROLEA - CARINTHIA, G TYROLEA C - A TYROLEA.

FRANCE: A PAVIA - FORNOVA, A SWISS - TURIN, A PIANCENZA - CREMONA , F GENOA BESIEGE MILAN G GENOA (B2), F MODENA - E GofL, F W GofL - WTYRS.

MILAN: NMR's: A MILAN HOLDS, g genoa HOLDS (eliminated), a ferrara HOLDS (no longer such unit).

PAPACY: A AQUILA S F ANCONA, A PISTOIA - PISA, F ROMAGNA - BOLOGNA, A LUCCA S A PISTOIA - PISA, F ANCONA HOLD, A PATAGONIA S A AREZZO - SIENNA, A AREZZO - SIENNA.

TURKEY: a dalmatia - croatia, a slavonia s a dalmatia - croatia must retreat, F PIOMBINO HOLDS, F WTYR - ETYR, F bay of TUNIS HOLDS, F LADR HOLDS.

VENICE: f v lag - uadr, A CARNIOLA S A CROATIA - SLAV, A CROATIA - SLAVONIA, f uadr - croatia.

RETREATS; ONE - TURKEY'S ARMY SLAVONIA MUST RETREAT, HIS OPTIONS ARE HUNGARY OR AUSTRIA; WOULD THE HUNGARY "96-2" aka "Howl"

PLAYER PLEASE EMAIL ALL OF THE PLAYERS AND THE GM WITH HIS CHOICE... SAY BY TUESDAY MIDNIGHT THE GM TIME... THANKS...

A QUICK RECAP HERE OF TREASURY LEVELS: AUSTRIA HAS 3d, FRANCE HAS 9d, MILAN HAS 17d, THE POPE -0-, TURKEY 7d, AND VENICE HAS 1d.

CAMPAIGN TWELVE - FALL 1516;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

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

PHASE C; FAMINE REMOVALS; NONE THIS TURN.

PHASE D; PLAGUE PHASE; NONE THIS TURN.

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

OK; YOU ARE INTO PHASE E: NEGOTIATION.... due to MILAN'S DIMINISHED STATE, I DO NOT BELIEVE A STANDBY WILL RESPOND.....

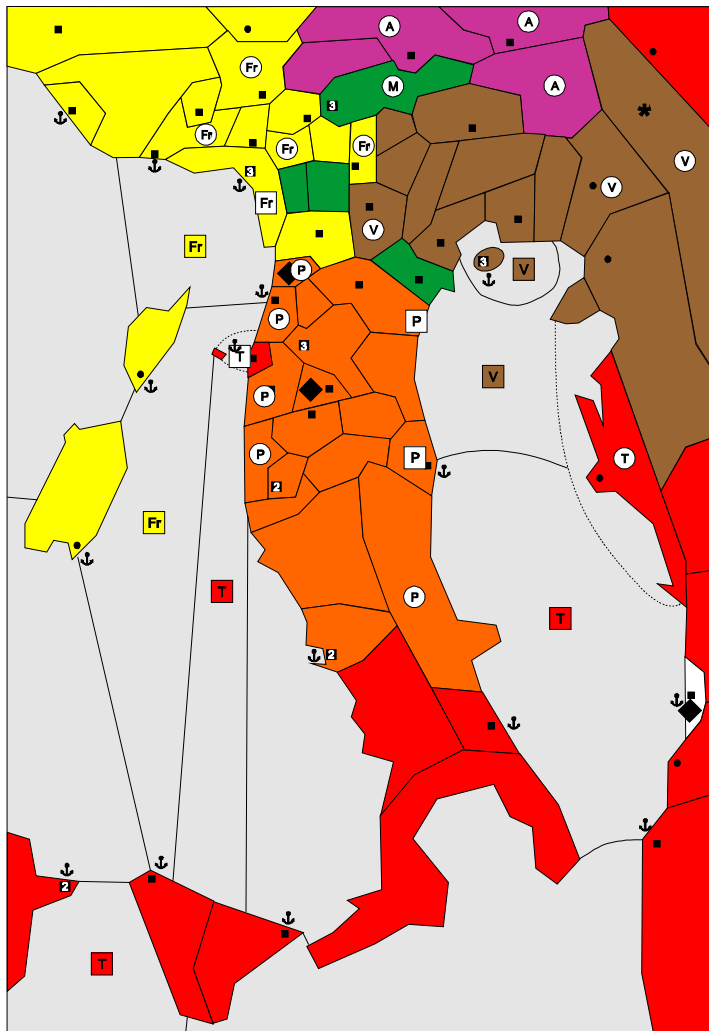
DEADLINE: FEBRUARY 1ST... NOON MY TIME.... PLEASE:

PRESS:

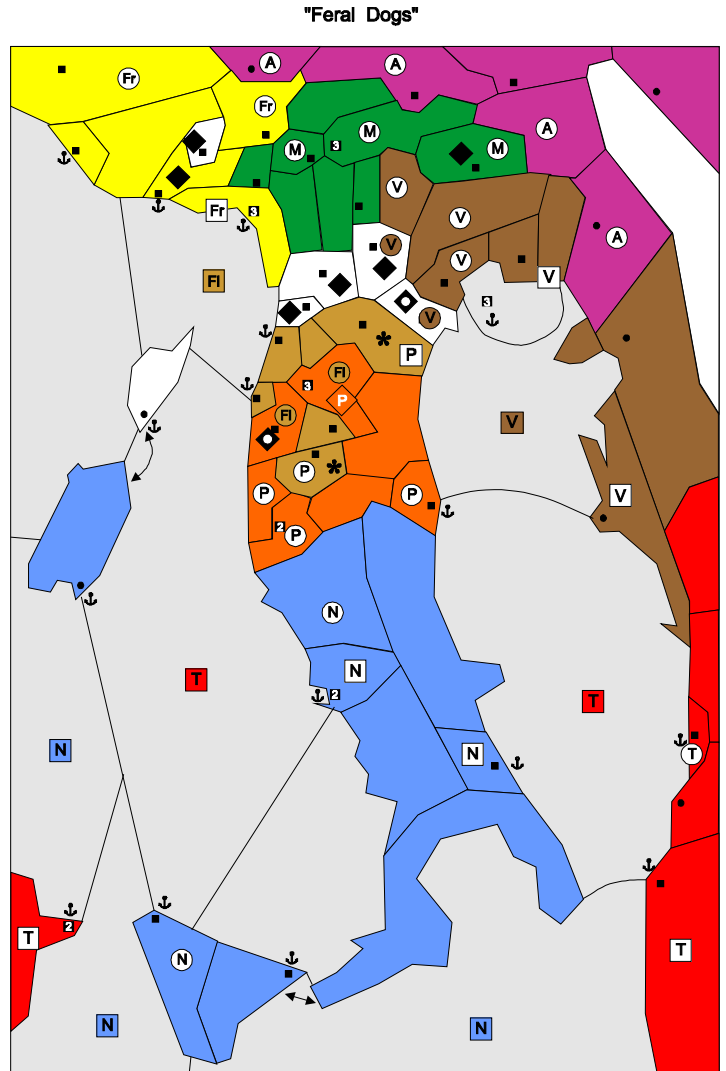
GM TO ALL: DOES EVERYONE

HAVE EVERYONE'S PROPER EMAIL ADDRESS'S... a.p.s. please use

prbolduc@aol.com for Paul Bolduc.. thanks!!



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



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

Feral Dogs/MGN# A2/A/8/1 - Gunboat

Summer 1455

Deadline/Fall 1455 3/10 Tuesday

Austria and France have words with each other, but get nowhere on the ground. Florence has a setback as the Pope receives unexpected help from Venice. Naples has the Turk surrounded in Tunis as Venice continues to expand.

Orders

Austria A TYROLEA supports A SWISS
A SWISS supports A Tyrolea (cut)
A CARNIOLA supports A Carinthia
A CARINTHIA supports A Carniola

Florence A FLORENCE besieges
A SIENNA besieges
A Perugia supports A Bologna to Urbino (cut, DISLODGED, retreat Arezzo, garrison, OTB)
A Bologna to Urbino (DISLODGED, retreat Pistoia, Lucca, Modena, garrison, OTB)
F Piombino to LIGURIAN SEA

France A TURIN supports A Avignon to SWISS
A AVIGNON to SWISS
F GENOA besieges (garrison destroyed)

Milan A MILAN to Bergamo
A Montferrat to PAVIA
A TRENT converts to garrison

Naples A CAPUA supports Florentine A Perugia to Rome (nso)
A PALERMO holds
F NAPLES to Tyrrhenian Sea
F WESTERN MEDITERRANEAN supports F Ionian Sea to Central Mediterranean
F Ionian Sea to CENTRAL MEDITERRANEAN
F Messina to IONIAN SEA
F BARI to Lower Adriatic

Papacy A Spoleto to PERUGIA
A PATRIMONY supports A Spoleto to Perugia
A ROME supports A Spoleto to Perugia
A ANCONA to URBINO
F Urbino to BOLOGNA
G FLORENCE converts to A

Turks A HERZEGOVINA to Spoleto (imp.)
F DURAZZO supports F Lower Adriatic
F LOWER ADRIATIC transports A Herzegovina to Spoleto (imp.)
F TUNIS to Central Mediterranean
F TYRRHENIAN SEA to Central Mediterranean

Orders (cont.)

Venice A FERRARA besieges
A PADUA supports A Friuli to Verona
A BERGAMO supports A Verona to Mantua (cut)
A Verona to MANTUA
A Friuli to VERONA
F Croatia to DALMATIA
F UPPER ADRIATIC supports Papal F Urbino to Bologna
F Venice to FRIULI

Notes

The original Milan has returned. Thanks to the person who submitted standby orders.

Press

Austria – France: I suggest that I keep Swiss and you attack M. But since you are so much brighter than me, you will probably not agree.

France – Austria: You're attacking way too many people at the same time. You're adding yourself to a lot of people's "problems to be removed" lists.

Turks – Naples: Enough! I will retreat, and desist, but only if you have done so.... I would prefer - as you originally suggested, and I agreed, that neither of us has fleets in the ion..... You are not keeping up that offer, so I must do what a man must do....

Venice – Pope: You should be back in Bologna now, good thing you mentioned right away which unit you were going to do that with! Let me know if you have any further ideas on how to help you. I agree with you obviously on the desired course for the Turks.

Venice – Austria: Of course our agreement on Croat and Carni holds, in fact I think it's best if you take Croatia also. The author of the Machiavelli rules has dealt Venice with a crazy amount of ducats that I can't even spend, and if the Turks look north instead of west you could move further south from Croatia next year. Please don't *ever* move to Friuli or Verona though! If you're not already in Milan now, then in Fall I'll hit Trent and support you with A(Ber).

Venice – Turks: Please do not look to Austria but to Naples for your expansion, I consider Austria a pal so long as he does nothing nasty. If you attack that big blue zone there, I will help you. In that case please move F(LA)-IS supported by F(Dur). I'll do a supported attack on LA in Fall, then if your attack on IS does not succeed, you can retreat to Aquila, Bari or Otranto, all nasty places for Naples (Naples can't defend IS and cover those three places for you to retreat to all at the same time). Then next year we're in a perfect striking position. If you do not attack Naples I'll have to consider both you and him as enemies and treat you accordingly. Note that Naples isn't writing any press, that's no fun!

Wolfpack

Epoch VII Britain, United States, and Germany
Deadline for End of Game Statements: 3/10 Tuesday

Pinky and the Brain JAPAN: Army and Capital in *Honshu*, fleet in *Sea of Japan* (vs. PMS'ing Indignants: PB: 6, 1; PI: 6, PB: 6, 2; PI: 3; wins), army *Great Plain of China* (vs. France: J: 1, 1; F: 2, 1; loses), *Great Plain of China* (vs. France: J: 6, 2; F: 6, 3; J: 6, 3; F: 6, 3; J: 5, 3; F: 6, 4; loses), *Great Plain of China* (vs. France: J: 5, 3; F: 6, 2; loses). BRITIAN: Plays Population Explosion. Army and Capital in *Albion* (Dutch army destroyed), fleet *North Sea*

(vs. Arachnids: P: 6, 2; A: 3; wins), army *Ireland* (Rebel army destroyed), *Western Gaul* (vs. France: B: 6, 1; F: 5, 2; wins, Capital reduced to city), fleet *Atlantic Ocean*, army *Appalachia*, *Pyrenees* (vs. Spain: B: 4, 3; S: 5, 2; loses), *Pyrenees* (vs. Spain: S: 5, 2; S: 6, 6; loses), *Pyrenees* (vs. Spain: B: 5, 3; S: 6, 5; loses), *Pyrenees* (vs. Spain: B: 6, 2; S: 6, 1; B: 5, 2; S: 6, 1; loses), *Pyrenees* (vs. Spain: B: 6, 3; S: 3, 2; wins, Capital reduced to city), fleet

Indian Ocean, army *Lower Indus* (vs. Mughals: B: 1, 1; M: 3, 1; loses), *Lower Indus* (vs. Mughals: B: 5, 4; M: 6, 3; loses), *Lower Indus* (vs. Mughals: B: 3, 1; M: 6, 2; loses), *Lower Indus* (vs. Mughals: B: 5, 1; M: 4, 1; wins), *Upper Indus* (vs. Mughals: B: 4, 3; M: 1; wins). Builds Monument *Western Gaul*. Points: Dominance in Southern Europe (4) and Middle East (2), Presence in Northern Europe (4), India (3), North America (3), and Nippon (2), 3 Capitals (6), 3 cities (3), 4 Seas (4), and 10 Monuments (10) for 41 points.

Quantum Coyotes Plays Plague in *Mexican Valley* (Aztec army eliminated). Plays Disaster in *Southern Apennines* (Monument destroyed). UNITED STATES. Army and Capital *Appalachia* (British army eliminated). Army *Deep South* (vs. Spain: U: 6, 1; S: 1; wins), fleet *Caribbean Sea*, army *Guyana Highlands* (vs. Spain: U: 5, 1; S: 5, 2; U: 4, 2; S: 3, 2; wins), *Mexican Valley* (Capital reduced to city), *Pacific Seaboard* (vs. Aztecs: U: 4, 2; A: 3; wins), *Central America* (vs. Mayans: U: 6, 5; M: 4, 2; U: 5, 4; M: 4, 2; wins, Capital reduced to city), *Great Lakes*, *Northern Andes* (vs. Incas: U: 6, 5; I: 4, 4; wins, city eliminated), *Brazil* (vs. Spain: U: 5, 3; S: 5, 3; U: 5, 4; S: 2, 1; wins).

Builds Monument in *Appalachia*. Points: Dominance in India (6), Eurasia (4), North America (6), and South America (4), Presence in Southern Europe (2), Northern Europe (4), and Southeast Asia (2), 2 Capitals (4), 5 cities (5), 2 Seas (2), and 3 Monuments (3) for 42 points.

The Blunt Approach GERMANY: Plays Siegecraft. Capital and army *Baltic Seaboard* (Mongol army retreats to *North European Plain*), army *Dneipr* (vs. Dutch: G: 6, 1; D: 6; G: 3, 1; D: 2; wins), *Danubia* (vs. Mongols: G: 5, 2; M: 6; loses), *Danubia* (vs. Mongols: G: 6, 3; M: 2; wins), *Central Europe* (vs. Dutch: G: 5, 2; D: 2; wins), *Lower Rhine* (vs. French: G: 5, 5; F: 4; wins, city eliminated), *Western Steppe* (vs. Huns: G: 3, 2; H: 3; G: 4, 4; H: 2; wins), *Eastern Steppe* (vs. Mongols: G: 2, 2; M: 1; wins), *Wei River* (vs. Timurid Emirates: G: 6, 5; T: 6, 2; G: 3, 1; T: 2, 1; wins), fleet *North Sea* (vs. Pinky and the Brain: B: 5, 2; P: 2; wins). Points: Dominance in Northern Europe (8) and Eurasia (4), Presence in Middle East (1), China (3), Southern Europe (2), Southeast Asia (2), and South America (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 3 Monuments (3) for 29 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Sean Cousins	Pinky and the Brain (Red)	77	187
Kevin Kinsel	Quantum Coyotes (Black)	76	179
Chris Geggus	The Blunt Approach (Orange)	66	176
Paul Bolduc	The Arachnids (Blue)	64	172
Caleb Cousins	Dead Peoples (Green)	66	172
Pitt Crandlemire	PMS'ing Indignants (Purple)	67	171

Final Positions

The Arachnids: Fleet *South China 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 *Central Massif*.

Quantum Coyotes: Fleets *Bay of Bengal* and *Caribbean*. ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. MONGOLS: Army and fort *Dalmatia*, two armies *North European Plain*, armies *Mongolia* and *Northern Apennines*. MUGHALS: Army, Capital, and Monument *Ganges Valley*, army, city, and Monument *Eastern Deccan*, army and city *Mekong*, army *Ganges Delta*, *Irrawaddy*, *Western Deccan*, and *Eastern Ghats*. UNITED STATES: Army, Capital, and Monument *Appalachia*, army and city *Mexican Valley* and *Central America*, armies *Deep South*, *Great Lakes*, *Pacific Seaboard*, *Brazil*, *Guyana Highlands*, and *Northern Andes*.

Pinky and the Brain: Fleets *Black Sea*, *Sea of Japan*, *Atlantic Ocean*, *Indian Ocean*, 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*. JAPAN: Army and Capital *Honshu*. BRITAIN: Army, Capital, and Monument *Albion*, army, city, and Monument *Western Gaul* and *Pyrenees*, army and Monument *Upper Indus* and *Lower Indus*, army *Ireland*.

PMS'ing Indignants: Fleets *Red Sea* and *Atlantic Ocean*. NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Army *Sumatra*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army *Nubia*. VIKINGS: 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 *Yangtse Kian*. MANCHU DYNASTY: Armies *Yellow River*, *Chekiang*, *Si-kiang*, *Szechwan*, and *Honshu*.

The Blunt Approach: Fleet *North Sea*. ROMANS: Three armies *Western Iberia*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. HOLY ROMAN EMPIRE: Armies *Southern Apennines*, *Caucuses*, and *Zagros*. INCAS: Army *Southern Andes*. GERMANY: Army and Capital *Baltic Seaboard*, army and Monument *Lower Rhine*, *Central Europe*, and *Wei River*, armies *Dneipr*, *Danubia*, *Western Steppe*, and *Eastern Steppe*.

Dead Peoples: Fleets *Western Mediterranean*, *Atlantic Ocean*, *Pacific Ocean*, and *Indian Ocean*. 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: Armies *Congo Basin*, *South Africa*, *Great Plains*, and *Patagonia*. FRANCE: Army and city *Manchurian Plain*, armies *Northern Gaul*, *Australia*, *New Guinea*, *Great Plain of China*, *Korean Peninsula*, *Western Ghats*, and *East Indies*.

Congratulations to Sean Cousins on his victory in a very close game.

Dogpaddle

Epoch I Shang Dynasty and Aryans

Deadline for Epoch II Empire Selection: 3/10 Tuesday

The Triffids SHANG DYNASTY: Plays Population Explosion. Army and Capital in *Yellow River*, army *Wei River*, *Tarim Basin*, *Turanian Plain*, *Hindu Kush*, and *Persian Plateau*. Points: Dominance in China (2), Presence in India (1) and Middle East (2), and 1 Capital (2) for 7 points.

Gaming Through the Ages ARYANS: Army *Turanian Plain* (Shang army retreats to *Tarim Basin*), *Persian Plateau* (vs. Shang: A: 5, 2; S: 3, 1; wins),

Persian Salt Desert (vs. Indus Valley: A: 3, 2; I: 3; A: 6, 2; I: 2; wins), *Zagros* (vs. Hittites: A: 5, 3; H: 1; wins), *Eastern Anatolia* (vs. Hittites: A: 5, 1; I: 4; wins, Capital reduced to city). Points: Dominance in Middle East (4), 1 city (1), and 1 Monument (1) for 6 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	4	7
Ward Narhi	The Triffids (Green)	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
Andy Lewis	Gaming Through the Ages (Purple)	5	6

Final Positions

Snoopy's Blanket Chasers: Fleet *Red Sea*. HITTITES: Army *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*, and *Upper Indus*.

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

The Triffids: SHANG DYNASTY: Army and Capital *Yellow River*, two armies *Tarim Basin*, *Wei River*, and *Hindu Kush*.

Gaming Through the Ages: ARYANS: Army, city, and Monument *Eastern Anatolia*, armies *Turanian Plain*, *Persian Plateau*, *Persian Salt Desert*, and *Zagros*.

Your event cards are: _____

Epoch II Empire Draw

Your Empire is: _____

Notes

Thanks to Chris Geggus for his unused standby orders for The Triffids.

Mutt

Turn 18

Deadline, End of Game Statements: 3/10, Tuesday

Commander Actions

Fangland opens the bidding on a Moon Base at 200 and gets it for 249 (MWa, Ti10, Re13, NC18, MNC, MO45, MO45). Buys a population factor to man it (Re14).

BarterTown II opens the bidding on a Moon Base at 200 and The Outhouse gets it for 202 (Ti10, Ti11, Ti12, MTi, MTi, Mi14, Mi15, Mi17, Mi17, Mi18). Opens the bidding on a Moon Base at 200 and Awl Mining Company gets it for 201 (Wa9, Ti9, Ti11, MTi, MTi, MTi, Re10, Re13, Mi17). Opens the bidding on a Moon Base at 200 and gets it (Or5, Wa6, Wa7, Ti10, MTi, MTi, MTi, OL40). Buys 1 robot for 12 (Wa4, Wa8).

Bellpick 7 opens the bidding on a Planetary Cruiser at 164 and gets it (MTi, Re15, OL25, OL35, RO45). Buys a population factor to man it (Wa5, Wa5).

Tribute to Troy opens the bidding on a Planetary Cruiser at 163 and gets it (MWa, Re9, Re12, Re13, Mi16, Mi18, OL30, OL35). Buys 3 robots (OL30).

Awl Mining Company buys a population factor (Re14).

Heavenly Bodies Development Company buys 3 research factories (Ti11, MTi, MTi) and 4 robots (Ti13, Re11, Re12, Re12).

The Outhouse buys 4 robots (Ti10, Ti10, Ti12, Ti13).

Minos Entrepreneurs passes.

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, MB	94
2	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF	Wa, HE, Ec, 2Ou, Ro, SS, MB	80
3	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, ReF	No, HE, Wa, Ro, La, SS, SS, PC, PC	74
4	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	No, Wa, 2OL, La, Ro, SS, SS, SS, PC	74
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, ReF	No, HE, 2Ec, Ou, OL, Sc, La, MB	71
6	The Outhouse	Sean Cousins	<i>OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF</i>	HE, Wa, Ec, Ro, 2OL, MB	54
7	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, ReF, ReF, ReF, ReF	DL, No, HE, 2Sc, Ec, Ro, La	48
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TIF, ReF, ReF, ReF, ReF, ReF, ReF	Wa, 2DL, Ou, La	29

Congratulations to Kevin on his victory.

Rock Hound
Operations Round 4.2
Stock Round 5 due: 3/10 Tuesday

Operations Round 4.2

Fast Buck Tug (3/2) moves H3, picks up R60 and N60 – H4 and delivers for \$120. Scout (5/1) moves G4 – G5 – G6, picks up I40, H6 and delivers for \$40. Earnings are split.

Ice Finder Tug (4/3) moves M8, picks up R70, N7, picks up I50, O7, picks up I40, O6 and delivers for \$180. Scout (5/1) moves L7, picks up I50, K7 and explores (R30/60, I40/50), K8 and delivers for \$70. \$10 in exploration fees. Earnings are split.

Ore Crusher Tug (3/2) moves M2, picks up 2 N60, N1 – O1 and delivers for \$160. Tug (4/3) moves L2, picks up 2 N20, K1, picks up N20, J1 delivers for \$90. 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 paid out. \$46 to Blue Sky Mining, \$46 to Due Unto Others, \$138 to Errol's Outfit, \$46 to ANUS, and \$184 to BORG Mining. Stock price rises to \$187.

RU Tug (4/3) moves D5 – E5, picks up N50, E6 picks up R30, D7, refuels, C7, picks up I30, B7 – A7 and delivers for \$110. Scout (6/2) moves D5 – D6, picks up N60, D7 – D8, and explores (I50/60), D7, refuels, C7 – B6 – A7, and delivers for \$110. Tug (4/3) moves E4, picks up I30, F5 – G5, picks up N60, H4, and

delivers with transshipment for \$120. Pays full dividends. Blue Sky Mining receives \$204, Due Unto Others receives \$34, Carved in Stone receives \$34, and BORG Mining Collective receives \$68. \$10 in exploration fees. Stock price increases to \$153. Places claim on E6, R30/60.

MM Tug (3/2) with Torch moves from G4 – F5, picks up I60, E4 – D4, refuels, C5, picks up I60, C4 – D4 and delivers for \$120. Tug (3/2) flies from B3 – C3, and picks up R70, C2, picks up R60 and I30, B1 – A1 and delivers for \$180. Full dividends are paid. \$30 to Blue Sky Mining, \$90 to Due Unto Others, \$30 to Errol's Outfit, \$120 to BORG Mining Collective, and \$30 to MM. Stock price increases to \$85.

VP Tug (4/3) with Drill Hound moves from D7 – D6 – D5, picks up R70, E4, picks up R60, D4 and deliver for \$150. Scout (5/1) flies from J1 – J2, picks up I30, I2 and explores (I30/40), H2 – G3, refuels, F4 and explores (N20/60 and N10/50), G3 and delivers for \$30. \$20 in exploration fees. Pays full dividends. Carved in Stone receives \$72, VP receives \$108. Stock price increases to \$75. Buys Tug (4/3) for \$200.

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 – I7 and explores (R20/50 I40/50), picks up I40, I6 and explores (I40/50, N10/50), H5, picks up I60, H6 and delivers for \$100. \$20 in exploration fees. All earnings retained. Places claim on R20/50 in I7 for \$60.

Players

Player Name	Player Faction Name	Cash	Assets
Andy Lewis	Blue Sky Mining	\$615	Tunnel Systems, President's Share RU, 4 shares RU, 1 share TSI, 1 share MM
Sean Cousins	Due Unto Others	\$404	Fast Buck, 3 shares MM, 1 share TSI, 1 share RU
Bill Scharf	Errol's Outfit	\$482	Ore Crusher, Robot Smelters, 3 shares TSI, 1 share MM
Dennis Cain	Carved in Stone	\$430	Ice Finder, President's Share VP, 2 share VP, 1 share RU
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$272	President's Share LE, Asteroid Export Company, 1 share TSI
Caleb Cousins	BORG Mining Collective	\$558	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share MM, 2 shares MM

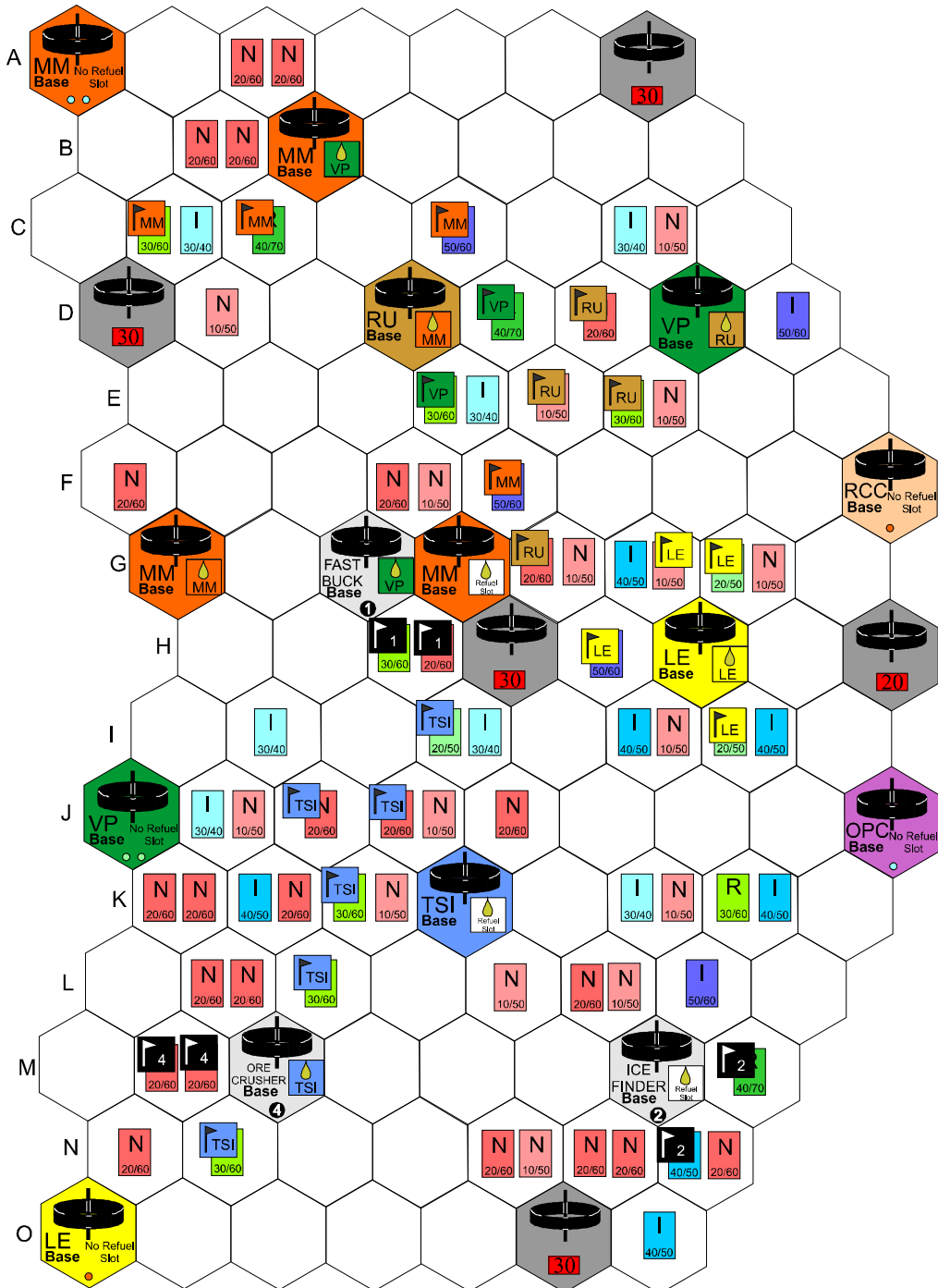
Players are listed in the order of their turns in the next Stock Round.

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	\$322	0	Scout (5/1), Tug (3/2)
Ice Finder	Carved in Stone	\$300	0	Scout (5/1), Tug (4/3)
Ore Crusher	Errol's Outfit	\$410	0	Tug (3/2), Tug (4/3)



71	80	90	101	113	126	140	155	171	188	206	225	245	266	288	311	335	360	386	413	441	470	500	
62	70	79	89	100	112	125	139	154	170	187 Stock TSI	205	224	244	265	287	310	334	359	385	412	440	469	
54	61	69	78	88	99	111	124	138	153 Stock RU	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 Stock VP	85 Stock MM	96															
10 Stock LE	23	34	43	50	57	65																	

67	77	88	100	125
Par LE	Par RU		Par TSI	

S.O.B.
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	\$245	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	8	Vacuum Associates
MM	BORG Mining Collective	\$559	Tug (3/2), Tug (4/3)	1	1	2	Torch
VP	Carved in Stone	\$288	Scout (5/1), Tug (4/3), Tug (4/3)	1	4	3	Drill Hound
LE	ANUS	\$332	Tug (3/2), Scout (6/2)	1	1	5	Lucky

Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Outer Planet Consortium (OPC), Ring Construction Company (RCC)			1 share Mars Mining (\$67), 5 shares Venus Prospectors (\$67), 7 shares Lunar Enterprises (\$67)

Cash in the Bank: \$3826

Available Ships: (Phase III ships) 6, Scout 7/3, \$275; Tug 5/4, \$325

Notes

There appears to be some confusion on the rules. First of all, it takes 2 movement points to explore a space. Secondly, Torch only adds one movement point to the original movement allowance. After refueling, a ship piloted by Torch still only has 3 movement points. Finally, once a ship delivers its cargo, it is done for the turn. It cannot refuel after delivery and continue to move.

Running Dogs

Turn 5 Bidding to Combat
Turn 5 Combat due: 3/10 Tuesday

Players

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

Bidding

Harkonnens play Cone of Silence on everyone except himself and the Lansraad. Those players may not bid.

CARD 1 () goes to the Harkonnens for 1 spice (extra card:)

CARD 2 () goes to the Harkonnens for 1 spice (extra card:)

CARD 3 is not bid on. Bidding stops here.

Revival and Movement

Revival

Lansraad order the Ixians to hold in place. Bene Gesserit coexists everywhere.

Fremen revive 1 token

Guild revives 3 tokens (4 spice to B.T.)

Harkonnens revive 3 tokens (2 spice to B.T.)

Lansraad revive 2 tokens

Shipping

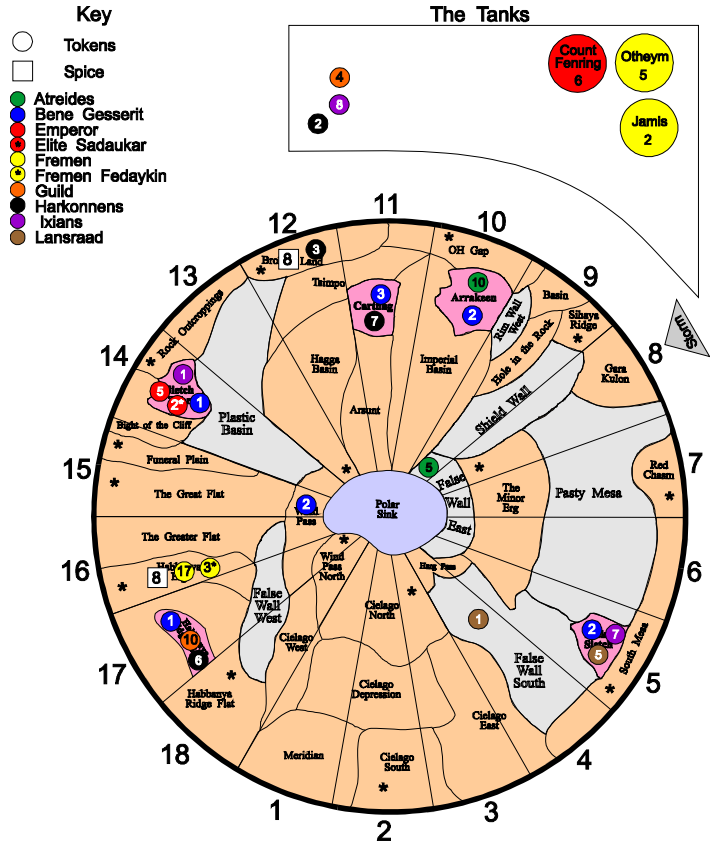
Emperor ships 7 tokens (2 Elite Sardakar) to Sietch Tabr

Fremen ship 1 token to Habbanya Erg

Guild ship 5 tokens to Habbanya Ridge Sietch

Harkonnens ship 6 tokens to Habbanya Ridge Sietch

Lansraad ship 6 tokens to Tuek's Sietch (1 Bene Gesserit token accompanies)



Movement

Atreides move 5 tokens Hole-in-the-Wall – Shield Wall – False Wall East (9)
Bene Gesserit move 2 tokens Polar Sink – Wind Pass (15)
Fremen move 19 tokens (3 Fedaykin) Great Flat – Greater Flat – Habbanya Erg (16)
Harkonnens move 3 tokens Carthag – Tsimpo – Broken Land (12)
Lansraad moves 1 token Tuek's Sietch – False Wall South (4)

Combat

We have 3 combats:

Habbanya Ridge Sietch: Guild vs. Harkonnens. Guild is the aggressor. Available leaders: Guild: Staban Tuek (5), Esmar Tuek (3), Master Bewt (3), Soo Soo Sook (2), Guild Representative (1). Harkonnens: Stilgar (7), Feyd-Rautha (6), Beast Rabban (4), Piter DeVries (3), Cpt. Nefud (2), Umman Kudu (1).

Tuek's Sietch: Ixians vs. Lansraad. Ixians are the aggressor. Available leaders: Ixians: Colonel (3), Major (2), Captain (2), 1st Lieutenant (1), 2nd Lieutenant (1). Lansraad: Baron Moat (6), Earl Viaconte (5), Administrator (3), Commissioner (2), Representative (1).

Sietch Tabr: Ixians vs. Emperor. Ixians are the aggressor. Available leaders: Ixians: Colonel (3), Major (2), Captain (2), 1st Lieutenant (1), 2nd Lieutenant (1). Emperor: Cpt. Aramsham (5), Burseg (3), Caid (3), Bashar (2).

Final Positions

Atreides: 10 Arrakeen, 5 tokens False Wall East (9), 5 tokens off-planet
Bene Gesserit: 1 token Sietch Tabr, 3 tokens Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens Wind Pass (15), 9 tokens off-planet
Bene Tleilaxu: No traitors, no traps
Emperor: 7 tokens (2 Elite Sadaukar) Sietch Tabr, 13 tokens (3 Elite Sadaukar) off-planet, Count Fenring in the tanks
Fremen: 20 tokens (3 Fedaykin) Habbanya Erg (16), Otheym, and Jamis in the tanks
Guild: 4 tokens in the tanks, 10 tokens Habbanya Ridge Sietch, 6 tokens off-planet
Harkonnens: 7 tokens Carthag, 3 tokens Broken Land (12), 6 tokens Habbanya Ridge Sietch, 2 tokens in the tanks, 2 tokens off-planet
Ixians: 7 tokens Tuek's Sietch, 8 tokens in the tanks, 4 tokens off-planet, 1 token Sietch Tabr
Lansraad: 5 tokens Tuek's Sietch, 1 token False Wall South, 14 tokens off-planet

Your cards: _____
Your spice: _____

Dogged

Turn 17.4 to 19.4

Turns 19.5 to 21.5 due: 3/7 Saturday

Turn 17

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 5 1

Rumble Port(s).

Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Rock Videos at 4b and Finest Dust at 4a). Buys 2 ServoMechanisms for \$400.

Dennis Cain (Qossuth)

Left Hemispheres, Inc. Rolls Used: 5 * 4

Titan's Tower(s) – Titan's Tower(p) – B10 – (R20) – (R) – B – Y – Airhome – (R) – Open Port – (R30) – A – (R30) – (R20) – TeleGate 1 – TeleGate 5 – B – Desolation Landing(o) – (R) – B – Y – B – (R) – B – Y – (R) – B10 – (R10) – Y – B.

Right Hemispheres, Inc. Rolls Used: 6 * 2

Titan's Tower(s) – Titan's Tower(p).

Buys 2 Finest Dust for \$20 and Dribble Glass for \$100. \$62 in commissions to Cash & Carrie.

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

R – B – (Y) – B – R – B – R – (Y) – A – R – B – (Y30) – R30 – B30 – R30 – B – (Y) – B – R – Minion(o) – Minion(s).

Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Finest Dust at 4a and Immortal Grease at 6). Buys Minion port for \$200.

Turn 18

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 4 5 6

Jellybeast Landing(s).

Barters Red Drive for \$60 credit. Buys 2 Psychotic Sculpture for \$60 credit plus \$260 cash.

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 3 4 6

Poison Port(o) – Poison Port(s).

Sells Mulch Wine for \$40 plus \$120 demand (from the cup: Fare to Base at 7b and Immortal Grease at 6). Buys Melf Pelt for \$50.

Chris Geggus (Dell)

Cool Runnings Rolls Used: 2 2 4

Grand Port(p) – R – (Y) – R – NC4 – Multi-Generation Ship.

Barters IOU for \$80 credit. Uses credit plus \$120 to buy Neutron Port.

Cool Strollings Rolls Used: 4 6

Wet Landing(s) – Wet Landing(p) – R – B – R – B – Y – Neutron Port.

Sells Impossible Furniture for \$180 (from the cup: Demand for Wine at 4a).

Buys Shield for \$60 and 3 Bionic Perfume for \$240. Gains \$48 in commissions.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 2 1

Rumbleport(s) – Rumbleport(o) – R – B – Y – B – R – B – Y – B – R –

Jewelport(o) – Jewelport(s).

Sells ServoMechanism for \$300 (from the cup: Finest Dust at 4a).

Dennis Cain (Qossuth)

Right Hemispheres, Inc. Rolls Used: 5 * 2

Titan's Tower(p) – B10 – R20 – R – B – (Y) – Aerie – A – (Y20) – A – A – (Y) – TeleGate 1 – TeleGate 5.

Left Hemispheres, Inc. Rolls Used: 4 * 4

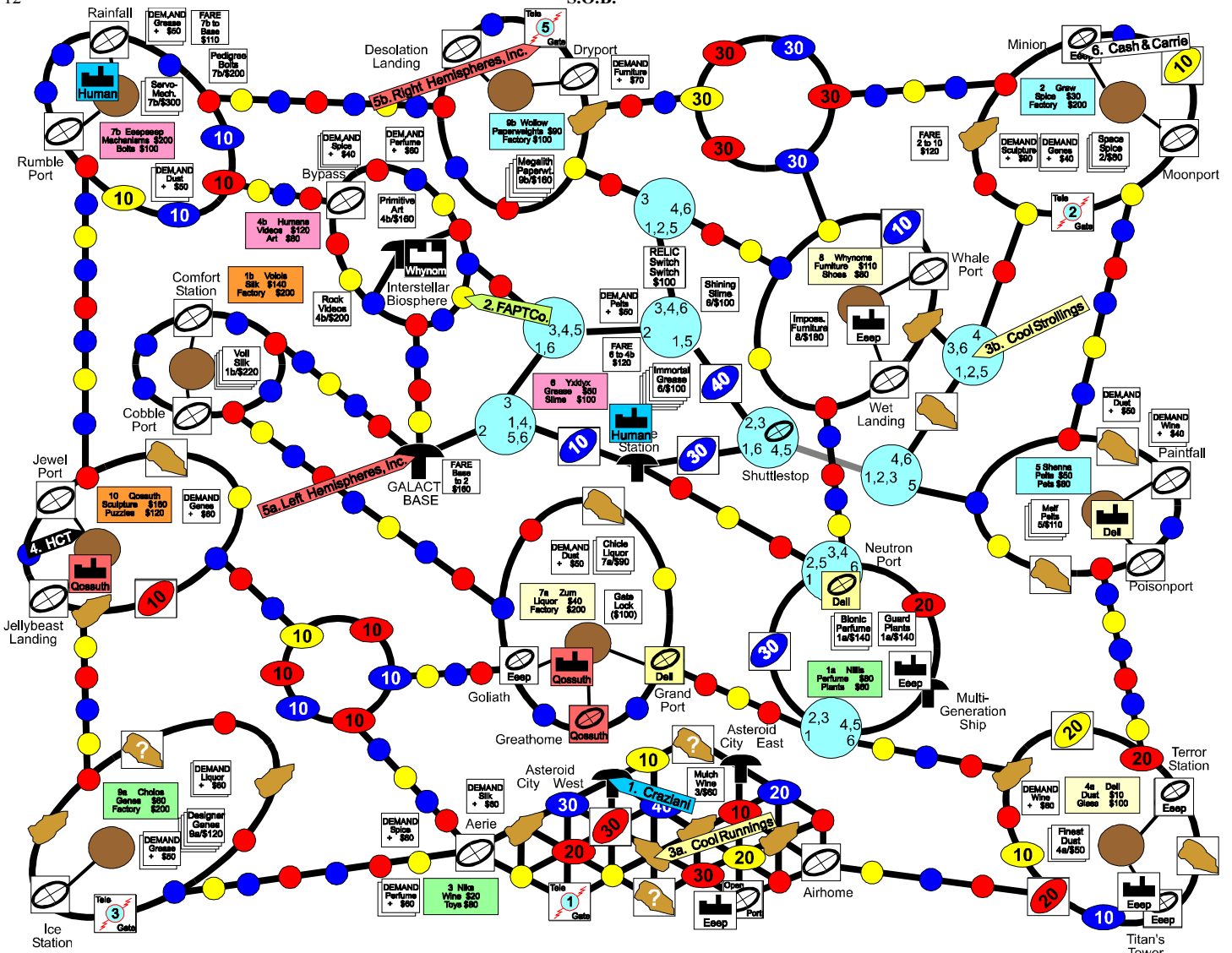
B – (R) – Bypass – (R) – Y – B – (R) – B – (R) – Y – Galactic Base.

Drops off Fare for \$180 (from the cup: Mulch wine at 3). Picks up Fare to 9a.

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

Minion(s) – Minion(p).

Sells Psychotic Sculpture for \$250 (from the cup: Designer Genes at 9a). Buys 2 Space Spice for \$60.



5a. Left Hemispheres, Inc.
Torch Clipper **\$299**
19: 2 // 20: 1 // 21: 6 (Times 4)
Hold1 Hold2 Hull

FARE Base to 9a \$110	Red Drive (\$120)	Shield (\$60)
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Gossuth \$200 Greathome \$200 Zum \$200

5b. Right Hemispheres, Inc.
Torch Freighter
19: 4 // 20: 3 // 21: 5 (Times 2)
Hold1 Hold2 Hold3 Hull

Finest Dust 4a/\$50	Finest Dust 4a/\$50	Dribble Glass 4a/\$200	Yellow Drive (\$80)
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Hold4 Hold5

6. Cash & Carry **\$502**
Rocket Scout
19: 1 3//20: 5 6 (Use 1 * 4)
Hold1 Hold2 Hull

Space Spice 2/\$80	Space Spice 2/\$80	Shield (\$60)
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Whynoms \$100 Niks \$100 Minion \$200
Titan's Tower \$200 Terror Station \$200 Dell Goliath \$200

1. Crazianni Consortium **\$388**
Normal Clipper
20: 1 1 4 6//21: 1 2 3 3
Hold1 Hold2 Hull

Psycho. Sculpt. 10/\$250	Mulligan Gear (\$120)
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Shield (\$60) Air Foil (\$80) Auto Pilot (\$80)
Yxklyx \$200 Eeep \$100

2. FarAway Places Trading Co.
Sports Scout **\$410**
20: 2 2 3 4 // 21: 2 4 5 5 (Use 3)
Hold1 Hold2 Hull

Melf Pelt 5/\$110	Fare 10 to Base \$150	7a \$120
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9a \$90 9b \$80

3a. Cool Runnings **\$255**
Scow Clipper
20: 2 3 3 4//21: 1 3 5 6 (Use 3)
Hold1 Hold2 Hull

Chicle Liquor 7a/\$90	Yellow Drive (\$80)	Shield (\$60)
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Neutron Port \$200 Shenna \$100 Grand Port \$200

3b. Cool Strollings
Scow Transport
20: 2 2 3 3//21: 1 4 4 6 (Use 2)
Hold1 Hold2 Hold3 Hull

Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140	Shield (\$60)
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4. Horse Cents Traders **\$610**
Fast Clipper
20: 1 3 4//21: 3 5 6 (Double 1)
Hold1 Hold2 Hull

Infinite Puzzles 10/\$250	Relic Shield (\$60)
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Humans \$100

Turn 19

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

(Mulliganed to a 4) 3 5 6

Jellybeast Landing(s) – Jellybeast Landing(o) – A – R10 – B – R – B – Y10 – R10 – B10 – Y10 – B – Y – B – R – Aerie – A – B30 – Asteroid City West.

Sells Psychotic Sculpture for \$250 (from the cup: Demand for Liquor at 9a).

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 2 6 6

Poison Port(s) – Poison Port(o) – R – A – Y – B – NC2 – NC2 – ? (It's a B40 penalty marker) – NC2 – NC2 – R – B – Y.

Chris Geggus (Dell)

Cool Runnings Rolls Used: 2 4 6

Multi-Generation Ship – NC6 – (Y) – B – R – A – R – (Y10) – R20 – R – B – (Y) – Airhome – R – (Y20) – A – A.

Cool Strollings Rolls Used: 4 4

Neutron Port(p) – Y – B – R – B – R – Wet Landing(o) – A – NC.

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

Jewelport(s).

Sells ServoMechanism for \$300 (from the cup: Impossible Furniture at 8).

Buys Infinite Puzzles for \$120. \$60 commission to Hemispheres, Inc.

Astro

1965

1966 Orders due: 3/10 Tuesday

Addendum

I forgot the fortunate accident card of the Republic of Texas. When he launched the Lunar Probe, this is what happened:

Launch: failure negated, Earth Orbital Burn: 97%>85%, failure. +1% on B and 3, -6MB to budget. Launch facility is undamaged.

Saved Cards

Andorra Astronaut cost reduced to 1MB each. Computer breakthrough.

GRAB Fortunate accident, satellite or probe.

Republic of Texas Fortunate accident, module.

Oceania Astronaut cost reduced to 1MB each.

Purchase Hardware

Republic of Texas: Buys 1 docking module (4) for 2MB, 1 lunar probe (3) for 6MB, 1 two-person capsule (b) for 6MB, and 3 two-stage rockets (B) for 36MB.

GRAB: Buys a third launch facility for 30MB, 3 two-person capsules (b) for 18MB, and 1 three-stage rocket (C) for 18MB.

Andorra: Buys 1 astronaut (Wilma II) for 1MB, 1 orbital satellite (1) for 1MB, 3 interplanetary satellites (2) for 12MB, 1 lunar probe (3) for 6MB, 2 two-stage rockets (B) for 24MB, 1 mega-stage rocket (G) for 30MB, and 1 four-person capsule/module (h) for 30MB.

LAMPLIGHTER: Buys One-Person Module Program for (e) for 42MB, 1 docking module (4) for 2MB, 1 two-stage rocket (B) for 12MB, 2 liquid fuel strap-ons (D) for 6MB, and 1 two-person capsule (b) for 6MB.

KOTGO: Buys 2 docking modules (4) for 4MB, 4 two-person capsules (b) for 24MB, 4 two-stage rockets (B) for 48MB, and 2 kickers (F) for 6MB.

Oceania: Buys Orbital Satellite Program (1) for 6MB, 2 docking modules (4) for 4MB, 2 two-stage rockets (B) for 24MB, and 2 two-person capsules (b) for 12MB.

Conduct Research and Development

Republic of Texas: D: 6 dice (1, 2, 3, 4, 4, 6) +20% to Max R&D. 12MB spent. e: 6 dice (1, 1, 2, 2, 4, 4) +14%. 24MB spent.

GRAB: 3: 8 dice (1, 1, 2, 5, 5, 5, 6) +31% to Max R&D. 32MB spent. C: 3 dice (6, 6, 6) +18% to Max R&D. 18MB spent. b: 6 dice (1, 2, 2, 3, 3, 4) +15%. 12MB spent.

Andorra: 2: 5 dice (1, 1, 2, 5, 6) +15%. 15MB spent. h: 6 dice (1, 2, 4, 4, 4, 5) +20%. 42 MB spent.

LAMPLIGHTER: e: 8 dice (1, 1, 2, 3, 3, 3, 4, 6) 23% + 8% = +31%. 32MB spent.

KOTGO: e: 8 dice (1, 2, 2, 4, 4, 5, 5, 6) 29% +8% = +37% to Max R&D. 32MB spent

Oceania: 1: 8 dice (1, 1, 1, 2, 3, 5, 6, 6) +25% - 13% = 12%. 8MB spent.

Declare Future Missions

Republic of Texas: Three launches announced for 1966. They are _____.

Andorra: Three launches announced for 1966. They are _____.

KOTGO: One launch announced for 1966. It is _____.

GRAB: Three launches announced for 1966. They are _____.

LAMPLIGHTER: One launch announced for 1966. It is _____.

Oceania: One launch announced for 1966. It is _____.

Rushing

None

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

Missions

Oceania launches a Manned Orbital with Docking and Spacewalk with Trigger and Hopalong Cassidy. Launch: 02%<93%, Earth Orbital Burn: 49%<71%,

Earth Orbital Activities: 100%>71%, Trigger saves!, Docking Module Power On: 79%>48%, failure, Docking: Automatic failure, Spacewalk: 81%<98%,

Earth De-Orbital Burn: 45%<71%, Re-entry: 61%<71%, Recovery: 80%>70%, uses fortunate accident to negate. Mission partial success. +1% to B, 1 and b, Trigger and Hopalong Cassidy to 20%, +3MB to budget.

LAMPLIGHTER launches a Manned Orbital with Docking and Spacewalk mission with Linda Luxious. Launch: 61%<89%, Earth Orbital Burn: 42%<81%, Earth Orbital Activities: 97%>81%, complex instrumentation failure, unable to be fixed, ground control elects to continue with mission, Docking Module Power On: 56%<96%, Docking: 80%>75%, Spacewalk: 90%<98%, Earth De-Orbital Burn: 01%<81%, Re-entry: 70%<81%, Recovery: 62%<81%. Mission partial success. +1% to 1, D, and a, +5% to docking, Linda Luxious to 30%, +3MB to budget.

LAMPLIGHTER launches a Manned Orbital with Docking mission with Biluxi Bob. Liftoff: 29%<90%, Earth Orbital Burn: 36%<82%, Earth Orbital Activities: 84%>82%, Biluxi Bob saves, Docking Module Power On: 73%<97%, Docking: 76%<80%, Earth De-orbital Burn: 59%<82%, Re-entry: 39%<82%, Recovery: 51%<82%. Success. +1% to A, 1, and a, +15% to docking, Biluxi Bob to 30%, +5MB to budget.

GRAB launches a Lunar Fly-By. Liftoff: 09%<85%, Earth Orbital Burn: 50%<93%, Earth Mission Burn: 84%<93%, Lunar Orbital Burn: 89%<93%, Lunar Orbital Activities: 74%<93%. Success. +1% to B, +5% to Photo Recon, +2MB to budget.

GRAB launches a Manned Orbital and Docking with Creideiki and Corbett. Liftoff: 66%>92%, Earth Orbital Burn: 01%<85%, Earth Orbital Activities: 29%<85%, Docking Module Power On: 62%<98%, Docking: 36%<65%, Earth De-Orbital Burn: 53%<85%, Reentry: 77%<85%, Recovery: 60%<85%. Success. +1% to b and B, +15% to docking, Creideiki and Corbett to 40%, +4MB to budget.

GRAB launches a Manned Orbital and Docking with Rodgers and Gordon. Liftoff: 42%<93%, Earth Orbital Burn: 79%<86%, Earth Orbital Activities: 26%<86%, Docking Module Power On: 40%<98%, Docking: 08%<80%, Earth De-Orbital Burn: 44%<86%, Reentry: 64%<86%, Recovery: 75%<86%. Success. +1% to b and B, +15% to docking, Rodgers to 20%, Gordon to 10%, +4MB to budget.

KOTGO launches a Manned Lunar Orbital with P. Kariya and J. Jagr. Launch: 31%<92%, Earth Orbital Burn: 29%<96%, Earth Mission Burn: 62%<96%, In-Route Activities: 20%<88%, Lunar Orbital Burn: 72%<96%, Lunar Orbital

Activities: 69%<88%, Lunar Mission Burn: 89%<96%, In-Route Activities: 83%<88%, Earth Orbital Burn: 03%<96%, Earth Orbital Activities: 100%>88%, cabin pressure lost, mission failure, Earth De-Orbital Burn: 80%<88%, Re-entry: 25%<88%, Recovery: 45%<88%. Mission failure. +1% to B, F, and b, +5% to Photo Recon, P. Kariya to 40%, J. Jagr to 30%, -6MB to budget.

Andorra launches a Venus Fly-by. Launch: 85%<93%, Earth Orbital Burn: 13%<86%, Earth Mission Burn: 84%<86%. Mission underway. +1% to 2 and B.

Andorra launches a Manned Orbital with Spacewalk mission with Fred. Liftoff: 29%<94%, Earth Orbital Burn: 69%>84%, Earth Orbital Activities: 94%>84%, Fred saves, Spacewalk: 49%<98%, Earth De-Orbital Burn: 17%<84%, Reentry: 75%<84%, Recovery: 18%<84%. Mission success. Fred to 30%, +1% to B and a. +5MB to budget.

Andorra launches an Orbital Satellite. Liftoff: 53%<90%, Earth Orbital Burn: 51%<96%, Earth Orbital Activities: 84%<96%. Success. +1% to 1 and A, +2MB to budget.

Republic of Texas launches a Lunar Probe. Liftoff: 27%<89%, Earth Orbital Burn: 71%<83%, Earth Mission Burn: 17%<83%, Lunar Orbital Burn: 17%<83%, Lunar De-Orbital Burn: 18%<83%, Photo Reconnaissance: 41%<62%, Lunar Landing: 14%<83%. Success. +1 to B and 3, +15% to Photo Recon, +12MB to budget.

Republic of Texas launches a Manned Lunar Pass mission with LBJ and Bush. Liftoff: 25%<93%, Earth Orbital Burn: 31%<95%, Earth Mission Burn: 58%<95%, In Route Activities: 68%<86%, Lunar Mission Burn: 32%<95%, In Route Activities: 44%<86%, Earth Orbital Burn: 05%<95%, Earth Orbital Activities: 02%<86%, Earth De-Orbital Burn: 62%<86%, Re-entry: 56%<86%, Recovery: 97%>86%, extraction difficulties, hatch jammed shut, must be cut open. Success, LBJ and Bush to 30%, +1% to b, K, and B, +11MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk mission with Cisneros. Liftoff: 51%<85%, Earth Orbital Burn: 33%<90%, Earth Orbital Activities: 56%<90%, Docking Module Power On: 57%<98%, Docking: 85%>55%, Spacewalk: 92%<98%, Earth De-orbital Burn: 22%<90%, Re-entry: 49%<90%, Recovery: 03%<90%. Partial success, Cisneros to 20%, +1% to a and D, +5% to Docking, +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 (1965)	146	81	130	51	127	162
Cash	0	7	66	7	0	80
1-Orbital Satellite	3 / 97%	1 / 98%	0 / 96%	1 / 49%	1 / 98%	1 / 98%
2-Interplanetary Satellite	2 / 87%	1 / 86%	0 / 91%		1 / 93%	
3-Lunar Probe	2 / 89%				1 / 85%	0 / 87%
4-Docking Module		1 / 95%	3 / 45%	1 / 45%	0 / 95%	0 / 60%
A-One Stage Rocket	0 / 91%	0 / 91%	3 / 90%		1 / 93%	4 / 97%
B-Two Stage Rocket	3 / 95%	2 / 90%	3 / 93%	1 / 94%	3 / 94%	1 / 94%
C-Three Stage Rocket					2 / 95%	
D-Liquid Fuel Strap-ons		1 / 90%	4 / 86%	1 / 85%		0 / 86%
F-Kicker		1 / 85%	3 / 97%	1 / 96%		0 / 96%
G-"Mega" Stage Rocket	2 / 53%					
EVA Suits	98%	98%	98%	98%	98%	98%
a-One Person Capsule	1 / 85%	0 / 83%	1 / 83%		0 / 86%	1 / 91%
b-Two Person Capsule		3 / 85%	3 / 89%	1 / 72%	3 / 87%	0 / 87%
c-Three Person Capsule						

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
d-Two Person Module						
e-One Person Module		1 / 41%	3 / 90%	1 / 77%		1 / 41%
f-Three Person Minishuttle						
h-Four Person Cap/Module	2 / 52%					
Photo Recon	95%	65%	65%	70%	70%	80%
Launch Facilities	3	2	1	1	3	3
Astronauts	Dino, Fred (30%), Barney, Betty, Wilma II (0%)	Linda Luxious, Biluxi Bob (30%), Mary Mullux, Lux Redux (10%)	J. Jagr (30%)	Hopalong Cassidy, Trigger (20%)	Dak Broadbent (50%), Creideiki, Tom Corbett (40%), Buck Rodgers (20%), Flash Gordon (10%)	Houston, Blaha, LBJ, Bush (30%), Cisneros (20%), Travis (10%), Austin (0%)

1966

Draw Event Cards

Republic of Texas: Sabotage, pay another player 10MB or lose 10% on two-person capsule on next mission. -3MB to budget.

Andorra: Computer breakthrough. Max R&D and Max Safety factors for interplanetary satellite and lunar probe increase by 5% each. -7MB to budget.

GRAB: Severe setback. Pay 36MB or lose 20% on next three-stage rocket launch. +5MB to budget.

KOTGO: P. Kariya killed in automobile accident. -3MB to budget.

(Deck is reshuffled)

LAMPLIGHTER: Scientific Breakthrough. 6 dice on two-stage rocket (to Max R&D). +7MB to budget.

Oceania: Major Media Event. Astronauts cost 1MB each for the rest of the game. +3MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1965 Budget	143	99	129	61	138	183
1966 Budget	136	106	126	64	143	180
Cash	143	106	193	68	138	263

Lupine

Turn 1 Conferences, Cabinets, and Coalitions

Turn 1 Media Tokens and Campaign Days due: 3/10 Tuesday

Conferences

FDP holds a Special conference (500DM paid) and changes Freugeutliche Grundordnung to Atomkraft JA

Party Bases: CDU gains 1, Grüne gains 1, FDP gains 3, and SPD gains 1.

Cabinet

FDP sends his Außenminister (500DM paid) to Hessen and doubles Marktwirtschaft

Coalitions

None possible.

The Parties

<u>CDU</u>	<u>Grüne</u>	<u>FPD</u>	<u>SPD</u>
Player: Caleb Cousins	Player: Brad Martin	Player: Pitt Crandlemire	Player: Andy Lewis
Campaign Days: 6	Campaign Days: 6	Campaign Days: 6	Campaign Days: 6
Media: 4	Media: 4	Media: 4	Media: 4
Conferences: 2 Special Regular	Conferences: 2 Special Regular	Conferences: Special Regular	Conferences: 2 Special Regular
Platform: <u>Freugeutliche Grundordnung</u> 35-Stunden-Woche NEIN NATO NEIN Steuersenkung NEIN Gewerkschaft	Platform: <u>Umweltshutz</u> §218 JA Atomkraft NEIN Steuersenkung JA Gewerkschaft	Platform: <u>Marktwirtschaft</u> 35-Stunden-Woche JA NATO NEIN Steuersenkung NEIN Atomkraft JA	Platform: <u>Gewerkschaft</u> 35-Stunden-Woche JA NATO JA §218 NEIN Atomkraft JA

S.O.B.
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 (x2)
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

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

Your cash: _____

Available Ministers: _____

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	4	4	6	4

Sun Dog

Turns 3.3 to 4.3

Turns 4.4 to 6.4 due: 3/10 Tuesday

Turn 3

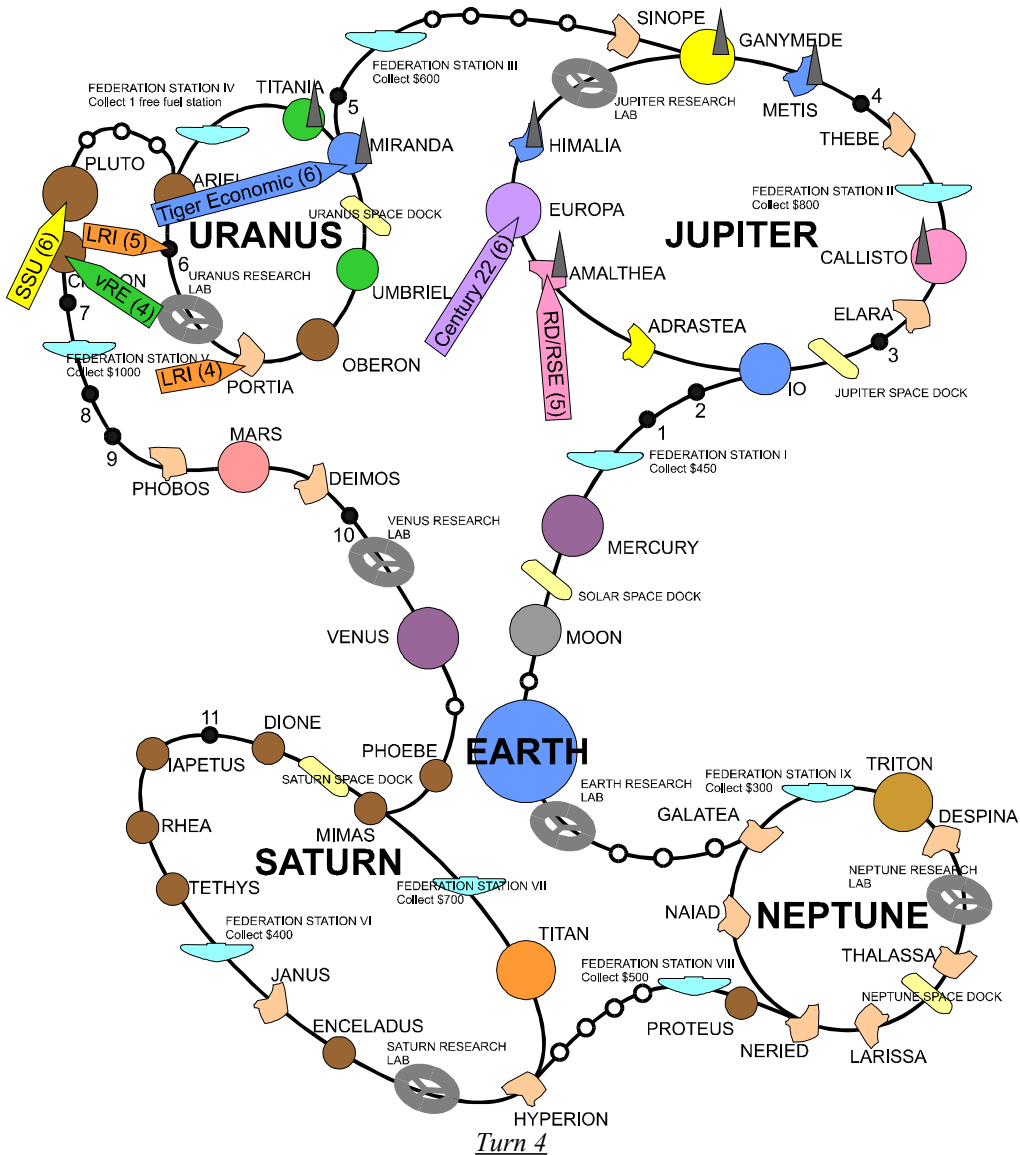
Company	Starting Location	Die Roll	Ending Location	Notes
Solar Solutions, Unlimited	Ganymede	1, 4	Adrastea	Buys Adrastea for \$120.
van Rijn Enterprises	Umbriel	1, 6	Titania	Buys Titania for \$300, places fuel station, refuels.
Lunar Rendezvous, Inc.	Federation Station III	4, 6	Federation Station IV	No further action.
Red Dog/Red Shift Enterprises	Callisto	4, 5	Amalthea	Buys Amalthea for \$200, places fuel station, refuels.

Turn 4

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Himalia	3, 6	Federation Station II	Buys 2 fuel stations for \$1000.
Century 22	Ganymede	1, 2	Europa	Buys Europa for \$330.
Solar Solutions, Unlimited	Amalthea	4, 6	Ganymede	10 fuel used.

The Players

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda	3	16	1100
Century 22 (Purple)	Bill Scharf	Europa	4	17	1375
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Ganymede, Adrastea	2	25	1135
van Rijn Enterprises (Green)	Pitt Crandlemire	Umbriel, Titania	2	25	1695
Lunar Rendezvous, Inc. (Orange)	Andy Lewis		6	19	1495
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea	2	25	1295



Turn 4

Company	Starting Location	Die Roll	Ending Location	Notes
van Rijn Enterprises	Titania	6, 6	Charon?	\$100 gained, may bypass Charon. 12 fuel used.
Lunar Rendezvous, Inc.	Federation Station IV	1, 5	Portia	
Red Dog/Red Shift Enterprises	Amalthea	2, 4	Callisto	6 fuel used. Refuels.

Turn 5

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Federation Station II	4, 4; 4, 6	Metis	\$100 gained, bypasses Amalthea, 8 fuel used. Buys Metis for \$140, places fuel station, refuels.
Century 22	Europa	1, 4	Blank Dot 3	5 fuel used.
Solar Solutions, Unlimited	Ganymede	4, 6	Umbriel	10 fuel used. \$290 rent paid to van Rijn Enterprises.
van Rijn Enterprises	Charon?	1, 6	Diemos?	
Lunar Rendezvous, Inc.	Portia	1, 1	Blank Dot 6?	\$100 gained, may bypass blank dot, 2 fuel used.
Red Dog/Red Shift Enterprises	Callisto	4, 5	Amalthea	9 fuel used.

Turn 6

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Metis	4, 5	Miranda	9 fuel used. Buys Miranda for \$250.
Century 22	Blank Dot 3	5, 5	Europa?	\$100 gained, may bypass Europa.
Solar Solutions, Unlimited	Umbriel	3, 5	Pluto	8 fuel used.
van Rijn Enterprises	Diemos?	2, 2	Venus?	\$100 gained, may bypass Venus.

Notes

There was a clear consensus to run two turn per mailing, so here it is. First of all, the answers to some questions:

1. Movement is always counter-clockwise around the board and you may not reverse direction.
2. Maximum fuel is 25.
3. Placement of fuel stations is optional.
4. Standing and going-forward orders are encouraged. For example, "Buy anything I land on that I can, and bypass anything that I can't

buy or already own. Place a fueling station if I have 10 or less fuel. Buy a fuel station if I have 2 or less."

Finally, some notes on the map. Following each player's symbol, there is the turn that the player was at that spot. Usually, that spot is a decision point. As always, I am open to suggestions on how to improve things, so if you have some, please let me know.

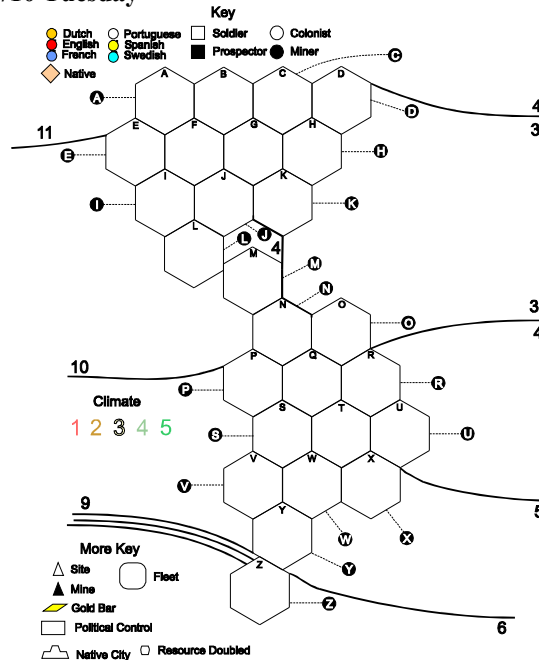
Pooch

Gamestart

Turn 1 due: 3/10 Tuesday

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$160	25	0	0
English	Dennis Cain	\$160	25	0	0
French	Pitt Crandlemire	\$160	25	0	0
Portuguese	Andy Lewis	\$160	25	0	0
Spanish	Bob Robles	\$160	25	0	0
Swedish	Kevin Wilson	\$160	25	0	0



Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

In the Doghouse
with Marmaduke

Not much happening the world of games this month so the news will take a break. Thanks for the kind words expressed by many on the General's Philosophy Column I wrote. It just kinda grew out there. Until next time. On with the games....

Stand-by Calls: None thanks to Paul and Caleb for unused orders this month

Game Openings:

Slapshot: Minimum of 6. Chris Geggus

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR:

Hootch

Turn 10.3 to 11.3

GM: Andy Lewis

Deadline for Turn 11.4 to 12.4 is March 6, Friday

Turn 10

Sean's player-turn

Production: Brick (Chris G.)

Trades: Gives Pitt 2G for 1O and gives Ward 1O for 1B and 1W

Actions: Builds road at O5/Sea.

Pitt's player-turn

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

Trades: None

Actions: Build settlement at O4/M8/Sea

Turn 11

Ward's player-turn

Production: Wool (Chris G.), Ore (Pitt[2])

Trades: None (*Previous trade doesn't leave enough*)

Actions: None

Chris G's player-turn

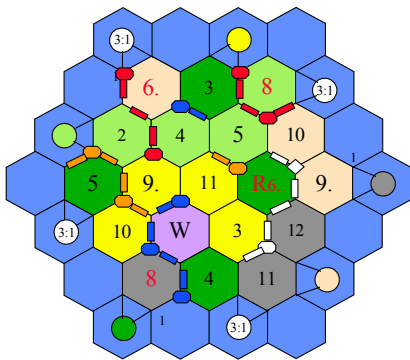
Production: Grain (Sean, Pitt), Ore (Ward)

Trades: None

Actions: Play Invention for 2L. Build road at O3/P8. Build Settlement at O3/P8/Grain port

- 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 11.3



Sean's player-turn

Production: Brick (Chris G.)
 Trades: None
 Actions: None

Cards After 11.3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	2	3	--	--	4	--	3
Chris	1	--	--	--	--	--	4
Sean	3	--	2	--	--	--	3
Pitt	3	1	2	--	3	U(17,2)	4

Longest Trade Route: No one.
 Largest Knight Force: No one.

Open Trade Offers

Ward: None
 Sean: Will give 2G for 1L
 Chris: None
 Pitt: Will Give 1O for 2G or 1G & 1L

Turn 11 Production Die Rolls

Pitt's player-turn: 10

Turn 12 Production Die Rolls

Ward's player-turn: 4 Chris's player-turn: 4
 Sean's player-turn: 4 Pitt's player-turn: 4

Press

Talk about an odd occurrence. How do you get four 4's in a row?

Benji

Turns 5.2 to 6.2

GM: Andy Lewis

Deadline for Turns 6.3 to 7.3 is March 6, Friday

Turn 5

Caleb's player-turn

Production: Wool (Bill, Chris G.)
 Trades: None
 Actions: None

Brad's player-turn

Production: Lumber (Caleb), Brick (Caleb, Brad, Bill)
 Trades: None
 Actions: None

Chris G.'s player-turn

Production: Brick (Brad), Lumber (Brad, Caleb, Chris G.)
 Trades: None
 Actions: Play Knight and move Robber to O6 and steal 10 from Brad

Turn 6

Bill's player-turn

Production: Move Robber to O12 (Brad discards 2W, 1B, 1O) and steal 1L from Caleb
 Trades: None
 Actions: Build settlement at O2/F5/3:1 port

Caleb's player-turn

Production: Grain (Caleb, Chris G.), Lumber (Bill[2])
 Trades: None
 Actions: Build roads at O6/F11 and P4/F11 - gains largest trade route.

Cards After Turn 6.2

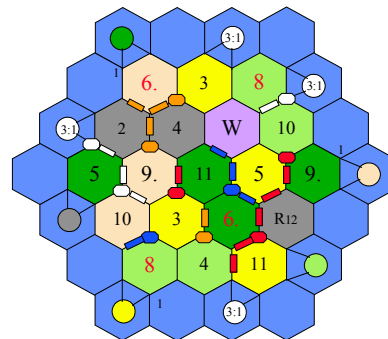
	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	--	--	--	3	--	--	3
Caleb	3	--	--	--	--	--	5
Brad	--	--	1	1	1	--	3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Chris G.	1	--	1	1	1	Knight	2

Longest Trade Route: Caleb.
 Largest Knight Force: No one.

- 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 6.2



Open Trade Offers

Bill: None
 Caleb: None
 Brad: Will give 1O for 1G
 Chris G: None

Turn 6 Production Die Rolls

Brad's player-turn: 9 Chris G's player-turn: 5

Turn 7 Production Die Rolls

Bill's player-turn: 7 Caleb's player-turn: 4
 Brad's player-turn: 8

Lassie**Turn 7****GM: Andy Lewis****Deadline for Turn 8 is March 6, Friday**Round 3

Derby County 1(modified to 0)-1at Manchester United 1(modified to 0 and back to 1)-2

Manchester United win 3-1

£245,000 per

Nottingham Forest buys a striker

Newcastle United 2(modified to 3)-1(modified to 0) at Nottingham Forest 1(modified to 0 and back to 1)-1(modified to 0)

Newcastle United wins 3-1

£190,000 per

Tottenham Hotspur buys a striker

Tottenham Hotspur 1(modified to 2)-1 at Aston Villa 1-2

It's a 3-3 draw

£195,000 per

Aston Villa 1-1at Tottenham Hotspur 2(modified to 3)-0 Tottenham Hotspur wins the rematch 3-2 on the strength of their striker

£185,000 per

Plymouth Argyle buys a goalkeeper

Plymouth Argyle 0(modified to 1 and back to 0)-2 at Liverpool 2(modified to 1)-0(remains 0)

Plymouth Argyle pulls a major upset 2-1 and gains 3 Glory Points

£220,000 per

The Semi-Finals are Tottenham Hotspur vs. Plymouth Argyle (Buys and plays players first) and Manchester United vs. Newcastle United (Buys and plays

players first). The first case of a player owning both teams occurs at a horrible time - in the Semi-Finals and as the last draw of the round so there is no way to change the match-up. Therefore, Michael will have to put one of the teams up for bid. If the bid does not reach £375,000, he can turn down the bid and keep both teams. Please make bids for each team with a starting point and how high you're willing to go. Also note that ties will go to overtime before a replay; they still go to replay if tied after one overtime period. Both teams roll dice as if they were at home. In addition, the gate money will be half to the total value of the two teams involved.

Star Players Available

Goalkeepers (£250,000) - 1

Central Defenders (£400,000) - 0

Midfielders (£600,000) - 0

Strikers (£750,000) - 1

Brad Martin (£235,000 - 0 Glory Points)Sean Cousins (£1,065,000 - 2 Glory Points)

Tottenham Hotspur (striker)

Bill Scharf (£840,000 - 0 Glory Points)Chris Geggus (£725,000 - 9 Glory Points)

Plymouth Argyle(goalkeeper, central defender, midfielder)

Michael Geggus (£1,075,000 - 4 Glory Points)

Newcastle United(goalkeeper, central defender, midfielder)

Manchester United(central defender, midfielder)

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

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, ii11	100	3	85	1	10	2	I, E, N, R, F
Caleb Cousins	Venice (2)	Ii1, ii23, ii39	10	10	192	2	12	4	I, F, R, A
Pitt Crandlemire	Genoa (4)	19, ii41	90	35	70	6	8	4	A, N, E
Paul Bolduc	Paris (6)	11	70	24	91	5	11	10	I, E, R, S
Dennis Cain	Hamburg (1)	ii36	50	15	88	4	7	4	I, N
Bill Scharf	London (3)	20, ii37, ii18	40	13	70	3	8	6	A, V, E, I

Commodity Log

Commodity	Sean	Caleb	Pitt	Paul	Dennis	Bill
Stone (2)	1	1	3	2	1	--
Wool (3)	3	--	--	--	--	4
Timber (4)	1	1	--	2	2	1
Grain (5)	1	2	--	2	2	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

There was a mistake made last turn on my part. London has 8 dominances and therefore gained \$12 more than I gave him. Also, it turns out I was asleep at the wheel and charged Barcelona and Venice \$20 too little for Holy Indulgence. This means that Barcelona could not afford the ship upgrade.

Turn 3Phase 7**Venice** buys 10 tokens.**Paris** buys 24 tokens.**Barcelona** buys 3 tokens.**London** buys 13 tokens.**Genoa** buys 35 tokens (1 is already being used as a satellite).

Hamburg buys 15 tokens.

Turn 4

Phase 1 – Buy Removal of Surplus/Shortage

None

Phase 2 – Buy Cards

None

Phase 4 – Play Cards

Barcelona plays Civil War on Genoa (misery goes to 90, decide to take a token from expansion to fill the capital and decide whether to lose half his

tokens or \$46), Timber with shortage (Barcelona, Venice, London gain \$12, Paris and Hamburg gain \$27)

Venice plays Silk (Venice gains \$72, Barcelona gains \$8)

London passes

Hamburg plays 2 Fur (Venice, Genoa, Dennis each gain \$14), Charlemagne (1st leader)

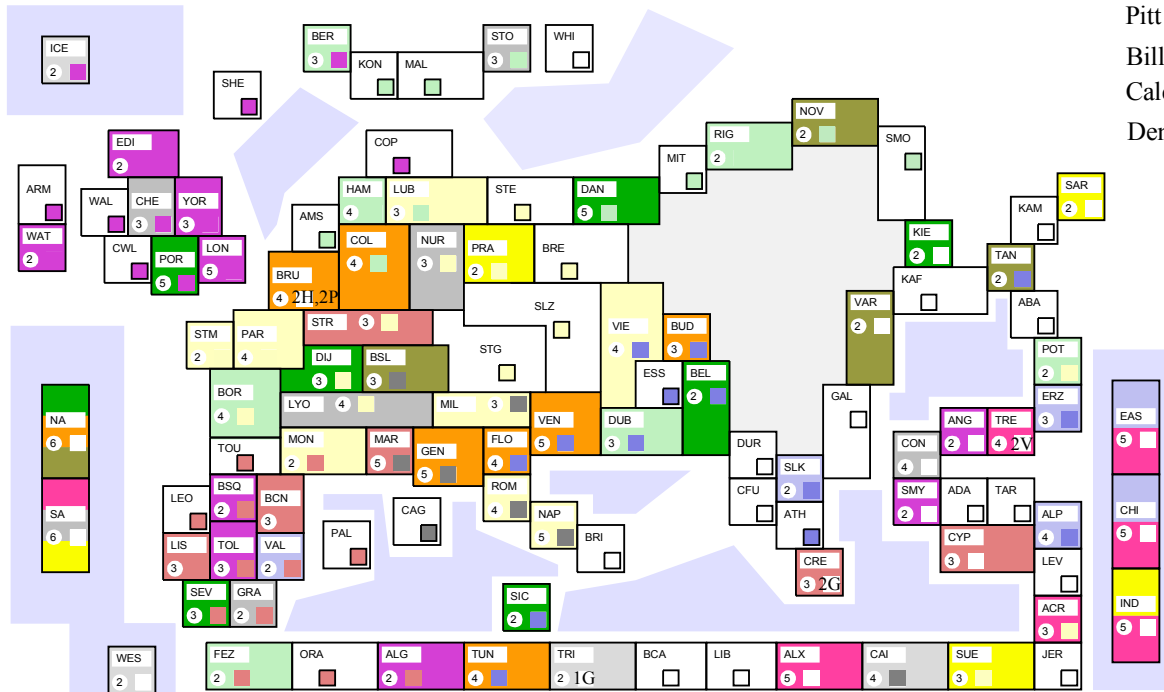
Paris plays Gunpowder

Genoa passes

Scooby through 3.6

Tie-breaking order

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



Buster

Round 4

GM: Andy Lewis

Deadline for Round 5 is March 6, Friday

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Desert Isles	Maroon	Caleb	2-0-2	8	13	9	+Pilsner, -Cull
Green Meanies	Green	Sean	2-2-0	6	17	6½	+Ardvaark, +Badakoff
Cain Insurrection	Purple	Dennis	1-0-3	6	10	0	+Frankenstein, +Kikarski
Brad's Aussie Duffers	Orange	Brad	1-1-2	5	10	6½	+Bjanby, +Tanamera
Yellow Peril	Yellow	Pitt	1-2-1	4	12	1½	+Limpard, +Bogota
Virginia Red Tide	Red	Dave	1-3-0	3	13	4	+Winkelpicker, +d'Arme, +Angelo, -Delarda, -Baldie(misses Rd 5)

There was a mistake in Round 3. When Frankenstein was sent off with the second yellow, he should have been replaced by an unused (not bench) field player not by the backup goalie. So below is the correct resolution of the game. I had to think long and hard about how to fix the game - Did I keep the original rolls since I had them all ordered or re-roll from the mistake? In the end I decided that it should be re-rolled from the mistake. This way the players can't figure out the outcome of a game before reporting a mistake. This should make sure I have all mistakes reported like I did in another game when it helped an opponent. I appreciate and respect that kind of honesty.

Yellow Peril at Green Meanies

Virginia Red Tide Goalie: Garry 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**, Lee Nova moves into goal] vs. Frank Lee **0-1**

Buster Gutt vs. Matt Black [No shots]

Mark Thyme vs. Jonah Murk [No shots]

Stan Dandy Liver [dr 2, ? - Penalty shot dr ?] vs. Buck Teeth **0-1**

Dan Delion vs. Tim Iddley [dr 5] **0-2**

Tom Bowler vs. Alf Wayline [dr 5, ? - **Gary Baldie injured and will miss**

Rounds 4 and 5, Pat O'Cake enters the game] 0-3

Eamonn Upfield [dr 2, 3] vs. No one **1-3**

Bruce Toes vs. Ryan Dice [No shots]

Jimmy Riddle [dr 1, 4] vs. No one **2-3**

No one vs. Des Troy [dr 4] **2-4**

Cain Insurrection win a bloody match at 4-2 but lose Frankenstein early for next round!

Round 4

Desert Isles at Green Meanies

Deserted Isles Goalie: Doug Flowerbed

Green Meanies Goalie: Al Cohol

Stu Pidd vs. Bernie Toast [dr 5] **0-1**

Barry Island [No shots] vs. Ed Case

Justin Case [dr 5] vs. Gaz Hump **1-1**

Dieter Pilsner vs. Roland Butter [No shots]

Hank Ward [dr 2+1, 3+1] vs. Sid Cup **3-1**

Will Full vs. Kim Ardvaark [No shots]

Mickey Finn vs. Daley Bread [No shots]

Pete Sake [dr 2, ? - Penalty shot dr 2] vs. No one **5-1**

Glen Coe vs. Benny Fitt [No shots] **5-1**

No one vs. Kenny Score [dr 5, 3] **5-3**

Norman Dee [dr ? - Deserted Isles draw a yellow card, 5] vs. No one **6-3**

No one vs. Terry Bull [dr 1] **6-3**

Deserted Isles roll 6-3

Virginia Red Tide at B.A.D.

Virginia Red Tide Goalie: Pat O'Cake

B.A.D Goalie: Maurice Oxford

Rolf Winkelpicker vs. Jack Potts [No shots]

Andy Mann [dr 4, 2] vs. Gordon Bennett **1-0**

Buster Gut vs. Juan Tanamera [No shots]

Mark Thyme vs. Harry Carey [No shots]

Stan Dandylover [dr 3] vs. Dick Head **2-0**

Jean d'Arme vs. Willie Missit [No shots]

Tom Bowler vs. No one [No shots]

Michael Angelo [No shots] vs. Jerry Cann

Bruce Toes vs. Neil Down [dr 5] **2-1**

Jimmy Riddle [No shots] vs. Roger Andout

No one vs. Stig Bjanby [dr 2] **2-1**

Virginia Red Tide get their first win with a diving last second save by stand-in goalie Pat O'Cake 2-1!

Cain Insurrection at Yellow Peril

Cain Insurrection Goalie: Ivor Bigwon

Yellow Peril Goalie: Brad Basket

Frank Lee vs. Nils Limpard [dr 1, 3] **0-1**

Butch Haredough [No shots] vs. Phil M'Glass

Des Troy vs. Jock Strapp [No shots]

Buck Teeth vs. Dai Bollical [dr 2+1, 4+1] **0-3**

Alf Wayline [dr 3] vs. Don Keebrane **1-3**

Ryan Dice vs. Chris Allis [dr 5] **1-4**

Matt Black vs. Joe Kerr [No shots]

Jonah Murk [dr 4, 5] vs. Max Volume **3-4**

Tim Iddley vs. Herb Tea [No shots]

Lee Nova [dr 1, 3] vs. Sean Lamb **4-4**

It's 4-4 draw! Lee Nova misses one at the end which could have won it!

Foreign Player Bidding

Enrique Bogota: Yellow Peril wins with a bid of 5

Stefan Kikarski: Cain Insurrection wins with a bid of 4

Boris Badakoff: Green Meanies win with a bid of 3½

Virginia Red Tide takes the free ½.

Due next month: Round 5 orders and bids (in order) on Wolfgang Spitz, Amerigo Vespucci, Claude Derriere

Round 4:

B.A.D. at Yellow Peril

Desert Isles at Virginia Red Tide

Green Meanies at Cain Insurrection

Coal

Turn 2

GM: Andy Lewis

Deadline for Turn 4 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	52, 30, 6, 48, 60, 19, 28	33(XXX.450)
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	2, 30, 46, 49, 14, 48, 47,56	?
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	59, 3, 48, 18, 46, 35	52(XXX.645)

Turn 2 - 6 Laps (21 of 160)

Lap Count

Texaco/Havoline Ford plays 50 (12 Laps)

Pink Pussycat Lounge Studebaker plays 25 (12 Laps)

Australis Motors RR plays 3 (12 Laps)

Victoria's Secret Ford plays 39 (12 Laps)

Action Phase

Pink Pussycat Lounge Studebaker plays 45 (Learn the Track)

Texaco/Havoline Ford plays 56 (Pull Away). Anita Mann plays 9 (Draft) to stay with Ernie and create a gap between her and Brad.

Victoria's Secret takes no action since there is now a gap in front which can only be filled with playing a pull away or being passed or by a yellow flag.

Australis Motors RR takes no actions.

Refill Phase

Ernie Irvan draws 3, 7, 26.

Anita Mann draws 48, 60, 33.

Brad Martini draws 31, 52.

Leadfoot draws 47.

Turn 3 - Crash Ahead - 6 Laps (27 of 160)

All players must play any pass or Inside Advantage card to get by. Otherwise, you're involved and out of the race.

Ernie Irvan does not have one of these cards and hits the pile-up - knocking him out of the race. Anita Mann only has one choice and plays card 33. Brad Martini only has one choice and plays card 52. Leadfoot has multiple choices which he must choose from.

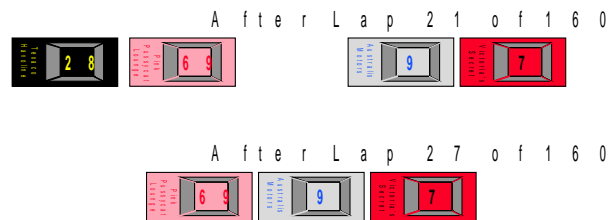
A yellow flag is then out for 6 laps. This closes the gap and allows all drivers to refill their hands. Anita draws 19, 28. Brad draws 49. Leadfoot draws 56.

Turn 4 – 24 Laps (51 of 160)

Give orders to make lap count and actions. Leadfoot also has to discard to miss the crash.

Press

Brad – All: I wouldn't know a REAL driver if I ran over one, and what the hell is NASCAR? <I think it stands for National Association for Stock Car Automobile Racing>



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. What was the first walled town in the world?

A1. Jericho.

Pitt Crandlemire, Berry Renken, Chris Geggus, Brad Martin, and Caleb Cousins each receive ½ point.

Q2. What was the first year in the ancient Egyptian calendar?

A2. Around 4236 BC

Pitt Crandlemire receives 2 points.

Q3. What civilization produced the first food surplus in history?

A3. Sumeria.

Berry Renken, Andy York, Dennis Cain, and Brad Martin each receive ½ point.

Q4. What was the first Phoenician colony in Africa?

A4. Utica

Dennis Cain and Brad Martin each receive 1 point.

Q5. What was the Buddha's name?

A5. Siddhartha Gautama.

Pitt Crandlemire, Berry Renken, Andy York, Bill Scharf, Chris Geggus, Dennis Cain, Brad Martin, and Caleb Cousins each receive ½ point.

Pitt Crandlemire and Brad Martin each earn a free issue.

Current Scores

Pitt Crandlemire	40½	Chris Geggus	37½
Andy Lewis	31½	Andy York	30
Paul Bolduc	25½	Brendan Whyte	18½
Bill Scharf	18½	Steve Koehler	17½
Dennis Cain	16½	Dan Eisenhut	14½
Berry Renken	14½	Caleb Cousins	13
Bob Robles	12½	Brad Martin	10
Ward Narhi	9	Dave Anderson	9
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: Diplomacy (courtesy of Andy York, who receives 5 points and consequently, a free issue)

1. Who was the last American Ambassador to the German Kaiser's Court?
2. Who represented Russia at the Congress of Vienna along with Lord Castlereagh from Great Britain, Prince von Metternich from Austria, Tallyrand from France and Prince von Hardenberg from Prussia?
3. In a diplomatic coup, what did Germany annex in 1938 with Hitler and the occupation troops arriving by sea (he was on the *Deutschland*)?
4. Who was assassinated on October 9, 1934 in Marseilles and why?
5. During what period of European history did the rise of a professional diplomatic corps happen?

Pedagoguery

One of the things that makes the Earth so unusual is the fact that while the environment is stable, it is also far out of equilibrium. For example, an atmosphere of nearly 20% free oxygen is highly unstable, because oxygen is a highly reactive gas. Left without replenishment, the oxygen would quickly combine with other elements. In fact, oxygen is the second most common element in the Earth's crust, right after silicon. This is because most forms of rock are actually oxides of silicon. Common beach sand is mainly silicon dioxide. How can the Earth sustain such a reactive gas in its atmosphere for so long? The answer is, of course, life.

Many people have marveled at how well adapted the Earth is to life. Those people are really missing the point. The reason why the Earth is so well adapted to life is the fact that life started here and to a certain extent, life has modified its environment to suit itself. In some ways, the Earth's biosphere acts like a single organism maintaining the status quo. This is called the Gaia Hypothesis.

An example of the Gaia Hypothesis at work can be found in the regulation of carbon dioxide in the atmosphere. When the level of carbon dioxide rises, the Earth warms up a little. This causes plankton to become more active. In the process of the plankton lifecycle, they take carbon dioxide out of the air to help form a carbonate skeleton. With more plankton active, more carbon dioxide is drawn from the air and tied up in the skeletons of plankton. When the plankton

die, their bodies fall to the bottom of the ocean. If this process goes too far, the Earth cools, the plankton become less active, and the process of withdrawing carbon dioxide from the atmosphere slows. The cooler atmosphere also increases condensation of water, and therefore increases rain. The increased rain causes increasing weathering of carbonate rock formations, which in turn releases carbon dioxide into the atmosphere.

The Earth's atmosphere is itself a many layered thing. The portion we live in is called the troposphere. The troposphere extends up to between 8 and 17 km (5-10 mi.). Most clouds we see exist in the troposphere. As you go up into the troposphere, temperature decreases, until at the top of the troposphere, temperature is around -44°C and the density is very low. Above the troposphere is the stratosphere, which extends up to around 50km (30mi.). Strangely, the temperature in the stratosphere actually rises with height, until you get to about 15°C at the top. At the top of the stratosphere is the ozone layer, which is fundamental in helping reduce harmful ultraviolet radiation on the Earth's surface. Above the stratosphere is the ionosphere, so called because most of the atoms that make up the ionosphere are ionized by solar radiation. It is the ionosphere that reflects back many wavelengths of radio waves.

Well, I seem to be running out of space here, so I will end it here. Next issue, I will discuss the Moon, our closest neighbor.

Addresses

David Anderson "Snoopy" 915 Williamsbury Rd. Apt. 143 Waterford, MI 48328 (248) 738-1849	Pitt Crandlemire 7 Franklin St. Ste. 3 Brookline, MA 02146 pittc@syncon.com	Steve Koehler "Devil Dog" 2906 Saint Field Place Charlotte, NC 28270 Steve_Koehler@Prodigy.com (704) 544-2849	Conrad von Metzke 4374 Donald Ave. San Diego, CA 92117	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Dan Eisenhut "Naldo" 2280 Eriel Ave. Torrance, CA 90505-3011 dan@bbs.annex.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Ward Narhi "Dogbert" 2241 Front Street Cuyahoga Falls, OH 44221 narhiw@diebold.com 103036.546@compuserve.com (216) 923-0748	Sigourney Street "Canine Killer" PO Box 1506 GMF Boston, MA 02205-1506
Dr. Martin Burgdorf Avenida de Espania, 135 2B-20-13 28230 Las Rozas, Spain	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK	Eddy Laforge 2602 W. Jackson St. Apt.3 Tupelo, MS 38801	Debbie Osborne 170 Gale Blvd. #104 Melvindale, MI 48122	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 ahgeneral@aol.com
Tom Butcher 12532 Oak Knoll Rd. Poway, CA 92064 (619) 679-9440	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it	Michael Lowrey 4322 Water Oak Rd. Charlotte, NC 28211	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.idn.nl	Brendan Whyte 96 Waiatarua Rd. Remuera, Auckland 5 New Zealand
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 scain@bdcast.com	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867	Mlowrey@charlotte.infi.net (704) 366-2311	Berry.Renken@hunze.iwg.nl	Bwhite@stat.auckland.ac.nz
Joe Carl 302 38 th St. NW Canton, OH 44709	Tom Howell "Whippet" 1101 W. 18 th St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@pt.olympus.net (360) 379-9697	Ken Marcinonis 322 Sheri Brunswick, OH 44212 (216) 225-2984 KenMech@coil.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Jason Wilke "Rock-it Man" 2042 Dalton Ave. Deltona, FL 32725 wilke@n-jcenter.com (904) 789-7764
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Dale Horsley 131 3 rd Ave Shelbune, Ontario, Canada LON-IS1	Brad Martin 15 Turo Close Willeton 6155 Western Australia Australia martib@devetwa.edu.au	Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bohr@eaze.net	Ian Willey 15 Metro Ave. Newton, Alfordton Derbyshire, DE55 5UF, UK
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Kevin Kinsel "El Coyote" 26751 Estanchero Mission Viejo, CA 62691 kinsel@sure.net (714) 458-0819 (714) 830-2939	Dave McCrumb 3636 Oldtown Rd. Shawsville, VA 24162	Bob-rutherford@amrcorp.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Murray Cowles 6 Chafford Gardens, West Horndun, Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com		Jamie McQuinn 1619 Shroyer Rd. Dayton, OH 45419-3215 (958) 298-0836 jmcquinn@delphi.com mcquinn@data.lib.udayton.edu	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Andrew York "Greyhound" PO Box 2307 Universal City, TX 78148-1307 73210.3053@compuserve.com (210) 658-6066

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, Andy York **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire, Andy York **New World:** Dan Eisenhut, Pitt Crandlemire, Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Dave Anderson, Andy York **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire, Joe Carl, Andy York **Stellar Conquest:** Paul Bolduc, Dave Anderson, Kevin Wilson, Andy York **2038:** Pitt Crandlemire, Andy York **Liftoff!:** Dennis Cain, Andy York

Standby Calls

None this issue.

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