

Notes from Hades

I have recently been able to revive another hobby of mine: Astronomy. With the purchase of a 4-inch refracting telescope, and subscriptions to *Astronomy* and *Sky and Telescope* magazines, I will be able to get in touch with some things that I have been out of touch with since I graduated from college. So far, I have been able to make only limited usage of the telescope. I have been able to get some good looks at the Orion Nebula and the moon, but the brightness of the sky where I live has prevented me from seeing any of the more interesting deep sky objects like nebulae and galaxies. There are currently no planets visible in the evening sky, but on April 23<sup>rd</sup>, there will be a rare conjunction of Venus and Jupiter in the morning sky, right next to the crescent moon. I plan on getting up early that morning and taking the telescope out to see it.

I am now accepting orders by fax. I have set up a home office for my wife, including a fax machine, and she has graciously offered its use to you as a means for getting orders to me on time. The number is mentioned in the box on the next column.

Owing to the Memorial Day Holiday, this issue's deadline will be on **Tuesday, May 26 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, May 23 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

<b>Sirius</b>	Stellar Conquest	Turns 47, 48
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Game Openings

**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, Dale Horsely, Jason Wilke, Brad Martin, Mike Scott, and Bob Robles. Need up to 1 more.

**Dogstar**, Outpost using Expert rules (just like Mutt). Have Michael Lowrey, Pitt Crandlemire, Andy York, Andy Lewis, Dan Eisenhut, and Brad Martin. Need 4 more.

Wish List

**Age of Renaissance** is a game of commerce and development set in Renaissance Europe. Have Brad Martin, Caleb Cousins, and Steve Koehler. Need 3 more.

**Liftoff!** Is a game simulating the race to get to the Moon. Have Brad Martin, Bill Scharf need 4 more.

**New World** is a game of colonization and exploitation of the Americas. This one will start after Pooch ends. Have Brad Martin, need 5 more.

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

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

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

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

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

No submissions at this time.

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

**Spring 1458**

**Deadline/Summer 1458 5/26 Tuesday**

*The king of Naples falls ill and all his troops are paralyzed while they wait. Venice and the Pope continue their war while the Austrians close in around France.*

Fall 1457 Retreats

Builds

France retreats A2 retreats to Slavonia and A3 retreats OTB

Papacy retreats A6 to Bologna

Venice retreats A5 to Parma

		Treas	Cost	Rem
<b>Aus</b>	Maintains all, builds A5 Cremona	24	18	6
<b>Fra</b>	Maintains A2, builds A1 Hungary	10	6	4

		Treas	Cost	Rem
<b>Nap</b>	NBR! Maintains all, no new builds	73	27	46
<b>Pap</b>	Maintains A6 and A7, builds F1 (Elite Professional) Ancona (imp., A2 is maintained at the cost of 9 ducats), and A1 Rome	40	24	16
<b>Ven</b>	Maintains A1, A2, A3, A6, F1, F2	26	24	2

Papacy: A1 Rome to URBINO  
 (Scharf) A2 ANCONA holds (u)  
A6 (EM) BOLOGNA to Ferrara  
A7 (EM) Modena to MANTUA)  
F1 (EP) Ancona to Upper Adriatic (nsu)

Venice: A1 (EM) PADUA supports A2  
 (Robles) A2 FERRARA supports A3 (cut)  
 A3 VERONA supports A2  
 A6 VICENZA supports A3  
F1 (EM) Upper Adriatic supports A2 (nsu)  
 F2 Croatia to ISTRIA

Expenditures

The Papacy spends 15 ducats to disband Venetian F1 Upper Adriatic.

Orders

- Austria: A1 MILAN supports A3  
 (Koebler) A2 (EM) AUSTRIA to Hungary  
 A3 Pavia to COMO  
 A4 TYROLEA supports A3  
 A5 Cremona to PARMA
- France: A1 HUNGARY to Austria  
 (Wilke) A2 SLAVONIA supports A1
- Naples: NMR! A1 TURIN holds  
 (Narhi?) A2 AQUILA holds  
 A3 HERZEGOVINA holds  
 A4 SWISS holds  
 A5 PROVENCE holds  
 A6 GENOA holds  
 F1 SAVOY holds  
 F3 LOWER ADRIATIC holds  
 F7 OTRANTO holds

Spring 1458 Famine Losses

Venice A1 Padua dies of famine.

Summer 1458 Plague

**Good Year:** Marseilles, Carinthia, Ferrara (Venetian A2 destroyed), Milan (Milan A1 destroyed), Florence, Otranto (Naples F7 destroyed), Corsica

Notes

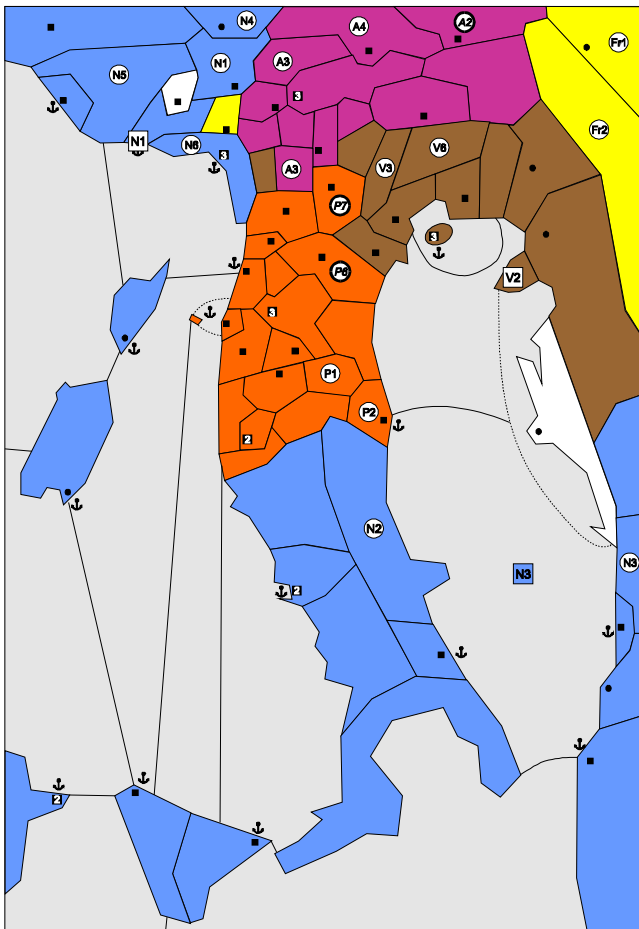
**Will Joe Carl please submit standby orders for Naples!**

Press

**Venice – Papacy:** Your actions and press last turn say it all.

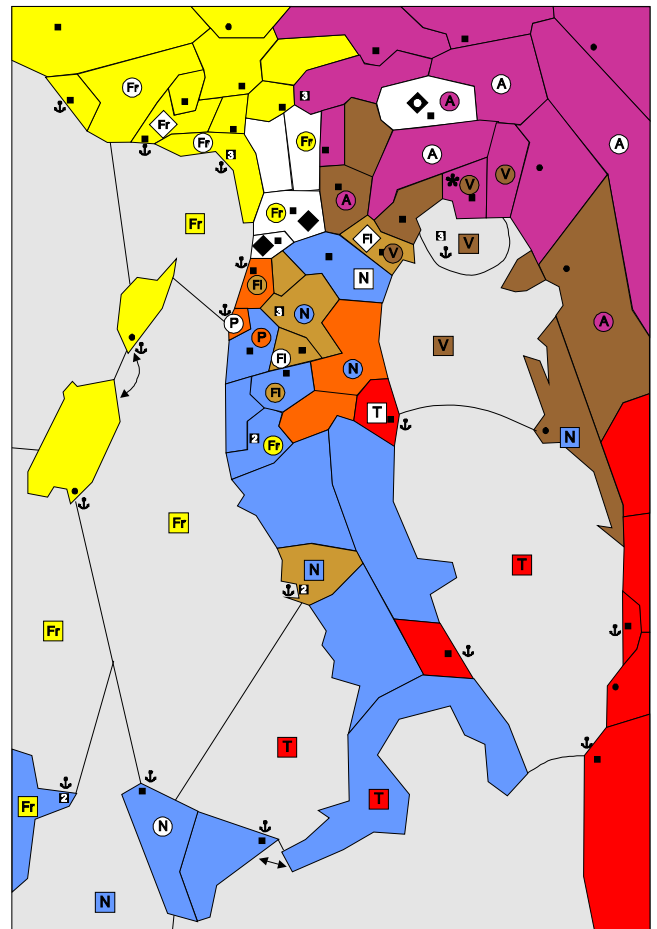
**Venice – Naples:** Yes, I do appreciate your restraint. You COULD be less restrained against the Pope.

"Rabid Dog"



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

"Fleabag"



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

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**Fleabag/MGN# B2/B/8/1****Summer 1458****Deadline/Fall 1458 5/26 Tuesday**

*The center of the peninsula has become a chaos of Papal, Florentine, French, and Neapolitan forces. The Turks have moved to surround Naples while the French tide rolls on and the war between Austria and Venice continues on.*

**Spring 1458 Retreats**

Florence A Ferrara retreats to garrison

**Orders**

Austria: A CROATIA supports A Carinthia to Slavonia

(Renken) A Carinthia to SLAVONIA

A Verona to CARINTHIA

A Bergamo to VERONA

A Treviso supports A Bergamo to Verona (cut, DISLODGED, retreat garrison, OTB)

A Cremona to MANTUA

A TRENTO besieges

Florence: A AREZZO to Perugia

(Wilke) A Florence to PISA

G FERRARA holds

G AREZZO converts to A

France: A SALUZZO converts to garrison

(Grib) A GENOA besieges (no garrison)

A Marseilles to PROVENCE

A Formosa to MODENA

A Sardinia to ROME

A PARMA supports Austrian A Cremona to Mantua

F Gulf of Lions to WESTERN MEDITERRANEAN

F TYRRHENIAN SEA transports A Sardinia to Rome

F LIGURIAN SEA supports F Tyrrhenian Sea

F Western Mediterranean to TUNIS

Naples: A Messina to PALERMO

(Lewis) A Sienna to FLORENCE

A URBINO supports A Sienna to Florence

F Palermo to CENTRAL MEDITERRANEAN

F BOLOGNA holds

F Capua to NAPLES

F DALMATIA holds

Papacy: A PIOMBINO supports A Pisa to Sienna

(York) A Pisa to SIENNA

Turks: F Ionian Sea to GULF OF NAPLES

(Street) F Otranto to IONIAN SEA

F ANCONA supports F Lower Adriatic

F LOWER ADRIATIC supports F Ancona

F Bari to OTRANTO

Venice: A FERRARA holds

(S. Cousins) A Carniola to FRIULI

A Padua to TREVISO

F UPPER ADRIATIC supports A Carniola to Friuli

F VENICE supports A Padua to Treviso

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**Howl / MGN# O/C2/6/ABC/1****Fall 1516****GM: Mike Scott**

I haven't received an update for this game, so we'll just hold it here.

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**Feral Dogs/MGN# A2/A/8/1 - Gunboat****Spring 1456****Deadline/Summer 1456 5/26 Tuesday**

*France finally makes headway against an Austria paralyzed with internal strife. The future of Florence looks grim, as the forces of the Pope close in. Naples and the Turks continue their war, while Venice starts to tighten the noose around Milan, all the while casting his eyes southward.*

**Builds**

		Treas	Cost	Rem
<b>Aus</b>	NBR! Maintains all, no new builds	18	12	6
<b>Flo</b>	Maintains all, no new builds	26	15	11
<b>Fra</b>	Maintains all, builds A Marseilles	19	12	7
<b>Mil</b>	Maintains all, no new builds	27	9	18
<b>Nap</b>	Maintains A Aquila, A Palermo, F Bari, F Naples, F Ionian Sea, F Central Mediterranean	20	18	2
<b>Pap</b>	Maintains all, builds A Ancona	20	18	2
<b>Tur</b>	Maintains all, builds G Tunis, A Albania	22	21	1
<b>Ven</b>	Maintains all, builds A Padua, A Treviso	30	30	0

**Orders**

Austria  NMR! A CROATIA holds

A CARNIOLA holds

A TYROLEA holds

A SWISS holds (DESTROYED)

Florence

A Florence supports G Bologna convert to A (cut, DISLODGED, retreat Pistoia, Pisa, garrison, OTB)

A SIENNA supports G Perugia convert to A

G BOLOGNA converts to A

G PERUGIA converts to A

F LIGURIAN SEA holds

France

A TURIN supports A Avignon to Swiss

A Avignon to SWISS

A Marseilles to PROVENCE

F GENOA holds

Milan

A Montferrat to PAVIA

A MILAN supports A Trent (cut)

A Trent supports A Milan (cut, DISLODGED, retreat Carinthia, OTB)

Naples

A Aquila to SALERNO

A PALERMO to Messina

F NAPLES supports A Aquila to Salerno

F IONIAN SEA to MessinaF Central Mediterranean to Tunis (DISLOGGED, retreat Western Mediterranean, OTB)Mediterranean to Tunis (cut)F BARI to Lower AdriaticPapacy 

A Urbino to FLORENCE

A AREZZO supports A Urbino to Florence

A PERUGIA besieges

A ROME supports A Perugia besiege

A ANCONA to Aquila

F BOLOGNA holds

Turks A ALBANIA to AquilaA OTRANTO to Bari

F LOWER ADRIATIC transports A Albania to Aquila

F DURAZZO supports F Lower Adriatic

F TYRRHENIAN SEA supports F Tunis to Central Mediterranean

F TUNIS to CENTRAL MEDITERRANEAN

G TUNIS converts to F

Venice A CREMONA to Milan

A BERGAMO supports A Verona to Trent

A Verona to TRENTO

A Mantua to MODENA

A Ferrara to MANTUA

A Padua to VERONA

A Treviso to FRIULI

F Dalmatia to HERZEGOVINA

F Upper Adriatic to DALMATIA

F Friuli to UPPER ADRIATIC

NotesWill you (if checked)  please submit standby orders for Austria!Press

**France – Venice:** Austria's not attacking you means no one but you can win, unless you're a very poor player. I can see why you don't think the Austrians are stupid, but everyone else can.

**Naples – Pope:** Blessed are those who stay on their side of the fence.

**Pope – Naples:** I've moved to Aquila but will back out again this next season. How does it feel to have someone patrol your borders needlessly? If you want me as a friend then quit supporting Florence and start acting friendly. You've got enough troubles with Turkey.

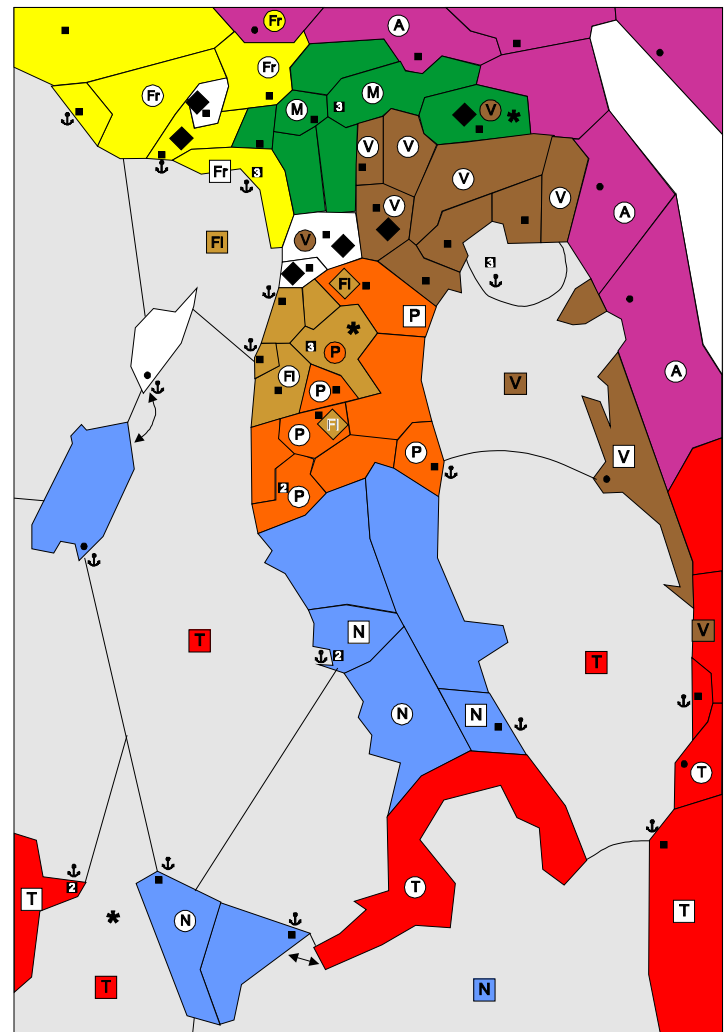
**Pope – Turkey:** Keep up the good work friend. If Naples doesn't quit bothering me, then I'll support you against him.

**Pope – Milan:** Please keep supporting my fleet until I can force Florence to disband. I appreciate your help and will work with you however you like. You are a good friend to have in a fight.

**Turks – Pope:** help yourself... Nap, Capua, Aquila (If I got here, I won't be here long), and??????

**Turks – Austria:** That wasn't a very interesting move last turn... what's up? I will keep watching.... being a puppet of Naples or Venice isn't very becoming of you....

**Turks – Venice:** Ouch!! I must of missed press from a turn before, as I did not expect your southward movement... unfortunately, I need the L.A. to annoy the very aggressive Naples player... who I was hoping to have a truce with, but as he is instead inclined to try and cut my heart out.... Well, I will do what I can.... Please communicate – and again, I apologize for missing something (the zine is long gone, so I can't refer back to it...) I hold no designs for northward movement, as I will have my hands full beating off Naples... (Especially due to my error of a turn ago...)

**"Feral Dogs"**

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

**Turks – Naples:** You can read the above too...

**Venice – Pope:** I don't think it's wise to waste money on bribing enemy units OTB. Too expensive really, and you've almost twisted Flo's neck already! What when Flo's gone? I suggest we go after Naples and Turkey in one big bite.

**Venice – Austria:** Next time please move Bos-Her and Carin-Mil (if you're in Bos and Carin now). I'll support you to Milan and will evacuate Her for LA.

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## Dogpaddle

### Epoch II Greek City States, Scythians, Carthagina, and Persia Deadline for Epoch II Greek City States, Scythians, Carthagina, and Persia: 5/26 Tuesday

#### Epoch II

**The Triffids** (Ward Narhi) NMR! Will Chris Geggus please submit standby orders for the Triffids!

Also, I did not receive orders from Dave Anderson, so will Dan Eisenhut please submit standby orders for Snoopy's Blanket Chasers!

#### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ward Narhi	The Triffids (Green)	4	7
Dennis Cain	Impending Ascension (Red)	4	5
Dave Anderson	Snoopy's Blanket Chasers (Orange)	5	12
Andy Lewis	Gaming Through the Ages (Purple)	5	6
Brad Martin	The Zircon Utopia (Blue)	10	28
Joe Carl	The Go Masters (Black)	12	15

#### Final Positions

**Snoopy's Blanket Chasers:** Fleet *Red Sea*. EGYPT: Army *Upper Nile*.

**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*. CIVIL WAR: Army and city *Nile Delta*, armies *Arabian Peninsula* and *Nubia*. CHOU DYNASTY: Army, Capital, and Monument *Wei River*, army and city *Yellow River*, armies *Tarim Basin*, *Yangtse Kian*, and *Chekiang*.

**The Go Masters:** ASSYRIA: Army, Capital, and Monument *Upper Tigris*, army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*, armies *Zagros* and *Levant*.

**The Triffids:** SHANG DYNASTY: Army *Hindu Kush*.

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

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

#### Epoch II Empire

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

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## Mutt

### More End of Game Statements

**Fangland** (Kevin Kinsel): Many thanks for all the nice words concerning my win. Had to hope that those New Chems would pay off in the long run...was

tough holding back on buying Labs and Orbitals, but elected to gut it out and grind out those green cards. Kudos to Cerberus for his usual exemplary GMing!

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## Rock Hound

### Operations Round 5.1

#### Phase III Decisions and Operations Round 5.1 due: 5/26 Tuesday

#### Operations Round 5.1

**Fast Buck** tug moves H3, picks up R60 and N60, H4 and delivers for \$120. Scout moves G4 – G5 – G6, picks up I40, H6 and delivers for \$40. Earnings are split.

**Ice Finder** tug moves M8, picks up R70, N7, picks up I50, O6 and deliver with transshipment point for \$160. Scout moves L7, picks up I50, K7 – J8 and explores (R40/70, switched to N20/60), J9 and delivers for \$60. Gains \$10 in exploration bonuses. Earnings are split. Attempts to buy Scout (5/1) from VP, but can only operate two ships and already has two.

**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, K2, picks up I40, K3 – K4 and delivers for \$100. Earnings are split.

**TSI** scout (5/1) moves L4 – M4 – N3 – N2, picks up R60, M3 and refuels, L2 – K1 – J1 and delivers for \$80. Scout (6/2) moves J4, picks up N60, J3, picks up N60, K2 – L2 – M3, refuels, N2 – O2 – O1 and delivers for \$140. Tug (3/2) moves K3 – picks up R60, L3, picks up R60, M3, refuels, L2 – K1 – J1 and delivers for \$160. Tug (3/2) moves J4 – I4, picks up R50, H4 and deliver with transshipment point for \$80. Pays full dividends. ANUS, Blue Sky Mining, and

Due Unto Others receive \$46 each, Errol's Outfit receives \$138, and BORG Mining Collective receives \$184. Stock price increases to \$206.

**RU** tug (4/3) moves E4, picks up I30, F5, G5, picks up N60, H4, and delivers with transshipment point for \$120. Tug (4/3) moves D5, E5, picks up N50, E6, picks up R60, D7, refuels, C7 – B6 – A7 and delivers with transshipment point for \$140. Scout (6/2) moves D5 – D6, picks up N60, C7 – B7 and explores (N10/50), A7 and delivers with transshipment point for \$90. Receives \$10 in exploration fees. Full dividends are paid. Due Unto Others and Carved in Stone receive \$35 each, BORG Mining Collective receives \$70, and Blue Sky Mining receives \$210. Stock price rises to \$205. Places claim on F4 N60.

**MM** tug (3/2) moves G4 – F5, picks up I60, E4 – O4, refuels, C5, picks up I60, D4, and deliver for \$140. Tug (4/3) moves B3 – C3, picks up R70, C2, picks up R60 and I30, B1 – A1 and delivers for \$190. Pays full dividends. Errol's Outfit receives \$33, Blue Sky Mining receives \$66, Due Unto Others receives \$99, and BORG Mining Collective receives \$132. Stock price increases to \$122. Buys Scout (7/3) and Tug (5/4) for \$600.

**S.O.B.**

Phase III begins. We'll stop here. All Phase I ships are obsolete and are removed. Independent companies can now only own 1 ship and Corporations can own 3. The Asteroid League, if established, can own 4. The Asteroid League may now be formed by ANUS. If formed, the remaining independent companies may join the League, and if they do, they receive one share of AL

stock and the company's treasury is split between the AL and the owner of the company. In the case of Fast Buck, if the Asteroid League is formed, Fast Buck must join and his entire treasury goes to AL since he has no ships left. With your next set of orders, please submit your decisions regarding the Asteroid League, as well as the remainder of Operations Round 5.1.

Players

Player Name	Player Faction Name	Cash	Assets
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$80	President's Share LE, Asteroid Export Company, 1 share TSI, 1 share VP, 3 shares LE
Caleb Cousins	BORG Mining Collective	\$592	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share MM, 2 shares MM, President's Share RCC, 2 shares RCC
Andy Lewis	Blue Sky Mining	\$730	Tunnel Systems, President's Share RU, 4 shares RU, 1 share TSI, 2 shares MM, 1 share VP, 1 share OPC
Sean Cousins	Due Unto Others	\$329	Fast Buck, 3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE
Bill Scharf	Errol's Outfit	\$446	Ore Crusher, Robot Smelters, 3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC
Dennis Cain	Carved in Stone	\$177	Ice Finder, President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC

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	\$417	0	
Ice Finder	Carved in Stone	\$420	0	Tug (4/3)
Ore Crusher	Errol's Outfit	\$540	0	Tug (4/3)

Corporations

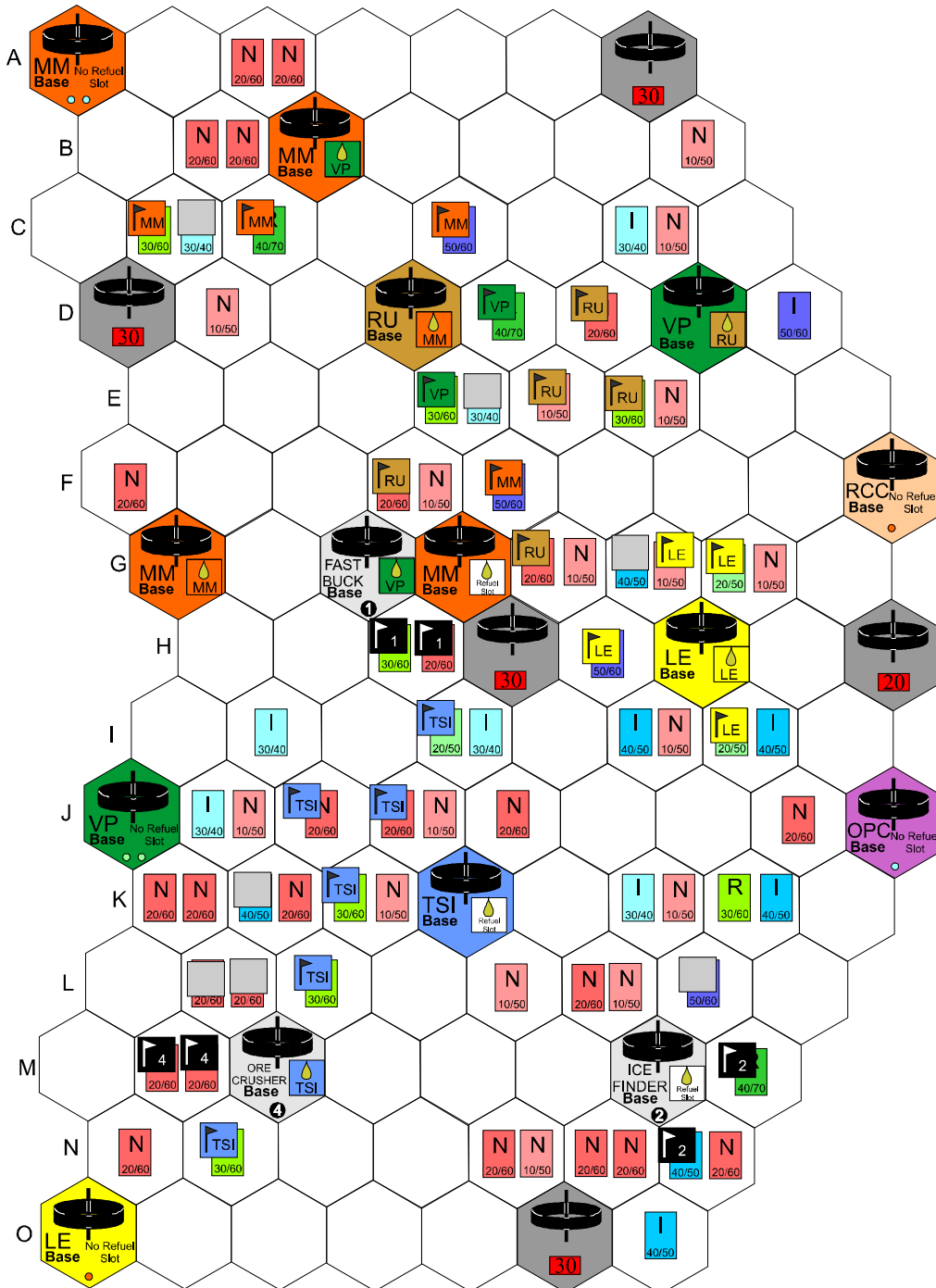
Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$1017	Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$265	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	7	Vacuum Associates
MM	BORG Mining Collective	\$26	Tug (4/3), Scout (7/3), Tug (5/4)	1	1	2	Torch
OPC	Errol's Outfit	\$880		2	3	7	
VP	Carved in Stone	\$690	Tug (4/3), Tug (4/3)	3	2	3	Drill Hound
LE	ANUS	\$734	Scout (6/2)	1	1	5	Lucky
RCC	BORG Mining Collective						Not Launched Yet

Available Stock

Stock Market	Public Corps.	Growth Corps.
	2 shares Outer Planet Consortium (\$88), 6 shares Ring Construction Corporation (\$88)	2 shares Lunar Enterprises (\$67)

**Cash in the Bank:** \$2707

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



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

67	77	88	100	125
Par LE	Par RU	Par RCC	Par TSI	

### Running Dogs

#### Turn 6 Nexus to Bidding

#### Turn 6 Bidding and Movement due: 5/26 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

##### Nexus

The Lansraad severs his alliance with the Harkonnens and forms one with the Emperor and Bene Gesserit.  
The Ixians and Fremen ally.

##### Spice Blow

10 Fremen Tokens (2 Fedaykin) ride the worm from Habbanya Erg to South Mesa.  
6 spice in the Funeral Plain  
6 spice in Hagga Basin  
Turn 7 spice blow is in \_\_\_\_\_

##### Bidding

CHOAM Charity recipients: Bene Gesserit  
8 cards are up for bid. Eligible bidders are Atreides (2 cards), Bene Gesserit (3 cards), Bene Tleilaxu (3 cards), Emperor (3 cards), Fremen (2 cards), Ixians (3 cards), and Lansraad (2 cards).  
Cards are \_\_\_\_\_

##### Notes

Will Paul Bolduc please submit standby orders for the Atreides!

##### Press

**Fremen – Ixians:** It's about time that someone besides me realized what a bunch of pricks the Lansraad are.  
**Fremen – Atreides:** Hey, I tried to ally with you against the Lansraad 3 turns ago. Don't go crying about them now.  
**Fremen – Lansraad:** You are making a lot of enemies.  
**Fremen – Harkonnens:** Told you Stilgar wouldn't let you down. Now dump those sleazy Lansraad and let's kick some butt.  
**Ixians – Lansraad:** Once I destroy seven of your tokens and a leader, I'll consider us even. You may buy my forgiveness for 47 spice.

##### 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:** 3 tokens (1 Elite Sadaukar) Sietch Tabr, 13 tokens (3 Elite Sadaukar) off-planet, 4 tokens (1 Elite Sadaukar) and Count Fenring in the tanks

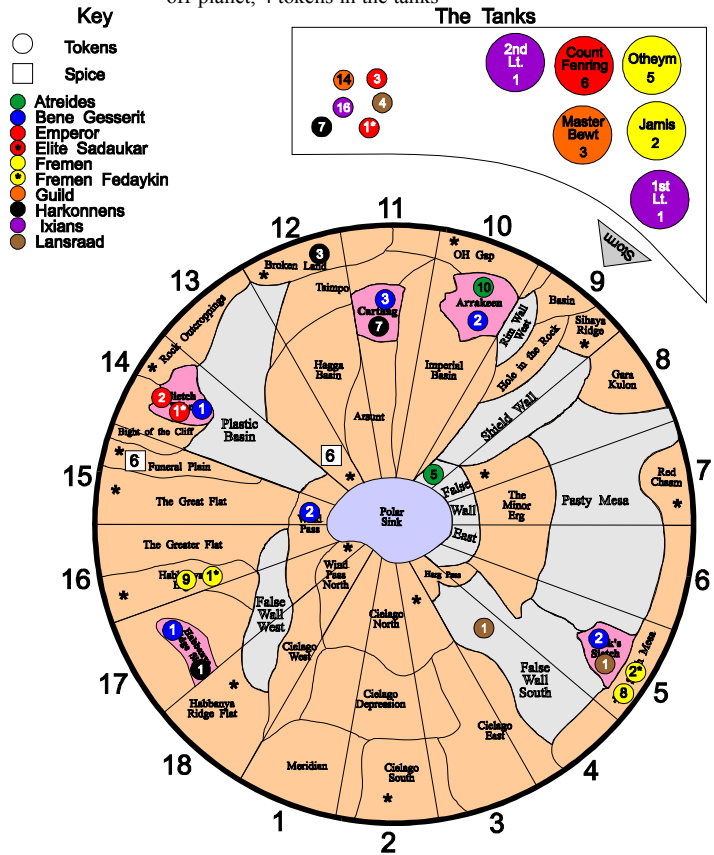
**Fremen:** 10 tokens (1 Fedaykin) Habbanya Erg (16), 10 tokens (2 Fedaykin) South Mesa (5), Otheym, and Jamis in the tanks

**Guild:** 14 tokens and Master Bewt in the tanks, 6 tokens off-planet

**Harkonnens:** 7 tokens Carthag, 3 tokens Broken Land (12), 1 token Habbanya Ridge Sietch, 7 tokens in the tanks, 2 tokens off-planet

**Ixians:** 16 tokens, 1<sup>st</sup> Lieutenant, and 2<sup>nd</sup> Lieutenant in the tanks, 4 tokens off-planet

**Lansraad:** 1 token Tuek's Sietch, 1 token False Wall South, 14 tokens off-planet, 4 tokens in the tanks



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

### Dogged

#### Turn 21.6 to 23.6

#### Turns 24.1 to 26.1 due: 5/23 Saturday

##### Turn 21

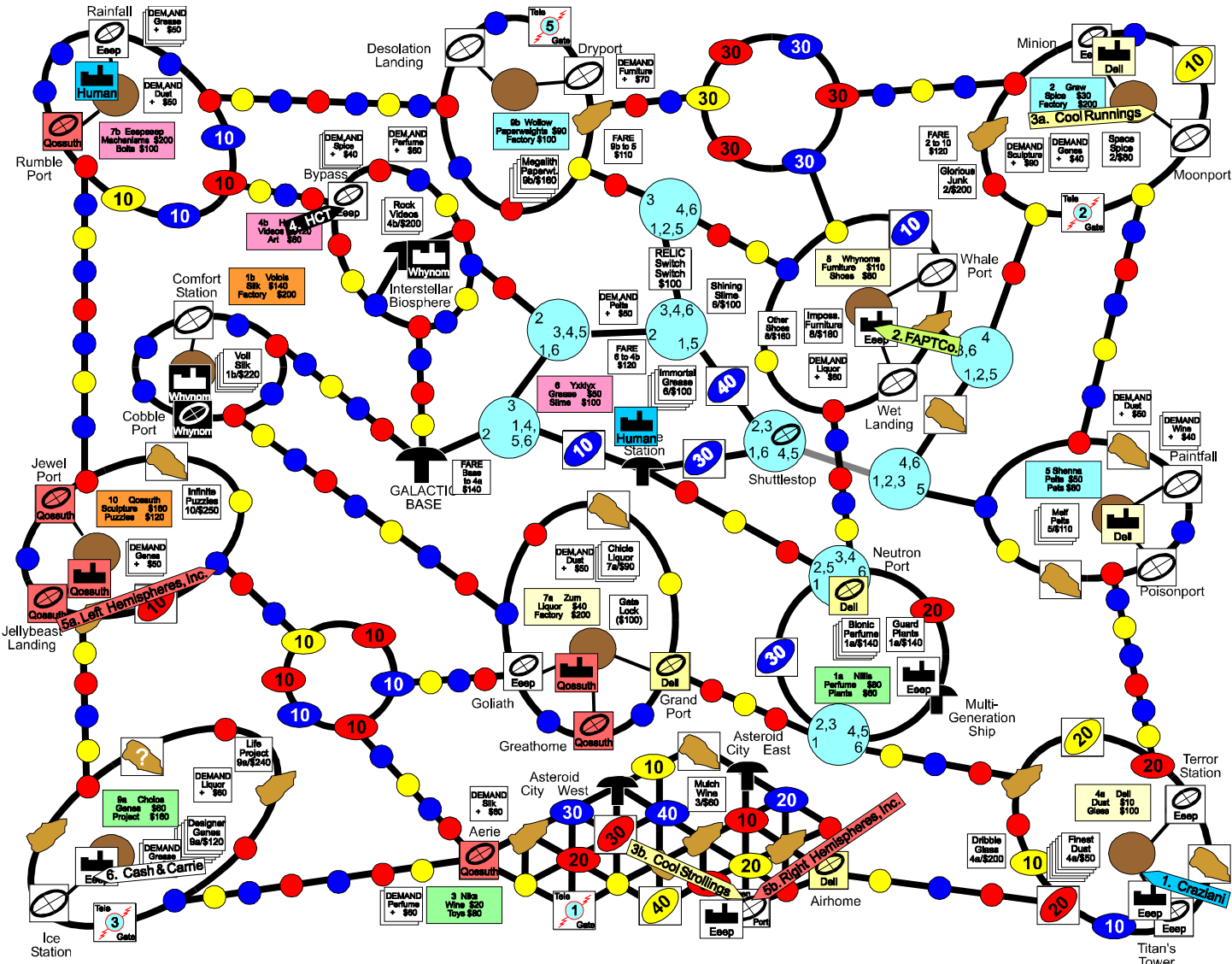
**Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 4 \* 4**

**Interstellar Biosphere – B – (Y) – R – Bypass (p).**

Sells Space Spice for \$80 plus \$160 demand (from the cup: Finest Dust and Dribble Glass at 4a). Sells Space Spice for \$80 plus \$120 demand (from the cup:

Voll Silk at 1b and Bionic Perfume at 1a). Buys 2 Rock Videos for \$240. Gains \$68 in commissions.





<b>1. Crazianni Consortium \$788</b>		
Normal Clipper		
24: 1446/25: 1366/26: 1466		
Hold1	Hold2	Hull
		Mulligan Gear (\$120)
		6 \$100
		Jump Start (\$120)
		Shield (\$60)
		Air Foil (\$80)
		Auto Pilot (\$80)
Yxklyx \$200	Eeep \$100	

<b>2. Far Away Places Trading Co. \$810</b>		
Sports Scout		
24: 3 3 5 6 // 25: 1 2 6 6 (Use 3)		
Hold1	Hold2	Hull
		Imposs. Furniture 8/\$180
		Fare Base to 2 \$160
		7a \$120
		9a \$90
		3 \$80

<b>3a. Cool Runnings \$1065</b>		
Scow Clipper		
24: 1 2 3 6 // 25: 2 2 3 6 (Use 3)		
Hold1	Hold2	Hull
		Space Spice 3/\$80
		Yellow Drive (\$80)
		Shield (\$60)
Neutron Port \$200	Grav \$200	Shenna \$100
Grand Port \$200	Airhome \$200	

<b>3b. Cool Strollings</b>			
Scow Transport			
24: 4 4 6 6 // 25: 3 4 4 4 (Use 2)			
Hold1	Hold2	Hold3	Hull
			Shield (\$60)
Mulch Wine 3/\$60			

<b>4. Horse Cents Traders \$430</b>		
Fast Clipper		
24: 3 3 5 // 25: 4 6 6 (Double 1)		
Hold1	Hold2	Hull
		Relic Shield (\$60)
		Voll Silk 1b/\$220
Humans \$100	Cobble Port \$200	Volois \$200

<b>5a. Left Hemispheres, Inc. \$816</b>		
Torch Clipper		
24: 5 // 25: 3 (Times 4)		
Hold1	Hold2	Hull
		FARE Base to 9a \$110
		Chicle Liquor 7a/\$90
		Red Drive (\$120)
		Shield (\$60)
Qossuth \$200	Greathome \$200	Zum \$200
Rumble Port \$200	Whale Port \$200	
Jellybeast Landing \$200	Aerie \$200	

<b>5b. Right Hemispheres, Inc.</b>				
Torch Freighter				
24: 5 // 25: 3 (Times 2)				
Hold1	Hold2	Hold3	Hold4	Hull
				FARE 7b to Base \$110
				Yellow Drive (\$80)
				Red Drive (\$120)

<b>6. Cash &amp; Carrie \$248</b>		
Rocket Scout		
24: 2 3 // 25: 1 1 (Use 1 * 4)		
Hold1	Hold2	Hull
		Shield (\$60)
		Yellow Drive (\$80)
Whynoms \$100	Nillis \$100	
Titan's Tower \$200	Niks \$200	Minion \$200
Terror Station \$200	Dell \$200	Goliath \$200
Bypass \$200	Rainfall \$200	Cholos \$200

Turn 22

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 1 3 5**

**A – Asteroid City East – R10 – A – Airhome – Y – B – R – R20 – B10 – Titan’s Tower (p).**

**Dan Eisenhut (Niks/Far Away Places Trading Co.) Rolls Used: 2 3 3**

**Space Station – R – Y – R – NC3 – Y – B – R – B.**

**Chris Geggus (Dell)**

**Cool Runnings. Rolls Used: 2 5 5**

**Jelly Beast Landing (s) – Jelly Beast Landing (o) – A – (Y) – R – B – (Y) – R**

**– A – Ice Station (o) – TeleGate 3 – TeleGate 2 – (Y) – Moon Port (o) – B.**

**Cool Strollings. Rolls Used: 1 3**

**Minion (o) – R – A – R – Y.**

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

**Cobble Port (s).**

Buys 1 Voll Silk for \$140, Cobble Port for \$200, and the Volois Factory for \$200.

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 1 5 6**

**Titan’s Tower (p) – Titan’s Tower (s).**

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Mulch Wine at 3 and Finest Dust at 4a).

**Dan Eisenhut (Niks/Far Away Places Trading Co.) Rolls Used: 4 5 6**

**B – R – Wet Landing (o) – Wet Landing (s).**

Sells Immortal Grease for \$100 (from the cup: Demand for Genes at 10). Buys Impossible Furniture for \$110.

**Chris Geggus (Dell)**

**Cool Runnings. Rolls Used: 1 6 6**

**B – Minion (p) – R – A – R – (Y) – TeleGate 2 – (Y) – Moonport (o) – Moonport (s).**

Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Bionic Perfume at 1a and Finest Dust at 4a). Buys Space Spice for \$30.

**Cool Strollings. Rolls Used: 1 6**

**Y – TeleGate 2 – TeleGate 1 – Y – A – A – Y20 – Open Port.**

Sells Glorious Junk for \$200 (from the cup: Demand for Sculpture at 2). Sells Space Spice for \$80 plus \$60 demand (from the cup: Glorious Junk at 2 and Fare to 5 at 9b). Sells Space Spice for \$80 (from the cup: Impossible Furniture at 8). Buys Mulch Wine for \$20 and Airhome for \$200.

Turn 23

**Dennis Cain (Qossuth)**

**Left Hemispheres, Inc. Rolls Used: 1 \* 4**

**Greathome (p) – B – Goliath (p) – (R) – B – Y.**

**Right Hemispheres, Inc. Rolls Used: 6 \* 2**

**Rumbleport (p) – (R) – B – (Y) – B – (R) – B – (Y) – B – (R) – Jewelport (o) – B – Jellybeast Landing (o) – Jellybeast Landing (s).**

Sells 2 Servo-Mechanisms and Pedigreed Bolts for \$800 (from the cup: Demand for Spice at 4b, Servo-Mechanism at 7b, and Demand for Genes at 10). Buys Whaleport and Jellybeast Landing for \$160 each, and 2 Psychotic Sculptures for \$320.

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

**Bypass – R – B – (Y) – R10 – B10 – (Y10) – R – Rumble Port (p).**

Sells 2 Rock Videos for \$400 (from the cup: Other Shoes at 8 and Demand for Dust at 7b). Buys Rainfall for \$200, and 2 Servo-Mechanisms for \$400. \$100 in commissions to Left Hemispheres, Inc.

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

**Cobble Port (s) – Cobble Port (p) – R – B – R – B – Y – B – R – Galactic Base – Y – R – B – R – B – Y – R – Bypass.**

Sells Voll Silk for \$220 (from the cup: Infinite Puzzles at 10). \$22 in commissions to Cash & Carrie.

**Dennis Cain (Qossuth)**

**Left Hemispheres, Inc. Rolls Used: 1 \* 4**

**Y – B10 – (R10) – Y10 – B – (R) – B.**

Sells Primitive Art for \$160 (from the cup: Demand for Melf Pelts at 6). Buys Chicle Liquor for \$40. Receives \$20 in port commissions.

**Right Hemispheres, Inc. Rolls Used: 6 \* 2**

**Jellybeast Landing (s) – Jellybeast Landing (p) – A – (R10) – B – (R) – B – (Y10) – (R10) – B10 – (R10) – B – (Y) – B – (R) – Aerie – (Y) – (R20) – (Y) – ? (It’s a Y40 penalty marker) – (R30) – Open Port.**

Sells 2 Psychotic Sculpture for \$500 (from the cup: Rock Videos at 4b and Mulch Wine at 3). Buys Aerie for \$200.

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

**Rumble Port (p) – A – (Y) – R – B – (Y) – R – A – Ice Station (o) – Ice Station (s).**

Buys Cholos Factory for \$200.

Notes

Dan Eisenhut is now the player of record for Far Away Places Trading Co. Thanks to Andy York for his unused standby orders.

Astro**End Game Statements**

**OCEANIA** (Brad Martin): A complete stuff-up from day 1. The Head-Scientist has been sent into internal exile to the back of Burke.

**GRAB** (Bill Scharf): There were two turns I could have played a little differently, but it’s unlikely I could have done a moon mission this turn. Congrats to Andy on his win. I really enjoyed the game. There are a couple of different routes to success, but the shuttles and mega rockets seem to be sure-fire losers. Two-stage rockets with kickers, strap-ons, etc., and three-stage rockets are the usual way to win. Deciding on when to rush to get the high

payoffs, what to build, and the luck of the throws make for an exciting space race. Please sign me up for next game of this.

**GM** (Chris Hassler): There is no question that this was a successful game. It allows many different strategies to victory, any of which could be successful. Andy was very fortunate in his victory; he either was able to save from the failures or the failures were non-fatal. Congratulations to Andy, and everyone else for a well played game.

# Lupine

## Turn 1 Opinion Polls and Campaign Results Turn 2 Conferences, Cabinet, and Coalition due: 5/26 Tuesday

### Opinion Polls

#### Hessen

**FDP** wins the bid at 200 and buys 1, which is not used.

#### Rheinland-Pfalz

**Grüne** wins the bid at 100 and buys 7, turns Grüne +2 and CDU -1.

#### Neidersachsen

**SPD** wins the bid at 100 and buys 2, turns SPD +2 and FDP -1.

#### Saarland

**CDU** wins the bid at 100 and buys 2, turns CDU +2 and FDP -1.

### Campaign Results

#### Saarland

No activity

#### Hessen

**FDP** turns in 9 campaign days for 36 vote share, maxing it out at 50.

**FDP** wins with an overall majority. He transfers 1 media token, Atomkraft JA, and Steuersenkung NEIN to Bonn.

#### Neidersachsen

**SPD** turns in 4 campaign days for 8 vote share. Changes Steuersenkung JA to 35-Stunden-Woche JA

**CDU** turns in 6 campaign days for 6 vote share.  
**Grüne** turns in 4 campaign days for 4 vote share.

CDU gains 1 party base, FDP gains 2, and SPD gains 1

#### Rheinland-Pfalz

**SPD** turns in 2 campaign days for 2 vote share. Changes Atomkraft NEIN to Atomkraft JA

#### Election Results

**FDP** has  $(10+4)*50 = 700$  votes in Bonn  
**SPD** has  $(6+1)*10 = 70$  votes in Bonn  
**CDU** has  $(6+1)*14 = 98$  votes in Bonn  
**Grüne** has  $(5+1)*9 = 54$  votes in Bonn

Financing:  
CDU gains 1500DM, Grüne gains 1500DM (including Pankow), FDP gains 7800DM, and SPD gains 1200DM.

### The Parties

#### CDU

**Player:** Caleb Cousins  
**Campaign Days:** 8  
**Media:** 4  
**Conferences:** 2 Special  
Regular  
**Platform:** Freugeutliche Grundordnung  
35-Stunden-Woche  
NEIN  
NATO NEIN  
Steuersenkung NEIN  
Gewerkschaft

#### Grüne

**Player:** Brad Martin  
**Campaign Days:** 5  
**Media:** 2  
**Conferences:** 2 Special  
Regular  
**Platform:** Umweltschutz  
§218 JA  
Atomkraft NEIN  
Steuersenkung JA  
Gewerkschaft

#### FDP

**Player:** Pitt Crandlemire  
**Campaign Days:** 15  
**Media:** 4  
**Conferences:** Special  
Regular  
**Platform:** Marktwirtschaft  
35-Stunden-Woche JA  
NATO NEIN  
Steuersenkung NEIN  
Atomkraft JA

#### SPD

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

### The Provinces

#### Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	4	0	3
Vote Share	1	0	0	2
Media Tokens	0	1	0	1
Trend	-1	+2	0	0

**Issues:** Atomkraft NEIN  
Gewerkschaft  
Steuersenkung JA  
Freugeutliche Grundordnung

**Mandate Range:** 4-9

#### Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	6	0	6
Vote Share	1	5	0	13
Media Tokens	0	2	0	2
Trend	0	0	-1	+2

**Issues:** NATO JA  
Steuersenkung JA  
§218 NEIN

**Mandate Range:** 6-11

#### Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	7	0	0	0
Vote Share	5	5	0	0
Media Tokens	1	0	0	0
Trend	+2	0	-1	0

**Issues:** NATO NEIN  
§218 JA

**Mandate Range:** 4-9

#### Bremen

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

**Issues:** Umweltschutz

**Mandate Range:** 1-6

Available Issues

Steuersenkung JA	Steuersenkung JA
Atomkraft NEIN	Atomkraft NEIN
Umweltschutz	Marktwirtschaft
Atomkraft NEIN	Steuersenkung JA
35-Stunden-Woche JA	

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	5	4	8	5
Votes	98	54	700	70

Issues: Atomkraft JA, Steuersenkung NEIN

Order for turn 2 is: SPD, CDU, Grüne, FDP

Your cash: \_\_\_\_\_

Available Ministers: \_\_\_\_\_

**Sun Dog**

Turns 6.5 to 8.5

Turns 8.6 to 10.6 due: 5/26 Tuesday

Turn 6

Company	Starting Location	Die Roll	Ending Location	Notes
LRI	Pluto	6, 6; 1, 4	Dione	Buys Dione, places fuel station and refuels.
RD/RSE	Amalthea	3, 6	Blank Dot 4	9 fuel used.

Turn 7

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Miranda	1, 3	Triton	Red Shift card draw: Advance to Triton, 2 fuel used. Buys Triton for \$320.
Century 22	Thebe	3, 5	Adrastea	8 fuel used. \$65 rent paid to Solar Solutions.
SSU	Pluto	5, 6	Venus	Sells Ganymede with fuel station for \$860 and Adrastea for \$120, pays \$1200 in rent to van Rijn Enterprises
vRE	Venus	4, 6	Federation Station VI	NMR!
LRI	Dione	1, 1; 6,6	Saturn Research Lab	Buys Saturn Research Lab for \$350
RD/RSE	Blank Dot 4	4, 6	Miranda	\$130 paid to Tiger Economic.

Turn 8

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Triton	3, 4	Earth	Gains \$1000, refuels for free.
Century 22	Adrastea	1, 6	Thebe	Places fuel station, refuels.
SSU	Venus	1, 6	Iapetus	
vRE	Federation Station VI	3, 4	Mimas	NMR!
LRI	Saturn Research Lab	5, 6	Thalassa	Buys Thalassa for \$170, places fuel station, and refuels.

The Players (After 8.5)

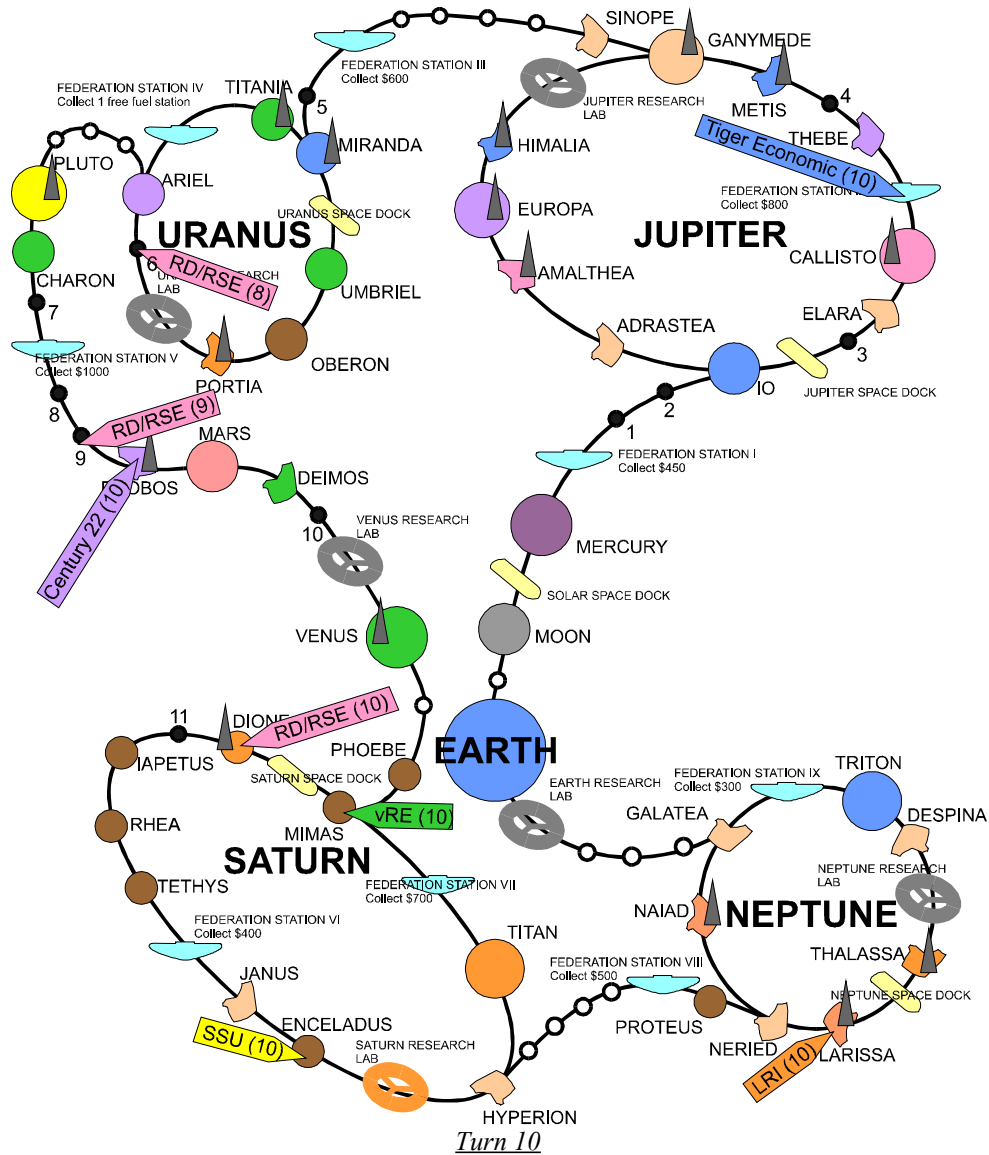
Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda	3	14	1910
Century 22 (Purple)	Bill Scharf	Europa, Thebe	2	25	1140
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Pluto	1	7	30
van Rijn Enterprises (Green)	Pitt Crandlemire?	Umbriel, Titania, Charon, Diemos, Venus	1	15	2415
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa	3	25	1305
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea	2	25	1165

Turn 8

Company	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Miranda	3, 3	Blank Dot 6?	Gains \$100, 6 fuel used, may bypass blank dot

Turn 9

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth	1, 6	Blank Dot 2	7 fuel used.
Century 22	Thebe	5, 5; 2, 6	Ariel	10 fuel used, gains \$100, bypasses blank dot, buys Ariel for \$285
SSU	Iapetus	1, 4	Enceladus	5 fuel used
vRE	Mimas	3, 4	Federation Station VI	7 fuel used, collects \$400, may buy additional fuel stations
LRI	Thalassa	1, 5	Naiad	6 fuel used, buys Naiad for \$155, places fuel station, and refuels.
RD/RSE	Blank Dot 6?	5, 5	Blank Dot 9?	Gains \$100, may bypass blank dot



Turn 10

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 2	2, 4	Federation Station II	Gains \$800, may buy additional fuel stations.
Century 22	Ariel	4, 6	Phobos	10 fuel used, buys Phobos for \$125, places fuel station, and refuels
SSU	Enceladus	1, 4	Enceladus	Insufficient fuel to take off.
vRE	Federation Station VI	2, 5	Mimas	
LRI	Naiad	2, 2; 3, 5	Larissa	4 fuel used, gains \$100, bypasses Thalassa, buys Larissa for \$210, places fuel station, and refuels
RD/RSE	Blank Dot 9?	5, 6	Dione?	Pay \$165 in rent to LRI

Will Andy York please submit standby orders for van Rijn Enterprises!

## Pooch

Turn 2

Turn 3 due: 5/26 Tuesday

### Planning

**Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

**English** maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46. Rolls for colonists, getting 5.

**French** NMR! Maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**Portuguese** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**Spanish** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**Swedes** maintains 3 ships (\$12) and buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

### Outbound Naval Movement

**Dutch** move to J. Dice: 2, 4, 6, 6. No losses.

**English** move to U. Dice: 2, 3, 5, 6. No losses.

**French** move to N. Dice: 5, 6, 6, 6. No losses.

**Portuguese** move to O. Dice: 1, 2, 6. Loses 1 soldier.

**Spanish** move to M. Dice: 1, 3, 4, 6. Loses 1 colonist and 1 soldier. Drops off 1 colonist and 2 soldiers. Moves to K. Dice: 6, 6. No losses.

**Swedes** move to D. Dice: 1, 3, 3. No losses.

Land Movement

**Dutch** move 3 soldiers from J to G. It's a climate 3 area with 3 natives. Moves 4 soldiers and 4 colonists from the anchorage dot to J.

**French** move 4 colonists and 4 soldiers into area N. One soldier prospects.

**Portuguese** move 1 soldier from O to Q. It is a climate 3 area with one site and 1 native. Moves 3 soldiers and 4 colonists from the anchorage dot to O. One soldier prospects.

**Swedes** move 2 colonists from L to I. It is a resource rich climate 5 area with 2 natives. Moves 4 colonists and 4 soldiers from anchorage dot to D. It is a climate 3 area with one site and no natives. One soldier prospects.

**Spanish** move 1 colonist and 2 soldiers from the anchorage dot to M. One soldier prospects. Move 2 colonists and 1 soldier from the anchorage dot to K. It is a resource rich climate 3 area with no natives.

**English** move 3 soldiers and 5 colonists from anchorage dot to U.

Native Combat

**Dutch:** 1 native killed in J and 1 native and 2 soldiers in G.

**French:** 3 soldiers and 2 natives killed in N

**Portuguese:** 2 natives killed in O

**Swedes:** None

**Spanish:** None.

**English:** 2 native killed in U.

Native Uprisings

Climate is a 5. Uprising in N, 3 colonists killed.

Survival

Climate is a 6. No losses.

Political Control

**Dutch** gain political control of J.

**French** gain political control of N.

**Portuguese** gain political control of O.

**Swedes** gain political control of D.

**Spanish** gain political control of M.

**English** gain political control of U.

Homebound Naval Movement

**Dutch:** Dice: 1, 2, 3, 3. No losses.

**French:** Dice: 2, 3, 5, 5. No losses.

**Portuguese:** Dice: 2, 3, 6. No losses.

**Swedes:** Dice: 2, 5, 6. No losses.

**Spanish:** Dice: 2, 3, 5. No losses.

**English:** Dice: 1, 2, 3, 6. No losses.

Income

**Dutch:** Political Control: \$40, resources: \$6.

**French:** Political Control: \$40, resources: \$4.

**Portuguese:** Political Control: \$40, resources: \$7.

**Swedes:** Political Control: \$40, resources: \$8.

**Spanish:** Political Control: \$40, resources: \$8.

**English:** Political Control: \$40, resources: \$8.

Turn 2 Initiative

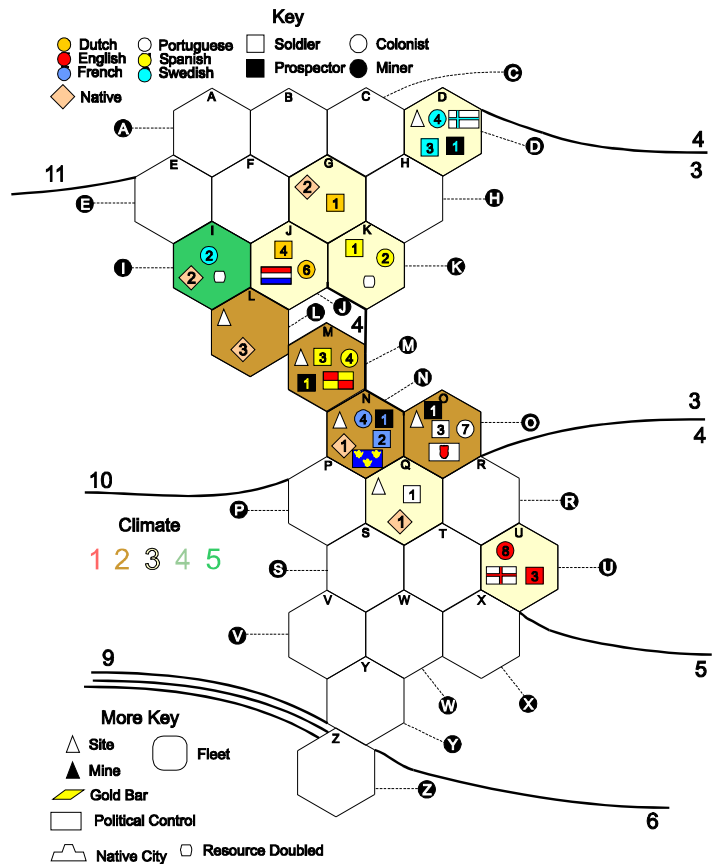
French, Portuguese, Spanish, Swedes, Dutch, English

Notes

Will Dan Eisenhut please submit standby orders for the French!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$90	17	4	4
English	Dennis Cain	\$59	16	4	4
French	Pitt Crandlemire	\$56	15	4	4
Portuguese	Andy Lewis	\$84	17	4	4
Spanish	Bob Robles	\$89	17	4	4
Swedish	Kevin Wilson	\$73	17	4	4



## In the Doghouse with Marmaduke

The only new games that I've seen since last month are Atlantic Storm from AH and Seven Pines from the Gamers. The Seven Days campaign grows to 6 maps - talk about needing some table space. This is actually two games in one because you can either play the stand-alone Seven Pines campaign which occurred in May/June or combine this game and play the Seven days campaign from the end of June - this changes the perspective over just Gaines Mill and adds Richmond to the map. Atlantic Storm is as expected except for the card quality which is especially poor on the convoys. Other new things supposed to be coming soon. Actually maybe some are already out, but I haven't been to a game store yet this year (Wow and boo!).

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

**Stand-by Calls: None. Thanks to Paul Bolduc for his unused orders in Hootch**

### Game Openings:

**Slapshot:** Minimum of 6. Chris Geggus, Ward Narhi, Dennis Cain (needs rules sent when started)

**Wembley:** Minimum of 4

**ADG's World Cup Tournament Football:** Minimum of 4

### Stand-bys:

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

**AOR:** Chris Geggus

## Hootch

**Turn 12.4 to 13.4**

**GM: Andy Lewis**

**Deadline for Turn 14.1 to 15.1 is May 22, Friday**

### Turn 12

*Pitt's player-turn*

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

Trades: None

Actions: Build road at F9/F11. Buy 3 development cards (4, 11, 25) - A reminder that you can only play one knight or progress card per turn.

### Turn 13

*Ward's player-turn*

Production: Brick (Chris G, Pitt)

Trades: None

Actions: None

*Chris G's player-turn*

Production: Chris G loses 2B and 2W. Pitt loses 2L and 2W (randomly determined). Move Robber to F3 and steal 1B from Ward.

Trades: None

Actions: None

*Sean's player-turn*

Production: Grain (Sean, Pitt), Ore (Ward[2])

Trades: Trade 4G for 1B

Actions: None

*Pitt's player-turn*

Production: Lumber (Chris G, Pitt)

Trades: None

Actions: Build road at P4/F11 which gives him largest trade route over Ward.

### Cards After 13.4

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	1	--	--	--	3	--	4
Chris	1	2	2	1	--	--	4
Sean	1	1	2	--	--	--	3
Pitt	2	--	1	1	--	U(17,2, 4, 11, 25)	6

Longest Trade Route: Pitt.

Largest Knight Force: No one.

### Open Trade Offers

Ward: None

Sean: Will give 2G for 1L

Chris: None

Pitt: Will Give 2W for 1B

### Turn 14 Production Die Rolls

Ward's player-turn: 7

Chris's player-turn: 3

Sean's player-turn: 6

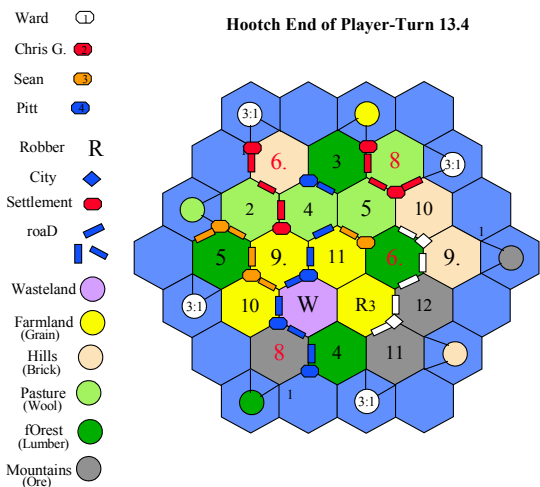
Pitt's player-turn: 5

### Turn 15 Production Die Rolls

Ward's player-turn: 9

### Press

*Hey no duplicate rolls this time!*



**Benji**

Turns 7.4 to 8.4

GM: Andy Lewis

Deadline for Turns 9.1 to 10.1 is May 22, Friday

Turn 7

*Chris G.'s player-turn*

Production: Move Robber to P10 and steal 1G from Caleb

Trades: None

Actions: None

Turn 8

*Bill's player-turn*

Production: Brick (Brad[2]), Lumber (Brad, Chris G, Caleb)

Trades: None

Actions: Buy a card (12)

*Caleb's player-turn*

Production: Ore (Brad[2], Bill)

Trades: None

Actions: None

*Brad's player-turn*

Production: Wool (Bill, Chris G.)

Trades: Trade 1W to Caleb for 2G

Actions: Builds city at F3/M4/H6

*Chris G.'s player-turn*

Production: Brick (Brad[2]), Lumber (Brad, Chris G, Caleb)

Trades: None

Actions: Buys Development card (3)

Cards After Turn 8.4

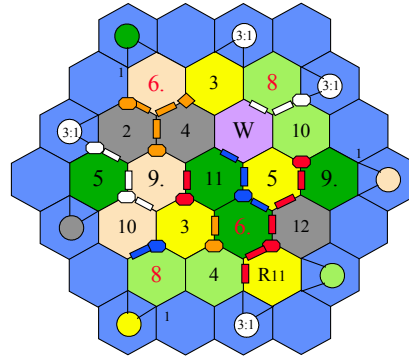
	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	--	--	1	1	1	U(12)	3
Caleb	--	1	1	3	--	--	5
Brad	--	4	--	2	1	--	5
Chris G.	--	--	1	3	--	Knight, U(10, 3)	2

Longest Trade Route: Caleb.

Largest Knight Force: No one.

- Bill
- Caleb
- Brad
- Chris G.
- Robber
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- fOrest (Lumber)
- Mountains (Ore)

Benji End of Player-Turn 8.4



Open Trade Offers

- Bill: None
- Caleb: None
- Brad: None
- Chris G: None

Turn 9 Production Die Rolls

- Bill's player-turn: 8
- Caleb's player-turn: 4
- Brad's player-turn: 3
- Chris G's player-turn: 5

Turn 10 Production Die Rolls

- Bill's player-turn: 3

**Lassie**

End Game Statements

GM: Andy Lewis

**Bill Scharf:** I guess I didn't get this game. I bought a player every time I could... the fact that I had mostly premiere teams killed my chances of getting glory points, and they seemed to lose regardless of how many players I purchased for them.

I can't see where I could have done anything different, and I lost horribly. It reminds me of the sole game of "Blackbeard" I played where I moved into places that had merchant ships only three times the entire game, and twice they ran away before I could attack and the third time I lost the battle. I lost 1 leader (marooned), another leader (storm in shallows – en route to one of those elusive merchant vessels) and I was on my third pirate and near brain death when I conned someone else into taking my place.

I'd try this game again, but my enthusiasm level isn't high. Congrats to Sean on his win <Actually Chris won the game; Sean only got the Championship>...I'd like to her his strategy for this game.

**Chris Geggus:** Despite winning my first game in SOB or In the Doghouse, I was rather disappointed in Wembley. Very little control over any aspect of your teams leads to a very hands off style of play. Too much luck! Also I believe Newcastle should have been in the final, not Manchester United. With an extra goal in the final Michael would be the winner. As an aside I'm offering my copy of Wembley up for sale. Another game doesn't appeal. My boys are now trying Risk instead.

**Brad Martin:** Well... I think Wembley loses something in the PBM format - I felt that I had very little influence on how my teams fared.



# Scooby

GM: Andy Lewis

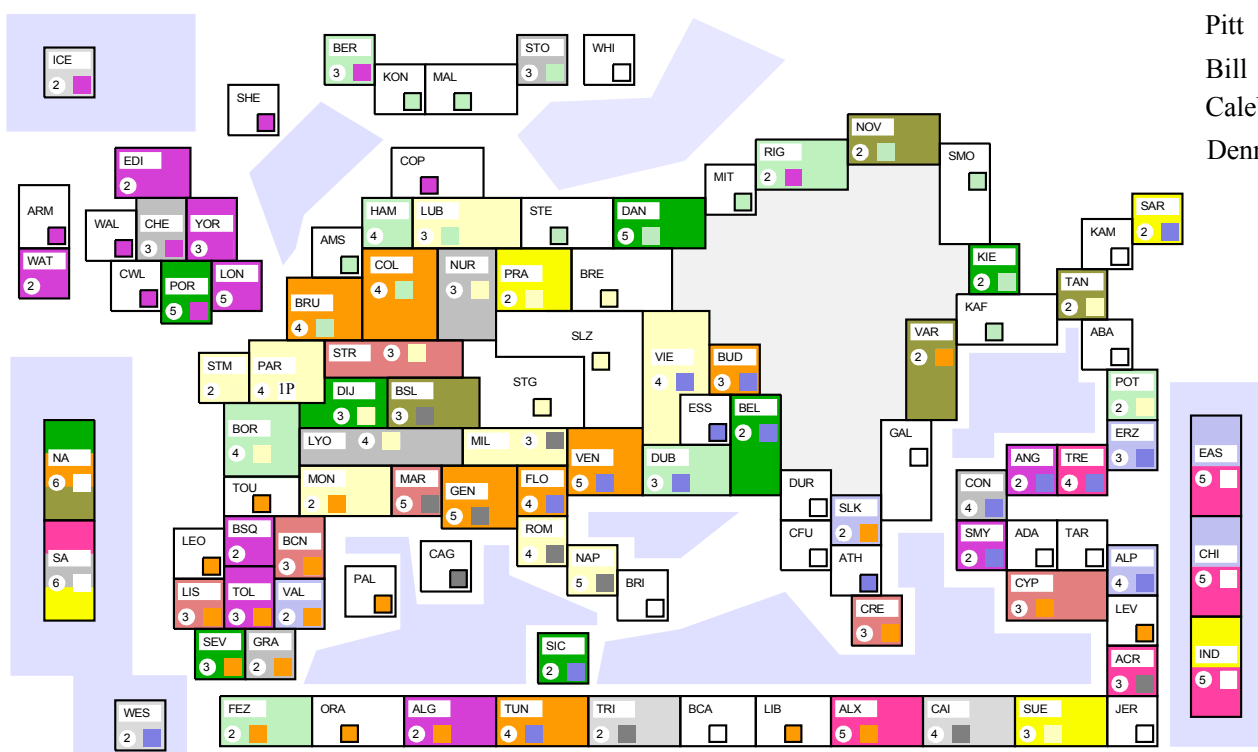
Deadline for Turn 4, Phases 4-6 is April 10, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, ii11, ii40	100	--	110	5	14	10	I, E, N, R, F, S
Caleb Cousins	Venice (2)	ii1, ii23, ii39, ii2, ii12, ii16	20	--	117	1	16	10	I, F, R, A, V, H, S
Pitt Crandlemire	Genoa (4)	19, ii41, ii20, ii33	100	--	69	6	9	6	A, N, E, R, V
Paul Bolduc	Paris (6)	11, ii10, ii12	60	--	70	4	10	10	I, E, R, S, A, N, V
Dennis Cain	Hamburg (1)	ii36, ii6	50	--	70	3	8	6	I, N, R, W
Bill Scharf	London (3)	20, ii37, ii18, ii22	40	--	75	2	10	6	A, V, E, I, R, N

## Scooby through 4.6

Tie-breaking order

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



## Commodity Log

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

## Phase 4 Purchase

### Double Check on Leaders in play

- Venice:** Buys Cathedral (\$100, increases misery to 20), Seaworthy Vessels (\$60), Urban Ascendancy (\$20), pay stab (\$6)
- London:** Buys Overland East (\$40) and Written Record (\$30), can't pay stab (no money left) so misery increases to 50, reduce misery to 40.
- Hamburg:** Buys Overland East (\$40), Nationalism (\$30 with Charlemagne), Ship Upgrade (\$10), pay stab (\$1).
- Paris:** Buys Heavens (\$30), Written Record (\$30), Urban Ascendancy (\$20), pay stab (\$1), reduce misery to 60.
- Barcelona:** Buys Seaworthy Vessels (\$60), pay stab (\$3).
- Genoa:** Buys Overland east (\$40), Urban Ascendancy (\$20), Ship Upgrade (\$10), misery increases to 100.

Civil War - Paris decides to lose half his tokens so only has 12 tokens to spend.

Phase 5 Expansion

**Venice and Barcelona each get 2T from Genoa, Paris, Hamburg, and London. This leaves the token counts at**

**Venice: 20, London: 9, Hamburg: 11, Barcelona: 32 and gains \$6, Genoa: 31, Paris: 8**

**Venice:** 3T to buy card (ii2), 2T Sar, 4T Con, 1T Dur, 2T Tre, 2T Ang, 2T Smy, 2T Wes

**London:** 4T Bsq (b2, w1, c1 - wins) 5T Rig (b5, w3, c4 - wins)

**Hamburg:** 2T Kie, 1T Kaf, 5T Bru (b5, w1, c5 - wins), 2T Ste (b4, w2, c3 - wins)

**Barcelona:** 5T Alx, 3T Cyp, 2T Var, 7T Acr (b5, w3, c3 - wins), 5T Cre (b5, w4, c6 - wins), 4T Slk (b6, w6, c2 - loses), 4T Slk (b5, w3, c3 - wins), 1T Lib, 1T Lev

**Genoa:** 3T Tri (b2, w6, c5 - loses), 3T Tri (b5, w1, c2 - wins), 6T Cre (b1, w2, c4 - loses), 6T Cyp (b3, w5, c2 - loses), 5T Alg (b1, w4, c4 - loses), 7T Acr (b6, w2, c4 - wins)

**Paris:** 4T Tan (b6, w3, c2 - wins), 4T Ang (b1, w1, c4 - loses)

**Venice gained 6 dom so gets a card (ii16)**

Phase 6 Income

**Venice:** gets \$111

**London:** gets \$75

**Hamburg:** gets \$63

**Barcelona:** gets \$99

**Genoa:** gets \$69

**Paris:** gets \$75

Shortage: Gold/Ivory - Hamburg draws ii10, Genoa draws ii20

Surplus: Silk

Turn 5, Phase 1 Card Draws

**Venice:** draws ii12

**London:** draws ii22

**Hamburg:** draws ii6

**Barcelona:** draws ii40

**Genoa:** draws ii33

**Paris:** draws ii12

**Buster****Round 6**

**GM: Andy Lewis**

**Deadline for Round 7 is May 22, Friday**

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Cain Insurrection	Purple	Dennis	3-0-3	12	15	0	+Frankenstein, +Kikarski, +Van Dijk
Desert Isles	Maroon	Caleb	3-1-2	11	16	3½	+Pilsner, -Cull, +Spitz, +Vespucci
Green Meanies	Green	Sean	2-3-1	7	20	4	+Ardvaark, +Badakoff, +Derriere, +Nikasov
Brad's Aussie Duffers	Orange	Brad	1-1-4	7	11	5	+Bjanby, +Tanamera, +Custadi
Virginia Red Tide	Red	Dave	2-4-0	6	17	10	+Winkelpicker, +d'Arme, +Angelo, -Delarda, -Upfield, -Delion
Yellow Peril	Yellow	Pitt	1-3-2	5	13	3½	+Limpard, +Bogota

Round 6Yellow Peril at Virginia Red Tide

Yellow Peril Goalie: Enrique Bogota

Virginia Red Tide Goalie: Pat O'Cake

Phil M'Glass vs. Jimmy Riddle [No shots]

Nils Limpard [dr 1, ? - Penalty shot dr 1] vs. Rolf Winkelpicker **0-0**

Jock Strapp vs. Stan Dandylover [No shots]

Don Keebrane vs. Jean d'Arme [dr 5] **0-1**

Dai Bollical [No shots] vs. Andy Mann

Chris Allis [No shots] vs. Buster Gutt

Max Volume vs. Bruce Toes [dr ? - **Bogota gets a yellow card, 4**] **0-2**

Joe Kerr [No shots] vs. Mark Thyme

No one vs. Michael Angelo [dr 3] **0-2**

Sean Lamb vs. Tom Bowler [No shots]

Herb Tea [dr 1, 3] vs. No one **1-2**

**The Peril can't hit the broadside of a barn; the Red Tide win 2-1!**

Cain Insurrection at Desert Isles

Cain Insurrection Goalie: Konrad Frankentsein

Desert Isles Goalie: Wolfgang Spitz

Frank Lee vs. Pete Sake [dr 1, 2] **0-0**

Alf Wayline [dr 4] vs. Stu Pidd **1-0**

Matt Black vs. Amerigo Vespucci [dr 2] **1-0**

Tim Iddley vs. Barry Island [No shots]

Jonah Murk [No shots] vs. Justin Case

Des Troy vs. Will Full [No shots]

No one vs. Hank Ward [dr 4, 3] **1-0**

Butch Haredough vs. Dieter Pilsner [dr 2] **1-0**

Ryan Dice vs. Glen Coe [No shots]

Stefan Kikarski [No shots] vs. Mickey Finn

Lee Nova [dr 5] vs. No one **2-0**

**Deserted Isles can't buy a goal and Cain Insurrection score on both shots for the 2-0 win!**

Green Meanies at B.A.D.

Green Meanies Goalie: Al Cohol

B.A.D. Goalie: Maurice Oxford

Boris Badakoff vs. Harry Carey [No shots]

Bernie Toast [No shots] vs. Neil Down

Benny Fitt vs. Dick Head [No shots]

Ed Case vs. Sidney Harbour-Bridge [No shots]

Daley Bread [No shots] vs. Jerry Cann

Terry Bull vs. Willie Missit [dr 5+1] **0-1**

Kenny Score [No shots] vs. Roger Andout

Kim Ardvaark [dr 1] vs. Stig Bjanby **0-1**

Roland Butter [No shots] vs. Juan Tanamera

Claude Derriere [dr 4] vs. Gordon Bennett **1-1**

**Another defensive struggle for B.A.D who again draw 1-1!**

### Foreign Player Bidding

Emilo Custadi: B.A.D. wins with a bid of 5  
 Rik Van Dijk: Cain Insurrection wins with a bid of 4  
 Genadi Nikasov: B.A.D. and Greenie Meanies tied with bids of 1½ and no raises.  
 My ruling is die roll gets him with a ½ raise. The die roll goes to Green Meanies.  
 Virginia Red Tide sells Dan Delion for 1  
 Deserted Isles takes the free ½.

Due next month: Round 7 orders and bids (in order) on Henri Fricassee, Din San Paulo, Anton Bortsch  
 Round 7:  
 Desert Isles at Yellow Peril  
 B.A.D. at Cain Insurrection  
 Virginia Red Tide at Green Meanies

Press

**Cain Insurrection:** I can't believe Vespucci went for 5!

### Coal

#### Turn 5

**GM: Andy Lewis**

**Deadline for Turn 6 is May 22, Friday**

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	52, 6, 48, 60, 19, 28, 38	59(XXX.270)
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	46, 49, 47, 40, 51, 6, 28	55(XXX.975)
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	18, 46, 49, 10, 24, 38, 51	47(XXX.345)

Notes: Brad Martini and Anita Mann are allowed one extra action per turn.

**Pink Pussycat Lounge** Studebaker takes no action because selected card was already played.

My mistake - I forgot to delete the part requiring Leadfoot to discard to miss the wreck; it was submitted properly last turn.

**Australis Motors** RR takes no action because first action written is now void and second action involved card not in hand.

Turn 5 – 12 Laps (63 of 160)

Refill Phase

Lap Count

**Anita Mann** draws 39.

**Pink Pussycat Lounge** Studebaker plays 59 (12 Laps) XXX.270

**Brad Martini** draws 38, 51

**Australis Motors** RR plays 48 (12 Laps) XXX.165

**Leadfoot** draws 6, 28

**Victoria's Secret** Ford plays 34 (15 Laps) XXX.375

Turn 6 – 12 Laps (75 of 160)

Action Phase

Give orders to make lap count and actions.

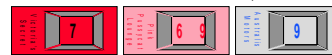
**Victoria's Secret** plays 30 (Pass Two) to try to pass Australis Motors who plays 35 (Challenge) to attempt to prevent the pass. Since neither driver specified card plays for speed, they both draw. Leadfoot pulls card 55 (XXX.975 +0.100) and Brad pulls card 47 (XXX.345) - Leadfoot blows by.

Press

**Martini – Irvan:** Stop whining - it was pure skill that enabled me to avoid the crash. Maybe you should revert to go-carts!

Now Leadfoot is taking on Anita for the lead. Anita fails to respond and Leadfoot takes the lead.

A f t e r L a p 6 3 o f 1 6 0



### Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

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

Q1. When was the last time a supernova was visible with the naked eye from the Earth, and where in the sky was it located?

A1. It was seen in 1987, in the Large Magellanic Cloud.

Dennis Cain, Joe Carl, Pitt Crandlemire, Dan Eisenhut, and Berry Renken each receive ½ point.

Q2. How do you tell the difference between an emission nebula and a reflection nebula?

A2. An emission nebula is produced when a hot star is embedded in a gas cloud. Light from the star ionizes the gas, which then produces emission lines, particularly the H alpha line, so emission nebulae tend to look reddish. Reflection nebulae are generally found around young, hot stars such as those in the Pleiades cluster. As such, they generally reflect the color of the star and so are generally bluish in color.

Pitt Crandlemire, Dan Eisenhut, and Berry Renken each receive ½ point.

Q3. What is an Einstein cross?

A3. It is a gravitational lensing phenomenon, in which the light from a distant object is bent by a nearer, massive object, making it appear as four identical objects more or less equally spaced around the closer object.

Joe Carl, Pitt Crandlemire, and Dan Eisenhut each receive ½ point.

Q4. In 10,000 years, what star will be over the North Pole?

A4. Vega, in the constellation of Lyra.

Pitt Crandlemire, Dennis Cain, and Dan Eisenhut each receive ½ point.

Q5. What does the Drake Equation measure?

A5. It estimates the potential number of intelligent, communicating civilizations in the galaxy.

Dennis Cain, Pitt Crandlemire, Dan Eisenhut, and Andy York each receive ½ point.

#### Current Scores

Pitt Crandlemire	46½	Chris Geggus	37½
Andy Lewis	31½	Andy York	30½
Paul Bolduc	25½	Dennis Cain	19½
Bill Scharf	18½	Brendan Whyte	18½
Steve Koehler	17½	Dan Eisenhut	17
Berry Renken	15	Brad Martin	13½
Caleb Cousins	13	Bob Robles	12½

Ward Narhi	10	Dave Anderson	9
Tom Howell	7	Joe Carl	6½
Sean Cousins	5	Kevin Kinsel	4½
Dave McCrumb	4½	Debbie Osborne	4
Kevin Wilson	3½	Sigourney Street	½

*New Questions*

**Topic: Brain Teasers**

1. The parish clerk of a Cambridgeshire village received a small parcel from Germany addressed to Mr. Alfred White. She checked the telephone directory but could find no one listed under that name. However, when she enquired at the local pub, she was told by some of the village old timers that there had been an Alfred White and that, after World War 2, he had married a German girl and settled in Frankfurt. What was in the parcel?

2. What is the catch of the following riddle: "Constantinople is a very big word and if you can't spell it you're a very big dunce!"
3. A racing cyclist came off his bike at speed, fell awkwardly and broke nearly all the bones in his right hand. After hospital treatment the hand was much improved and, one day, a consultant invited a group of students to consider the case. "This man," he said, "is not a professional cyclist. He works as a graphic designer. How long after the accident do you think he was able to return to work?"
4. Many authors have written entertainingly about time travel but what would actually happen if you could be taken out of time for, say, five seconds and then returned to exactly the same spot?
5. Dave and Anne moved into their new home and then went to the hardware store to make an important purchase. "How much is one?" asked Dave. "\$3" came the reply. "What about 20?" "That'll cost you \$6." "OK, well we need 2042." What were Dave and Anne buying and how much did it cost them?

**Pedagoguery**

No planet has spawned the body of mythology and speculation quite like Mars. Even in ancient times, the noticeably red color of the planet got it named after the god of war. In more recent times, however, that the speculation really got started. Most of it started with a map drawn by an Italian astronomer named G. V. Schiaparelli. On this map were drawn lines in the lighter areas of Mars. Schiaparelli called these lines *canali*, which means channels. Naturally, the word was translated into English as canals, which implies intelligent origin. Many prominent astronomers of the day, foremost among them Percival Lowell, believed that intelligent life would be found on Mars. They were all destined to be disappointed.

Mars has probably been subject to more exploration effort than any planet except Earth. It was the advent of the space probe that really opened our eyes about the true Mars. The first spacecraft to fly by Mars was Mariner 4, which showed us a world far more cratered than was anticipated. The first big breakthrough came with Mariner 9, which entered orbit of Mars and showed us a world very different than had been believed. The atmosphere is very thin, on average about one-twentieth the pressure of Earth's. Obviously, such an atmosphere cannot support liquid water, so our ideas of finding life on Mars had to be changed.

Mars is a small world, about midway in size between the Earth and the Moon and with a mass of a little over 10% that of Earth's. It is also much less dense than Earth, indicating a smaller proportion of iron and a greater proportion of silicates. This is substantiated by the fact that the magnetic field of Mars is very weak.

The surface of Mars has been extensively mapped, and shows some interesting features. Most stunning is the mighty Olympus Mons, a volcano that dwarfs anything seen on Earth. Then there is Vallis Marineris, a system of canyons so large that the Grand Canyon could easily fit within one side canyon. There are features that look remarkably like dry riverbeds, indicating that at one time, liquid water washed across the surface of Mars. The surface is heavily

cratered, due to its proximity to the asteroid belt and the fact that the thin atmosphere has limited erosive ability.

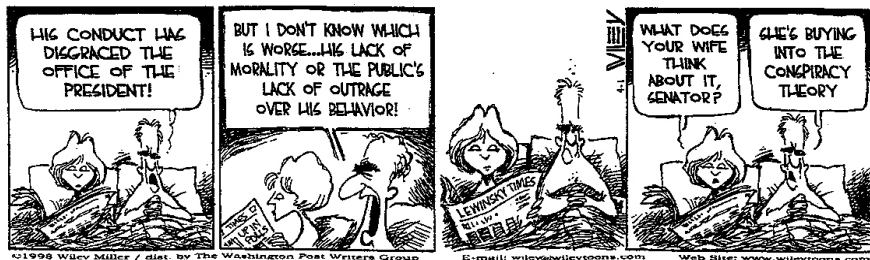
Thin though it is, the atmosphere of Mars does deserve some respect. Mars has been observed to have dust storms that can cover most and sometimes the entire planet. This is because the surface of Mars is covered with small dust particles. When the wind speed reaches a certain level, it can pick up these small particles and skip them along. As they skip along, they knock other particles into the air. This whole process can chain along until significant small particles are airborne, where they will remain for days.

Mars has two satellites, Phobos and Deimos. Both are believed to be captured asteroids. Phobos, the larger of the two, is very close to Mars, only 9270 km (5800 mi.) from Mars' center, closer relative to its planet size than any other satellite in the solar system. Phobos is a potato-shaped moon, about 27 km (17 mi.) around. It has an orbital period of 7 hours and 39 minutes, but it orbits retrograde. In other words, if you were on the surface of Mars, you would see Phobos rise in the west, race across the sky and set in the east about 4 and a half hours later. During that time, it would cycle through all its phases. However, it would only give as much light as Venus does on Earth, and since it is so close, you would not be able to see it at all if you were too far north or south. Deimos is smaller than Phobos, about 15 km (7 mi.) in diameter, and it orbits about two and a half times further out. It orbits in a standard orbit, so it would appear to rise in the east and set in the west. However, since it is so small, you would barely be able to recognize its phases with the naked eye. More likely, it would appear to be just a dot in the sky.

Mars has one of the more eccentric orbits of any planet in the solar system. At perihelion, it is 42 million km (26 million mi.) closer to the Sun than at aphelion. Since it, like Earth, is at perihelion during the southern summer, summer in the Southern Hemisphere is shorter and hotter than in the north, while winters are longer and colder.

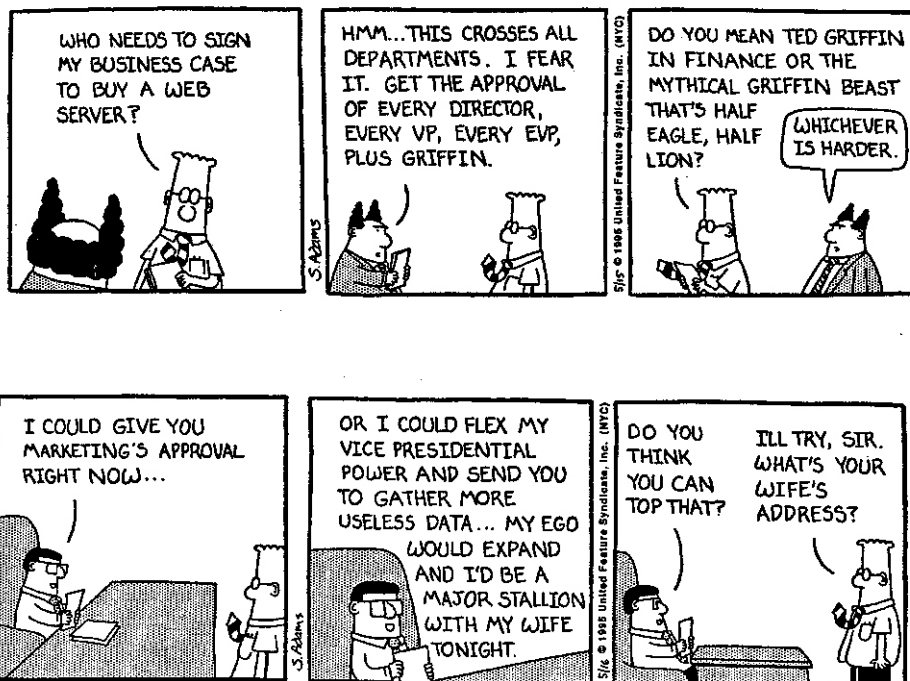
Next issue, we will take a look at the Asteroid Belt.

**NON SEQUITUR By Wiley**



## Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
  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 NMR's 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 NMR's 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. Note that this rule only applies to the 1980 version of the game.
  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.
  21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
  22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
  23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.
- Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**



## Addresses

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## Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Jason Wilke, Mike Scott, Dave Anderson, Ward Narhi, Pitt Crandlemire, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, 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 **SolarQuest:** Andy York

## Standby Calls

Joe Carl for the Papacy in Rabid Dog, you (if checked)  for Austria in Feral Dogs, Chris Geggus for The Triffids and Dan Eisenhut for Snoopy's Blanket Chasers in Dogpaddle, Paul Bolduc for the Atreides in Running Dogs, Andy York for van Rijn Enterprises in Sun Dog, and Dan Eisenhut for the French in Pooch

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