

Notes from Hades

Not much to report this time around. Celeste and I are getting ready for my grandfather's 80th birthday. My parents and perhaps my brother are coming to stay here for about a week, so we have been getting the house ready. Celeste has already repainted the kitchen cabinets. They used to be a dark pecan color, but now they are an off-white, which makes a tremendous difference in the kitchen.

Heath Gardner has announced the launch of a new postal zine, *Naima Equinox*. I'll let him describe it in his own words: "The zine will be \$1 per issue, and it'll consist of a (hopefully) lively lettercol, discussions about movies, books, music, and games, and of course will be running games. Just Standard and Gunboat to start, colonial after they begin to run smoothly, and I will be running a Postal version of the goofy variant as an experiment." His email address is bassoon@mindspring.com and his snail mail address is 3017 Mayview Rd., Raleigh, NC 27607. Drop him a line if you are interested.

This issue marks the end of Rabid Dog, with Ward Narhi the victor. Congratulations on his victory. With the end of that game, Citizen Dog will be starting up. Look to page 5 for more details.

Just a warning to let you know that the deadline for the next issue (#55) will be a long one, since Celeste and I will be on vacation in the British Isles from the 5th through the 19th of September.

This issue's deadline will be on **Tuesday, August 4 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Game Openings

Citizen Dog, Machiavelli 1995 edition, rules decided by majority vote. Have Kevin Wilson, Pasquale Giovine, Jason Wilke, Brad Martin, Mike Scott, Bob Robles, Ray Grib, Lee McConnell. **This game will start next issue. Please submit preference lists for a Balance of Power scenario.**

Dogstar, Outpost using Expert rules (just like Mutt). Have Michael Lowrey, Pitt Crandlemire, Andy York, Andy Lewis, Dan Eisenhut, Brad Martin, Dennis Cain, and Kevin Wilson. Need 2 more. **I will start this game next issue with whomever I currently have.**

Kennel Club, Age of Renaissance is a game of commerce and development set in Renaissance Europe. Have Brad Martin, Caleb Cousins, Steve Koehler, Murray Cowles, and Dennis Cain. Need 1 more. **I will start this game next issue with whomever I have.**

Dog Pound, Liftoff! Is a game simulating the race to get to the Moon. Have Brad Martin, Bill Scharf, Andy York, Dennis Cain, and Chris Geggus, need 1 more. **I will start this game next issue with whomever I have.**

Wish List

New World is a game of colonization and exploitation of the Americas. This one will start after Pooch ends. Have Brad Martin, Bob Robles, and Kevin Wilson, need 3 more.

Silverton is a game of rail building and mining in Colorado. Game ownership is not required. Need 6.

Machiavelli will start when the next game ends. 1995 edition, rules decided by majority vote. Have Ward Narhi, need up to 7 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

Ward Narhi

Any advice on finding charter flights to Italy? The cheapest flights I have found thus far are about \$699 roundtrip and I would like to get it lower.

[Sorry, no advice here. When Celeste and I went, I had just gotten a deal from American Express where if I get a card, I get a free round-trip companion ticket, so that's what we used. It got the total price down to about \$600 apiece. At \$699, I'd say that you are doing quite well.]

Rabid Dog / MGN# O/E1/9/ABC/1**Fall 1458****Deadline/Endgame Statements 8/4 Tuesday**

Naples makes his final assault on the Pope, securing Italian supremacy.

Summer 1458 Retreats

Venetian A2 retreats to Padua

Orders

Austria: A2 (EM) AUSTRIA to Hungary

(Koehler) A3 PAVIA to Turin

A4 CARINTHIA to Austria

A5 Parma to PONTREMOLI

France: A1 HUNGARY to Austria

(Wilke) A2 SLAVONIA supports A1

Naples: A1 MONTFERRAT supports Austrian A3 hold (nso)

(Narhi) A2 Spoleto to ROME

A3 Dalmatia to ANCONA

A4 SWISS supports A5

A5 Saluzzo to TURIN

A6 Genoa to MODENA

A7 Romagna to FLORENCE

F1 Eastern Gulf of Lyon to PISA

F3 LOWER ADRIATIC transports A3

Papacy: A1 Urbino joins Neapolitan rush and attacks PERUGIA

(Scharf) A6 (EM) MANTUA to Bologna

A6 (EM) Bologna to FERRARA

A7 (EM) FERRARA to Bologna

Venice: A2 PADUA supports A3

(Robles) A3 VERONA supports A2

A6 VICENZA supports A2

F1 (EM) Istria to UPPER ADRIATIC

Notes

With this turn, Naples now has 24 cities and the victory. Congratulations to Ward.

Press

Naples – Pope: Sorry, I only saw the bullseye painted on you. Cheer up, now you won't have to worry about finishing off Venice.

Naples – Venice: Dear friend, good luck and again my word that you are left to your own devices.

Naples – Austria: Congrats on getting your homeland back, that duplicitous Frenchie had it coming. Please note that my eastern forces will remain strictly on border patrol.

Naples – Turkey: See, with you out of the way the rest was easy.

The Prophet of Naples predicts: The ducats fly as Rome starts to spend all those ducats they stole from the Women's and Orphan's Fund of Ferrara.

Papacy – Naples: Yes, I believe 23 cities is the magic number, and unless you're a total loser you should get them this turn. I've given you the win, all you have to do is reach out and take it...get going, doofus.

Papacy – Venice: Previously, you've stabbed me in every game we've played in. I'd have more options in this game if I could have trusted you.

Papacy – Naples: Let me guess, Pisa, Rome, Perugia, and that's all you need, how about Florence too?

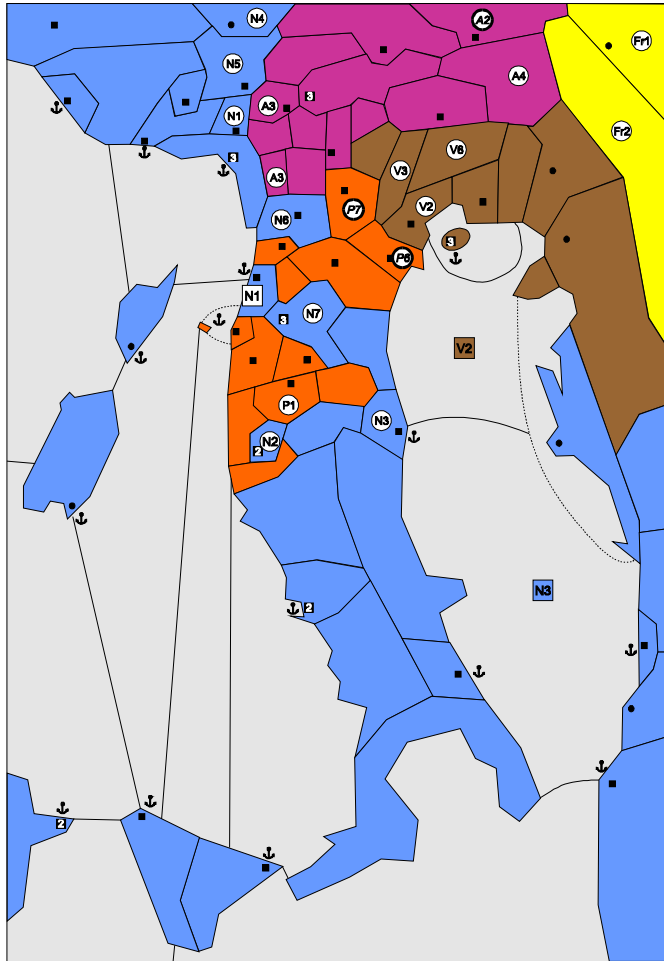
Game Summary

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

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

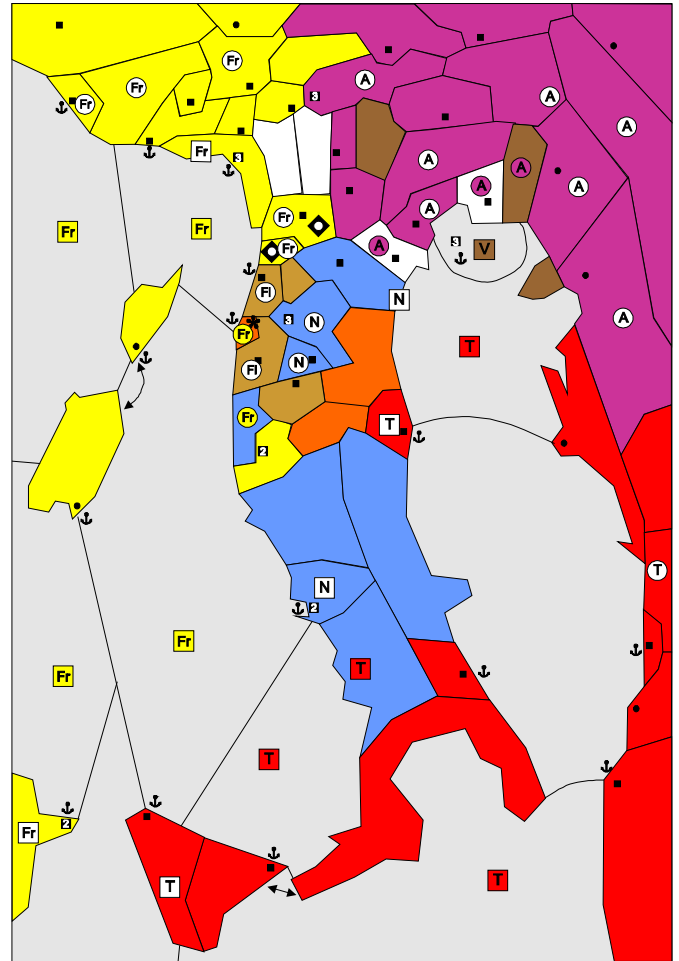
	1456			1457			1458		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	7	4	4	5	5	6	6	6	6
Flor:	0	0	0	0	0	0	0	0	0
Fra:	2	2	5	4	4	2	2	1	1
Gen:	0	0	0	0	0	0	0	0	0
Mil:	0	0	0	0	0	0	0	0	0
Nap:	11	13	12	12	13	16	16	20	24
Pap:	10	10	10	11	11	12	12	12	8
Tur:	7	0	0	0	0	0	0	0	0
Ven:	5	7	6	5	6	6	6	5	5

"Rabid Dog"



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

"Fleabag"



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

Fleabag/MGN# B2/B/8/1

Spring 1459

Deadline/Summer 1459 8/4 Tuesday

The Venetian government collapses under the Austrian assault and the Pope's last stronghold is taken by the French. Naples and Florence are still locked in their struggle as their homelands are consumed by France and the Turks.

Fall 1458 Retreats

Naples retreats A Palermo and F Dalmatia OTB
Papacy retreats A Sienna to garrison

Winter 1458 Adjustments

AUSTRIA builds A Austria, A Hungary, and A Tyrolea
FLORENCE removes G Ferrara and A Perugia (the latter removed by GM)
FRANCE builds F Marseilles, A Avignon, and A Swiss
NAPLES removes F Central Mediterranean
PAPACY removes G Sienna
TURKS build F Durazzo, A Albania
VENICE removes A Friuli, A Treviso, A Ferrara, and F Upper Adriatic

Orders

Austria: A Tyrolea to MILAN
(Renken) A Austria to CARINTHIA
A Hungary to SLAVONIA
A Carinthia to FRIULI
A CARNIOLA supports Carinthia to Friuli
A Trent to VERONA

A Mantua to FERRARA
A PADUA supports A Mantua to Ferrara
A CROATIA holds
G TREVISO converts to A

Florence: A PISA to Florence

(Wilke) A SIENNA to AREZZO

France: A MODENA besieges

(Grib) A LUCCA besieges

A GENOA to PIOMBINO

A PROVENCE holds

A SWISS to TURIN

A AVIGNON to MARSEILLES

A ROME to PATRIMONY

F LIGURIAN SEA transports A GENOA to PIOMBINO

F MARSEILLES to GULF OF LIONS

F TYRRHENIAN SEA supports A GENOA to PIOMBINO

F SAVOY to GENOA

F TUNIS holds (u)

Naples: A FLORENCE supports A Arezzo (cut)

(Lewis) A AREZZO supports F Bologna (cut)

F NAPLES holds
 F BOLOGNA holds
 Papacy: A Piombino to Pisa (DISLODGED, retreat to garrison, OTB)
 (York)
 Turks: A Albania to HERZEGOVINA
 (Street) F Messina to GULF OF NAPLES
 F Durazzo to IONIAN SEA
 F Dalmatia to UPPER ADRIATIC
 F Otranto to SALERNO
 F ANCONA supports F Dalmatia to Upper Adriatic

F PALERMO besiege (no garrison)

Venice: F VENICE holds
 (CD)

Notes

Proposal fails 3 ayes, 4 nays. One aye was an NMR, all the nays were NVRs. Note that the Turks could only build 2, since they currently own only two of their home cities (Ragusa is not a home city, Tunis is). Additionally, a proposal to split the seasons went unsupported. Finally, since I once again received no orders from Sean Cousins, Venice is now in Civil Disorder.

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

GM: Mike Scott

Since I have heard nothing from Mike and it's been about six months since this game last appeared, I am declaring this game abandoned.

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

Fall 1456

Deadline/Winter-Spring 1457 8/4 Tuesday

Austria is set upon by Venice who takes most of the Austrian Balkans. The fortunes of Florence likewise decline as a fleet of the new Sultan takes Piombino. A widespread rebellion strikes Milan as the Duke is deposed but no authority arises to take his place. Finally, the war between Naples and the Turks temporarily pauses as both sides maneuver for position.

Summer 1456 Retreats

Austria A Tyrolea retreats to Austria
 Milan A Milan retreats OTB (NRR!)
 Papal A Bologna retreats to Ferrara
 Turkish F Tyrrhenian Sea retreats to Piombino

Orders

Austria A AUSTRIA to Tyrolea
A Carniola to Croatia (DISLODGED, retreat Istria, Slavonia, OTB)
A BOSNIA to Croatia
 Florence A PISTOIA to Florence
A SIENNA supports A Pistoia to Florence (cut)
A BOLOGNA supports A Pistoia to Florence (cut)
 F CORSICA holds
 France A Turin to SWISS
A TYROLEA to Austria
 A PROVENCE holds
 F GENOA to LIGURIAN SEA
 Milan (CD): A PAVIA holds
 Naples A OTRANTO supports F Bari (nso)
A MESSINA supports F Ionian to Palermo
 F TYRRHENIAN SEA to NAPLES
F Western Mediterranean to Central Mediterranean (DISLODGED, retreat Gulf of Lions, Sardinia, OTB)
 F IONIAN SEA to Palermo
 F BARI to LOWER ADRIATIC
 Papacy A FLORENCE supports A Perugia to Sienna (cut)
A AREZZO supports A Florence
A PERUGIA to Sienna
 A ROME to PATRIMONY
 A URBINO supports A Florence
F FERRARA to Bologna
 Turks A Albania to HERZEGOVINA
F PIOMBINO to Sienna
F DURAZZO supports F Lower Adriatic to Ionian Sea

F LOWER ADRIATIC to IONIAN SEA
 F TUNIS to WESTERN MEDITERRANEAN
 F CENTRAL MEDITERRANEAN supports F Tunis to Western Mediterranean

Venice

A Friuli to CARNIOLA
A TRENTO besieges (garrison destroyed)
A MANTUA besieges (garrison destroyed)
A MODENA besieges (garrison destroyed)
A Verona to CARINTHIA
A MILAN besiege (no garrison)
A CREMONA supports A Milan
F UPPER ADRIATIC supports A Friuli to Carniola
F DALMATIA supports to F Croatia
F CROATIA supports A Friuli to Carniola (cut)

Notes

Thanks to the standby for Austria for his unused standby orders. The player called for the standby for the Turks has now taken over officially. Finally, neither the original player nor the standby submitted orders for Milan, so that country is now in civil disorder.

Press

France – Milan: If you don't revive this build season it's all over but the shouting, and another Milan will have bitten the dust.

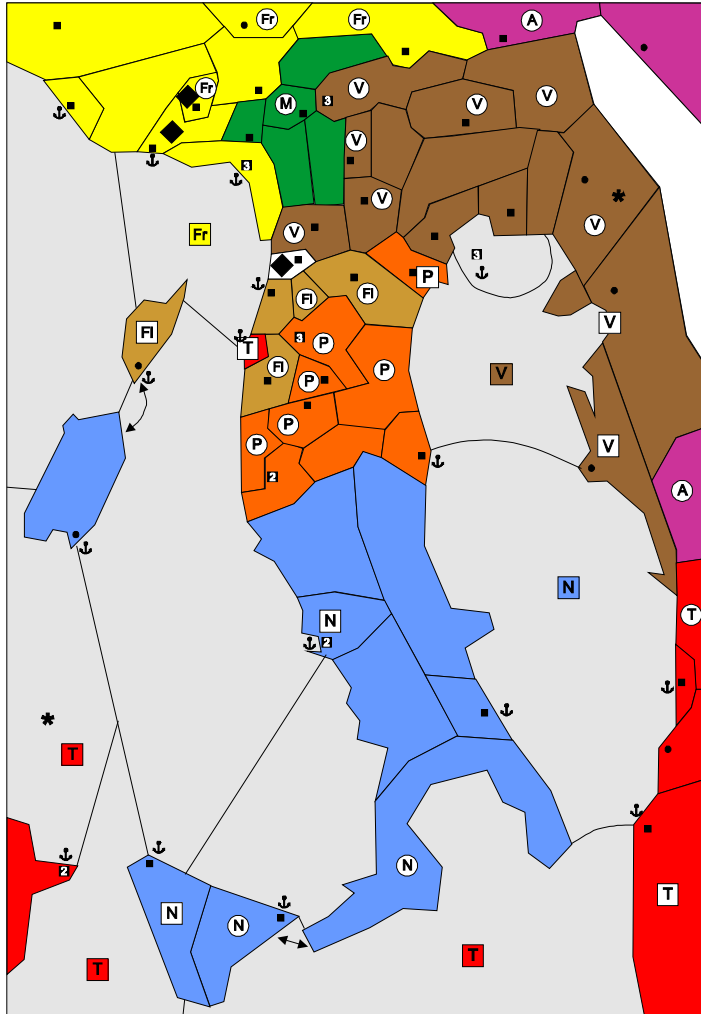
France – Venice: It's the usual N vs. T and F1 vs. P slugfests. Any questions on why Venice wins more games than any other does?

Pope – Venice: Since we had talked about me owning one of the SC around Ferrara earlier on I decided to retreat there. I bounce back and forth time and time again, but in the end decided that it could be used to support units into Bologna that could conduct a siege. If this is a problem, then let me know and we'll arrange a transfer when appropriate. I expect that Florence will be residing in Bologna, so how about we support A Urbino to Bologna with everything we can? From there I'll besiege him or help you into Luc in turn.

Venice – Austria: You did the right thing now but one turn too late! Allying with someone who NMR's and lets himself be gobbled up by third parties, that's not good enough.

Venice – Pope: I hope you did retreat to Ferrara! Things are going very easy for me so don't be bashful retreating into dots of mine if necessary. Next turn I'll support your A Urb-Flo unless you ask me differently in the press.

"Feral Dogs"



Spring 1456 Income

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

Seas

- FRA Ligurian Sea (1)
- NAP Gulf of Lions, Lower Adriatic (2)
- TUR Central Mediterranean, Western Mediterranean, Ionian Sea (3)
- VEN Upper Adriatic (1)

Provinces

- AUS Austria, Hungary, Bosnia, *Slavonia* (4)
- FLO Pisa, Pistoia, Sienna, Bologna, Corsica (5)
- FRA Avignon, Provence, Marseilles, Turin, Savoy, Genoa, Saluzzo, Swiss, Tyrolea (9)
- MIL Montferrat, Fornova, Parma, Como, Pavia (5)
- NAP Capua, Aquila, Naples, Salerno, Bari, Messina, Palermo, Sardinia, Otranto (9)
- PAP Urbino, Ancona, Spoleto, Patrimony, Rome, Perugia, Arezzo, Florence, Ferrara (9)
- TUR Tunis, Durazzo, Albania, Ragusa, Herzegovina, Piombino (6)
- VEN Bergamo, Verona, Padua, *Istria*, Dalmatia, Treviso, Cremona, Mantua, Friuli, Modena, Milan, Trent, Carinthia, Carniola, Croatia (15)

Cities

- AUS Austria, Hungary (2)
- FLO Pisa, Sienna, Bologna, Corsica (4)
- FRA Avignon, Marseilles, Turin, Genoa (3), Swiss, Tyrolea (8)
- MIL Montferrat, Pavia (2)
- NAP Naples (2), Bari, Messina, Palermo, Sardinia (6)
- PAP Ancona, Rome (2), Perugia, Arezzo, Florence (3), Ferrara (9)
- TUR Tunis (2), Durazzo, Albania, Ragusa, Piombino (6)
- VEN Padua, Dalmatia, Treviso, Cremona, Mantua, Modena, Milan (3), Trent, Carniola, Croatia, Venice (3)

Totals

Variable income die roll was 5.

	Var.	Prov.	Seas	Cities	Gross	Treas.	Total
AUS	4	4	0	2	10	1	11
FLO	8	5	0	4	17	4	21
FRA	5	9	1	8	23	2	25
MIL	4	5	0	2	11	12	23
NAP	3	9	2	6	20	0	20
PAP	5	9	0	9	23	1	24
TUR	5	6	3	6	20	3	23
VEN	8	15	1	15	39	4	43

Game Summary

	1454	1455	1456	1457
Austria:	3	5	6	2
Florence:	3	5	6	4
France:	3	2	4	6
Milan:	3	4	3	2
Naples:	4	5	5	5
Papacy:	4	3	3	6
Turks:	3	4	4	5
Venice:	4	5	6	11

Citizen Dog

Gamestart

Deadline for Setup Decisions: 8/4 Tuesday

Those of you in this game have some decisions to make. First of all, I need preference lists from those of you who haven't already sent them. I also need votes on the following items (please vote on each one):

- Basic or Advanced game
- Famine
- Plague
- Special Military Units
- Strategic Movement
- Conquest
- Moneylenders
- Black, Gray, or White press

Dogpaddle**Epoch III Empire Selection****Deadline for Epoch III Celts, Macedonians, Mauryans, and Han Dynasty: 8/4 Tuesday**Epoch III**The Zircon Utopia** (Martin) keeps**Snoopy's Blanket Chasers** (Anderson) gives to the Triffids**The Go Masters** (Carl) keeps**The Triffids** (Geggus) gives to Gaming Through the Ages**Gaming Through the Ages** (Lewis) gives to Snoopy's Blanket Chasers**Impending Ascension** (Cain) keepsPlayers

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	10	28
Dave Anderson	Snoopy's Blanket Chasers (Orange)	12	24
Joe Carl	The Go Masters (Black)	12	15
Chris Geggus	The Triffids (Green)	13	31
Andy Lewis	Gaming Through the Ages (Purple)	13	21
Dennis Cain	Impending Ascension (Red)	19	30

Final Positions**Snoopy's Blanket Chasers:** SCYTHEANS: Army and Monument *Eastern Anatolia*, armies *Caucuses* and *Western Anatolia*.**Impending Ascension:** Fleets *Eastern Mediterranean* and *Black Sea*. REBELLION: Army, city, and Monument *Wei River*. PERSIANS: Army, Capital, and Monument *Persian Plateau*, army and city *Morea*, army and Monument *Upper Tigris*, armies *Hindu Kush*, *Upper Indus*, *Lower Indus*, *Ganges Valley*, *Zagros*, *Levant*, *Palestine*, and *Nile Delta*.**The Zircon Utopia:** INDUS VALLEY: Armies *Western Deccan*, *Eastern Ghats*, and *Ceylon*. CIVIL WAR: Armies *Arabian Peninsula* and *Nubia*. CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin*, *Yangtze Kian*, and *Chekiang*.**The Go Masters:** ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*.**The Triffids:** GREEK CITY STATES: Army, city, and fort *Crete*, armies *Morea* and *Balkans*.**Gaming Through the Ages:** Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*, army *Persian Salt Desert*. CARTHAGINIA: Army and Capital *Shatts Plateau*, armies *Libya*, *Southern Iberia*, *Western Iberia*, *Pyrenees*, *Central Massif*, and *Northern Apennines*. NILE KINGDOM: Army, city, and fort *Upper Nile*.

Your event cards are: _____

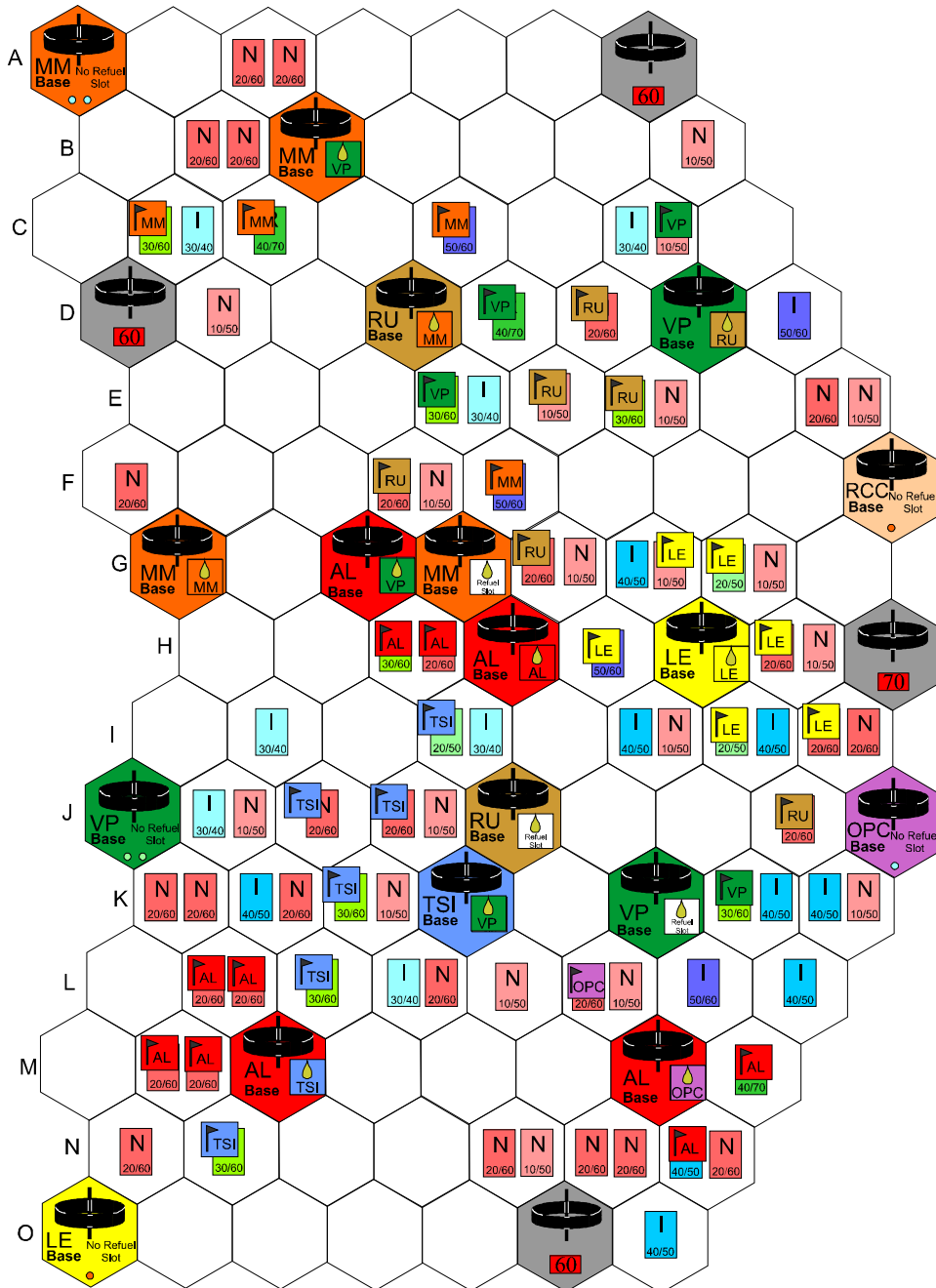
Epoch III Empire

Your Empire is: _____

Rock Hound**Operations Round 5.2****Stock Round 6 due: 8/4 Tuesday**Operations Round 5.2**TSI** Scout (6/2) moves K3, picks up R60, L4 and explores, (I30/40, N20/60), L3, picks up R60, M3 and refuels, L2, K1, J1 and delivers for \$160. Receives \$10 in exploration fees. Full dividends are paid. ANUS receives \$16, BORG Mining receives \$64, Blue Sky Mining receives \$16, Due Unto Others receives \$16, and Errol's Outfit receives \$48. Stock price increases to \$288. Buys Scout (7/3) and Tug (5/4) from Mars Mining for \$1 each.**RU** Scout (6/2) moves E4, F4, picks up N60, F5, G5, picks up N60, H4 and delivers for \$120. Tug (4/3) moves E4, E5, picks up N50, E6, picks up R60, D7, refuels, C7, B6, A7, and delivers with transshipment point for \$140. Tug (4/3) moves D5, D6, picks up N60, D7, D8, picks up I50, D7, refuels, C8, B7, A7 and delivers with transshipment point for \$140. Funds are retained, stock price drops to \$187. Purchases Tunnel Systems for \$120. Places free base at J5 and free claim on J8 N60.**AL** tug (4/3) flown by Ice Finder moves from H4, H3, picks up N60 and R60, I4, picks up I30, H3 and delivers for \$160. Tug (4/3) flown by Ore Crusher moves from M3, M2, picks up two N60, L2, picks up N20, M3 and delivers for \$170. Pays out full dividends. ANUS receives \$66, Due Unto Others receives \$33, Errol's Outfit receives \$33, Carved in Stone receives \$33, and AL receives \$165. Stock price increases to \$154. Buys Tug (6/5) for \$450, fuel station on H4 for \$50, and claims on both L2 N60s for \$135.

Phase IV begins. All 30 value transshipment points become 60, and the 20 value transshipment point becomes 70.

MM tug (4/3) moves from B3, C3, picks up R70, C2, picks up R60 and I30, B1, A1 and deliver for \$190. Full dividends are paid. BORG Mining receives \$76, Blue Sky Mining receives \$38, Due Unto Others receives \$57, and Errol's Outfit receives \$19. Stock price increases to \$152.**VP** Tug (5/4) flown by Drill Hound moves from D7, C7, picks up N50 and I30, D6, D5, E4, picks up R60 and I30, D4 and delivers for \$190. Tug (4/3) moves from D7, D8, E8 and explores (I40/50, N20/60 becomes N20/60, N10/50), picks up N20 and N10, F9 and delivers for \$50. Tug (4/3) moves from K6, K7, picks up R60 and I40, J8, I7, picks up I40, H6 and deliver for \$150. Receives \$10 in exploration fees. Dividends are split. VP retains \$196. ANUS receives \$19, Blue Sky Mining receives \$19, Due Unto Others receives \$39, and Carved in Stone receives \$117. Share price increases to \$122.**OPC** Scout (7/3) moves K8 and explores (I40/50, N10/50), picks up I40 and N10, L8 and explores (I40/50), picks up I40, M8, M7, refuels, L6, L5, K4 and delivers for \$100. Tug (5/4) moves J8, K7, L7, picks up I50, L6, picks up N20, M7, refuels, N6, N5, O6 and delivers with transshipment point for \$140. Receives \$20 in exploration fees. All earnings are retained. Stock price drops to \$69. Buys claim on L6 N60 for \$60.



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

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

S.O.B.

LE Scout (6/2) flown by Lucky moves from H6, H7, I8 and explores (N20/60, N20/60), I7, picks up R50, I6, picks up I40, H6 and delivers for \$90. Tug (5/4) moves from H6, H5, picks up I60, G6, picks up I40 and N50, G7, picks up R50, H6 and delivers for \$210. Receives \$10 in exploration fees. Dividends are split.

ANUS receives \$75, Due Unto Others receives \$45, and LE retains \$180. Stock price increases to \$34. Buys Tug (6/5) for \$450, and claims on H7 N60 and I8 N60 for \$160.

Stock Round 6 begins. Remember that you may only hold 11 certificates.

Players

Player Name	Player Faction Name	Cash	Assets
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$309	President's Share LE, 1 share TSI, 1 share VP, 3 shares LE, President's Share AL
Caleb Cousins	BORG Mining Collective	\$732	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	\$973	President's Share RU, 4 shares RU, 1 share TSI, 2 shares MM, 1 share VP, 1 share OPC
Sean Cousins	Due Unto Others	\$585	3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE, 1 share AL
Bill Scharf	Errol's Outfit	\$830	Robot Smelters, 3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC, 1 share AL
Dennis Cain	Carved in Stone	\$687	President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC, 1 share AL

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	RU	\$5/turn	Free Base
8: Vacuum Associates	RU	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$1035	Scout (6/2), Scout (7/3), Tug (5/4)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$555	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	6	Vacuum Associates, Tunnel Systems
AL	ANUS	\$527	Tug (4/3), Tug (4/3), Tug (6/5)	3	3	7	Fast Buck, Ice Finder, Ore Crusher
MM	BORG Mining Collective	\$28	Tug (4/3)	1	1	2	Torch
VP	Carved in Stone	\$586	Tug (4/3), Tug (4/3), Tug (5/4)	2	1	1	Drill Hound
OPC	Errol's Outfit	\$480	Tug (5/4), Scout (7/3)	2	3	6	
LE	ANUS	\$65	Scout (6/2), Tug (5/4), Tug (6/5)	1	1	3	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), 5 shares AL (\$125)

Cash in the Bank: \$2658

Available Ships: (Phase IV ships) 3, Scout 8/4, \$400; Tug 6/5, \$450

Running Dogs

**Turn 6 Combat to Turn 7 Bidding
Turn 7 Bidding and Movement due: 8/4 Tuesday**

Players

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

Combat*Habbanya Ridge Sitch*

The Fremens play Truthtrance to ask the Harkonnens if they will play a poison defense. The answer is no.

	Harkonnens	Fremen
Leader	Captain Nefud (2)	Cheap Hero (0)
Offense	Baliset	Chaumas
Defense	Trip to Gamont	None
Dial	½	1½
Spice	0	0
Total	½	1½

Fremen are victorious. Captain Nefud, 1 Harkonnen token, and 3 Fremen tokens go to the tanks. Baliset, Trip to Gamont, and Cheap Hero are discarded. Fremen gain 2 spice.

Spice Collection

- Atreides** gain 2 spice (Arrakeen)
- Harkonnens** gain 2 spice (Carthag)
- Ixians** gain 10 spice
- Lansraad** gain 2 spice (Funeral Plain)

Turn 7

Storm Movement

Storm moves 4 sectors to sector 13. 3 Harkonnen tokens in Broken Land and 6 spice in Hagg Basin destroyed. (Turn 8 storm movement: _____ sectors).

Spice Blow

- 10 spice in Habbanya Ridge Flat
- 6 spice in the Rock Outcroppings
- Turn 8 spice blow: _____

Bidding

CHOAM Charity recipients: Bene Gesserit.
 There are 6 cards up for bid. Eligible bidders are Atreides (2 cards), Fremen (2 cards), Bene Tleilaxu (3 cards), Guild (1 card), Harkonnens (6 cards), and Ixians (3 cards).
 Cards are: _____

Notes

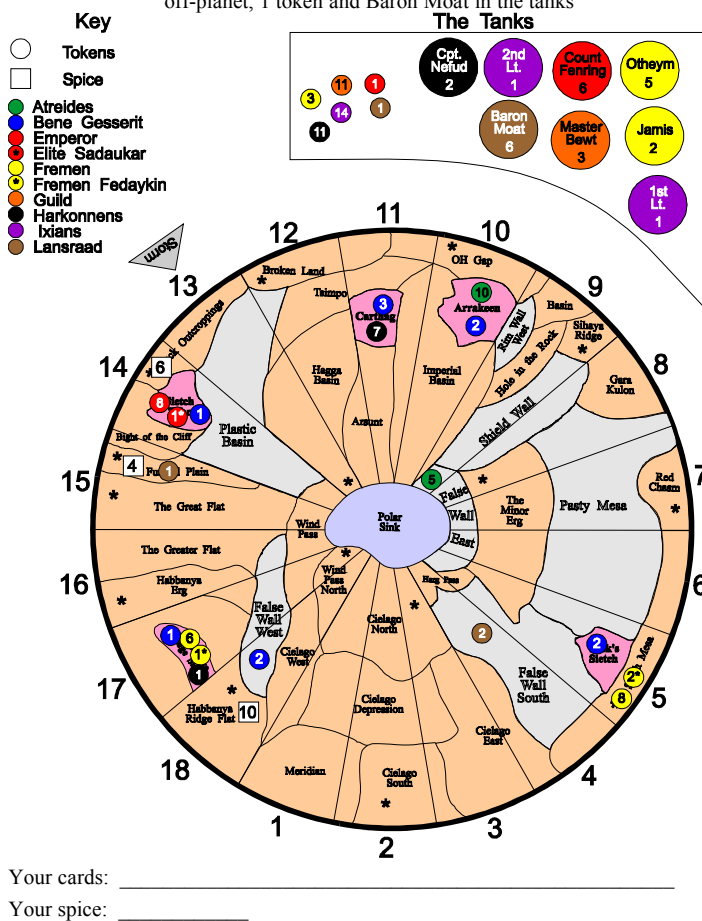
The Bene Tleilaxu player has NMRed. **Will Andy York please submit standby orders for the Bene Tleilaxu!** Also, thanks to Paul Bolduc for his unused standby orders for the Atreides, but please submit them again because Ward is about to let his subscription expire.

Press

Harkonnens – Fremen: Thank you dear Fremen, for ridding me of these stupid cards!

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 False Wall West (18), 9 tokens off-planet
- Bene Tleilaxu:** No traitors, no traps
- Emperor:** 9 tokens (1 Elite Sadaukar) Sietch Tabr, 10 tokens (4 Elite Sadaukar) off-planet, 1 token and Count Fenring in the tanks
- Fremen:** 7 tokens (1 Fedaykin) Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) South Mesa (5), 3 tokens, Otheym, and Jamis in the tanks
- Guild:** 11 tokens and Master Bewt in the tanks, 9 tokens off-planet
- Harkonnens:** 7 tokens Carthag, 11 tokens and Captain Nefud in the tanks, 2 tokens off-planet
- Ixians:** 14 tokens, 1st Lieutenant, and 2nd Lieutenant in the tanks, 6 tokens off-planet
- Lansraad:** 1 token Funeral Plain, 2 tokens False Wall South, 16 tokens off-planet, 1 token and Baron Moat in the tanks



Dogged

End Game Statements

Chris Geggus (Dell) Well done Dennis. I thought Andy had it tied up. Next game please!

Bob Robles (Whynoms) First time I've played this game and it showed! Great fun. Now that I have a clue, the next game should be better played on my part.

Dennis Cain (Qossuth) First of all, thanks to the GM for running a game that I thought couldn't be done by mail. A superb job.

Andy got off to a huge lead with deeds and almost held on for the victory. I've never seen anyone reach \$3000 without a heavy ship, though. I was surprised that Chris and I were the only ones to purchase second ships. Bought early enough, they more than pay for themselves.

Pitt seemed to find a niche as the relics collector. He had a powerful collection of relics, but perhaps could've done more trading.

Bob had tough luck finding penalties in the cloud system and never seemed to recover. Debbie started off well, gaining three IOU's, but never used them!

Always use your IOU's, you might not return to that system – as was my case with Desert World. Thanks to Dan for stepping in for the Niks, though the game was too far along by then.

My key to victory was the early acquisition of drives, which is a necessity for the Qossuth, and a little luck in that the best cultures were on the outer worlds. If my homeworld had ended up in the cloud system, I would've been in trouble.

Lastly, the game seems to penalize the Niks too heavily. Perhaps for a combat game it is ok, but restricting 3 holds on a Nik freighter seems too harsh. I would let the Nik carry one more good on the heavy ships.

I am offering to run Merchant of Venus under the auspices of Tom Butcher's *Blut und Eisen*. Three players are signed up.

Andy Lewis (Eeepeeep/Cash & Carrie) Congrats to Dennis. I ended up just a few dots short again, but I'm finding that's always the case for deciding a game with good players. My downfall was being on the opposite side of the board from my homeworld with no reason to go there. In a game to \$3000 that's big because the extra ship really is needed.

Chris Hassler (GM) This is a fun, but very time consuming game to run. Over the last several games, I have noticed the level of competition rising, and I don't want to discourage that, but I do want to take a break from running the game. I will probably run another is about a year or so.

Lupine

Turn 2 Media Tokens and Campaign Days

Turn 2 Opinion Polls and Campaign Results due: 8/4 Tuesday

Media Tokens

SPD buys a media token in Rheinland-Pfalz (400 DM)

CDU buys a media token in Rheinland-Pfalz (400 DM)

Grüne passes

FDP buys a media token in Bremen (400 DM)

SPD passes

CDU passes

Grüne passes

FDP buys a media token in Bremen (400 DM)

SPD passes

CDU passes

Grüne passes

FDP buys a media token in Bremen (400 DM)

SPD changes Steuersenkung JA to 35-Stunden-Woche JA in Rheinland-Pfalz

CDU changes §218 JA to Atomkraft NEIN in Saarland

FDP changes Umweltschutz to Marktwirtschaft in Bremen

Campaign Days

SPD buys 4 campaign days in Rheinland-Pfalz (400 DM)

CDU buys 3 campaign days in Saarland (300 DM)

Grüne buys 2 campaign days in Rheinland-Pfalz (200 DM)

FDP buys 4 campaign days in Bremen (400 DM)

The Parties

CDU

Player: Caleb Cousins
Campaign Days: 5
Media: 3
Conferences: 2 Special
Platform: Freugeutliche Grundordnung
 Atomkraft NEIN
 NATO NEIN
 Steuersenkung JA
 Gewerkschaft

Grüne

Player: Brad Martin
Campaign Days: 3
Media: 2
Conferences: 2 Special
 Regular
Platform: Umweltschutz
 §218 JA
 Atomkraft NEIN
 Steuersenkung JA
 Gewerkschaft

FDP

Player: Andy York
Campaign Days: 11
Media: 1
Conferences: Special
 Regular
Platform: Marktwirtschaft
 35-Stunden-Woche JA
 NATO NEIN
 Steuersenkung NEIN
 Atomkraft JA

SPD

Player: Andy Lewis
Campaign Days: 2
Media: 1
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	6	0	7
Vote Share	6	5	0	2
Media Tokens	1	1	0	2
Trend	-1	+2	-1	+1

Issues: Atomkraft JA (x2)
 Gewerkschaft
 35-Stunden-Woche JA
 Freugeutliche Grundordnung

Mandate Range: 4-9

CDU/Grüne Coalition

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	10	0	0	0
Vote Share	5	5	0	0
Media Tokens	1	0	0	0
Trend	+2	0	-1	0

Issues: NATO NEIN
Atomkraft NEIN

Mandate Range: 4-9

Available Issues

Steuersenkung JA	Steuersenkung JA
Atomkraft NEIN	§218 JA
Umweltschutz	Umweltschutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	4	0
Vote Share	0	0	0	0
Media Tokens	0	0	3	0
Trend	0	0	0	0

Issues: Marktwirtschaft

Mandate Range: 1-6

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	11	6	9	7
Votes	98	54	700	70

Issues: Atomkraft JA, Steuersenkung NEIN

Andy York is now the player of record for FDP.

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

Your cash: _____

Available Ministers: _____

Sun Dog

Turns 11.1 to 13.1

Turns 13.2 to 15.2 due: 8/4 Tuesday

Turn 11

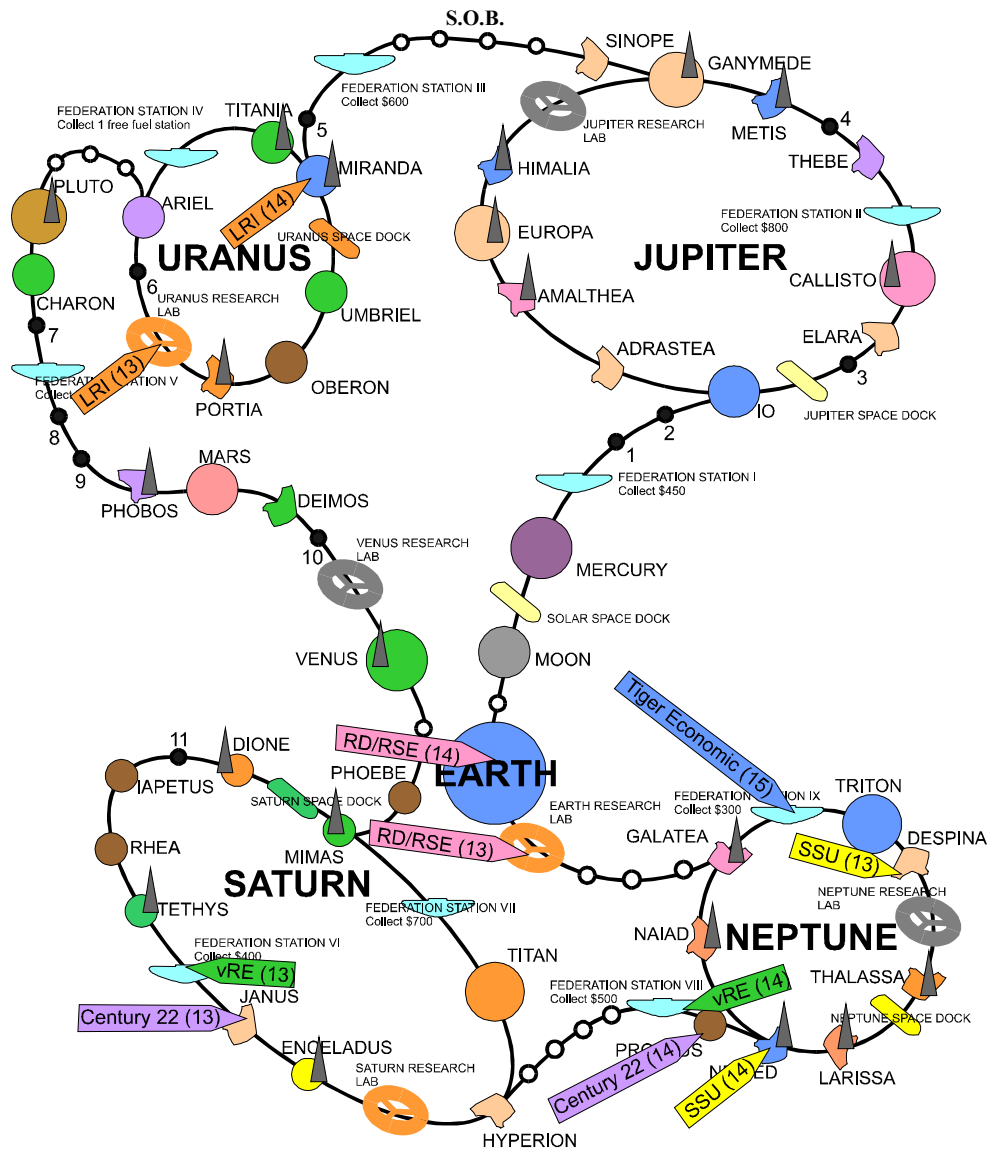
	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station II	3, 3; 5, 5; 5, 5; 2, 3	Portia	6 fuel used, gains \$300, bypasses Himalia, Thebe, and Blank Dot 5, pays \$100 rent to LRI.
Century 22	Phobos	1, 4	Venus	5 fuel used, sells Europa for \$850, pays \$1200 in rent to vRE
SSU	Enceladus	3, 4	Enceladus	Insufficient fuel to take off
vRE	Mimas	2, 4	Tethys	6 fuel used, buys Tethys for \$280, places a fuel station and refuels
LRI	Larissa	5, 6	Earth Research Lab	11 fuel used, buys Earth Research Lab for \$500.
RD/RSE	Dione	1, 6	Enceladus	7 fuel used, pays \$100 rent to SSU and buys 7 fuel for \$70

Turn 12

	Starting Location	Die Roll	Ending Location	Notes
TE	Portia	5, 5; 2, 4	Blank Dot 10	10 fuel used, gains \$100, bypasses Federation Station V
Century 22	Venus	1, 1; 5, 5; 2, 2	Federation Station VII	2 fuel used, gains \$300, bypasses Phoebe and Enceladus, gains \$700, buys 1 fuel station
SSU	Enceladus	1, 1; 4, 5	Neptune Space Dock	2 fuel used, \$100 gained, buys Neptune Space Dock for \$425, refuels
vRE	Tethys	4, 5	Saturn Space Dock	9 fuel used, buys Saturn Space Dock for \$400 and refuels
LRI	Earth Research Lab	1, 3	Uranus Space Dock	Red Shift: Advance to Uranus Space Dock, 3 fuel used. Gains \$500 for passing Earth, buys Uranus Space Dock for \$375 and refuels.
RD/RSE	Enceladus	6, 6; 1, 4	Galatea	12 fuel used, gains \$100, bypasses Thalassa, buys Galatea for \$200, places fuel station, and refuels.

Turn 13

	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 10	2, 4	Saturn Space Dock	Pays \$55 rent to van Rijn Enterprises



The Players (After Turn 13.1)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda	3	2	2955
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos	2	18	980
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Enceladus, Neptune Space Dock	0	25	550
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Charon, Diemos, Venus, Mimas, Tethys, Saturn Space Dock	1	25	2530
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa, Earth Research Lab, Uranus Space Dock	1	25	960
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea	1	25	1000

Turn 13

	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station VII	4, 5	Janus	Declines to purchase
SSU	Neptune Space Dock	1, 2	Despina	May purchase for \$195
vRE	Saturn Space Dock	1, 5	Federation Station VI	Gains \$400, may buy fuel stations
LRI	Uranus Space Dock	2, 2	Uranus Research Lab	Gains \$100, buys Uranus Research Lab for \$425

RD/RSE	Galatea	2, 2	Earth Research Lab?	4 fuel used, gains \$100, may bypass Earth Research Lab
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Turn 14

	Starting Location	Die Roll	Ending Location	Notes
TE	Saturn Space Dock	4, 4; 4, 5	Nereid	Gains \$100, bypasses Enceladus, buys Nereid for \$230, places fuel station, and refuels
Century 22	Janus	4, 5	Proteus	9 fuel used, declines to purchase
SSU	Despina	1, 4	Nereid	5 fuel used, may purchase for \$230
vRE	Federation Station VI	3, 6	Federation Station VIII	Gains \$500, may buy fuel stations
LRI	Uranus Research Lab	1, 4	Miranda	Owes \$130 to Tiger Economic
RD/RSE	Earth Research Lab?	1, 1	Earth?	May bypass Earth, gains \$100, gains \$1000, refuels to full.

Turn 15

	Starting Location	Die Roll	Ending Location	Notes
TE	Enceladus?	1, 6	Federation Station IX	7 fuel used, gains \$300, may buy 1 fuel station for \$500
Century 22	Proteus	1, 3	Proteus	Red Shift: Win dispute with the player of your choice. You may take any one property of any player for free.

Remember that you may not refuel after your dice have been rolled. In other words, you may not base your refueling decision on your dice for a turn.

Pooch

Turn 4

Turn 5 due: 8/4 Tuesday

Planning

- Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- English** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
- French** maintains 2 ships (\$8) and buys 3 soldiers (\$30) for \$38.
- Portuguese** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
- Spanish** maintains 2 ships (\$8) for \$8.
- Swedes** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

- Dutch** move to J. Dice: 2, 3, 4, 6. No losses.
- English** move to X. Dice: 1, 2, 5, 5, 6. Loses 1 soldier.
- French** move to R. Dice: 1, 2, 3, 6. Loses 1 soldier and 1 colonist. Drops off 2 soldiers. Move to N. Dice: 1, 1, 2. Loses 1 ship.
- Portuguese** move to H. Dice: 1, 3, 3. Loses 1 soldier.
- Spanish** move to K. Dice: 3, 5, 6. No losses.
- Swedes** move to D. Dice: 1, 1, 4. Loses 2 ships, including 2 soldiers and 2 colonists.

Discovery

No mines discovered

Mining

French mine one bar in N. **Portuguese** mine one bar in O.

Land Movement

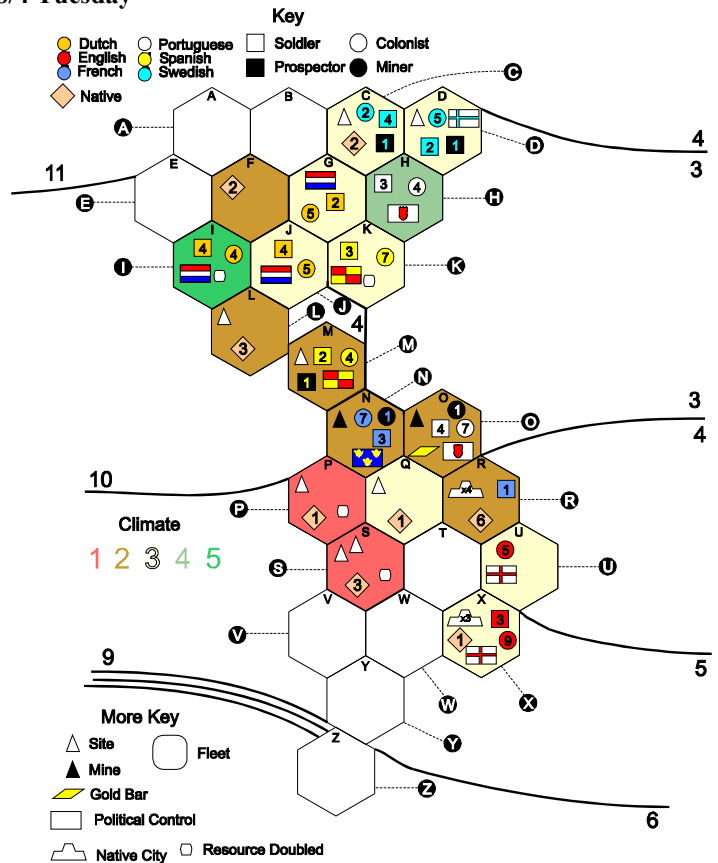
- Dutch** move 4 soldiers and 4 colonists from J to I. Moves 4 soldiers and 4 colonists from the anchorage dot to J.
- French** moves 1 gold bar from N to fleet and 2 soldiers from anchorage dot to R.
- Swedes** move 4 colonists and 4 soldiers from D to C and 2 soldiers and 2 colonists from anchorage dot to D.
- Spanish** move 3 soldier H to K and 4 colonists from anchorage dot to K.
- Portuguese** moves 2 colonists from Q to O. Moves 3 soldiers and 4 colonists from the anchorage dot to H.
- English** move 3 soldiers and 4 colonists from anchorage dot to X.

Native Combat

Dutch kill 2 natives in I. **French** kill 2 natives and lose 1 soldier in R. **English** kill 3 natives and lose 1 soldier in X.

Native Uprisings

Climate is a 2. Uprisings in C, 2 colonists killed, and X, 0 colonists killed.



Survival

Climate is a 5. **French** lose 1 soldier in N.

Political Control

Dutch gain political control of I. **Spanish** gain political control of K. **Portuguese** gain political control of H.

Homebound Naval Movement

- Dutch:** Dice: 2, 2, 6, 6. No losses.
- French:** Dice: 3, 3, 3, 6. No losses.
- Swedes:** Dice: 2, 5, 6. No losses.

Spanish: Dice: 1, 2, 4. No losses.

Portuguese: Dice: 1, 1, 3. No losses.

English: Dice: 2, 2, 5, 5, 6. No losses.

Income

Dutch: Political Control: \$80, resources: \$18.

French: Political Control: \$40, gold: \$40, resources: \$7.

Swedes: Political Control: \$40, resources: \$7.

Spanish: Political Control: \$60, resources: \$18.

Portuguese: Political Control: \$60, resources: \$11.

English: Political Control: \$60, resources: \$14.

Turn 4 Initiative

French, Spanish, Dutch, English, Swedes, Portuguese

Press

Dutch – England: A 3x treasure city, and in halfway decent terrain on the coast! That's a lot of money per round once it starts producing.

Dutch – Portuguese: A mine already!?! I can tell this is going to be one of those games.

Dutch – France/Spain: I haven't moved into terrain occupied by another player in my two previous PBM games, and I'm not going to start now. When 2 players fight it's the rest of the board that profits.

Portugal – All: Ouch poor rolls this turn have really hurt.

Portugal – Spain: No hostile intent.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$136	10	4	4
English	Dennis Cain	\$83	14	4	4
French	Dan Eisenhut	\$96	12	2	4
Portuguese	Andy Lewis	\$90	11	4	4
Spanish	Bob Robles	\$153	15	2	4
Swedish	Kevin Wilson	\$55	13	2	4

In the Doghouse with Marmaduke

Origins should be bringing out a lot of good games. Saratoga will make its long awaited appearance - it's been in the queue for two years. I don't know much about any of them yet. I'll give a report next time. Avaloncon is almost here. Not much news this month because everyone was waiting for Origins. Good gaming to all! Until next time. On with the games....

Game Openings:

What games would you guys like to see???

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

Wembley: Minimum of 4

Seidler: 4 - will start when one of the two ongoing games finishes. Kevin Wilson

Stand-by Calls: Chris Geggus to take Genoa in AOR, Paul Bolduc to take Pitt's position in Hootch.

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR: Chris Geggus

Hootch

Turn 15.2 to 16.2

GM: Andy Lewis

Deadline for Turn 16.3 to 17.3 is July 31, Friday

Turn 15

Chris G's player-turn

Production: Ore (Ward[x2]), Grain (Sean, Pitt)

Trades: trade 3W for 1L

Actions: Build road at O3/Sea

Sean's player-turn

Production: Brick (Chris G., Pitt)

Trades: None

Actions: None

Pitt's player-turn

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

Trades: None

Actions: **NMR!**

Turn 16

Ward's player-turn

Production: Brick (Ward[x2]), Grain (Chris G., Sean, Pitt)

Trades: Trade 4O for 1W

Actions: None

Chris G's player-turn

Production: Brick (Chris G., Pitt)

Trades: Trade 3G for 1L

Actions: Build road at H6/Sea

Ward

Chris G.

Sean

Pitt

Robber

City

Settlement

road

Wasteland

Farmland (Grain)

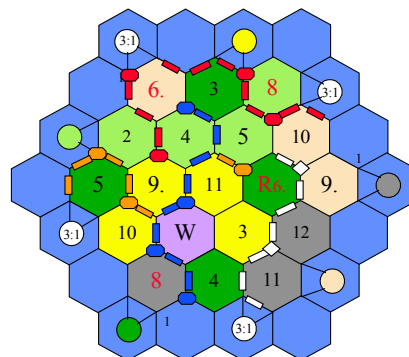
Hills (Brick)

Pasture (Wool)

Forest (Lumber)

Mountains (Ore)

Hootch End of Player-Turn 16.2



Cards After 16.2

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

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

Turn 16 Production Die Rolls

Sean's player-turn: 11 Pitt's player-turn: 7

Turn 16 Production Die Rolls

Ward's player-turn: 3 Chris's player-turn: 4

Sean's player-turn: 7

Longest Trade Route: Pitt.

Largest Knight Force: No one.

Open Trade Offers

Benji

Turns 10.2 to 11.2

GM: Andy Lewis

Deadline for Turns 11.3 to 12.3 is July 31, Friday

Turn 10

Caleb's player-turn

Production: Caleb discards 2G and 2L, moves Robber to P8 and steals 1L from Chris G.

Trades: None

Actions: Builds settlement at P4/F11/3:1 port

Brad's player-turn

Production: Brick (Brad[x3]), Lumber (Caleb, Brad[x2], Chris G.)

Trades: None

Actions: Builds roads at F3/Sea and P8/Sea

Turn 11

Bill's player-turn

Production: Brad discards 1L, 3B, and 1G. Robber moves to M2 and Bill steals 1G from Brad

Trades: None

Actions: None

Caleb's player-turn

Production: Wool (Bill, Chris G.)

Trades: None

Actions: None

Cards After Turn 11.2

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	1	--	3	3	1	U(12)	3
Caleb	--	--	--	3	--	--	4
Brad	2	2	--	1	--	U(5)	8
Chris G.	2	--	2	3	--	Knight (x2), U(10)	3

Longest Trade Route: Brad.

Largest Knight Force: No one.

Open Trade Offers

Bill: None

Caleb: None

Brad: 2G for 2W, 1G for 1W

Chris G: 1G for 1W, 1O, 1B, or 1L

Turn 11 Production Die Rolls

Brad's player-turn: 4

Chris G's player-turn: 7

Turn 12 Production Die Rolls

Bill's player-turn: 6

Caleb's player-turn: 9

Brad's player-turn: 9

Bill

Caleb

Brad

Chris G.

Robber

City

Settlement

road

Wasteland

Farmland (Grain)

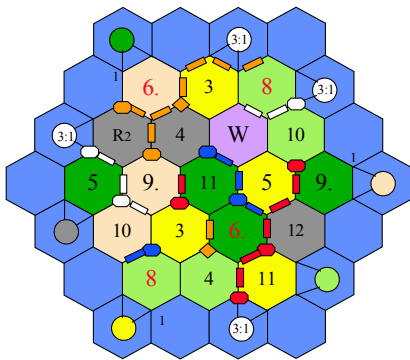
Hills (Brick)

Pasture (Wool)

Forest (Lumber)

Mountains (Ore)

Benji End of Player-Turn 11.2



Chris G.'s player-turn

Production: Brick (Brad[x3]), Lumber (Caleb, Brad[x2], Chris G.)

Trades: None

Actions: None

Scooby

GM: Andy Lewis

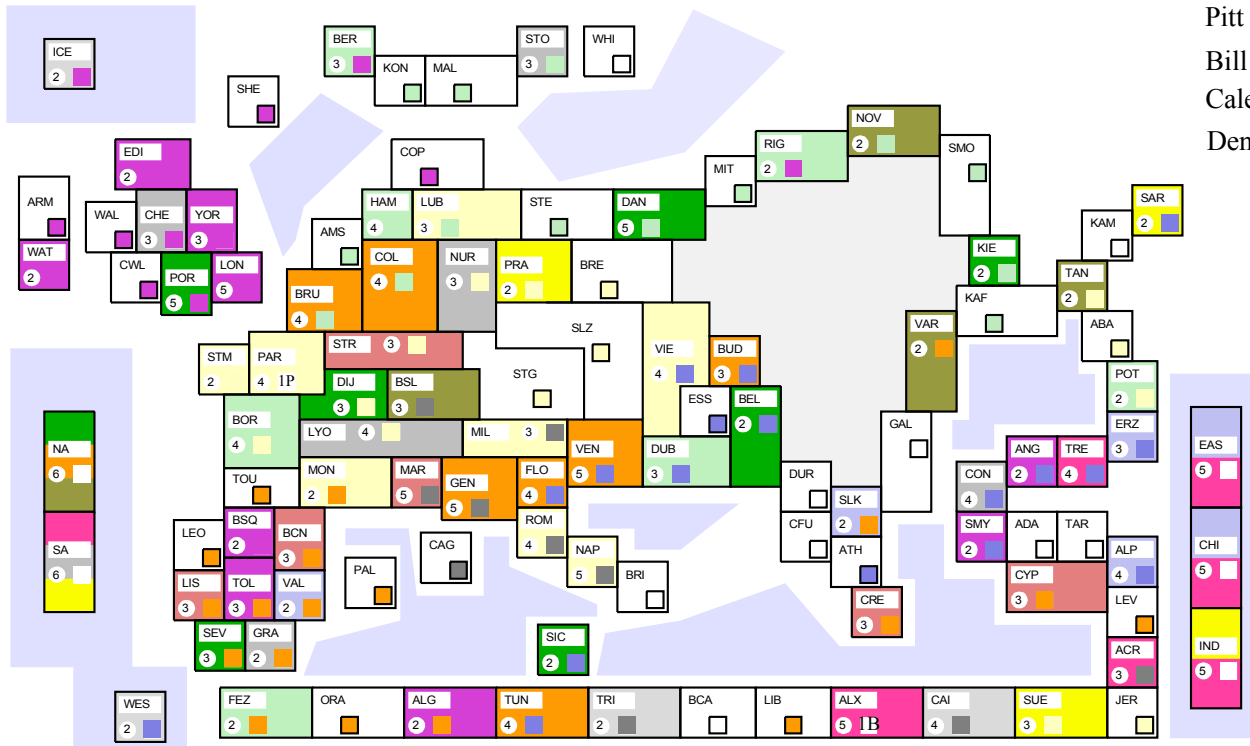
Deadline for Turn 4, Phase 7 and Turn 5, Phases 1-3 is July 31, Friday

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	3	8	6	I, E, R, S, A, N, V
Dennis Cain	Hamburg (1)	ii36, ii6	50	--	75	2	10	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 5.3

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

Pitt has NMRed for a second time. I was going to do a nominal move for him to keep the game flowing, but decided there are too many directions to go. Therefore, I am forced to hold this game again. Chris Geggus is being called to take over the Genoa position. (Chris, I will send you the card sheets shortly). I hate to replace a player, but this is a long and involved game which I need to keep moving to be fair to all who write those long conditional orders (which by the way I like to have).

Buster

Round 8

GM: Andy Lewis

Deadline for Round 9 is July 31, Friday

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Desert Isles	Maroon	Caleb	5-0-3	18	22	2½	+Pilsner, -Cull, +Spitz, +Vespucci, - Flowerbed, +Datsson
Cain Insurrection	Purple	Dennis	3-1-4	13	22	5½	+Frankenstein, +Kikarski, +Van Dijk, -Allcars
Green Meanies	Green	Sean	3-4-1	10	26	8	+Ardvaark, +Badakoff, +Derriere, +Nikasov
Virginia Red Tide	Red	Dave	3-5-0	9	24	3	+Winkelpicker, +d' Arme, +Angelo, -Delarda, -Upfield, -Delion, +San Paulo, +Bortsch
Yellow Peril	Yellow	Pitt	2-4-2	8	16	7½	+Limpard, +Bogota
Brad's Aussie Duffers	Orange	Brad	1-3-4	7	12	0	+Bjanby, +Tanamera, +Custadi, +Fricassee, +Skynt

Round 8

Green Meanies at Yellow Peril

Yellow Peril NMR! Orders from last round stand.

Green Meanies Goalie: Al Cohol
Yellow Peril Goalie: Enrique Bogota

Boris Badakoff vs. Dai Bollical [No shots]
Daley Bread [dr 3] vs. Don Keebrane **0-0**
Claude Derrire vs. Chris Allis [dr 5] **0-1**
Ed Case vs. Nils Limpard [dr 5] **0-2**
Kenny Score [No shots] vs. Phil M'Glass
Benny Fitt vs. Jock Strapp [dr 2] **0-2**
No one vs. Joe Kerr [dr 1, 2] **0-2**
Roland Butter [dr 3, 3] vs. Max Volume **0-2**
Kim Ardvark [dr 5] vs. No one **1-2**
No one vs. Herb Tea [dr 3, 2] **1-3**
Bernie Toast [dr 4] vs. Sean Lamb **2-3**
Terry Bull [dr 1] vs. No one **2-3**

Yellow Peril win on the strength of Bogota's goal keeping 3-2!

Cain Insurrection at Virginia Red Tide

Cain Insurrection Goalie: Konrad Frankentsein
Virginia Red Tide Goalie: Anton Bortsch

Tim Iddley vs. Jimmy Riddle [dr ? - Penalty 4+1, 1+1] **0-1**
Alf Wayline [dr 1, 2] vs. Rolf Winkelpicker **0-1**
Butch Haredough vs. Stan Dandylover [dr ? - Penalty 4] **0-2**
Matt Black vs. Jean d'Arme [dr ? - Penalty 5+1, 5] **0-4**
Rik Van Dijk [No shots] vs. Andy Mann
Des Troy vs. Buster Gutt [No shots]
No one vs. Din San Paulo [dr 1, 4] **0-4**
Jonah Murk [No shots] vs. Mark Thyme
Stefan Kikarski [dr ? - Bortsch gets a yellow card] vs. Michael Angelo

No one vs. Tom Bowler [dr 1, 4] **0-4**
Ryan Dice [dr 5, 5] vs. No one **2-4**
Lee Nova [dr 5] vs. No one **3-4**

A late charge by Insurrection falls short. High scoring especially for two outstanding goal keepers 4-3

Desert Isles at B.A.D.

Desert Isles Goalie: Wolfgang Spitz
B.A.D. Goalie: Maurice Oxford

Dieter Pilsner vs. Jerry Cann [No shots]
Barry Island [No shots] vs. Emilo Custadi
Stu Pidd vs. Dick Head [No shots]
Amerigo Vespucci vs. Neil Down [No shots]
Justin Case [dr 4, 3] vs. Roger Andout **2-0**
Will Full vs. Juan Tanamera [dr 3] **2-0**
Pete Sake [No shots] vs. Henri Fricassee
Mickey Finn [dr 2] vs. Stig Bjanby **2-0**
Hank Ward [dr 4+1, 4+1] vs. Sidney Harbour-Bridge **4-0**
Glen Coe vs. Willie Missit [dr 4+1] **4-1**

Desert Isles win 4-1 and stretch their lead in the ladder

Foreign Player Bidding

Bent Datsson: Desert Isles win with bid of 7½
Pier Skynt: B.A.D. wins with bid of 6
Julio Arrivedrci: No one with money left bid on him.
Cain Insurrection take the free ½.
Green Meanies take the free ½.
Yellow Peril takes the free ½.
Virginia Red Tide takes the free ½.
Due next month: Round 9 orders and bids on Julio Arrivedrci
Round 9:
Green Meanies at Desert Isles, B.A.D. at Virginia Red Tide, Yellow Peril at Cain Insurrection

Coal

Turn 7

GM: Andy Lewis

Deadline for Turn 8 is July 31, Friday

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	Out of Race – Brake Trouble	
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	46, 40, 51, 6, 28, 11, 43	32(XXX.600)
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race - Accident	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	18, 46, 49, 24, 38, 51, 32	9(XXX.825)

Notes: Brad Martini is allowed one extra action per turn.

Turn 7 – 24 Laps (99 of 160)

Lap Count

Victoria's Secret Ford plays 43 (Draft) XXX.825
NMR! Pink Pussycat Lounge Studebaker plays 52 (Draft) XXX.360
Australis Motors RR plays 32 (12 Laps) and 46 (15 Laps) XXX.390

Action Phase

Victoria's Secret no play allowed due to drafting for lap count
Pink Pussycat Lounge Studebaker no play allowed due to drafting for lap count
Australis Motors RR plays 49 (Pass Two) to pass Pink Pussycat Lounge and the Slow Traffic which fills the gap. This also allows him to pass Victoria's Secret and take over the lead since Leadfoot is high in the turn. Brad Martini then plays 51 (Pull Away) because he knows the track to create a new gap. Last to an extended lead in one turn.

Refill Phase

Brad Martini draws 4, 44, 55
Leadfoot draws 42

Anita Mann draws 16

Turn 8

Brake Trouble

Brad Martini draws 39 (XXX.735) and is okay.
Leadfoot draws 9 (XXX.990) and is okay.
Anita Mann draws 15 (XXX.180) and is out of the race with brake trouble.

High in Turn

Brad Martini draws 11 (XXX.975)
Leadfoot draws 13 (XXX.105) and goes high in the turn. Leadfoot has a really loose car. Hopefully his not being able to play cards for a second straight turn won't let Brad Martini build too big a lead in the Australis Motors' RR Silver Shadow.

3 Laps (102 of 160)

Give orders to make lap count and actions.

After Lap 99 of 160



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. Once, in India, a queen owned two horses and used them to help destroy a neighboring king. There was a hard fought battle in which all the king's men were killed. When the battle was over, victors and vanquished all lay side by side in the same place. Explain.

A1. It was a game of chess.

Dennis Cain, Bill Scharf, Caleb Cousins, Chris Geggus, Ward Narhi, Brendan Whyte, Joe Carl, Steve Koehler, Andy York, and Tom Howell each receive ½ point.

Q2. What does nobody want but nobody want to lose?

A2. The answer I was looking for was "false teeth", which nobody came up with. However, Brendan came up with an answer that fits even better, which was "a temper".

Brendan Whyte receives 2 points.

Q3. A party was being given a tour of the Clocks and Watches gallery. "I bet you can't tell me which timepiece has the fewest moving parts," said the Curator. "A sundial," they replied. "OK, then," posed the Curator, "which timepiece has the most moving parts?" There was a prolonged silence. What was the answer?

A3. An hourglass.

Caleb Cousins, Chris Geggus, and Steve Koehler each receive ½ point.

Q4. Frieda drove her husband Andy to Chicago airport and watched him climb aboard flight 715 to London. As she arrived home she heard that flight 715 to London had crashed on take-off and that there were no survivors. Strangely, she got on with preparing an evening meal for her and her husband. Why?

A4. Her husband was a member of the ground crew at the airport and left the plane before takeoff.

Bill Scharf, Caleb Cousins, Chris Geggus, Ward Narhi, Berry Renken, Brendan Whyte, Steve Koehler, Andy York, and Tom Howell each receive ½ point.

Q5. Two fathers and two sons went into a bar to have a Friday night drink together. They spent \$15. Each spent the same amount. How much did each man spend?

A5. They were a grandfather, his son, and his grandson, so they each spent \$5.

Dennis Cain, Bill Scharf, Chris Geggus, Bob Robles, Ward Narhi, Berry Renken, Brendan Whyte, Joe Carl, Steve Koehler, Andy York, and Tom Howell each receive ½ point.

Current Scores

Pitt Crandlemire	46½	Chris Geggus	41
Andy York	35½	Andy Lewis	31½
Paul Bolduc	25½	Brendan Whyte	24
Dennis Cain	22½	Steve Koehler	21½
Bill Scharf	20	Berry Renken	18
Dan Eisenhut	17	Caleb Cousins	15½
Brad Martin	13½	Bob Robles	13
Ward Narhi	11½	Dave Anderson	9
Joe Carl	9	Tom Howell	8½
Dave McCrumb	6½	Sean Cousins	5
Kevin Kinsel	4½	Debbie Osborne	4
Kevin Wilson	3½	Sigourney Street	½

Dennis Cain and Brendan Whyte both earn free issues!

New Questions

Topic: Brain Teasers

1. There were two Americans waiting at the entrance to the British Museum. One of them was the father of the other one's son. How can this be so?
2. Three women dressed in swimsuits were standing together. Two were sad and one was happy. But the sad women were smiling and the happy one was crying. Why should this be so?
3. A man in a restaurant complained to the waiter that there was a fly in his cup of coffee. The waiter took the cup away and promised to bring a fresh cup of coffee. He returned a few moments later. The man tasted the coffee and complained that this was his original coffee with the fly removed. He was correct, but how did he know?
4. A man stands in front of a painting and says the following. "Brothers and sisters I have none, but this man's father is my father's son."
5. A ship passed through the Panama Canal from west to east. That is to say, it entered at the west end of the canal and left at the east end. However, immediately after it left the canal it entered the Pacific Ocean. It did not double back through the canal, nor did it travel backwards. How could this be so?

Pedagoguery

Jupiter is named for the chief deity of the Roman pantheon, and for good reason. It is clearly supreme among the planets, containing as much mass as all of the rest of the planets combined. The environs of this planet are home to a host of phenomena, both subtle and spectacular.

Jupiter started its life as an accumulation of gas and dust in orbit around the growing sun. As it grew, its gravity got strong enough to pull matter from farther and farther away, which simply hastened its growth. The only thing that stopped it was the ignition of the infant sun, which swept much of the unattached matter out of the solar system. Jupiter collapsed in on itself, causing temperatures in its core to climb. Eventually, the core got hot enough to start the fusion of the small quantities of deuterium present. Deuterium is an isotope of hydrogen that contains one proton and one neutron in its nucleus. So, briefly, Jupiter shown like a star. Quickly, however, the deuterium in Jupiter's core was exhausted, and Jupiter lacked the mass to bring core temperatures high enough to fuse normal hydrogen. The residual heat from that era is still seen today, because Jupiter radiates more energy to space than it receives from the sun.

Over time, the heavier elements accumulated during Jupiter's formation settled out into a core of molted rock and metal larger than the Earth.

Surrounding that is a thick layer of water and ammonia held at such temperatures and pressures they resemble no cleaning solution you have ever encountered. Outside that layer, is a layer of hydrogen that is under such immense pressure that it acts like metal. It is from this layer that Jupiter's immense magnetic field arises. That magnetic field is over 1000 times stronger than Earth's. The magnetosphere of Jupiter, which is that area of space where Jupiter's magnetic field dominates, is larger than the sun, and the tail extends beyond Saturn's orbit. This asymmetry arises from the pressure of the solar wind on Jupiter's magnetic field. The metallic hydrogen layer extends up to about two-thirds of Jupiter's radius. Outside that layer is a layer of liquid hydrogen – still under incredible pressure but no longer metallic. This layer extends to within 150 km of the cloud tops.

We have now reached the realm of Jupiter's atmosphere, although the designation is largely arbitrary. The lowest level of the atmosphere is comprised primarily of water ice droplets. Next up is a layer composed mainly of ammonium hydrosulfide crystals. The top cloud layer is mainly ammonia crystals. However, Jupiter's atmosphere is an extremely turbulent place. Residual heat from the deuterium burning era powers a tremendous weather engine. There are storms in Jupiter's atmosphere that are larger than the Earth, and which have lasted for over

300 years. The most famous of these storms is the Great Red Spot. The Great Red Spot is an enormous cyclone, nestled between atmospheric bands travelling in opposite directions, which complete one turn in about 12 hours. The center of the Spot is relatively calm, much like the eye of a hurricane, but the outer winds travel at a speed of about 400 km per hour (250 mph). Smaller storms are constantly being born at the boundaries of the zones and belts – those light or dark colored bands that denote different weather systems.

Jupiter has a miniature solar system of its own, with 16 known moons. The moons can be divided into four distinct groups. The innermost group is composed of Metis, Adrastea, Amalthea, and Thebe, in order from closest to farthest from Jupiter. These are small chunks of rock with orbits as little as seven hours – faster than the rotation period of Jupiter (about 9.8 hours). They range in size from Adrastea at 25 km (16 mi.) to Amalthea at 170 km (106 mi.) in diameter. Metis and Adrastea are located just inside the boundary between the primary and secondary rings, and so may have a shepherding function.

The next set of moons is the most famous and the most noticeable. They are the Galilean satellites: Io, Europa, Ganymede, and Callisto. Discovered in 1610 by Galileo himself, they can be seen in just about any telescope pointed at Jupiter. The four points of light in their altered positions from day to day provide one of the things that makes Jupiter a fantastic telescopic target.

Io, the innermost Galilean is in some ways the most interesting. It measures about 3540 km (2260 mi.) in diameter – larger than Pluto. It is the first body other than the Earth where active volcanism was discovered. During Voyager's pass of Jupiter, a volcano was seen erupting from the surface of Io. Prior to Voyager, it was never believed that volcanism could exist on so small a body. Now, we know that it can, and we also know why. Io is locked in a 2 to 1 orbital resonance with Europa and a 4 to 1 orbital resonance with Ganymede. That means for every one of Io's orbits of Jupiter, Europa orbits twice and Ganymede orbits 4 times. Io further has a 9.5 to 1 resonance with Callisto. All of these resonances create tidal stresses, which cause Io to periodically flex, heating the interior. This heating results in the sulfur volcanoes that erupt on Io. These eruptions also have an additional effect. Since Io has a small gravitational pull, some of the volcanic ejecta escapes Io's pull, to fall into an orbit around Jupiter itself. This creates a torus of sulfur and sulfur compounds around Jupiter in Io's orbit. Io also orbits in an area of intense radiation trapped in Jupiter's magnetic fields, very much similar to the Van Allen radiation belts around Earth. This radiation ionizes the material, which allows it to carry electricity. The motion of Io through this ionized cloud in Jupiter's immense magnetic field gives rise to tremendous electric currents that travel from Io to both of Jupiter's magnetic poles. These so call "flux tubes" carry millions of amps of current. This current results in bright coronae on Jupiter, which have been imaged by the Hubble Space Telescope.

Europa is the next satellite out. Europa, at only 3140 km (1950 miles) is the smallest of the Galilean satellites. It also proved highly unexpected. Before

Voyager, it was believed that the satellites would all be heavily cratered, but Europa proved to be almost as smooth as a cue ball. It did show cracks in its surface, but clearly that surface was not very old. Once again, tidal heating proved the answer. Due to orbital resonances with the other Galileans, Europa's interior remains fluid, periodically resurfacing the moon. In fact, current speculation is that Europa, with its internal heat source and possibly liquid water interior, is the most likely place to find life outside of Earth.

Ganymede is the largest of the Galileans, at 5270 km (3270 mi.) in diameter, it is the largest satellite in the solar system and larger than Mercury. It also held some surprises. While it does have significant cratering, it also had a strange, grooved terrain that in some cases obliterated half of craters. Clearly, this grooved terrain was younger than the surrounding cratered terrain, but how did it arise? It is currently believed that at some point in the past, Ganymede was warmer than it is today and that internal heating, perhaps from radioactive decay, perhaps from tidal flexing, resulted in a situation similar to plate tectonics on Earth. In other words, large plates of ice were riding around on a semi-fluid mantle of slush. Occasionally, these plates would crack and the underlying slush would flow out onto the surface. Then, surrounding plates would move together, causing the intervening new terrain to buckle like an accordion.

Callisto, the outermost Galilean, proved the least surprising. With its dark, heavily cratered surface, it presented the appearance that was expected of it. It is large, at 5000 km (3100 mi.) in diameter, nearly the size of Mercury and the third largest moon in the solar system after Ganymede and Saturn's moon Titan.

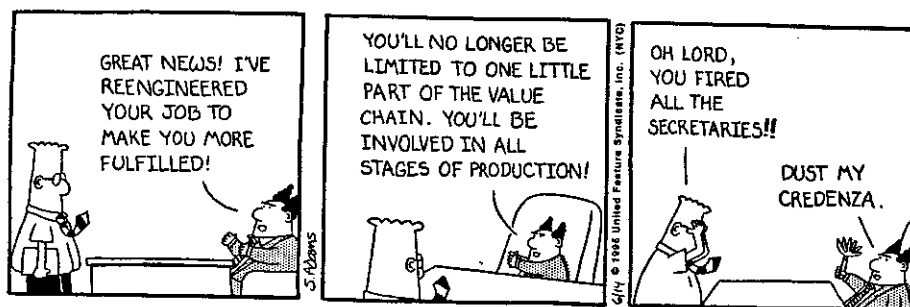
The Galilean satellites all have nearly circular orbits inclined less than a degree away from Jupiter's equatorial plain.

The next group of Jovian satellites is made up of Leda, Himalia, Lysithea, and Elara. These are all small, rocky moons in very eccentric and inclined orbits. Leda, the smallest of these measures a mere 14 km (8.4 mi.) in diameter, while the largest, Himalia, is only 170 km (106 mi.) in diameter. It is believed that these moons were gravitationally captured asteroids.

The last group of Jovian satellites is very similar to the third group. They are Ananke, Carme, Pasiphae, and Sinope. These are all very small (between 28 and 46 km in diameter) and travel in highly inclined, eccentric, retrograde orbits. A retrograde orbit is one that goes in the reverse direction of the common orbital directions. This increases the likelihood that these are relatively recent captures of Jupiter.

Jupiter does have two faint rings. The first ring, called the Primary Ring, has its outer edge several hundred kilometers outside the orbit of Adrastea and its inner edge just inside Adrastea's orbit. No evidence of an outer shepherd moon has been found. The second, Secondary Ring starts just inside the Primary Ring and extends down to the cloud tops.

Next issue, we move on to Saturn.



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			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	

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, 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

Andy York for the Bene Tleilaxu in Running Dogs