

Notes from Hades

**M**y wife and I just got back from a wonderful vacation in Great Britain and Ireland. I will now proceed to tell you about it, whether you want me to or not.

We arrived at Heathrow Airport in the early afternoon on the 6<sup>th</sup>, got our car, and drove to a town called Bury St. Edmunds, which is about half an hour's drive east of Cambridge. A good friend of Celeste's lives there and she and her husband graciously allowed us to stay with them. The next day we saw Cambridge, or at least as much of it as time allowed, and then we drove down to Brentwood to meet Murray Cowles and his wife Bernie. After having a cup of tea with them, Murray, Celeste and I then met with Chris Geggus for dinner. It was great meeting with the two of them, and the occasion was marred only by the fact that Chris's wife and kids had some kind of viral infection, so we couldn't meet with them as well.

The next day we headed off for York, arriving in the early afternoon. We checked into our bed and breakfast (the only way to stay in Britain) and toured the town. York has a wonderful museum, called "A Museum of Everyday Life" which has full scale replicas of streets as they would have been in the 18<sup>th</sup> Century, and an exhibit on the history of chocolate. The following day we visited a place called Eden Camp, which is a former World War II POW camp which has been converted into a museum. Each of the huts has exhibits based on a particular theme. For instance, one of the huts showed what a typical street would be like during the war (complete with smells), and another mimicked a German U-boat being attacked by depth charges. Definitely a must-see for anyone interested in WWII history. From there, we continued north to Edinburgh.

Edinburgh was our favorite city of the trip. Even though the Edinburgh festival had just completed, the city was clean and the people were unfailingly friendly. In fact, I would have to say that the Scots were easily the friendliest people we met on the trip. We spent a day walking around Edinburgh, mainly on "The Royal Mile", which is the stretch between Holyrood Palace and Edinburgh Castle, both of which were wonderful.

The next day, we headed off to Stirling. While we didn't get a chance to see the Wallace Monument, we did see Stirling Castle and the site of the Battle of Bannockburn, where Robert the Bruce defeated King Edward II, securing Scottish independence. We continued on to the Lake District and the city of Windemere. We spent the next morning at Hill Top, which was Beatrix Potter's house. Beatrix Potter, for those of you who don't know, was a writer of children's stories, the most famous of which is *The Tale of Peter Rabbit*. She used the house as a model for many of the illustrations in her later books. After that, we drove to Holyhead in Wales to catch the ferry to Ireland.

We spent that next day touring Dublin. Dublin suffered in comparison with Edinburgh. It was dirtier and the people weren't nearly as friendly. Even so, we saw some wonderful things there. There is a museum called Dublinia, which describes medieval Dublin, which was quite interesting. And, of course, there was the Guinness Hopstore, where you got to see a display on how Guinness is made. And, of course, the tour ends at the bar where you get to sample the goods.

*Monday, we drove out into the countryside, saw Cashel and stayed that night in a farmhouse. That evening we got the best meal of the trip to that point. My wife enjoyed walking around the farm, which was an actual working farm with thoroughbred horses, dairy cattle, sheep, and a pig. The next day we went to Cahir Castle, which was used in the filming of Excalibur, and from there to Waterford for a tour of the Waterford Crystal Factory. We went to the Irish Heritage Museum north of Wexford, which is an outdoor museum*

*showing dwellings from the Neolithic to Anglo-Norman castles. Continued on page*

2.

This issue's deadline will be on **Tuesday, October 27 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

None at this time.

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, Jason Wilke, Bob Robles, and Lee McConnell, need up to 4 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:

**Chris Hassler a.k.a. Cerberus**  
**631 Candia Circle**  
**La Habra, CA 90631**  
**Phone: (714) 773-0940**  
**Fax: (714) 680-9252**  
**70514.37@compuserve.com**

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

**Notes from Hades** *continued from page 1.*

The next morning we caught the ferry from Rossleirigh to Fishguard in Wales, saw a honeybee museum near Aberaeron, and went on to Hay-on-Wye and toured some book shops. We had dinner that night at a place called the Black Lion Inn, and it was the best meal we had on the trip. The following day, we drove through the Cotswolds and looked at some gardens, and drove back to Bury St. Edmunds. On our last day, we saw the horseracing museum in Newmarket and saw a production of *Othello* in Bury. Shakespeare actually

sounds more comprehensible when performed by people who have authentic English accents.

Overall, we had a fantastic time and would definitely recommend the U.K. and Ireland to anyone. The only things we didn't like about the trip was the food, for the most part, was not as good as we are used to, and the fact that we didn't have time to do everything that we wanted. That just means that we'll have to go back.

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

**Chris Geggus**

May I say what a pleasure it was meeting Celeste and yourself on your trip over. I hope it all went well and you saw everything you wanted to. It also shows what a common factor wargaming is when Murray, yourself, and I all met and talked over dinner. Without wargaming maybe the three of us wouldn't have had anything in common. Who knows?

Please also express my delight of seeing Andy L., Sean & Caleb once again at Avaloncon. Americans 2, Brits 0 as Andy beat me at Roadkill and Caleb whipped me at Guerilla. Also it would be useful if you could clarify my dog name in the zine as most readers probably think I've gone barking! Remember – Davey Boy Smith is the British Bulldog in the WWF (although just moved to WCW).

*[Celeste and I also greatly enjoyed meeting you and Murray on our trip. We also enjoyed meeting Murray's wife Bernie. It's too bad your family was sick that day. I hope they're better. We didn't get to see all that we wanted, so we'll just have to go back another time.]*

**Bob Robles**

Could you explain your concern about copyright enforcement from Hasbro's purchase of AH?

*[Well, games are generally copyrighted, and part of the protection offered by copyrights is to restrict the reproduction of copyrighted materials. In the case of games, that means that quoting rules passages, reproducing maps, and even using the name of the game all fall under the protection of the copyright. Therefore, if Hasbro wanted to get strict with copyright enforcement, they could either force publishers to stop all reference to the copyrighted games, or force them to pay a fee for their use – a fee which could be prohibitively expensive.]*

Recent books, *Frankenstein* and *Dracula*. I never read either of these books until now. Wow! The writing in *Dracula* drips (heh! heh!) vitality. *Frankenstein* was more lyrical but very thought provoking. I bought 'Hole's' new CD – Celebrity Skin. I was not a huge fan of Courtney Love or Hole before this, although she did do a good job as Althea Flint in "The People vs. Larry Flint." This is an excellent CD! It shimmers with energy – good (well, relatively good melodies – this is grunge after all) and thoughtful lyrics.

**Fleabag/MGN# B2/B/8/1****Fall 1459****Deadline/Winter-Spring 1460 10/27 Tuesday**

*The final curtain falls on the Pope and Naples, and probably Florence as well. The final victory of Austria, France, and the Turks is near. Or will the alliance crack?*

**Summer 1459 Retreats**

Naples retreats A Florence and F Naples to garrison

**Orders**

Austria: A Tyrolea to MILAN  
(Renken) A Carinthia to CARNIOLA  
A CROATIA holds  
A FRIULI holds  
A MANTUA supports Ferrara to Bologna  
A Verona to BERGAMO  
A Ferrara to BOLOGNA  
A Padua to FERRARA  
A PAVIA to Parma  
Florence: A FLORENCE supports A Sienna to Arezzo (cut)  
(Wilke) A Sienna to AREZZO

France: A Corsica to PROVENCE  
(Grib) A MODENA to Parma  
A Lucca to PISA  
A PIOMBINO besieges  
A Montferrat to TURIN  
A PERUGIA supports Florence A Sienna to Arezzo  
F GULF OF LION transports A Corsica to Provence  
F Ligurian Sea to GENOA  
F Tyrrhenian Sea to SIENNA  
F Capua to ROME  
F Central Mediterranean to TYRRHENIAN SEA  
F WESTERN MEDITERRANEAN supports F Central Mediterranean to Tyrrhenian Sea  
G MARSEILLES converts to A  
Naples: A Arezzo supports G Florence convert to A (DISLODGED, retreat garrison, OTB)  
(Lewis) F Bologna holds (DESTROYED!)  
G FLORENCE converts to A  
G NAPLES converts to A  
Papacy: G Piombino holds (DESTROYED!)  
(York)  
Turks: A Dalmatia to AQUILA  
(Street) F URBINO supports Austrian A Mantua to Bologna (nso)

F ANCONA to UPPER ADRIATIC, F NAPLES besieges  
 F GULF OF NAPLES supports French F Tyrrhenian Sea (nso)  
 F Messina to PALERMO  
 F LOWER ADRIATIC transports A Dalmatia to Aquila

Venice: F VENICE holds  
 (CD)

**France – Austria:** Obviously you want to win this one by yourself.  
**France – Florence:** Well.....at least I supported you into Arezzo!  
**France – Papacy:** Farewell and Adieu!  
**France – Turkey:** Let's use the lumber from our boats to make spears.  
**Turkey – France:** Thanks for the help into Naples. Did I even ask for it?  
**Turkey – World:** I think we're just about into the endgame stage of this game.

Winter 1459 Adjustments

GAINS, losses

Aus	Tyrolea, Austria, Hungary, Carniola, <b>TREVISO</b> , Milan, Cremona, Croatia, Mantua, Padua, Trent, BOLOGNA, FERRARA, PAVIA	Build 3 <sup>1</sup>
Flor	<b>AREZZO, Pisa, Sienna, Perugia</b>	Remove 1 <sup>2</sup>
Fra	Marseilles, Avignon, Swiss, Turin, Corsica, Sardinia, <b>Pavia</b> , Savoy, Montferrat, Saluzzo, Tunis, Rome, PISA, PIOMBINO, SIENNA, PERUGIA	Build 3 <sup>3</sup>
Nap	<b>Bologna, Naples, Arezzo, Florence</b>	Remove 3, <b>OUT!</b>
Pap	<b>Piombino</b>	Remove 1, <b>OUT!</b>
Tur	Durazzo, Ragusa, Albania, Bari, Ancona, Dalmatia, Messina, Palermo	Even
Ven	Venice	Even

Notes

Naples and the Pope have been eliminated. Florence will be likewise eliminated if Naples retreats his Arezzo army to garrison. There has been a proposal for an Austrian/French/Turkish draw. Please submit your votes with your next set of orders. NVR = no, NMR = yes. Finally, **will Pasquale Giovine please submit standby orders for the Turks, who are about to let their subscription expire.**

Press

**Austria – France:** The VC being 23 I'm moving out of your dots immediately again of course. Sorry for not having written to back to you yet! I use computer A for writing E-mail and computer B for writing snail mail, and I haven't found the time for working with B lately.

**Austria – Cerberus:** Thanks for clearing out the VC matter.

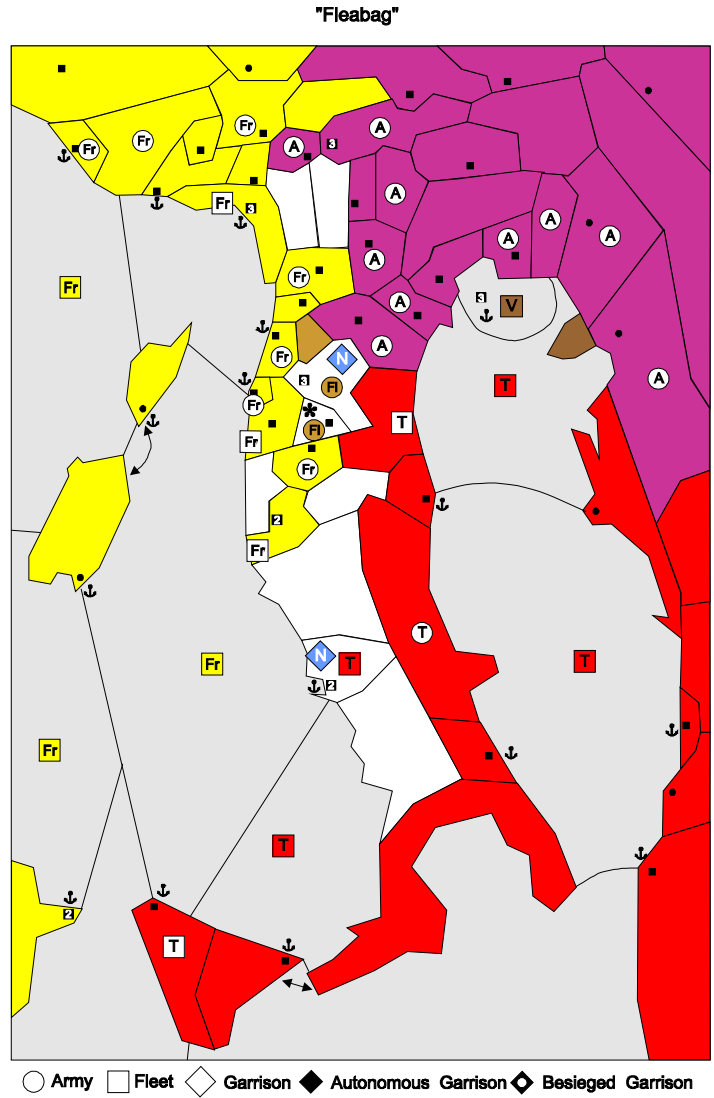
**Cerberus – Austria:** No problem.

**Austria - Florence/Naples/Papacy:** Give it up. Emigrate. And vote Yes on my proposal. You have no future here!

<sup>1</sup> Plays 1 short

<sup>2</sup> Remove 2 if the Naples retreats Arezzo to garrison

<sup>3</sup> Plays 1 short



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

**Summer 1457**

**Deadline/Fall 1457 10/27 Tuesday**

*A northern anti-Venice alliance of Austria, France, and Milan appears to be brewing. The tussle between Florence and the Pope also continues, while Venice's Neapolitan ambitions are thwarted.*

Spring 1457 Retreats

Florence A Sienna retreats to Piombino

Orders

Austria  A HUNGARY supports A Slavonia  
 A SLAVONIA supports Milan A Milan to Carinthia (nso)  
 A BOSNIA to Herzegovina  
 A AUSTRIA supports Milan A Milan to Carinthia (nso)

Florence  A PIOMBINO supports A Pisa  
 A PISA supports A Piombino

A LUCCA besieges

F LIGURIAN SEA to Gulf of Lions

France

A TYROLEA to Carinthia

A COMO supports Milan A Milan hold

A SALUZZO besieges

A TURIN to SAVOY

F GENOA holds (u)

F GULF OF LIONS holds

Milan

A PARMA to Cremona

A MILAN supports A Parma to Cremona (cut)

A PAVIA supports A Milan

Naples

A Otranto to SALERNO

A MESSINA supports F Palermo

F Gulf of Naples to NAPLES

F PALERMO supports F Ionian Sea

F SARDINIA to Western Mediterranean

F IONIAN SEA supports F Palermo (cut)

F BARI to Aquila

Papacy

A BOLOGNA supports A Florence to Pistoia (nso)

A FLORENCE supports A Sienna to Pisa

A AREZZO supports A Perugia to Sienna

A PERUGIA to Sienna

A SIENNA to Pisa

F Ferrara to PADUA

Turks

A ALBANIA supports A Ragusa to Herzegovina

A Ragusa to HERZEGOVINA

F CENTRAL MEDITERRANEAN supports F Durazzo to Ionian

F WESTERN MEDITERRANEAN supports Tyrhenian Sea to Sardinia (cut)

F TYRRHENIAN SEA to Sardinia

F DURAZZO to Ionian Sea

Venice

A ANCONA to Aquila

A MODENA holds

A MANTUA supports A Modena

A TRENTO to Milan

A CREMONA to Parma

A CARNIOLA supports F Croatia

A CARINTHIA supports A Trent to Milan (cut)

"Feral Dogs"

F Upper Adriatic to LOWER ADRIATIC

F DALMATIA supports F Upper Adriatic to Lower Adriatic

F CROATIA holds

Press

**Austria – France:** In the immortal words of Lenny Kravitz: "It ain't over 'til it's over"

**Austria – Milan:** I'd rather combat V together with you.

**France – Venice:** I am France, prepare to die.

**France – "Pope":** Dogs should not play this game, go and untie your master and allow him to continue playing the game. You're not fooling anyone. Go now.

**France – Austria:** This is a private conversation – everyone but Austria stop reading now. Thank you. Let's kill the bad guy. If I don't get into Carinthia this turn, I'll support you in – in the fall. Okay, everyone else can begin reading now – thanks for your forbearance.

**France – Naples:** Yes, I have the game analyzed, and if the Papacy continues his toadying way ... and you don't attack him ... it won't matter what I do. What are you going to do?

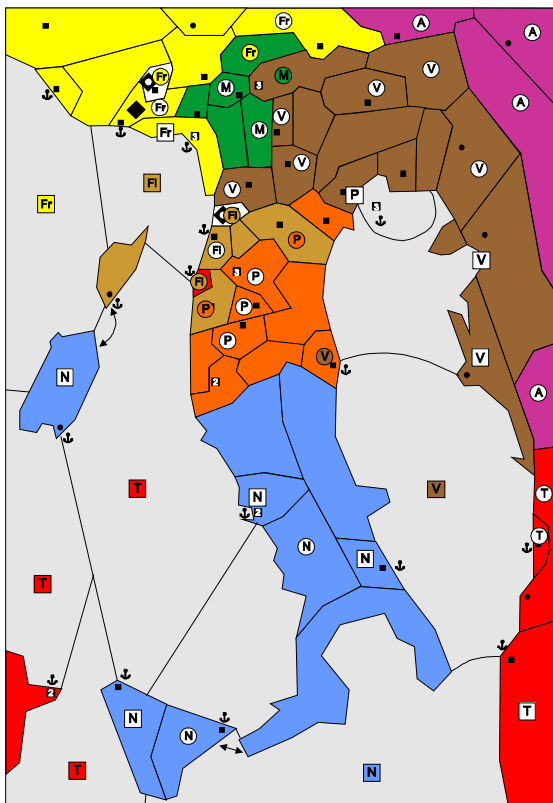
**Milan – France:** I hope that you supported my army in Milan from Como; if no I am in garrison there, thus I ask your support to my conversion from Tyrol and Como. You ought to occupy Ligurian Sea as soon as possible.

**Milan – Austria:** Carinthia must be yours with the help of France and mine.

**Milan – Papacy:** Yet are you so sure of the Venice alliance?

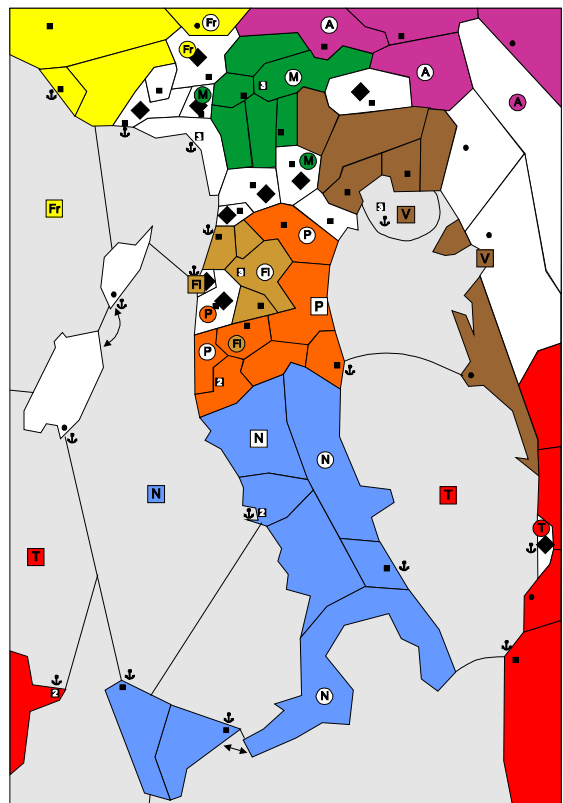
**Venice – Papacy:** Yes I am looking monstrous aren't I... Can't help it, comes with playing Venice, as the French guy mentioned already. You have Bologna now, please let me know where you'd like me to support you. I'd greatly appreciate any moves you might make toward Naples.

**Venice – Austria:** I didn't betray you, you did so to me by NMR'ing. If you have a date with a gal and she doesn't show up, or much too late, then ditch her else you're going to get into trouble with her later! :)



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

Citizen Dog



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

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## Citizen Dog

Spring 1454

Deadline for Summer 1454: 10/27 Tuesday

*The race for territory is on! The Pope finds himself caught between Florence and Naples while Venice runs afoul of natural disasters. Milan, The Turks, and France all go after neutrals and Austria makes the standard opening.*

### Expenditures

Florence spends 3 ducats for Famine Relief in Arezzo

### Orders

AUSTRIA A TYROLEA supports A Austria – Carinthia

(Robles) A Austria to CARINTHIA

A Hungary to SLAVONIA

FLORENCE A Arezzo to PERUGIA

(Wilson) A FLORENCE to Bologna

F Pisa to PIOMBINO

FRANCE A SWISS supports A Avignon to Turin

(Scott) A Avignon to TURIN

F Marseilles to GULF OF LIONS

MILAN A MILAN holds

(Giovine) A Pavia to MONTFERRAT

A Cremona to MANTUA

NAPLES A Bari to AQUILA

(McConnell) A Messina to OTRANTO

F Palermo to TYRRHENIAN SEA

F Naples to CAPUA

PAPACY A BOLOGNA to Florence

(Martin) A Perugia to SIENNA

A Rome to PATRIMONY

F Ancona to URBINO

TURKS A Albania to RAGUSA

(Wilke) F Durazzo to LOWER ADRIATIC

F Tunis to WESTERN MEDITERRANEAN

VENICE A Padua to FERRARA

(Grib) A Treviso to FRIULI

F Dalmatia to CROATIA

G VENICE converts to Fleet

### Spring 1454 Famine Losses

Saluzzo (autonomous garrison), Ferrara (Venetian army and autonomous garrison), Genoa (autonomous garrison)

### Summer 1454 Plague

**Poor Year – Row Only.** Savoy (autonomous garrison dies), Friuli (Venetian army dies), Rome, Marseilles, Pavia

### Press

**Austria – All:** Greetings to all. Please don't kick my ass.

**Florence – His Holiness:** What? Did you expect me not to attack?

**Florence – Naples:** I don't think the barbarians destroyed everything of beauty in Rome. Why don't you drop by and see for yourself?

**Venice – Austria:** Go west young man.

**Venice – Papacy:** Hope we didn't bounce.

**Venice – Naples:** How fast can you climb?

**Venice – Turkey:** C'mon up!

**Venice – Milan:** I hear you have one helluva commute.

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## Dogpaddle

Epoch III Macedonians, Mauryans, and Han Dynasty

Deadline for Epoch III Hsuing-nu, Romans, and Sassanids: 10/27 Tuesday

### Epoch III

**Snoopy's Blanket Chasers** (Eisenhut) plays Civil War in *Persian Plateau* (vs. Persia: C: 6, 1; P: 4; wins, Capital reduced to city), *Upper Tigris* (vs. Persia: C: 5, 3; P: 4; wins), and *Lower Indus* (vs. Persia: C: 2, 1; P: 1; wins). **MADCEDONIANS:** Army and Capital in *Pindus* (Greeks retreat to *Balkans*), fleet *Eastern Mediterranean* (vs. Impending Ascension: S: 6, 6; I: 4; wins, *Black Sea* fleet unsupported), army *Dalmatia*, *Northern Appenines* (vs. Carthagina: M: 4, 1; C: 5; loses), *Northern Appenines* (vs. Carthagina: M: 6, 3; C: 5; wins), plays Allies, army *Southern Appenines*, *Danubia*, *Nile Delta* (vs. Persia: M: 5, 5; P: 3, 1; wins), fleet *Red Sea*, army *Shatts Plateau* (vs. Carthagina: M: 6, 5; C: 4, 4; wins, Capital reduced to city), *Nubia* (vs. Civil war: M: 3, 3; C: 6; loses), *Nubia* (vs. Civil war: M: 6, 2; C: 3; wins), *Levant* (vs. Persia: M: 4, 3; P: 6, 3; loses), *Levant* (vs. Persia: M: 5, 3; P: 4, 3; wins), *Palestine* (vs. Persia: M: 4, 2; P: 3; wins), *Morea* (vs. Persia: M: 5, 4;

P: 4; wins, city eliminated), *Pindus*. Builds Monument *Pindus*. Points: Dominance in North Africa (4), Middle East (6), and Southern Europe (6), Presence in India (3) and Northern Europe (1), 1 Capital (2), 2 cities (2), 2 seas (2), and 4 Monuments (4) for 30 points.

**Impending Ascension** (Cain) plays Empire Fortifies to place forts in *Hindu Kush* and *Upper Indus*. **MAURYANS:** Army and Capital *Ganges Delta*, army *Irrawaddy*, *Malayan Peninsula*, *Sumatra*, *Szechuan*, *Si-Kyang*, *Chekiang* (vs. Chou Dynasty: M: 6, 3; C: 4; wins), *Eastern Deccan*, *Irrawaddy*, fort *Irrawaddy*. Builds Monument *Ganges Delta*. Points: Dominance in China (6), India (6), and Southeast Asia (2), Presence in Middle East (3), 1 Capital (2), and 1 Monument (1) for 20 points.

HAN DYNASTY is absent.

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	10	28
Joe Carl	The Go Masters (Black)	12	15
Andy Lewis	Gaming Through the Ages (Purple)	13	21
Chris Geggus	The Triffids (Green)	21	41
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	27	54
Dennis Cain	Impending Ascension (Red)	29	50

Press

**Impending Ascension to all:** No Hsiung-Nu! The gods truly favor us!

Final Positions

**Snoopy's Blanket Chasers:** Fleets *Eastern Mediterranean* and *Red Sea*. SCYTHEANS: Army and Monument *Eastern Anatolia*, armies *Caucuses* and *Western Anatolia*. CIVIL WAR: Army, city, and Monument *Persian Plateau*, army and Monument *Upper Tigris*, army *Lower Indus*. MACEDONIA: Two armies, Capital, and Monument *Pindus*, army and city *Shatts Plateau*, armies *Morea*, *Dalmatia*, *Danubia*, *Northern Appenines*, *Southern Appenines*, *Nile Delta*, *Nubia*, *Palestine*, and *Levant*.

**Impending Ascension:** REBELLION: Army, city, and Monument *Wei River*. PERSIANS: Army and fort *Hindu Kush* and *Upper Indus*, armies *Ganges Valley*, and *Zagros*. MAURYA: Army, Capital, and Monument *Ganges Delta*, two armies and fort *Irrawaddy*, armies *Eastern Deccan*, *Malayan Peninsula*, *Sumatra*, *Szechuan*, *Si-Kyang*, and *Chekiang*.

**The Zircon Utopia:** INDUS VALLEY: Armies *Western Deccan*, *Eastern Ghats*, and *Ceylon*. CIVIL WAR: Army *Arabian Peninsula*. CHOU

DYNASTY: Army and city *Yellow River*, armies *Tarim Basin*, and *Yangtse Kian*.

**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*, two armies *Balkans*. CELTS: Army and Monument *Central Europe*, armies *Northern Gaul*, *Albion*, *Central Massif*, *Pyrenees*, and *Dneipr*.

**Gaming Through the Ages:** Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*, army *Persian Salt Desert*. CARTHAGINIA: Armies *Libya*, *Southern Iberia*, and *Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*.

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

\_\_\_\_\_

\_\_\_\_\_

Epoch III Empire

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

**Rock Hound****Operations Round 6.1****Remaining Operations Round 6.1 and Operations Round 6.2 due: 10/27 Tuesday**Operations Round 6.1

**TSI** Scout(6/2) moves J4 – I4, picks up R50, I30, I3 – I2 – I1 – J1 and deliver for \$100. Scout (7/3) moves K3, picks up R60, L3, picks up R60, M3 – N2, picks up R60, M3, refuels, L2 – K1 – J1 and delivers for \$240. Tug (5/4) moves J4, picks up N60, J3, picks up N60, K2, picks up I40, N20, L2 – M3, refuels, N2 – O2 – O1 and deliver for \$210. Total earnings are \$550. Full dividends are paid, stock price rises to \$335. Due Unto Others receives \$55, Errol's Outfit receives \$165, ANUS receives \$55, BORG Mining Collective receives \$220, and Blue Sky Mining receives \$55.

**RU** Scout (6/2) moves J5 – J6 – J7, explores (I50/60) – J8, picks up N60 – I8 – H8 delivers with transshipment point for \$130. Tug (4/3) moves D4 – D5 – D6, picks up N60 – D7, refuels –C7, picks up I30 – B7 – A7, delivers with transshipment point for \$150. Tug (4/3) moves D4 – E4 –E5, picks up N50 – E6, picks up R60 – D7, refuels – C8 – B7 – A7 delivers with transshipment point for \$170. Total earnings \$450 plus \$10 exploration fees. Full dividends are paid. Stock price increases to \$245. Due Unto Others receives \$45, Carved in Stone receives \$45, BORG Mining Collective receives \$90, and Blue Sky Mining receives \$270. Places claim on D8 I60.

**AL** Tug (4/3) moves G3 – H2 and explores (R30/60), picks up R30, H3, picks up R60, N60, G3 and deliver for \$150. Tug (4/3) piloted by Ore Crusher moves M3 – M2, picks up N60, N60, L2, picks up N60, M3 and deliver for \$210. Tug (6/5) piloted by Ice Finder moves M7 – L7, picks up I50, M8, picks up R70, N7, picks up I50, N20, N6, pick up N20, M7 and deliver for \$230. **This exhausts the cash in the bank, meaning the game ends after operations round 6.2.** Total earnings \$560. Full dividends are paid. Stock price increases to \$206. Due Unto Others receives \$56, Errol's Outfit receives \$112, Carved in Stone receives \$112, ANUS receives \$168, BORG Mining Collective receives \$56, and Blue

Sky Mining receives \$56. Buys claims on L6 N50, N7 N60, and N6 N60. Buys Scout (8/4) for \$400.

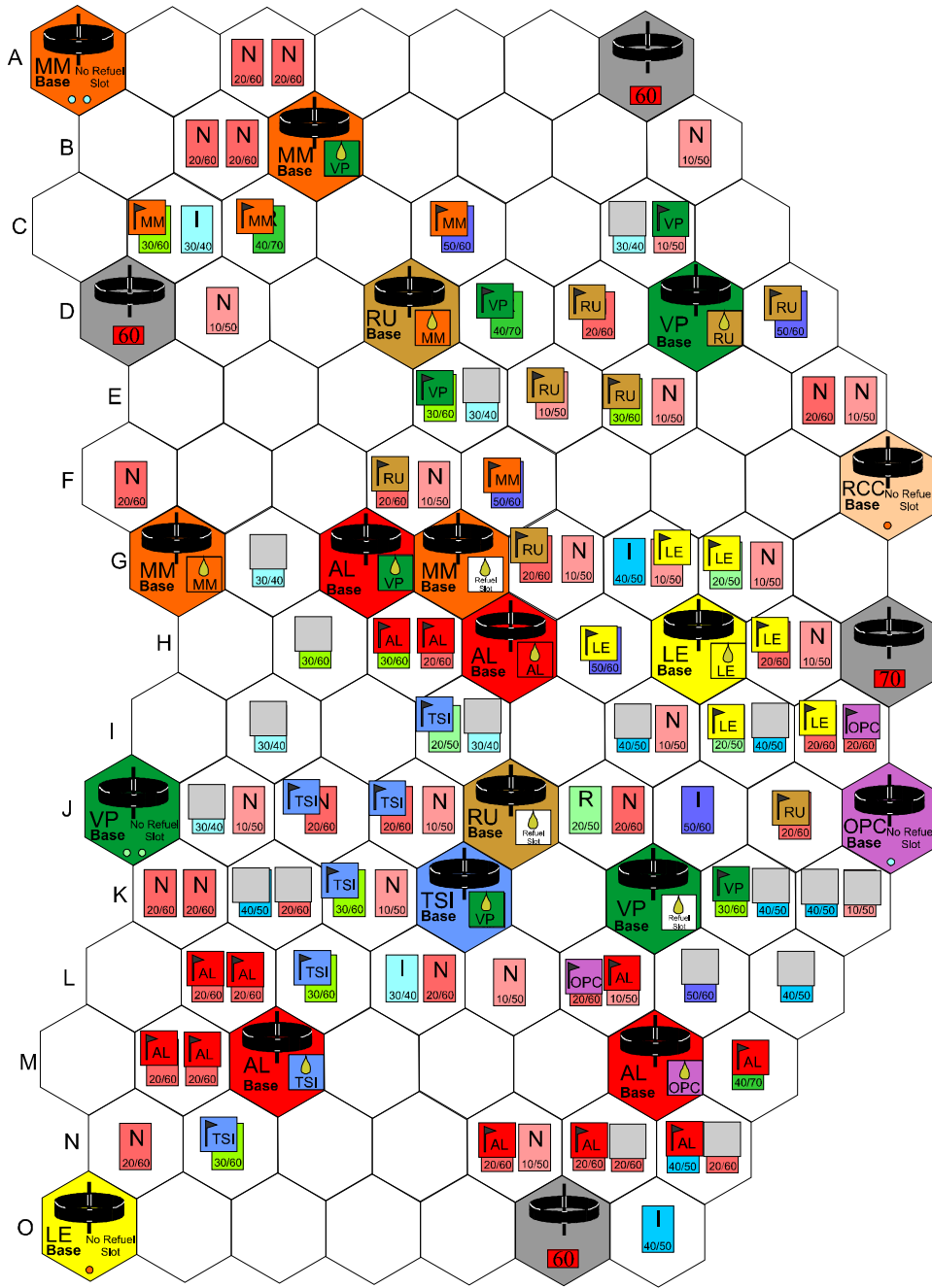
**MM** Tug (4/3) moves B3 – C3, picks up R70, C2, picks up R60, D1 and delivers with transshipment point for \$190. Full dividends are paid. Stock price increases to \$168. Due Unto Others receives \$57, Errol's Outfit receives \$19, Blue Sky Mining receives \$95, and MM receives \$19.

**VP** Tug (5/4) moves D7 – C7, picks up N50 – C6 – D5, picks up R70 – E4, picks up R60, I30 – D4 and delivers for \$230. Tug (4/3) moves K6 – K7, picks up R60, I40 – L8, picks up I40 – K8 – J9 and delivers for \$150. Tug (4/3) moves J1 – J2, picks up I30 - I2, picks up I30 – H2 – G3, refuels, G2, explores (N10/50 becomes I30/40), picks up I30 - G1 and deliver for \$90. Total earnings are \$470 plus \$10 exploration fee. Full dividends are paid. Stock price increases to \$152. Due Unto Others receives \$92, Carved in Stone receives \$282, ANUS receives \$47, and VP receives \$47.

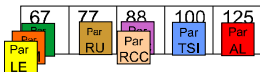
**RCC** has no earnings, so its stock price drops to \$78. Buys 2 Scout (8/4) for \$800, and Scout (7/3) from TSI for \$1.

**OPC** Tug (5/4) moves K8, picks up I40, N10, L8 – L7 – M7, refuels, N6, picks up N20, O6 and deliver with transshipment point for \$120. Scout (7/3) moves I8, picks up N20, I7, picks up I40, I6, picks up I40, J6, explores (R20/50, N20/60), J5 and delivers for \$100. Total earnings \$220, plus \$10 exploration bonus. Half dividends paid. Stock price increases to \$68. Errol's Outfit receives \$44, Carved in Stone receives \$33, and OPC receives \$121. Buys Scout (9/5) for \$500. Buys claim at I8 N60.

**Phase V Begins.** All Phase II ships are obsolete (Scout 6/2 and Tug 4/3). All private companies and pilots are removed from the game. Phase VI ships may be purchased, and spaceships may be upgraded to Phase VI ships for \$700. We will stop here to allow everyone to evaluate the situation.



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 Stock RCC	88	99	111	124	138	153	169	186	204	223	243	264							
46	53	60	68 Stock OPC	77	87	98	110	123	137	152 Stock VP	168 Stock MM	185										
36	45	52	59	67	76	86	97	109	122	136												
24	35	44	51	58	66	75	85	96														
10	23	34 Stock LE	43	50	57	65																



## S.O.B.

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$890	3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE, 1 share AL
Bill Scharf	Errol's Outfit	\$1060	Robot Smelters, 3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC, 2 shares AL
Dennis Cain	Carved in Stone	\$1034	President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC, 2 shares AL
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$387	President's Share LE, 1 share TSI, 1 share VP, 4 shares LE, President's Share AL, 1 share AL
Caleb Cousins	BORG Mining Collective	\$1493	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share RCC, 3 shares RCC, 1 share AL
Andy Lewis	Blue Sky Mining	\$1107	President's Share RU, 4 shares RU, 1 share TSI, President's Share MM, 3 shares MM, 1 share AL

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

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims
TSI	BORG Mining Collective	\$1046	Tug (5/4)	1	2	4
RU	Blue Sky Mining	\$580		1	1	5
AL	ANUS	\$532	Tug (6/5), Scout (8/4)	3	3	4
MM	Blue Sky Mining	\$47		1	1	2
VP	Carved in Stone	\$643	Tug (5/4)	2	1	1
RCC	BORG Mining Collective	\$79	Scout (7/3), Scout (8/4), Scout (8/4)			
OPC	Errol's Outfit	\$31	Tug (5/4), Scout (7/3), Scout (9/5)	2	3	5
LE	ANUS	\$132	Tug (5/4), Tug (6/5)	1	1	3

Available Stock

Stock Market	Public Corps.	Growth Corps.
1 share MM, 1 share OPC, 1 share VP	2 shares Outer Planet Consortium (\$88), 5 shares Ring Construction Corporation (\$88)	1 share Lunar Enterprises (\$67)

**Available Ships:** (Phase V ships) 1, Scout 9/5, \$500; Tug 7/6, \$600, (Phase VI ships) 6, Freighter 9/7, \$950 (\$700 by upgrade)

**Running Dogs**

**Turn 7 Combat to Turn 8 Nexus**  
**Turn 8 Nexus due: 10/27 Tuesday**

Players

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

Combat  
Arrakeen

The Bene Gesserit Voice the Atrides not to use a poison defense. The Atrides veiw the Emperor's defense. It is a Snooper.

	Emperor	Atrides
Leader	Caid (3)	Dr. Yueh (1)
Offense	Ellaca Drug	Crysknife
Defense	Snooper	None
Dial	11	4.5
Spice	7	0
<b>Total</b>	<b>11</b>	<b>4.5</b>

Emperor wins. Dr. Yueh and Caid both go to the tanks along with 7 Emperor tokens (4 Elite Sadaukar) and 10 Atrides tokens. The Crysknife is discarded. The Emperor receives 4 spice from killed leaders. The Atrides are now eligible to use the Kwizatz Haderach token.

Sietch Tabr

The Bene Gesserit Voice the Harkonnens not to use a poison defense.

	Harkonnens	Emperor
Leader	Cheap Hero	Burseg (3)
Offense	Gom Jabbar	Ellaca Drug
Defense	Kull Wahad	Snooper
Dial	3	5
Spice	1	5
<b>Total</b>	<b>3</b>	<b>8</b>

The Burseg betrays his Emperor! All the Emperor's tokens go to the tanks along with the traitorous Burseg. Ellaca Drug, Snooper, Cheap Hero, and Kull Wahad are discarded. The Harkonnens gain 3 spice from the killed Burseg.

Carthag

The Bene Gesserit Voice the Harkonnens not to play a projectile defense.

	Bene Gesserit	Harkonnens
Leader	Reverend Mother Ramallo (5)	Umman Kudu (1)
Offense	Hunter-Seeker	Lasegun
Defense	None	None
Dial	7½	3
Spice	7	1
<b>Total</b>	<b>7½</b>	<b>3</b>



Bene Gesserit win. Reverent Mother Ramallo and Umman Kudu are accompanied to the tanks by 8 BG tokens and 7 Harkonnen tokens. The Lasegun is discarded. 6 spice to the Bene Gesserit.

*Sietch Tabr*

The Bene Gesserit Voice the Fremem not to use a poison defense.

	Lansraad	Fremem
Leader	Earl Viaconte (5)	Cheap Hero
Offense	Ellaca Drug	Slip-Tip
Defense	Snooper	None
Dial	3½	5
Spice	3	4
<b>Total</b>	<b>3½</b>	<b>5</b>

Fremem win. Earl Viaconte goes to the tanks along with 5 Lansraad tokens and 4 Fremem tokens (1 Fedaykin). The Ellaca Drug, Snooper, and Cheap Hero are discarded. 5 spice to the Fremem.

*Spice Collection*

- Bene Gesserit** collect 3 (2 Carthag, 1 Tuek's Sietch)
- Emperor** collects 2 (Arrakeen)
- Fremem** collect 10 (Ixian alliance)
- Harkonnens** collect 4 (Rock Outcroppings)
- Ixians** collect 10 spice
- Lansraad** collects 12 (2 Funeral Plain, 10 Habbanya Ridge Flat)

**Turn 8**

*Storm Movement*

The storm moves 2 sectors to sector 15. 2 Harkonnen tokens, 1 Lansraad token, and 3 spice eliminated. (Turn 9 storm movement: \_\_\_\_\_)

*Spice Blow*

6 spice OH Gap  
Worm in the Rock Outcroppings. Nexus occurs  
(Turn 9 spice blow: \_\_\_\_\_)

*Press*

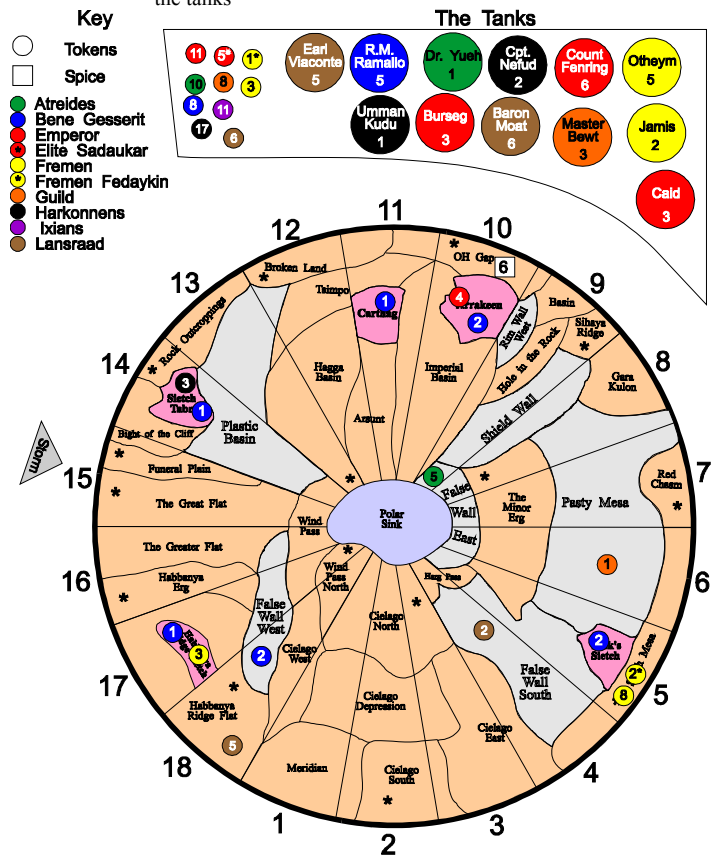
- Fremem – Atreides 1:** I'll take you up on that offer.
- Fremem – Atreides 2:** I offered alliance with the previous duke against the godless Lansraad, but was refused. I hope you are more enlightened.

*Final Positions*

- Atreides:** 10 tokens and Dr. Yueh in the tanks, 5 tokens False Wall East (9), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 1 token Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens

False Wall West (18), 8 tokens and Reverent Mother Ramallo in the tanks, 3 tokens off-planet

- Bene Teilexau:** \_\_\_\_\_ traitors, no traps
- Emperor:** 4 tokens Arrakeen, 16 tokens (5 Elite Sadaukar), Count Fenring, Caid, and Burseg in the tanks
- Fremem:** 3 tokens Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) South Mesa (5), 3 tokens Southern Hemisphere, 4 tokens (1 Fedaykin) Otheym, and Jamis in the tanks
- Guild:** 1 token Pasty Mesa (6), 8 tokens and Master Bewt in the tanks, 11 tokens off-planet
- Harkonnens:** 17 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr
- Ixians:** 11 tokens in the tanks, 9 tokens off-planet
- Lansraad:** 2 tokens False Wall South, 5 tokens Habbanya Ridge Flat (18), 7 tokens off-planet, 6 tokens, Earl Viaconte, and Baron Moat in the tanks



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

**Lupine**

**Turn 3 Conferences, Cabinet, and Coalitions**  
**Turn 3 Media Tokens and Campaign Days due: 10/27 Tuesday**

*Conferences*

No conferences held.  
FDP gains 2 party bases in Bonn, and SPD receives 3 party bases in Bonn.

*Cabinet*

No cabinet members dispatched.

*Coalitions*

None

*Notes*

Thanks to Bill Scharf for his unused standby orders for CDU.

**S.O.B.**  
*The Parties*

**CDU**  
**Player:** Caleb Cousins  
**Campaign Days:** 5  
**Media:** 4  
**Conferences:** 2 Special  
**Platform:** Freugeutliche  
Grundordnung  
Atomkraft NEIN  
NATO NEIN  
Steuersenkung JA  
Gewerkschaft

**Grüne**  
**Player:** Brad Martin  
**Campaign Days:** 9  
**Media:** 3  
**Conferences:** 2 Special  
Regular  
**Platform:** Umweltshutz  
§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:** 15  
**Media:** 2  
**Conferences:** 2 Special  
Regular  
**Platform:** Gewerkschaft  
35-Stunden-Woche JA  
NATO JA  
§218 NEIN  
Atomkraft JA

*The Provinces*

Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	6	0	0
Vote Share	1	5	0	49
Media Tokens	0	2	0	2
Trend	0	0	+1	+1

**Issues:** NATO JA  
35-Stunden Woche JA  
§218 NEIN  
Steuersenkung 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	-1

**Issues:** NATO NEIN  
Atomkraft NEIN  
Gewerkschaft  
**Mandate Range:** 4-9

Available Issues

Steuersenkung JA	Steuersenkung JA
Atomkraft NEIN	§218 JA
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	Gewerkschaft
Freugeutliche Grundordnung	§218 NEIN
NATO NEIN	§218 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	-2	0	+2	0

**Issues:** Marktwirtschaft  
35-Stunden-Woche NEIN  
**Mandate Range:** 1-6

Hamburg

	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:** Freugeutliche Grundordnung  
**Mandate Range:** 2-7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	1
Party Bases	11	6	14	13
Votes	134	156	700	720

**Issues:** Atomkraft JA (x2), Steuersenkung NEIN, 35-Stunden-Woche JA

Order for turn 3 is: SPD, Grüne, CDU, FDP

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

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

# Sun Dog

Turns 15.3 to 17.3

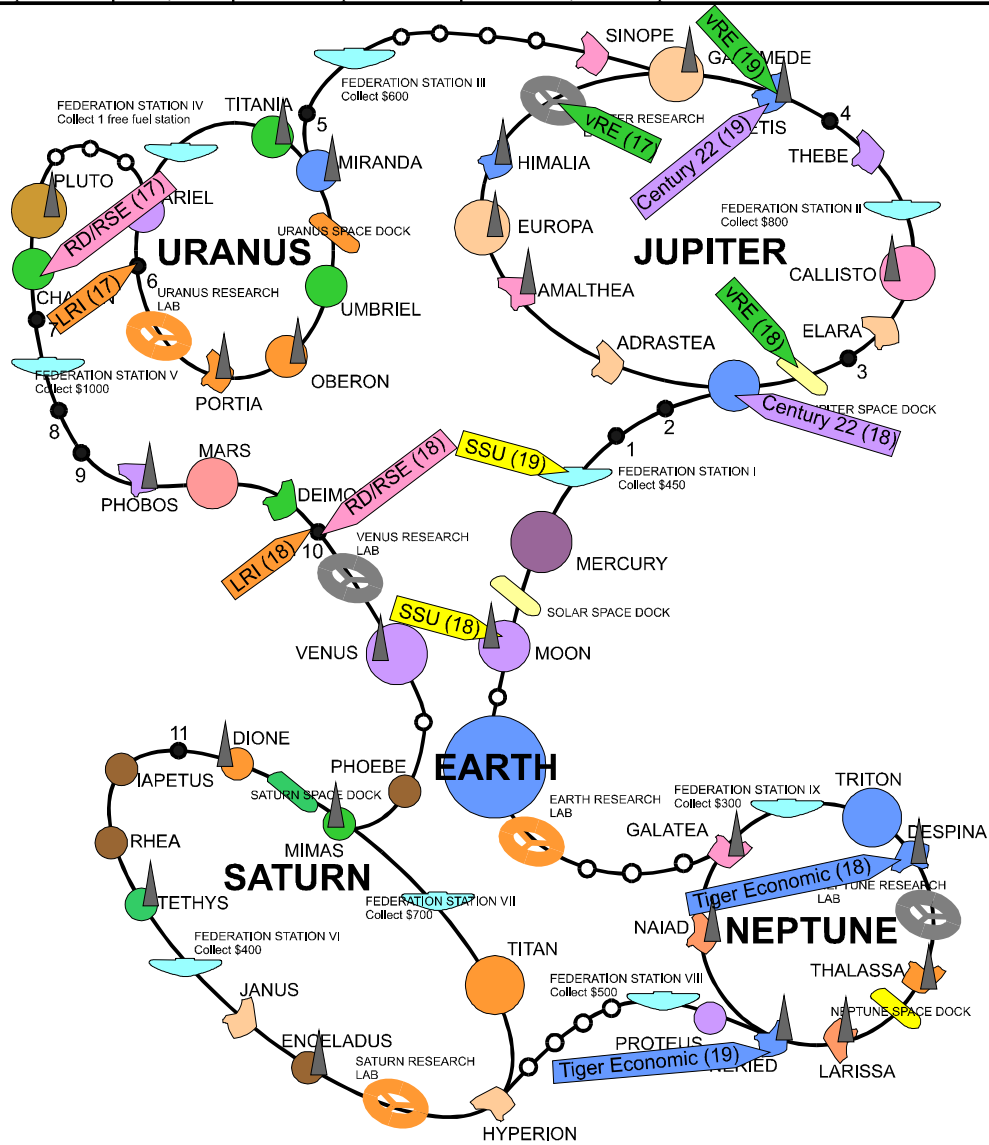
Turns 17.4 to 19.4 due: 10/27 Tuesday

## Turn 15

	Starting Location	Die Roll	Ending Location	Notes
SSU	Despina	3, 4	Federation Station IX	7 fuel used, gains \$300, sells Enceladus for \$250 plus \$500 for the fuel station. Buys 2 fuel stations for \$1000.
vRE	Federation Station VIII	2, 6	Triton	Pays \$225 in rent to TE
LRI	Miranda	1, 2	Oberon	3 fuel used, buys Oberon for \$300, places fuel station, refuels
RD/RSE	Earth	5, 5; 3, 5	Sinope	10 fuel used, gains \$100, bypasses Blank Dot 3, buys Sinope for \$125.

## Turn 16

	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station IX	1, 1; 1, 3	Saturn Research Lab	2 fuel used, gains \$100, bypasses Naiad, Red Shift: Advance to Saturn Research Lab, 1 fuel used, gains \$500 for passing Earth, owes \$300 in rent to LRI
Century 22	Proteus	2, 3	Neptune Research Lab	5 fuel used, declines to purchase
SSU	Federation Station IX	1, 1	Naiad	2 fuel used, gains \$100, pays \$180 to LRI in rent, refuels to full (\$140 to LRI)
vRE	Triton	3, 4	Earth	7 fuel used, gains \$1000, refuels to full
LRI	Oberon	2, 5	Miranda	7 fuel used, owes \$130 to Tiger Economic
RD/RSE	Sinope	3, 5	Uranus Space Dock	8 fuel used, \$50 rent paid to LRI



Turn 17

	Starting Location	Die Roll	Ending Location	Notes
TE	Saturn Research Lab	4, 5	Larissa	9 fuel used, owes \$240 in rent to LRI
Century 22	Neptune Research Lab	5, 6	Moon	Gains \$500 for passing Earth, buys Moon for \$335, places fuel station, refuels
SSU	Naiad	2, 3	Neptune Research Lab	5 fuel used, unable to purchase

The Players (After Turn 17.3)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton	3	6	2735
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus	1	25	915
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Neptune Space Dock	2	20	215
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Charon, Diemos, Mimas, Tethys, Saturn Space Dock	3	25	3205
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa, Earth Research Lab, Uranus Space Dock, Uranus Research Lab, Oberon	0	18	1560
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope	1	7	1550

Turn 17

	Starting Location	Die Roll	Ending Location	Notes
vRE	Earth	1, 3	Jupiter Research Lab	Red Shift: O2 leak, advance to next research lab and pay the owner (the bank, in this case), \$500 for repairs. May purchase for \$350
LRI	Miranda	1, 5	Blank Dot 6	6 fuel used
RD/RSE	Uranus Space Dock	5, 6	Charon	Owes \$435 rent to vRE, may purchase from vRE for \$300

Turn 18

	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	4, 4; 2, 4	Despina	8 fuel used, gains \$100, bypasses Naiad, buys Despina for \$195, places a fuel station, and refuels.
Century 22	Moon	1, 5	Io	6 fuel used, owes \$270 rent to Tiger Economic
SSU	Neptune Research Lab	5, 6	Moon	Gains \$500 from passing Earth, owes \$1000 rent to Century 22
vRE	Jupiter Research Lab	2, 4	Jupiter Space Dock	May purchase for \$350
LRI	Blank Dot 6	3, 3; 3, 5	Blank Dot 10	Gains \$100, bypasses Charon
RD/RSE	Charon	2, 6	Blank Dot 10	8 fuel used

Turn 19

	Starting Location	Die Roll	Ending Location	Notes
TE	Despina	2, 3	Nereid	5 fuel used, refuels to full
Century 22	Io	2, 6	Metis	8 fuel used, owes \$110 to rent Tiger Economic
SSU	Moon	1, 2	Federation Station I	3 fuel used, gains \$450, may purchase fuel stations
vRE	Jupiter Space Dock	2, 5	Metis	Owes \$110 rent to Tiger Economic

**Pooch****Turn 6****Turn 7 due: 10/27 Tuesday**Planning

**Dutch** maintain 4 ships (\$16), buy 1 ship (\$12), and 6 soldiers (\$60) for \$88.  
**English** maintain 4 ships (\$16), buy 2 ships (\$24) and 8 soldiers (\$80) for \$120.  
**French** buys 3 ships (\$36) and 3 soldiers (\$30) for \$66.  
**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), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

**Dutch** move to J. Dice: 2, 4, 4, 5. No losses.  
**English** move to R. Dice: 2, 2, 3, 6. No losses, drops off 4 colonists and 6 soldiers. Move to X. Dice: 5, 6. No losses.  
**French** move to N. Dice: 3, 4, 4, 5. No losses.  
**Portuguese** move to H. Dice: 1, 3, 4. No losses.  
**Spanish** move to W. Dice: 1, 2, 3, 4, 5. No losses, drop off 4 colonists. Move to Y. Dice: 6. No losses.  
**Swedes** move to D. Dice: 3, 4, 5. No losses.

Discovery

Spain discovers a mine in M.

Mining

**Swedes** mine one bar in C. The mine depletes. **French** mine one bar in N.

**English** raid 3 gold bars in X.

Land Movement

**French** moves 1 gold bar from N to fleet, 1 soldier from R to Q, 2 soldiers and 6 colonists from N to Q, 3 colonists and 3 soldiers from anchorage dot to N.

**Spanish** move 1 gold bar from M to anchorage dot, 1 soldier from W to Y (It is a climate 1 area with one site and 2 natives). 4 soldiers from anchorage dot to Y, and 4 colonists from anchorage dot to W. One colonist mines in M, one soldier prospers in Y.

**Dutch** move 3 soldiers from J to G, 1 soldier from I to E, 4 colonists and 1 soldier from J to I, 4 colonists and 6 soldiers from anchorage dot to J.

**English** move 3 gold bars from X to fleet, 6 soldiers and 4 colonists from anchorage dot to R, and 2 soldiers from anchorage dot to X.

**Swedes** move 1 gold bar from C to anchorage dot, 4 colonists and 4 soldiers from D to C, 4 colonists and 2 soldiers from C to B (it's a climate 4 area with 1 native), 4 colonists and 4 soldiers from anchorage dot to D.

**Portuguese** moves 2 soldiers and 2 colonists from H to G, and 4 colonists and 4 soldiers from anchorage dot to H.

Combat

**Dutch** attach the Portuguese in G. 5 Portuguese soldiers and 1 Dutch soldier are killed.

Native Combat

**French** kill 1 native in Q. **Spanish** kill 2 natives in Y. **English** kill 3 natives and lose 3 soldiers in R.

Native Uprisings

Climate is a 6. Uprising in C, 0 colonists killed.

Survival

Climate is a 5. **Dutch** lose 1 soldier in E. **Spanish** lose 1 soldier in Y. **English** lose 1 soldier in R.

Political Control

**Dutch** gain political control of G. **Swedes** gain political control of B. **French** gain political control of Q. **English** gain political control of R. **Spanish** gain political control of W.

Homebound Naval Movement

**French:** Dice: 4, 4, 5, 5. No losses.

**Spanish:** To M. Dice: 3, 4, 4, 5. No losses. Pick up gold bar. Dice: 1, 2, 4, 4. Loses 2 ships, including 1 gold bar.

**Dutch:** Dice: 1, 5, 5, 5. No losses.

**English:** Dice: 1, 5, 5, 5, 6. No losses.

**Swedes:** To C. Dice: 3, 3. No losses. Picks up gold bar. Dice: 3, 4, 6, 6. No losses.

**Portuguese:** Dice: 1, 5, 5. No losses.

Income

**French:** Political Control: \$90, gold: \$40, resources: \$28.

**Spanish:** Political Control: \$120, resources: \$62.

**Dutch:** Political Control: \$120, resources: \$64.

**English:** Political Control: \$120, gold: \$120, resources: \$44.

**Swedes:** Political Control: \$120, resources: \$30.

**Portuguese:** Political Control: \$90, resources: \$40.

Turn 7 Initiative

Spanish, English, French, Dutch, Portuguese, Swedes

Press

**Dutch – France:** My condolences on the loss of your entire fleet. I've never seen that happen to anyone before.

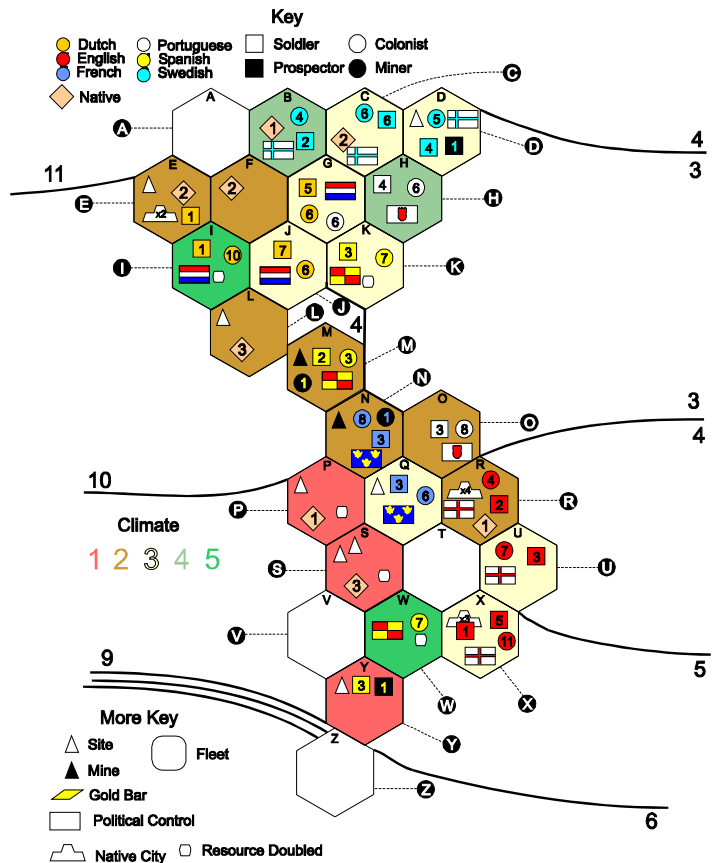
**Dutch – Portuguese:** This is a "getting even" turn...unless you want to continue fighting – which I'll be glad to do. Currently, I'm not even in second place! Your ill considered attack has hurt me deeply.

**Dutch – Portuguese:** So sorry to hear about the death of a soldier in G. That's gonna cost ya!

**French – AI:** What happened to the French Navy? Geez. That's two turns in a row! Please contribute to the disaster relief fund.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$312	5	5	4
English	Dennis Cain	\$298	9	6	4
French	Dan Eisenhut	\$190	14	3	4
Portuguese	Andy Lewis	\$310	10	4	4
Spanish	Bob Robles	\$345	11	2	4
Swedish	Kevin Wilson	\$311	11	4	4



**Dogstar**

**Turn 1**

**Turn 2 due: 10/27 Tuesday**

**ID** (Scharf) buys a water factory (Or3, Or3, Or4, Or5, Wa6), and a population factor (W10)

**Unnamed 1** (Cain) buys a water factory (Or1, Or3, Wa7, Wa9) and moves a population from an ore factory to man it.

**BarterTown III** (York) buys a water factory (Or2, Or3, Or4, Or5, Wa6), and moves a population factor from an ore factory to man it.

**Dark Matter Mining Corp.** (Eisenhut) opens the bidding on a warehouse at 25 and gets it (Or1, Or2, Or3, Or3, Wa7, Wa9)

**The Mystery Machine** (Lewis) buys a water factory (Or2, Or3, Wa7, Wa8) and moves a population from an ore factory to man it.

**Australis** (Martin) buys a water factory (Or1, Or3, Or3, Or4, Wa9), and moves a population from an ore factory to man it.

**Colonial and Overseas Land Opportunity Society, Space Urchin Section** (Lowrey) buys a water factory (Or1, Or3, Or5, Wa5, Wa6), and moves a population from an ore factory to man it.

**Unnamed 2** (Crandlemire) NMRs! **Will Steve Koehler please submit standby orders for this position!**

**Heavenly Bodies Development Company III** (Wilson) opens bidding on a Data Library for 15 and gets it (Or3, Or4, Wa8)

*The Players*

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	DMMC	Dan Eisenhut	OrF, OrF, WaF	Wa	4
2	HBDC3	Kevin Wilson	OrF, OrF, WaF	DL	4
3	ID	Bill Scharf	OrF, OrF, WaF, WaF		4
4	Unnamed 2	Pitt Crandlemire?	OrF, OrF, WaF		3
5	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF		3
6	BarterTown III	Andy York	OrF, OrF, WaF, WaF		3
7	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF		3
8	Australis	Brad Martin	OrF, OrF, WaF, WaF		3
9	Unnamed 1	Dennis Cain	OrF, OrF, WaF, WaF		3

*Available Upgrades*

New Arrivals: Warehouse and Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	4
Warehouses (Wa)	25	2	3
Heavy Equipment (HE)	30	3	3
Nodules (No)	25	3	3

In the warehouse: \_\_\_\_\_

New cards: \_\_\_\_\_

**Kennel Club**

**Initial Bids**

**Initial Token Purchases, Turn 1, Phases 1 - 3 due: 10/27 Tuesday**

Dennis Cain bids \$2, chooses Venice

Steve Koehler bids \$1, chooses Barcelona

Brad Martin bids \$0, chooses Hamburg

Martin Burgdorf bids \$0, chooses Paris

Caleb Cousins bids \$0, chooses Genoa

Murray Cowles NMRs, gets London

*The Players*

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	0		\$38		0		
Steve Koehler	Barcelona	0		\$39		0		
Brad Martin	Hamburg	0		\$40		0		
Martin Burgdorf	Paris	0		\$40		0		
Caleb Cousins	Genoa	0		\$40		0		
Murray Cowles?	London	0		\$40		0		

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	--	--	--	--	--	1
Wool (3)	--	--	--	1	--	--
Timber (4)	1	--	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	--	1	--	--	1	--
Wine (7)	--	--	1	--	--	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Notes

Will Bob Robles please submit standby orders for London!

Your Cards: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Dog Pound**

1956

1957 Orders due: 10/27 Tuesday

**1956**

Purchase Hardware

**RMR:** Buys One Stage Rocket program for 24 MB and One Person Capsule program for 18MB.  
**Australia:** Buys Orbital Satellite program for 6MB, 1 orbital satellite for 1MB, One Stage Rocket program for 24MB, and 1 one-stage rocket for 3MB.

**Republic of Texas:** Buys Orbital Satellite program for 6MB and One Stage Rocket program for 24MB.  
**AL:** Buys Orbital Satellite program for 6MB and One Stage Rocket program for 24MB.  
**SLEEP:** Buys Orbital Satellite program for 6MB and One Stage Rocket program for 24MB.

Conduct Research and Development

**RMR:** A: 6 rolls: 1, 1, 1, 3, 4, 5 = 15 + 6 = +21%, 12MB spent. a: 6 rolls: 2, 4, 4, 5, 5, 6 = 26 + 6 = +32%, 6MB spent.  
**Australia:** 1: 8 rolls: 1, 2, 2, 2, 3, 6, 6, 6 = +28%, 8MB spent. A: 8 rolls: 1, 2, 2, 2, 3, 3, 3, 6 = +22%, 16MB spent.  
**Republic of Texas:** 1: 6 rolls: 3, 3, 5, 6, 6, 6 = +29%, 6MB spent. A: 6 rolls: 1, 1, 2, 3, 4, 4 = +15%, 12MB spent.

**AL:** 1: 8 rolls: 2, 3, 3, 4, 5, 5, 6, 6 = +34%, 8MB spent. A: 8 rolls: 2, 3, 3, 4, 4, 5, 6, 6 = +33%, 16MB spent.  
**SLEEP:** 1: 8 rolls: 1, 2, 3, 4, 4, 6, 6, 6 = +32%, 8MB spent. A: 8 rolls: 1, 1, 2, 2, 5, 6, 6, 6 = +29%, 16MB spent.

Declare Future Missions

**RMR:** No missions declared  
**Australia:** Orbital satellite launch declared.  
**Republic of Texas:** Orbital satellite launch declared.

**AL:** No missions declared  
**SLEEP:** Orbital satellite launch declared.

Missions

None

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1957)	63	63	70	65	58
Cash	0	6	2	6	12
1-Orbital Satellite		1 / 72%	2 / 68%	1 / 74%	1 / 69%
2-Interplanetary Satellite					
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket	1 / 31%	1 / 39%	2 / 32%	1 / 43%	1 / 25%
B-Two Stage Rocket					
C-Three Stage Rocket					

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
D-Liquid Fuel Strap-ons					
F-Kicker					
G-“Mega” Stage Rocket					
EVA Suits					
a-One Person Capsule	1 / 42%				
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	1	1	1	1	1
Astronauts					

**1957**

*Draw Event Cards*

**Australia:** Social programs: budget cut by 50% (-35MB).  
**AL:** Military buildup: budget cut by 30% (-19MB).  
**RMR:** Storms damage launch facility, must spend 15MB to repair. +10MB to budget.  
**SLEEP:** R&D Bonus: +1 to each die. +3MB to budget.  
**Republic of Texas:** R&D Bonus: +1 to each die. +10MB to budget.

*Final Positions*

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1957 Budget	63	63	70	65	58
Cash	0	6	2	6	12
1958 Budget	73	66	35	46	68

RMR is Red Moon Rising  
 AL is the Alliance for the Development and Exploration of Time and Space for the Advancement and Betterment of All Mankind.  
 SLEEP is Some Launches Establish Extreme Parameters

**In the Doghouse**  
**with Marmaduke**

*Andy was unable to provide his subzine this issue. It will be back next issue.*

**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. At a family reunion, it was found that the following relationships existed between the people present: Father, Mother, Son, Daughter, Uncle, Aunt, Brother, Sister, Cousin, Nephew, Niece. However, there were only four people there. How could this be so?

A1. There was a brother and a sister. The brother’s son was there and the sister’s daughter. From this, it follows that the son and daughter were cousins, and all the other relationships are quite straightforward.

Bill Scharf, Chris Geggus, Paul Bolduc, Dennis Cain, Dan Eisenhut, Brendan Whyte, and Joe Carl each receive ½ point.

Q2. Mr. and Mrs. Jones were young and active people. Their next-door neighbor, Mrs. Jackson, was a 93-year-old invalid. One day, they asked her into their house to do something that neither of them could do. There was no skill that she had that one of them did not have, so why did they need her help?

A2. Mrs. Jackson acted as a witness to a document that both the Joneses had signed.

Chris Geggus each receives 2 points.

Q3. John and David were brothers. John married Jane. David married Diana. The strange thing was, John and Diana shared the same wedding anniversary. David’s wedding anniversary was one month before this date and Jane’s was one month after it. None of them had ever divorced or remarried. What was going on?

A3. John and David were both clergymen. David married John to Diana. That is why they share the same anniversary. John married Jane to her husband. On a separate occasion, John married David to his wife.

Bill Scharf, Chris Geggus, Paul Bolduc, and Joe Carl each receive ½ point.

Q4. What is it that the man who makes it does not need; the man who buys it does not use himself, and the person who uses it does so without knowing?

A4. A coffin.

Chris Geggus and Paul Bolduc each receive 1 point.

Q5. A man pushing his car stopped outside a hotel. As soon as he got there, he knew he was bankrupt. Why?

A5. He was playing Monopoly.

Chris Geggus, Dennis Cain, and Brendan Whyte each receive ½ point.

*Current Scores*

Chris Geggus	47	Pitt Crandlemire	46½
Andy York	36½	Andy Lewis	31½
Paul Bolduc	30	Dennis Cain	25½
Brendan Whyte	25	Steve Koehler	24



Bill Scharf	21	Dan Eisenhut	19½
Berry Renken	18	Joe Carl	17½
Caleb Cousins	15½	Bob Robles	14
Brad Martin	13½	Ward Narhi	11½
Tom Howell	8½	Sean Cousins	5
Debbie Osborne	4	Kevin Wilson	3½
Sigourney Street	½		

Paul Bolduc receives a free issue! Also, Joe Carl, who receives 5 points for his contribution, has contributed the questions for next issue.

## *New Questions*

### **Topic: Miscellaneous**

1. What body of Water was originally called the Strait of the Eleven Thousand Virgins?
2. What were the five tribes in the Iroquois League when it was formed around 1600?
3. Who is the only woman in history to have married the kings of both France and England?
4. Who was the first living ruler to have his own face on a coin?
5. Where are the pyramids of Malpighi and the pyramids of Ferrein?

## Pedagogy

Uranus is the first planet to have been discovered with the aid of a telescope. It sits just on the edge of naked eye visibility, and in fact it was mistaken for a star several times before it was realized that it was in fact a planet. William Herschel discovered it in 1781, but little was known of it until this century, particularly until the visit by Voyager 2 in 1986.

Like Jupiter and Saturn, Uranus a gas giant, which means it is primarily made up of lighter gasses. It probably has a rocky core, surrounded by a layer of metallic hydrogen. It is from this layer that its magnetic field arises. Outside that layer is a layer of gasses that behave like a liquid due to the immense pressure. As you continue up, the pressure steadily drops, and the material starts to behave in a more and more gaseous manner. This continues until the cloud tops are reached.

Uranus is the smallest of the gas giants, with a diameter of only 4 times that of Earth, or just over a third of Jupiter's diameter. It presents a nearly featureless face to the universe, just a placid blue-green. The color probably results from large amounts of methane in the atmosphere. Even so, there are many oddities about this planet.

Uranus is a world on its side. It has an axial tilt of 98 degrees, which means that its south pole lies in the northern half of the solar system (as defined by the Sun's north and south poles). This is by far the most extreme axial tilt of any known planet, and it tells us that Uranus has some rather extreme seasons. Its distance from the Sun gives it a year that is 84 Earth years long, and its axial tilt means that each pole spends about 40 Earth years in alternating light and darkness. These extreme cycles mean that the polar regions actually receive more solar heat than the equator. This could explain why Voyager detected winds in excess of 720 km/h (450 mph), despite the fact that Uranus appears to lack an internal heat source.

Another oddity of Uranus is its magnetic field. The magnetic field is offset from the rotation axis by a full 59 degrees. This would be like having the north magnetic pole of Earth located in Austin, Texas. Furthermore, the center of the field is well offset from the center of the planet – about a third of the way out from the center. This means that as Uranus turns, the magnetic field twists and turns in relation to the solar wind.

Uranus was known to have rings before the Voyager encounter. They were discovered in 1977 when Uranus occulted a star. An occultation occurs when one object passes in front of another object in the sky. This particular occultation was eagerly observed because it would give astronomers valuable information about the outer portion of Uranus' atmosphere. It ended up giving them much more. As the planet approached the star, the star suddenly started blinking slightly, a total of nine times. Then, after the planet moved out from in front of the star, it blinked nine times again in the same pattern as before, only reversed. This pointed to nine thin rings of some dark matter circling the planet. Voyager later confirmed this. Two more rings have since been discovered.

The configuration of the rings was puzzling to astronomers. This is because, left to itself, any ring would slowly broaden and dissipate. So, how did Uranus' rings remain so narrow? The answer was believed to be the presence of shepherd moons. These would be small moons orbiting on either side of the ring. The gravity of the moons would keep the ring particles in the ring, thus preventing the ring from broadening. Voyager did in fact find two such moons around the brightest of Uranus' rings, the epsilon ring. These two innermost of Uranus' moons, now called Cordelia and Ophelia, were the only shepherd moons found.

Uranus was known to have five moons before the Voyager encounter. Unlike the other planets, these moons were named after characters in the plays of William Shakespeare and Alexander Pope. Voyager added 10 more to that total. All of the moons found by Voyager are small, unremarkable rocks, the largest of them being Portia at 110 km (70 mi.) in diameter. They are, from closest to farthest: Cordelia, Ophelia, Bianca, Cressida, Desdemona, Juliet, Portia, Rosalind, Belinda, and Puck. After that we reach the five pre-Voyager moons: Miranda, Ariel, Umbriel, Titania, and Oberon.

All five of the moons have many things in common. They are all made up of a mixture of ice and rock, probably a ratio of three parts ice to two parts rock, slightly higher in the case of Miranda. From there, many differences emerge.

Miranda is the smallest of the five, and it was discovered very recently, in 1948. It is in many ways the most surprising of the moons. It has considerable areas of strange, grooved terrain called coronae. To this day, it is still not known what the cause of this terrain is. Theories range from expansion caused by freezing liquid water (how liquid water got there to begin with is still a mystery) to one in which Miranda is the result of a fairly recent collision between smaller satellites that stuck. Until more close-range observations are made, there will be no way of telling for sure.

Ariel and Umbriel are the next further out, and they have a lot in common. They were both discovered in 1851 and they both show similar features. They have appreciable numbers of craters, but they are all smaller craters. Craters larger than 50 km (31 mi.) appear to have been erased, perhaps due to a period of tectonic activity. Once again, there appears to be no good explanation for such activity.

Titania and Oberon are the largest and most distant of the moons. Discovered in 1787 by William Herschel, they are mostly unsurprising. They do have surface cracks and canyons which seem to indicate that they have been expanding by about 1 to 2 percent. This could be accounted for by the expansion of freezing water, but once again, how would liquid water get out there?

In 1997, two additional moons were discovered around Uranus. Unlike the other 15, they have highly eccentric orbits. Little more is known about them.

Next issue, we move on to Neptune.

## Addresses

Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Murray Cowles 6 Chafford Gardens, West Horndun, Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	Steve Koehler "Devil Dog" <b>418 Linderhill Ln.</b> <b>Mathews, NC 28105</b> Steve_Koehler@Prodigy.com (704) 544-2849	Conrad von Metzke 4374 Donald Ave. San Diego, CA 92117	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378
Dr. Martin Burgdorf Avenida de Espania, 135 2B-20-13 28230 Las Rozas, Spain	Pitt Crandlemire 7 Franklin St. Ste. 3 Brookline, MA 02146 pittc@syncon.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Ward Narhi 40 Casterton Akron, OH 44303 Dbengarde@hotmail.com narhiw@diebold.com (330) 253-4482	Sigourney Street "Canine Killer" PO Box 1506 GMF Boston, MA 02205-1506
Tom Butcher 12532 Oak Knoll Rd. Poway, CA 92064 (619) 679-9440	Dan Eisenhut "Sadaukar" 8837 N. 96 <sup>th</sup> St. #5 Milwaukee, WI 53224-2031 eisenhut@execpc.com	Eddy Laforge 910 Hill'n'dale Dr Tupelo, MS 38801	Debbie Osborne 20832 Tuck Rd. Ste. 32 Farmington Hills, MI 48336 (248) 473-7036	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 econedit@juno.com
Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbear@rnet.com	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK	Michael Lowrey 4322 Water Oak Rd. Charlotte, NC 28211 Mlowrey@charlotte.infi.net (704) 366-2311	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands <b>blues@chal.xs4all.nl</b>	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.a u
Joe Carl 302 38 <sup>th</sup> St. NW Canton, OH 44709 Jcarl@neo.lrun.com	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it	Ken Marcinonis 657 Garnet Ln. Bolingbrook, IL 60440-1245 Kmarc@mediaone.net	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Jason Wilke "Rock-it Man" 2042 Dalton Ave. Deltona, FL 32725 wilke@n-jcenter.com (904) 789-7764
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867 raygrib@aol.com	Brad Martin 15 Turo Close Willeton 6155 Western Australia Australia martib@devetwa.edu.au	Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net Bob-rutherford@amrcorp.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Tom Howell "Whippet" 1101 W. 18 <sup>th</sup> St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@pt.olympus.net (360) 379-9697	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 104547.1370@compuserve.co m	Jeff Sandoval 2415 17 <sup>th</sup> Ave. Columbus, GA 31901	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 73210.3053@compuserve.com (210) 658-6066

## Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Dan Eisenhut, Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York **Outpost:** Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York **SolarQuest:** Andy York **Age of Renaissance:** Bob Robles

## Standby Calls

Pasquale Giovine for the Turks in Fleabag, Steve Koehler for Pitt Crandlemire in Dogstar, and Bob Robles for London in Kennel Club