

Notes from Hades

With the completion of the software rollout last month at work, my life has returned pretty much to normal. We are still doing a mad bug-stomping dance, but at least 10-hour days and frequent weekends are no longer required. This means that I can get back on schedule with the zine, especially since you were all kind enough to get your orders in promptly. Ah, 'tis a rare and wondrous thing.

One major event that is happening in my life right now is that my wife and I are buying a new house. We had already decided that this house is not where we wanted to stay forever, so about a year ago we drew up a list of things we wanted in our dream house. We haven't been looking seriously, but Celeste went to a new development near here and looked at the models for decorating ideas. When she saw this one model, she realized that it had everything on our list, including a nice big game room for me and a room suitable for a music room for her. She then took me to see it, and I agreed wholeheartedly. So, we put our initial money down, and have been gradually paying for the upgrades and options that we want. The house should be ready for us to move into by late July or early August.

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

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Game Openings

Coyote. New World. This one will start after Pooch ends. Have Brad Martin, Bob Robles, Kevin Wilson, Brendan Whyte, and Andy Lewis, need 1 more.

New Tricks. Machiavelli. 1995 edition, rules decided by majority vote. Have Ward Narhi, Jason Wilke, Bob Robles, Lee McConnell, Phil Reynolds, and Brendan Whyte, need up to 2 more. **I will start this one up with whomever I have next issue.**

Doggin' it. Silverton is a game of rail building and mining in Colorado. Game ownership is not required. Please indicate preference for Basic or Advanced game. Have Bill Scharf, Brendan Whyte, Brad Martin, and Paul Bolduc, need 2 more.

Wish List

Kremlin is a game of influence and treachery in the Soviet Politburo. Have Ward Narhi, need 5 more.

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

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

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

Your publisher is:

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

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

Ward Narhi

Hmm, I am not in any games right now so my letter will be quite short. Would you at all be interested in running a PBM game of Kremlin? I have not really given it much thought but I believe it would translate well to PBM play.

I will be attending a software class in March and am trying to schedule it in either Florida or LA. If in LA I'd love to get together for a dinner some evening.

[Good to hear from you again. I was beginning to wonder if you would go the way of Pitt Crandlemire. As for Kremlin, it has successfully made the transition to pbm play -- someone is currently running one. I think its either Paul Bolduc in Boris the Spider or Brad Martin in Western Front. I find the most recent issues of either to check, but I when I do, I for their rules and at least offer it. If I get enough interest, I run a game.]

As for March, keep me posted. If you're in town, we'd love to have dinner with you.]

Alas, I just found out my class is also offered in Michigan so I will take it there to save the company money. :(

No, don't plan on going the way of Pitt. I could have when I subbed to every zine in existence but I realized that I needed to cut down before I totally burnt out.

So I cut the zines I found I wasn't really enjoying (Maniac's Paradise, Boris, TAP, etc...). And yours is the only place I can play Machiavelli, my favorite!

Offer a gamestart in Kremlin and you can sign me up.

[Done.]

Bob Robles

Book reviews: 'Eat the Rich', by PJ O'Rourke. I've enjoyed reading PJ O'Rourke since the 1970's. PJ seems to be the only conservative humorist out there. (Rush Limbaugh, Robert Bork, George Will, Robert Novak, etc are pretty funny, down right hilarious at times. I don't think they're humorists or deliberately trying to be funny, although I could be mistaken). PJ attempts to explain economic theories and systems. This is more of a travel book, but his case studies are far better than anything I read or heard in the economics courses I took in college. I heartily recommend this book (I recommend all his books, as a matter of fact). Death to liberals, long live PJ!

Another humor book from Scott Adams, creator of Dilbert. 'The Joy of Work'. Mr. Adams takes yet another look at the modern workplace. I feel each of Mr. Adam's successive books seems to be less and less relevant and more juvenile

than humorous. The chapter of practical jokes to play on co-workers was worth the price of the book, however (if you can get it in a discount bin at a large bookstore chain). My advice to Mr. Adams, put all your money in a trust, get a job in a cubicle farm and do some serious 'prairie-dogging'. Bring back the freshness and originality that made 'Dilbert' popular in the first place.

Finally, 'Housekeeping', by Marilynne Robinson. Not a new book, late '80's I believe. A first novel that looks at a pair of sisters as they grow up under a succession of relatives in a forsaken town. The writing is brilliant and really gave me quite a heartache reading it. Unfortunately, I cannot provide a description of the writing to do justice to the book, so I recommend this book quite highly. The local

intellectual NPR talk show included it in the top 100 English language novels ever written, for what it is worth.

Caleb Cousins

Thank you Chris for supplying standby orders in Kennel Club. I'll try not to NMR again, last month just caught me among two exams and a paper due and the S.O.B. just slipped my mind.

[No problem. I decided that a completely depriving any player of a purchase and expansion turn at that stage of the game would unbalance things far too much. So, I just created a reasonable set of first turn orders. I hope no one objects.]

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

Summer 1458

Deadline/Fall 1458 2/23 Tuesday

France and Milan make some small progress against Venice, while Austria only has him stalemated for now. Naples and the Turks have each other completely stalemated, and the war between Florence and the Pope grinds on.

Addendum

In the last turn, I mistakenly ruled that the Papal fleet in Padua was destroyed. In fact, the Papal army in Bologna successfully supported its move to Ferrara; therefore, it escaped destruction and displaced the Venetian unit in Ferrara, which can retreat either to Verona or to garrison.

Spring 1458 Retreats

Austrian A Carinthia retreats to Austria

Venetian A Ferrara retreats to garrison.

Orders

Austria : A AUSTRIA supports A Slavonia to Carinthia
A HUNGARY to Slavonia
A SLAVONIA to Carinthia
A BOSNIA to Croatia

Florence : A Lucca to PISTOIA
A PISA to Florence
A PIOMBINO to Sienna

France : A PROVENCE holds
A GENOA supports Milan A Fornova to Modena
A TYROLEA supports Austrian A Austria to Carinthia (nso)
A COMO supports A Milan (nso)
A SAVOY besieges
F LIGURIAN SEA supports F Gulf of Lions
F GULF OF LIONS supports F Ligurian Sea

Milan : A Milan to BERGAMO
A Fornova to MODENA
A PARMA supports A Fornova to Modena
G MILAN converts to A

Naples : A AQUILA supports Papal A Urbino to Ancona (nso)
F NAPLES to Tyrrhenian Sea
F PALERMO supports F Ionian Sea to Central Mediterranean (cut)
F CORSICA to Sardinia
F IONIAN SEA to Central Mediterranean
F LOWER ADRIATIC to Durazzo

Orders (cont.)

Papacy : A Rome to SPOLETO
A URBINO supports A Rome to Spoleto
A BOLOGNA supports A Arezzo to Florence (cut)
A AREZZO to Florence
A SIENNA supports A Arezzo to Florence (cut)
F Ferrara to Upper Adriatic (DESTROYED!)

Turks : A Herzegovina to RAGUSA
F DURAZZO to Ionian Sea
F SARDINIA to Corsica
A TYRRHENIAN SEA to Palermo
A CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea to Palermo (cut)

Venice : A ANCONA to Urbino
A Modena to Bologna (DISLODGED, retreat Lucca, garrison, OTB)
A TRENTO to Milan
A Cremona to MANTUA
A CARNIOLA supports A Carinthia
A CARINTHIA supports A Trent to Milan (cut)
A PADUA supports G Ferrara convert
F UPPER ADRIATIC supports A Modena to Bologna (cut)
F CROATIA supports F Upper Adriatic (cut)
F DALMATIA supports F Croatia
G FERRARA converts to A

Press

Austria - Milan: Please support my attack from SLA on CARIN next turn if it did not succeed this time. If I am in CARIN, I shall support you against TRENTO.

Austria - Papacy: I should appreciate your advance to VER from where you could support my A SLA to CARIN or M to TRENTO.

Austria - Venice: Your chumming up to the GM is disgusting!

France - Milan: I'll support you into Modena, but I'm not quite set to move to Lucca...I'll let you know.

France - Naples: You offer me your enemy's heartland. Gee, thanks...thanks a lot.

France - Venice: Your list of acceptable vices was enlightening...I hadn't realized you were from New Jersey until now.

Milan – France: If I am in Modena I shall support you in Lucca, otherwise I need again your support for my A Fornova - Modena. If I am yet in garrison in Milan, I ask for your support to conversion from Como.

Milan – Austria: Sorry for Trent, but I was quite sure that you went for the lonely Carniola with the support of Slavonia instead of Trent.

Milan – Papacy: If I am in Modena I shall support France in Lucca, while I need yours from Bologna for my Parma - Mantua: after this I shall support you in Ferrara.

Naples – France: I need some help to break the Turkish stalemate line. You can have Cor and Sard, in return for helping me get Tunis.

Naples – Pope: You owe me one!

Papacy – Naples: Can you help me take Ancona back from the vile Venice, I would owe you a favor if you followed through. Please support Spo - Anc, but if Spo is unoccupied then please support Urb to Anc.

Papacy – Milan: Venice is crude and extremely ungrateful for the alliance I had with him. He used me at started to take my own SC. One SC stabs are the mark of bad leaders. I would love to have an alliance with you against Venice. Poor leadership deserves to be punished.

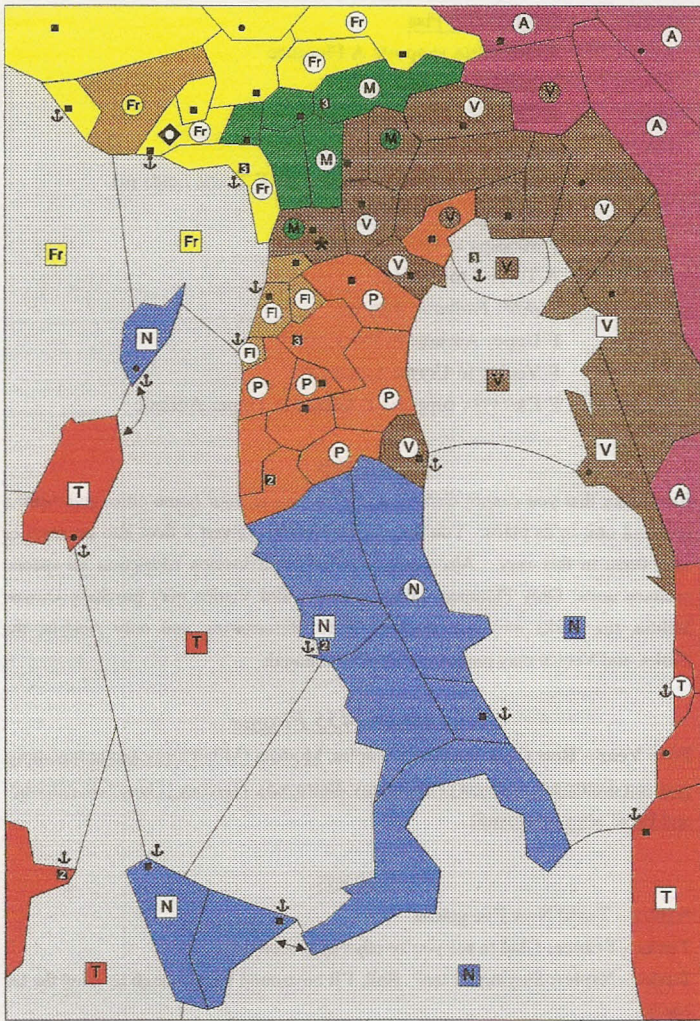
Papacy – France: I could use your help in finishing off Florence. I'll owe you a favor if you help out.

Turks – Venice: This turn could be VERY interesting.

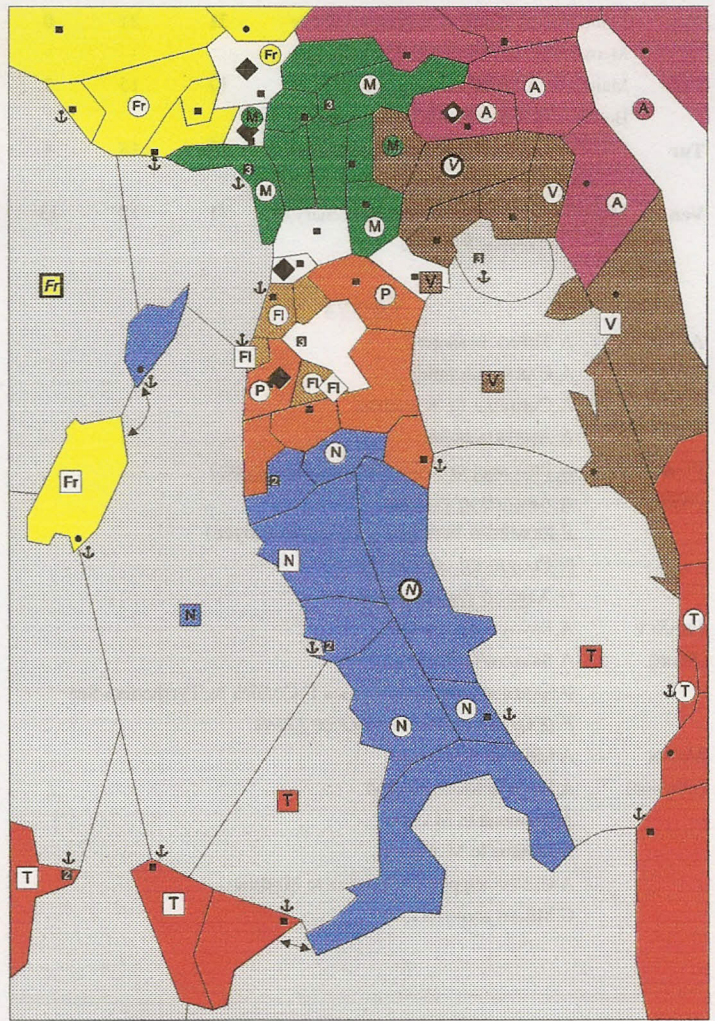
Venice – Turks: I hope we'll be able to deal with the mobsters that are trying to kill us, next time I'll try to move back into the LA again.

Venice – Pope: You're calling me "trash" now? Up yours, Sir.
Citizen Dog

"Feral Dogs"



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



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

Citizen Dog**Spring 1455****Deadline for Summer 1455: 2/23 Tuesday**

The powers expand in earnest now. Austria shyly extends his influence into Slavonia, while Milan and France both boldly grab at neutrals. Naples gains some French help against the Turk, and Florence gains some divine help against the Pope. Venice moves defensively.

Builds

		Treas.	Cost	Rem
Aus	Maintains all, builds A Austria	14	12	2
Flo	Maintains all, builds A Pisa, G Arezzo	18	15	3
Fra	Maintains all, builds F (Elite Mercenary) Marseilles	17	15	2
Mil	Maintains all, builds A Pavia, A Cremona, G Milan	28	18	10
Nap	Maintains all, builds A Bari and A (Elite Mercenary) Naples	21	21	0
Pap	Maintains A Sienna, A Florence, A Bologna, builds A Perugia, <u>A Ancona</u>	17	15	2
Tur	Maintains all, builds F Tunis, F Durazzo, A Albania	22	18	4
Ven	Maintains all, builds A (Elite Mercenary) Padua, A Treviso, F Venice	31	18	13

Orders

AUSTRIA (Robles)	A TRENT besieges A CARNIOLA holds A Carinthia to SLAVONIA A AUSTRIA holds
FLORENCE (Wilson)	<u>A PISA supports G Florence convert (cut)</u> <u>A AREZZO to Perugia</u> F PIOMBINO besieges (garrison destroyed) <u>G FLORENCE converts to A</u> <u>G AREZZO converts to A</u>
FRANCE (Scott)	A Savoy to PROVENCE A Saluzzo to TURIN F SARDINIA supports Naples F Corsica to Tyrrhenian Sea <i>F (EM) Marseilles to GULF OF LIONS</i>
MILAN (Giovine)	A Milan to BERGAMO A Pavia to MONTFERRAT A Cremona to MANTUA A Mantua to MODENA A GENOA supports A Mantua to Modena G MILAN converts to A

Orders (cont.)

NAPLES (McConnell)	A Bari to SALERNO A Aquila to BARI <i>A Naples to AQUILA</i> <u>A SPOLETO to Perugia</u> F Rome to CAPUA F Corsica to TYRRHENIAN SEA
PAPACY (Martin)	A FLORENCE besieges <u>A SIENNA to Pisa</u> A BOLOGNA supports A Florence <u>A PERUGIA to Arezzo</u>
TURKS (Wilke)	A Albania to RAGUSA A Ragusa to HERZEGOVINA F Durazzo to LOWER ADRIATIC, F TUNIS holds (u) <u>F PALERMO to Tyrrhenian Sea</u> F Messina to GULF OF NAPLES
VENICE (Grib)	A Treviso to FRIULI <i>A (EM) Padua to VERONA</i> F Upper Adriatic to FERRARA F Venice to UPPER ADRIATIC F CROATIA supports F Venice to Upper Adriatic

Notes

Remember that you cannot disband a unit on one of your home cities and build a different unit in its place. You are not allowed to convert a fleet into an army or vice versa in this way. Also remember the 1995 version restriction on special military units: Only Florence, Milan, Papacy, and Venice may purchase Citizen Militia, the Turks may not purchase Elite Mercenaries, and only Austria, the Turks, and Venice may purchase Elite Professionals.

Summer 1455 Plague

Poor Year – Row Only. Durazzo, Naples, Modena (Milan army and autonomous garrison destroyed), Perugia (Papal army destroyed), Florence (Florentine garrison and Papal army destroyed)

Press

Naples – Turk: Now I've gotcha!

Turks – France: Glad to see you're otherwise occupied.

Turks – Naples: Staying for tea? Hell, I'll be around long enough to grow the tea leaves.

Dogpaddle**Epoch IV Guptas, Goths, Huns, and Byzantines****Deadline for Epoch IV T'ang Dynasty, Arabs, and Khmers: 2/23 Tuesday**Epoch IV

The Triffids (Geggus) plays Kingdom in the Highlands (army, city, and fort in Highlands). GUPTAS. Army and Capital *Eastern Deccan* (Mauryan army destroyed), fleet *Bay of Bengal*, army *Western Deccan* (vs. Indus Valley: G: 6, 6; I: 4; wins), *Lower Indus* (vs. Romans: G: 3, 1; R: 1; wins), *Persian Salt Desert* (vs. Romans: G: 4, 1; R: 3; wins), *Zagros* (vs. Sassanids: G: 4, 2; S: 5; loses), *Zagros* (vs. Sassanids: G: 4, 3; S: 2; wins, Capital reduced to city), *Eastern Ghats*

(vs. Indus Valley: G: 6, 3; I: 5; wins). Builds Monument *Eastern Deccan*. Points: Dominance in India (6) and Northern Europe (4), Presence in Middle East (3) and Southern Europe (3), one Capital (2), three cities (3), one Sea (1), and three Monuments (3) for 25 points.

The Go Masters (Carl) plays Kingdom in the Malay Peninsula (army, city, and fort *Malay Peninsula*, Mauryan Army retreats to *Irrawaddy*). GOTHIS. Plays

Leader. Army *Danubia* (Macedonian army eliminated), *Dalmatia* (vs. Romans: G: 2, 2, 1; R: 5, 1; loses), *Dalmatia* (vs. Romans: G: 5, 5, 1; R: 4, 3; wins), *Northern Apennines* (vs. Romans: G: 6, 5, 3; R: 5; wins), *Southern Apennines* (vs. Romans: G: 5, 4, 1; R: 5; G: 6, 5, 3; R: 3; wins, Capital reduced to city), *Central Massif* (vs. Celts: G: 6, 6, 3; C: 6; G: 6, 4, 4; C: 3; wins), *Dniepr* (vs. Celts: G: 6, 6, 1; C: 5; wins), *Baltic Seaboard*, *Central Europe* (vs. Celts: G: 5, 4, 3; C: 4; wins), fort *Southern Apennines*. Points: Dominance Middle East (6) and Southern Europe (6), Presence India (3), Northern Europe (2), and Southeast Asia (2), three cities (3), and five Monuments (5) for 27 points.

Gaming Through the Ages (Lewis) plays Empire Revives to place one army *Mekong*, and two armies *Wei River*. HUNS: Army *Western Steppe*, army *Caucuses* (vs. Scythians: H: 6, 3; S: 4; wins), *Eastern Anatolia* (vs. Sassanids: H: 6, 4; S: 2, 1; wins), *North European Plain*, *Baltic Seaboard* (vs. Goths: H: 3, 2; G: 6; loses), *Baltic Seaboard* (vs. Goths: H: 6, 3; G: 2; wins), *Scandinavia*, *Lower Rhine*, *Central Europe* (vs. Goths: H: 5, 5; G: 3; wins), *Upper Tigris* (vs. Sassanids: G: 3, 1; S: 2; wins), *Levant* (vs. Sassanids: H: 5, 1; S: 1; wins), *Zagros* (vs. Guptas: H: 4, 1; G: 1; wins, city eliminated), *Persian Plateau* (vs. Sassanids: H: 5, 4; S: 6; loses), *Persian Plateau* (vs. Sassanids: H: 5, 1; S: 1; wins). Builds Monument *Levant*. Points: Dominance in Middle East (6), China (6), and Northern Europe (4), Presence in North Africa (2), India (3), Southern Europe (3), and Southeast Asia (2), two cities (2), eight Monuments (8) for 36 points. BYZANTINES are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	27	54
Chris Geggus	The Triffids (Green)	29	66
Dennis Cain	Impending Ascension (Red)	29	50
Joe Carl	The Go Masters (Black)	31	60
Brad Martin	The Zircon Utopia (Blue)	35	59
Andy Lewis	Gaming Through the Ages (Purple)	34	80

Final Positions

Snoopy's Blanket Chasers: Fleet *Red Sea*. SCYTHEANS: Army *Western Anatolia*. MACEDONIA: Army and city *Shatts Plateau*, armies *Danubia*, *Nile Delta*, *Nubia*, and *Palestine*.

Impending Ascension: PERSIANS: Army and fort *Hindu Kush*. MAURYA: Three armies and fort *Irrawaddy*, armies *Sumatra* and *Szechwan*.

The Zircon Utopia: Fleet *Eastern Mediterranean*. INDUS VALLEY: Army *Ceylon*. CIVIL WAR: Army *Arabian Peninsula*. CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin*, and *Yangtse Kian*. ROMANS: Army, city, and Monument *Pindus*, armies *Morea*, *Upper Indus*, and *Ganges Valley*.

The Go Masters: ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army and Capital *Central America*, army *Guyana Highlands*. SASSANIDS: Army and fort *Hindu Kush*. GOTHES: Army, city, Monument, and fort *Southern Apennines*, armies *Danubia*, *Dniepr*, *Dalmatia*, *Northern Apennines*, and *Central Massif*.

The Triffids: Fleet *Bay of Bengal*. GREEK CITY STATES: Army, city, and fort *Crete*, two armies *Balkans*. CELTS: Armies *Northern Gaul*, *Albion*, and *Pyrenees*. HIGHLAND KINGDOM: Army, city, and fort in *Highlands*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*, armies *Persian Salt Desert*, *Lower Indus*, *Western Deccan*, and *Eastern Ghats*.

Gaming Through the Ages: Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*. CARTHAGINIA: Armies *Libya*, *Southern Iberia*, and *Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*. HSUING-NU: Three armies and Monument *Wei River*, two armies *Mekong*, armies *Mongolia*, *Great Plain of China*, *Chekiang*, and *Si-Kyang*. HUNS: Army and Monument *Persian Plateau*, *Zagros*, *Eastern Anatolia*, *Upper Tigris*, *Levant*, and *Central Europe*, armies *Western Steppe*, *Caucuses*, *North European Plain*, *Baltic Seaboard*, *Scandinavia*, and *Lower Rhine*.

Your event cards are: _____

Epoch IV Empire

Your Empire is: _____

Running Dogs

Turn 8 Combat to Turn 9 Bidding

Turn 9 Bidding and Movement due: 2/23 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 Carthage

The Bene Gesserit Voice the Ixians not to use a projectile weapon. The Ixians play a Karama card to boost their funded strength to 1.5 per token.

	Bene Gesserit	Ixians
Leader	Cheap Heroine (0)	2 nd Lieutenant (1)
Offense	Chaumas	None
Defense	None	Snooper
Dial	3	12
Spice	0	8
Total	3	13

Ixians win. Chaumas, Cheap Heroine, and Snooper are all discarded. 6 Bene Gesserit and 8 Ixian tokens go to the tanks. Bene Tleilaxu attack the 2nd Lieutenant with a La, La, La card, which is not defended against. No result.

Spice Collection

- Emperor receive 2 spice (Arrakeen)
- Fremen receive 11 spice (1 from Tuck's Sietch, 10 from Ixian alliance)
- Harkonnens receive 4 spice (OH Gap)
- Ixians receive 12 spice (2 from Arrakeen, 10 from tech sales)

Spice Blow

6 spice in Funeral Plain
 6 spice in Hagga Basin
 (Turn 10 spice blow: _____)

Turn 9

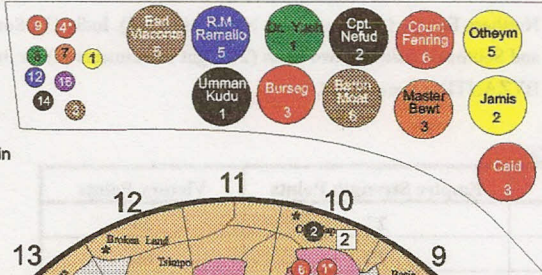
Storm Movement

The storm moves 1 sector to sector 16. Turn 10 storm movement is _____.

Key

- Tokens
- Spice
- Atriedes
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad

The Tanks



Bidding

CHOAM Charity recipients: Bene Gesserit.
 7 cards are up for bid. Eligible bidders are Atriedes (2 cards), Bene Gesserit (2 cards), Bene Tleilaxu (3 cards), Fremen (2 cards), Guild (3 cards), Harkonnens (7 cards), and Ixians (2 cards).
 Available cards are: _____

Final Positions

- Atriedes:** 8 tokens and Dr. Yuch in the tanks, 5 tokens Imperial Basin, 7 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 2 tokens Tuck's Sietch, 2 tokens Arrakeen, 3 tokens Habbanya Ridge Sietch, 12 tokens and Reverend Mother Ramallo in the tanks, 3 tokens off-planet
- Bene Tleilaxu:** _____ traitors, no traps
- Emperor:** 7 tokens (1 Elite Sadaukar) Arrakeen, 13 tokens (4 Elite Sadaukar), Count Fenring, Caid, and Burseg in the tanks
- Fremen:** 3 tokens Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) Tuck's Sietch, 6 tokens (1 Fedaykin) Habbanya Erg (16), 1 token, Otheym, and Jamis in the tanks
- Guild:** 1 token Pasty Mesa (6), 7 tokens and Master Bewt in the tanks, 12 tokens off-planet
- Harkonnens:** 14 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens OH Gap, 1 token off-planet
- Ixians:** 16 tokens in the tanks, 4 tokens Carthag
- Lansraad:** 2 tokens False Wall South, 5 tokens False Wall West (16), 7 tokens off-planet, 6 tokens, Earl Viaconte, and Baron Moat in the tanks

Your cards: _____
 Your spice: _____

Lupine

Turn 4 Conferences, Cabinet, and Coalitions
Turn 4 Media Tokens and Campaign Days due: 2/23 Tuesday

Conferences

CDU calls a special conference (500 DM) and changes Gewerkschaft to 35-Stunden Woche JA
 CDU gains 3 party bases, Grüne gains 2 party bases, FDP gains 1 party base, and SPD gains 0 party bases.

Cabinet

SPD sends his Innenminister to Hamburg (500 DM) and doubles §218 NEIN.
 CDU sends his Generalsekretär to Saarland (300 DM) and increases his vote share by 5.
 Grüne passes.
 FDP passes.
 SPD sends his Hinterbänkler to Saarland (300 DM) and increases his vote share by 5.

Coalitions

None formed.

Notes

Thanks to Bill Scharf for his unused standby orders. One free issue is awarded.

The Parties

<p>CDU</p> <p>Player: Caleb Cousins</p> <p>Campaign Days: 0</p> <p>Media: 2</p> <p>Conferences: Special</p> <p>Platform: <u>Freugeutliche Grundordnung</u></p> <p>Atomkraft NEIN</p> <p>NATO NEIN</p> <p>Steuersenkung JA</p> <p>35-Stunden Woche JA</p>	<p>Grüne</p> <p>Player: Brad Martin</p> <p>Campaign Days: 15</p> <p>Media: 4</p> <p>Conferences: 2 Special</p> <p>Regular</p> <p>Platform: <u>Umweltshutz</u></p> <p>§218 JA</p> <p>Atomkraft NEIN</p> <p>Steuersenkung JA</p> <p>Gewerkschaft</p>	<p>FDP</p> <p>Player: Andy York</p> <p>Campaign Days: 3</p> <p>Media: 0</p> <p>Conferences: Special</p> <p>Regular</p> <p>Platform: <u>Marktwirtschaft</u></p> <p>35-Stunden-Woche JA</p> <p>NATO NEIN</p> <p>Steuersenkung NEIN</p> <p>Atomkraft JA</p>	<p>SPD</p> <p>Player: Andy Lewis</p> <p>Campaign Days: 13</p> <p>Media: 1</p> <p>Conferences: 2 Special</p> <p>Regular</p> <p>Platform: <u>Gewerkschaft</u></p> <p>35-Stunden-Woche JA</p> <p>NATO JA</p> <p>§218 NEIN</p> <p>Atomkraft JA</p>
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The Provinces

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	10	0	4	1
Vote Share	10	5	0	11
Media Tokens	2	1	1	0
Trend	+2	0	0	+1

Issues: NATO NEIN
 Atomkraft NEIN
 Steuersenkung JA
 35-Stunden-Woche NEIN

Mandate Range: 4-9

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	1	0	4	0
Vote Share	0	0	0	8
Media Tokens	0	0	3	0
Trend	-2	-1	+2	+2

Issues: Marktwirtschaft
 §218 JA
 35-Stunden-Woche JA

Mandate Range: 1-6

Available Issues

Steuersenkung JA	Gewerkschaft
Atomkraft NEIN	35-Stunden-Woche NEIN
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	Gewerkschaft
Freugeutliche Grundordnung	Freugeutliche Grundordnung
NATO NEIN	§218 JA
Steuersenkung NEIN	

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	4	0	4	1
Vote Share	0	0	0	6
Media Tokens	1	0	0	2
Trend	-2	0	0	+2

Issues: §218 NEIN (x2)
 35-Stunden-Woche JA

Mandate Range: 2-7

Schleswig-Holstein

	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: §218 JA

Mandate Range: 5-10

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	2
Party Bases	14	8	18	17
Votes	140	356	700	1420

Issues: Atomkraft JA (x2), Steuersenkung NEIN, 35-Stunden-Woche JA (x2), NATO JA, §218 NEIN

Press

SPD – GM: I blew a golden opportunity in Bremen. I never thought that I'd have the majority and have the ability to change the issue. Must always plan for the unexpected like getting opinion polls for cheap. I gotta put a cap on the number of polls bought.

Order for turn 4 is: SPD, CDU, Grüne, FDP

Your cash: _____

Available Ministers: _____

Sun Dog

Turns 21.6 to 23.6

Turns 24.1 to 26.1 due: 2/23 Tuesday

Turn 21

Company	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Enceladus	2, 5	Federation Station VIII	Gains \$500.

Turn 22

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	4, 6	Nereid	10 fuel used, refuels to full
Century 22	Pluto	5, 6	Venus	11 fuel used, refuels to full
SSU	Himalia	1, 4	Io	5 fuel used, pays \$270 to TE
vRE	Uranus Research Lab	5, 5	Blank Dot 8	Gains \$100
LRI	Rhea	1, 6	Titan	7 fuel used. LRI is stranded and out of the game! All his owned properties revert to control of the bank.
RD/RSE	Federation Station VIII	1, 2	Larissa	3 fuel used, unable to buy due to lack of funds

Turn 23

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	1, 5	Triton	6 fuel used
Century 22	Venus	2, 5	Iapetus	7 fuel used.
SSU	Io	1, 5	Thebe	6 fuel used, \$65 rent owed to Century 22
vRE	Blank Dot 8	4, 5	Phoebe	Buys for \$200, places fuel station, and refuels.
RD/RSE	Larissa	2, 3	Triton	5 fuel used, pays \$370 to TE

The Players (After Turn 23.6)

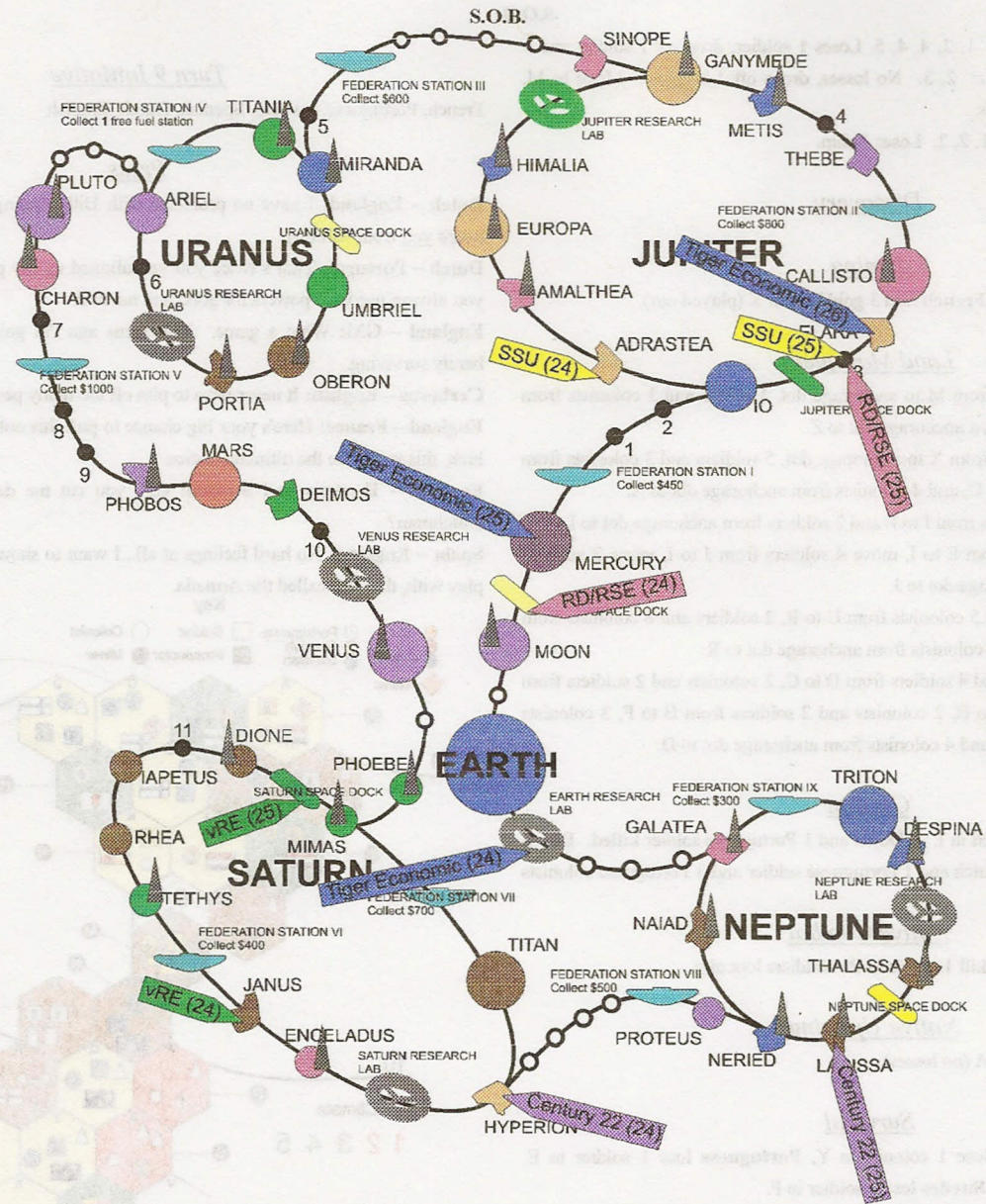
Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton	2	19	3780
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Pluto	1	18	625
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Neptune Space Dock	1	14	125
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Dimos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe	2	25	2220
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus	0	17	295

Turn 24

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Triton	3, 3	Earth Research Lab?	6 fuel used, gains \$100, buys Earth Research Lab for \$500.
Century 22	Iapetus	2, 5	Hyperion	7 fuel used, declines to purchase.
SSU	Thebe	3, 5	Adrastea	8 fuel used, may purchase for \$120
vRE	Phoebe	4, 5	Janus	9 fuel used, may purchase for \$210.
RD/RSE	Triton	5, 5	Solar Space Dock?	10 fuel used, gains \$100 from doubles, \$500 from passing Earth, may purchase Solar Space Dock for \$450.

Turn 25

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth Research Lab?	1, 4	Mercury?	Gains \$500 for passing Earth, buys Mercury for \$450.
Century 22	Hyperion	3, 5	Larissa	8 fuel used, unable to purchase.
SSU	Adrastea	1, 2	Blank Dot 3	3 fuel used.
vRE	Janus	3, 4	Saturn Space Dock	7 fuel used, refuels to full
RD/RSE	Solar Space Dock?	1, 6	Blank Dot 3?	



Turn 26

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Mercury?	1, 6	Elara?	Buys Elara for \$170.

Press

RD/RSE to LRI: What a way to go, dude!

SSU to LRI: Don't feel lonely, I shouldn't be too far from joining you. So what happened? You seemed to be doing well.

Pooch

Turn 9

Turn 10 due: 2/34 Tuesday

Planning

- Dutch maintain 4 ships (\$16) and buy 2 soldier (\$20) for \$36.
- English maintain 6 ships (\$24) and buy 4 soldiers (\$40) for \$64.
- French maintains 3 ships (\$12) for \$12.
- Portuguese maintains 5 ships (\$20) and buys 6 soldiers (\$60) for \$80.
- Spanish maintains 6 ships (\$24) and buys 2 soldiers (\$20) for \$44.
- Swedes maintains 6 ships (\$24) for \$24.

Outbound Naval Movement

- Dutch move to J. Dice: 2, 6, 6, 6. No losses.
- English move to R. Dice: 2, 4, 5, 5. No losses.
- French move to X. Dice: 2, 3, 3, 5, 6. No losses.
- Portuguese move to I. Dice: 1, 1, 1, 1, 2, 3, 4, 6, 6. Loses 3 ships, 4 soldiers, and 4 colonists.

Spanish move to Y. Dice: 1, 2, 4, 4, 5. Loses 1 soldier, drop off 1 soldier and 3 colonists. Move to Z. Dice: 2, 3. No losses, drops off 1 colonist. Move to M. Dice: 2, 2, 5, 5, 6. No losses.
Swedes move to D. Dice: 1, 2, 2. Loses 1 ship.

Discovery

No new mines discovered.

Mining

Spain mines one bar in M. **French** raid 3 gold bars in X (played out).

Land Movement

Spanish move 1 gold bar from M to anchorage dot, 1 soldier and 3 colonists from anchorage dot to Y, 1 colonist anchorage dot to Z.
French moves 3 gold bars from X to anchorage dot, 5 soldiers and 3 colonists from X to T, 3 soldiers from X to U, and 4 colonists from anchorage dot to X.
Portuguese move 5 soldiers from I to E and 2 soldiers from anchorage dot to I.
Dutch move 6 colonists from E to I, move 4 soldiers from J to I, move 2 soldiers and 4 colonists from anchorage dot to J.
English move 1 soldier and 5 colonists from U to R, 2 soldiers and 6 colonists from T to R, and 4 soldiers and 4 colonists from anchorage dot to R.
Swedes move 2 colonists and 4 soldiers from D to C, 2 colonists and 2 soldiers from C to G, 2 soldiers from C to B, 2 colonists and 2 soldiers from B to F, 3 colonists and 3 soldiers from G to F, and 4 colonists from anchorage dot to D.

Combat

Portuguese attack the Dutch in I. 1 Dutch and 1 Portuguese soldier killed. **Dutch** attack Portuguese in I. 1 Dutch and 1 Portuguese soldier and 3 Portuguese colonists killed.

Native Combat

English lose 2 soldiers and kill 1 native in R. Soldiers loot city.

Native Uprisings

Climate is a 2. Uprising in A (no losses).

Survival

Climate is a 5. **Spanish** lose 1 colonist in Y, **Portuguese** lose 1 soldier in E, **English** lose 1 soldier in R, **Swedes** lose 1 soldier in F.

Political Control

French gain political control in T. **Dutch** lose political control of E and F and gain political control of I. **English** lose political control of T and U and gain political control of R.

Homebound Naval Movement

Spanish: Dice: 2, 4, 5, 6. No losses.
French: Dice: 1, 3, 3, 4, 5. Loses 1 ship and 1 gold.
Portuguese: Dice: 1, 2, 3, 3, 4, 5, 5, 6, 6, 6. Loses 2 ships.
Dutch: Dice: 2, 6, 6, 6. No losses.
English: Dice: 1, 3, 3, 5, 6. Loses 2 ships.
Swedes: Dice: 2, 4, 5. No losses.

Income

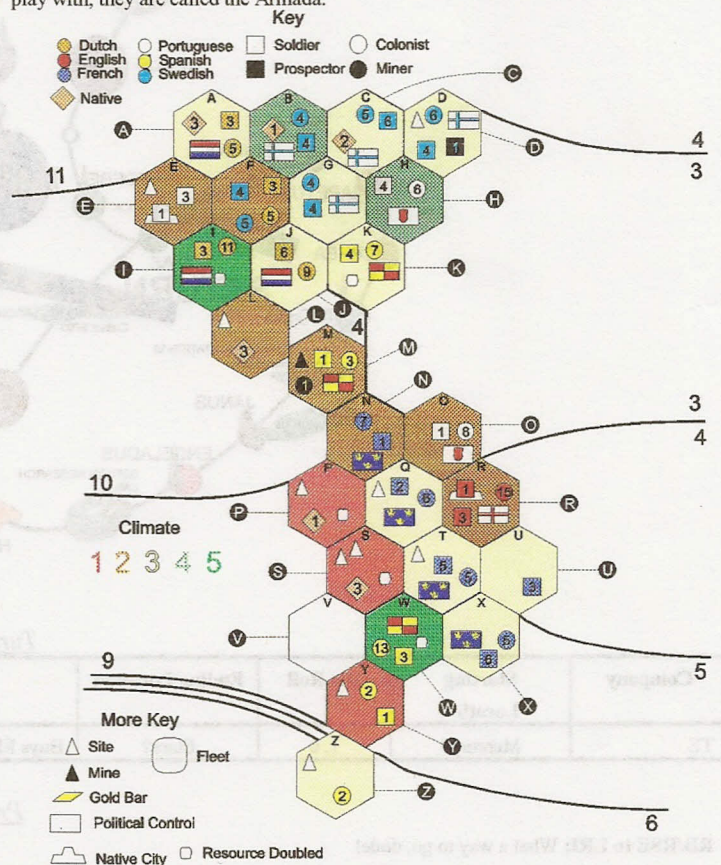
Spanish: Political Control: \$160, gold: \$40, resources: \$141.
French: Political Control: \$200, gold: \$80, resources: \$69.
Portuguese: Political Control: \$120, resources: \$42.
Dutch: Political Control: \$160, resources: \$123.
English: Political Control: \$80, resources: \$45.
Swedes: Political Control: \$200, resources: \$72.

Turn 9 Initiative

French, Portuguese, Swedes, Spanish, Dutch, English

Press

Dutch – English: I have no problems with Bill winning again, particularly if it keeps you from winning.
Dutch – Portugal: That's twice you've bulloxed up my plans...you're good. May you always use your powers for good and not evil.
England – GM: What a game. Two turns ago I'm going for the win, now I'm barely surviving.
Cerberus – English: It never pays to piss off too many people at once.
England – France: Here's your big chance to pull this out. With your opening bad luck, this would be the ultimate justice.
England – Iberians and Sweden: OK, you cut me down, now how 'bout the Dutchman?
Spain – England: No hard feelings at all...I want to show you some of the boats I play with, they are called the Armada.



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$930	4	4	4
English	Dennis Cain	\$740	8	4	4
French	Dan Eisenhut	\$598	4	2	3
Portuguese	Andy Lewis	\$582	6	0	4
Spanish	Bob Robles	\$880	7	6	4
Swedish	Kevin Wilson	\$797	0	6	4

Dogstar

Turn 4

Turn 5 due: 2/23 Tuesday

ID (Scharf) opens the bidding on Heavy Equipment at 34 and gets it (Or5, Wa5, Wa6, Wa9, Wa9)

2112 Corporation (Cain) buys a water factory (Or3, Wa8, Wa9) and a population factor (Or4, Wa6)

BarterTown III (York) buys a water factory (Or2, Or2, Or4, Wa5, Wa8)

Basset Base Beta (Koehler) buys a population factor (Or1, Ti9).

Australis (Martin) opens the bidding on Heavy Equipment at 30 and The Mystery Machine gets it for 34 (Or4, Wa7, Wa7, Wa8, Wa8). Opens the bidding on a Nodule at 25 and gets it (Or2, Or3, Or4, Wa6, Wa10)

The Mystery Machine (Lewis) passes.

Heavenly Bodies Development Company III (Wilson) buys two population factors (Wa5, Wa8, Wa8)

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) buys a water factory (Or3, Or5, Wa6, Wa6) and a population factor (Wa10)

Dark Matter Mining Corp. (Eisenhut) buys a water factory (Or1, Or1, Or1, Or2, Or4, Or4, Wa7) and a population factor (Wa4, Wa6)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF	No	7
2	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF	HE	6
3	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF	DL	6
4	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	DL	6
5	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF	HE	6
6	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE	6
7	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF		5
8	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF	Wa	5
9	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF	HE	5

Available Upgrades

New Arrivals: Heavy Equipment, Data Library, Nodule

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

In the warehouse: _____

New cards: _____

ID takes a Mega Water card.

Kennel Club

**Turn 1, Phase 7, Turn 2 Phases 1 - 3
Turn 2 Phases 4 - 6 due: 2/23 Tuesday**

Turn 1

Phase 7 – Buy Tokens

Barcelona (Koehler) buys 7 tokens

Genoa (C. Cousins) buys 14 tokens

Hamburg (Martin) buys 23 tokens

London (Cowles) buys 18 tokens

Paris (Burgdorf) buys 36 tokens

Venice (Cain) buys 13 tokens

Turn 2

Phase 1 – Card Draw

No actions

Phase 2 – Card Buy/Discard

No actions

Phase 3 – Card Play

Barcelona plays Stone (\$4 to Genoa, \$1 each to London, Venice, and Hamburg).

Venice plays Rashid-al-Din (protected).

Genoa plays Mysticism Abounds. All players increase misery by 40.

London plays Civil War on Paris. Misery increases to 50. ● in Paris reduced to ■. Must lose 18 tokens or \$15. Plays Rebellion on Lisbon. ● reduced to ■.

Hamburg plays Silk (\$8 to Barcelona).

Paris plays Armor

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	40	13	\$44	2	5	2	
Steve Koehler	Barcelona	40	7	\$54	1	6		I
Brad Martin	Hamburg	50	23	\$11	5	3	2	I
Martin Burgdorf	Paris	50	35	\$30	6	4		
Caleb Cousins	Genoa	40	14	\$44	3	5	2	
Murray Cowles	London	40	18	\$42	4	5	2	

Players are listed in reverse tie breaking order

Commodity Log

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

* Double surplus in effect.

Cards in Play

Venice Rashid-al-Din, protected

Paris Civil War, Armor

Notes

Thanks to Phil Reynolds for his unused standby orders for Genoa. One free issue is awarded. Also, last turn's total for Paris should have been \$66, not \$76.

Your Cards: _____

Dog Pound

1959

1960 Orders due: 2/23 Tuesday

1959

Held Event Cards

AL: Computer breakthrough

Event Card Resolution

RMR: Steals the secrets of the EVA Suit program of the Republic of Texas.

Republic of Texas: Pays 10MB to fix minor problem.

SLEEP: Chooses RMR as his international mission partner.

Purchase Hardware

RMR: Buys Orbital Satellite program for 6MB, third launch facility for 30MB, astronaut Red Sonja for 2MB, Docking Module program for 18MB, 1 docking module for 2MB, 2 one-stage rockets for 6MB, and 2 one-person capsules for 4MB.

Australia: Buys Interplanetary Satellite program for 24MB, Docking Module program for 18MB, EVA Suit program for 18MB, and 2 one-stage rockets for 6MB.

Republic of Texas: Buys third launch facility for 30MB, Docking Module program for 18MB, 3 one-stage rockets for 9MB, 2 one-person capsules for 4MB, and 4 astronauts (Milbourn, Camden, Green, and Moon) for 8MB.

SLEEP: Buys Two-Stage Rocket program for 60MB and astronaut Harpo for 2MB.

AL: Buys EVA Suit program for 18MB, 2 one-person capsules for 4MB.

Conduct Research and Development

RMR: 1: 8 dice: 1, 2, 2, 2, 3, 3, 4, 6 = +23%, 8MB spent. EVA Suits: 8 dice: 1, 2, 3, 3, 3, 4, 5, 6 = +27% to Max R&D, 8MB spent.

Australia: A: 8 dice: 1, 2, 2, 3, 4, 4, 4, 6 = +33% to Max R&D, 16MB spent. a: 6 dice: 1, 2, 4, 4, 6, 6 = +23% to Max R&D, 6MB spent. EVA Suits: 8 dice: 3, 4, 4, 4, 5, 5, 5, 5 = +35% 8MB spent.

Republic of Texas: EVA Suits: 8 dice: 1, 2, 3, 4, 4, 5, 5, 6 = +30%, 8MB spent. a: 4 dice: 1, 2, 5, 5 = +13% to Max R&D, 4MB spent.

SLEEP: B: 2 dice: 1, 5 = +6%, 8MB spent.

AL: a: 6 dice: 1, 2, 3, 5, 5, 5 = +21% to Max R&D, 6MB spent. EVA Suits: 8 dice: 1, 2, 2, 3, 4, 5, 5, 6 = +28%, 8MB spent.

Declare Future Missions

Republic of Texas and RMR each declare 3 missions. All others declare 1 mission. The SLEEP mission is a joint mission with RMR. Your mission(s) is (are): _____

Missions

Rushing. Australia rushes by 1 month (1MB spent, -2% on safety factor of all components). RMR rushes both missions by 1 month each (2MB spent, -2% on safety factor of all components on both missions). Launch order: Australia, RMR, RMR, AL, SLEEP, SLEEP, Republic of Texas, Republic of Texas

Australia launches a Manned Orbital with True Blue. Liftoff: 75%<79%, Earth Orbital Burn: 08%<78%, Earth Orbital Activities: 17%<78%, Earth De-Orbital Burn: 94%>78%, True Blue saves! Re-Entry: 64%<78%, Recovery: 57%<78%. Mission success! +1% to A and a, True Blue to 20%, +18MB to budget

RMR launches a Manned Sub-orbital with Red Auerbach. Liftoff: 06%<84%, Re-Entry: 66%<79%, Recovery: 91%>79%, total parachute failure, Red Auerbach killed, a reset to 10%, +1 to A, -10MB to budget.

RMR scrubs a Manned Orbital mission. -10MB to budget.

AL launches a Manned Sub-orbital mission with Bucky Barnes. Liftoff: 14%<86%, Re-Entry: 79%<80%, Recovery: 37%<80%. Mission success. +1% to A and a, Bucky Barnes to 10%, +6MB to budget.

SLEEP launches an Orbital Satellite. Liftoff: 84%<85%, Earth Orbital Burn: 43%<95%, Earth Orbital Activities: 25%<95%. Mission success. +1% to 1 and A, +6MB to budget.

SLEEP launches a Manned Sub-orbital with Groucho. Liftoff: 46%<86%, Re-Entry: 41%<80%, Recovery: 22%<80%. Mission success. +1% to A and a, Groucho to 10%, +2MB to budget.

Republic of Texas launches a Manned Sub-orbital with Simmons. Liftoff: 06%<85%, Re-Entry: 05%<80%, Recovery: 93%>80%, minor problems. Mission success. +1% to A and a, Simmons to 10%, +2MB to budget.

Republic of Texas launches a Manned Orbital with Ocnaschek. Liftoff: 04%<86%, Earth Orbital Burn: 43%<81%, Earth Orbital Activities: 28%<81%, Earth De-orbital Burn: 07%<81%, Re-Entry: 93%>81%, extreme heat ignites materials inside craft, Osnaschek dies from inhalation of toxic fumes. Catastrophic failure. a is reset to 10%, +1% to A, -10MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1959)	106	74	99	81	89
Cash	19	13	2	53	0
1-Orbital Satellite	1 / 63%	0 / 96%	2 / 95%	2 / 96%	1 / 97%
2-Interplanetary Satellite			1 / 45%		
3-Lunar Probe					
4-Docking Module	2 / 45%		1 / 45%		1 / 45%
A-One Stage Rocket	3 / 86%	0 / 87%	3 / 82%	3 / 87%	4 / 87%
B-Two Stage Rocket		1 / 31%			
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits	98%		65%	58%	96%
a-One Person Capsule	3 / 10%	0 / 81%	1 / 81%	4 / 81%	2 / 10%
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	3	2	1	1	3
Astronauts	2	1	1	1	2

Astronauts are

Australia: True Blue (20%)

SLEEP: Groucho (10%), Harpo

Republic of Texas: Simmons (10%),

RMR: Red Grange (10%), Red Sonja

AL: Bucky Barnes (10%)

Milbourn, Camden, Moon

1960

Draw Event Cards

Australia: Fortunate accident. May negate next capsule failure. -7MB to budget.

AL: Severe setback. Pay 6MB or lose 10% on safety factor on one-person capsule on next mission. +1MB to budget.

RMR: R&D Bonus. +1 to each R&D die rolled this year. +10MB to budget.

SLEEP: Corporate Investment. Receive 2MB cash. +10MB to budget.

Republic of Texas: Astronaut Green killed in car accident. +5MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1960 Budget	86	82	117	87	81
Cash	19	15	2	53	0
1961 Budget	96	92	110	88	86

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

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. In 1685, it was decided that a portrait should be painted of the Duke of Monmouth. However, a needle and thread were required before the artist could begin his work. There was nothing wrong with the Duke's clothes, so why were the needle and thread needed?

A1. James, Duke of Monmouth, was beheaded on 15 July 1685 after the defeat of his forces at the battle of Sedgemoor, which ended his challenge to the throne of King James II. After his execution, it was belatedly decided that a portrait should be painted. The head was sewn back onto the body, which was dressed so that the artist could begin his work.

Andy York and Chris Geggus each receive 1 point.

Q2. In 1902 in the French West Indies Mr. Cyparis was in prison awaiting trial for drunkenness. He was detained longer than expected, was neglected, and was left without food or water. Yet when he was released, he was grateful to have been in prison. Why should that be so?

A2. Monsieur M. Cyparis was the sole survivor, out of 30,000 people, of the volcanic eruption of Mont Pelee, which destroyed St. Pierre, capital of Martinique in the West Indies on May 8th, 1902. He had been locked in a strong underground jail cell. All the other people in this once-prosperous town were killed by lava, fire, or poisonous gasses.

Bill Scharf, Andy York, Brendan Whyte, and Berry Renken each receive ½ point.

Q3. Ben Jonson was a great English poet and playwright who lived from 1572 until 1637. Why was he buried in a sitting position?

A3. Ben Jonson, being second only to Shakespeare in his eminence as a poet at that time, was buried in the Poet's Corner in Westminster Abbey. The plot that was allocated to him was so small that he had to be buried in a sitting position in order to fit in it.

Andy York and Ward Narhi each receive 1 point.

Q4. Lord Strathallen was an important Scottish nobleman who was used to getting what he wanted. One day in 1746, he ordered some food and drink even though he was neither hungry nor thirsty. What he wanted was not available and he was offered whiskey and oatcake instead. He was glad to quickly consume a little of each. Why?

A4. Lord Strathallen was mortally wounded during the battle of Culloden Moor on April 16th, 1746, when the Scots under Bonnie Prince Charlie were defeated by the Duke of Cumberland to end the "Forty-five" rebellion. Lord Strathallen was a Catholic and asked for the Holy Eucharist before he died. The priest could find no bread and wine, so he consecrated oatcake and whiskey instead.

No correct answers.

Q5. In 1930, two men drove from New York to Los Angeles in a Ford motor car. The journey of 3,340 miles took 18 days. This wasn't the first, the fastest, or the slowest journey of its kind. They drove normal roads. The car was not remarkable and the two men were normal. But because of this journey, these two men hold a world record that endures to this day. What is it?

A5. They hold the world record for the longest journey driven in reverse. Charles Creighton and James Hargis drove their Ford Model A in reverse all the way from New York to Los Angeles between 26 July and 13 August, 1930. They then drove back to New York again in reverse!

Brendan Whyte and Ward Narhi each receive 1 point.

Current Scores

Chris Geggus	48½	Pitt Crandlemire	46½
Andy York	42	Andy Lewis	31½
Paul Bolduc	30	Dennis Cain	29½
Brendan Whyte	27	Steve Koehler	24½
Caleb Cousins	23½	Bill Scharf	21½
Dan Eisenhut	19½	Joe Carl	19½
Berry Renken	18½	Brad Martin	16
Bob Robles	14½	Ward Narhi	13½
Tom Howell	11½	Sean Cousins	5
Debbie Osborne	4	Kevin Wilson	3½
Sigourney Street	½		

Andy York receives a free issue.

New Questions**Topic: Brain Teasers**

1. A man is lying dead in a field. Next to him is an unopened package. There is no other creature in the field. How did the man die?

2. During the Second World War, there was a footbridge over a ravine between Germany and Switzerland. It was guarded by a German sentry. His orders were to shoot anyone trying to escape over the bridge and to turn back anyone who did not have a signed authorization to cross. The sentry was on the German side of the bridge. He sat in a sentry post and he came out every three minutes to survey the bridge. There was a woman who desperately needed to escape from Germany into Switzerland. She could not possibly get a pass. She knew that she could sneak past the sentry while he was in the sentry post, but it would take between five and six minutes to cross the bridge. There was no place to hide on or under the bridge, so the guard would be easily able to shoot her if he saw her on the bridge escaping into Switzerland. How did she escape across that bridge?

3. A man lived alone in a house for two months. Nobody came to visit him and he never went out. At the end of that time, he became deranged. One night he put out

the fire, turned off the lights, and walked out of the house. He was never seen or heard of again. His actions in leaving that house resulted in the deaths of 90 people. Why was that?

4. A man was in a room. It was ten feet square and ten feet high with solid walls. There was no window and the door was tight fitting and closed. It was a dark night

and no light entered the room from outside. There was a light in the room. Apart from the light, there was no other electrical or powered object in the room. The interesting thing is this – although the room was only ten feet across, the man could see something 40 feet away. How could that be?

5. Why are 1998 pennies worth more than 1983 pennies?

Pedagoguery

Gamma rays are the most energetic of all types of electromagnetic radiation. They are mostly screened out by our atmosphere, which means that until the space age, astronomers were unable to view the sky through this window. In fact, the first satellites to be launched with a gamma ray observational capability were not astronomical in origin at all. In the 1960's, the United States Department of Defense launched a series of satellites called Vela, which was designed to detect any Soviet nuclear detonations in space. What they found instead is that on the average of three times per day, intense bursts of gamma rays reach us. The origin of these bursts was clearly outside of our solar system, but what exactly they were remained a mystery for many years. They came to be called Gamma Ray Bursters.

Early observations of gamma ray bursters, or GRBs as they are known, had problems. The instruments used were unable to localize the bursts very accurately, so no follow up observations with optical or radio telescopes were possible. Without such localization, astronomers could not tell whether they originated from a few light years away, or from clear across the universe. Where they were located made a tremendous difference in the energy they put out. The intensity of the radiation we observe is proportional to the inverse square of the distance to the source. Therefore, if the objects were close, they didn't have to be as energetic.

The early theories revolved around compact objects, particularly black holes and neutron stars. By 1981, theorists believed that they originated on nearby neutron stars. They pointed out that absorption lines in the spectra of the objects denoted the presence of an intense magnetic field, similar to what you would find around a neutron star. They believed the bursts were the result of the catastrophic reconnection of magnetic field lines, similar to, but on a much larger scale than, the process that creates solar flares. Later events were to prove this wrong, however.

One of those key events was the launch in April 1991 of the Compton Gamma Ray Observatory. This satellite had the best localization ability to date, and it showed a serious flaw in the notion that GRBs were nearby objects. They seemed to be distributed evenly across the sky. If they were galactic objects, you would expect to see more of them in the plane of our galaxy. Such was not the case. Speculation then moved toward the galactic halo – that approximately spherical distribution of stars and globular clusters that surrounds the core of our galaxy. There was a problem with that as well. We live in the galactic suburbs. So, if the objects were really in the galactic halo, we would expect to see more of them in the direction of the galactic center than away, simply because there is more of the galactic halo in that direction. But they were very evenly distributed, so the mystery remained.

The break came on February 28, 1997. It was then that the Italian-Dutch satellite Beppo-SAX saw a burst that lasted 80 seconds. The satellite was able to localize the burst to within a few arcminutes (one arcminute is 1/60 of a degree of

arc). Within a few hours, operators in Rome were able to turn an X-ray instrument on that area. They observed a fading x-ray glow, that they were able to pin down to within one arcminute. Never before had the position of a gamma ray burster been pinpointed with such accuracy. It allowed optical telescopes, with their relatively narrow field of view, to get into the act.

A mere 21 hours after the original burst of gamma rays, the area was observed by the 4.2 meter William Herschel Telescope in the Canary Islands took a photograph of the region. They took a follow up photograph eight days later, and the spot of light in the original photo had disappeared.

On March 13, the New Technology Telescope in Chile took a long look at that area and was able to discern a diffuse, uneven glow. Then, Hubble got into the act, and saw the much reduced glow, surrounded by a fuzzy patch of very dim light. The speculation was that this fuzzy patch was a distant galaxy.

Several other sightings occurred over the next few months, each giving more and more indication that the gamma ray bursters occurred at cosmological distances. For this to be the case, that first burst that Beppo-SAX saw would have had to have been so powerful, that in those 80 seconds, it outshone the rest of the universe combined. When the redshift of the accompanying galaxy of GRB 970508 was determined by Caltech astronomers, the galaxy was found to be over seven billion light years away. Now, the problem for the theorists was how to figure out how the bursts could be so powerful.

As more and more data is accumulated about these mysterious events, the only thing to be made clear is that we really don't understand how they come to be. They can last anywhere from 10 milliseconds to over one and a half hours. In some cases, the peak optical brightness lagged behind the burst by a couple of days. They can fade quickly or slowly.

There are several theories that could explain GRBs, but non yet explains the data very well. One of the possibilities is the merger of two neutron stars. The drawback to this is that in that case, most of the energy is released in the form of neutrinos, and it must be converted into gamma rays. Another possibility is a fireball rich in heavy metals. The atoms of the metals could interact with the radiation of the fireball to produce gamma rays. However, the fireball would have to be made almost entirely of heavy metals, and that seems unlikely. Other possibilities include the merger of two stars into a black hole that is briefly surrounded by a thick disk of debris with an intense magnetic field 10^{15} times more powerful than earth's. Another suggestion is what is termed a "hypernova" a super powerful supernova. The upshot of this is that we really don't know what these things are. Only further observation and better instrumentation can give us clues to their nature.

Next time, I will start a series on cosmology.



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" 418 Linderhill Ln. Mathews, NC 28105 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 th St. #5 Milwaukee, WI 53224-2031 eisenhut@execpc.com	Eddy Laforge 910 Hill'n'dale Dr Tupelo, MS 38801	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.xs4all.nl	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 econedit@juno.com
Dennis Cain "Red Dog" 1218 N. 3 rd 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 Chris@geggus99.freereserve.co.uk	Michael Lowrey 4322 Water Oak Rd. Charlotte, NC 28211 Mlowrey@charlotte.infi.net (704) 366-2311	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au
Joe Carl 302 38 th 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 Westfront@hotmail.com	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 th 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.com	Jeff Sandoval 2415 17 th Ave. Columbus, GA 31901	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 73210.3053@compuserve.com (210) 658-6066
			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, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **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, Phil Reynolds **Outpost:** Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds

Standby Calls

None this issue!