

Notes from Hades

Over the last few weeks, Celeste and I have embarked on a major new event in our lives. We are buying a new house. We hadn't set out to do such a thing, but we did know that where we are living is not where we wanted to stay forever. So, we had drawn up a list of those things we wanted in our dream house. Well, last month, Celeste went to look for decorating ideas at the models for a new housing development being build near here. When she got to a particular model, she discovered that it had everything on our list. When I later went to see it, I agreed that it had everything (including a nice big room for my office and games). So, to make a long story short, we are buying one. It won't be ready until late July or early August, so there is no need to start sending your orders somewhere new just yet.

On the day of my deadline, there was a wonderful show in the sky. Venus and Jupiter were in a very close conjunction, less than half a degree away from each other. It was quite a sight, the two brightest planets so close to each other in the sky. I took my 4-inch refractor out into the back yard, and at 140x, I was able to see both planets in the same field of view. Nor was that the end of the show. About two-thirds of the way down toward the western horizon at dusk, Mercury was visible in the glow of sunset. I turned my telescope that direction and confirmed that it was indeed Mercury. Furthermore, about one third of the way up from Venus and Jupiter toward the moon, Saturn was visible, and stunning as ever through the telescope. Over the next few weeks, Jupiter will sink further and further into the sunset, while Venus rises higher toward its greatest elongation (the point at which it appears farthest from the sun as seen from Earth). Furthermore, Mars is rising earlier and earlier, and next month, will be at opposition – rising at dusk and setting at dawn. Opposition is the point at which our orbit is the closest to its orbit, so it will appear almost as large as it ever gets, so don't miss this opportunity if you have access to a telescope.

The long awaited end of Pooch happened this issue. Turn to page 9 to learn the details.

This issue's deadline will be on **Tuesday, March 30 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

Contents

Howling at the Moon	Letter Column	Page 1
Feral Dogs	Machiavelli	Page 2
Citizen Dog	Machiavelli	Page 4
New Tricks	MACHIAVELLI GAMESTART	Page 4

Contents (cont.)

Doggpaddle History of the World	Page 4
Running Dogs	Dune Page 5
Lupine	Die Macher Page 6
Sun Dog	SolarQuest Page 7
Pooch	New World Page 9
Dogstar	Outpost Page 10
Kennel Club	Age of Renaissance Page 11
Dog Pound	Liftoff! Page 12
Trivia Quiz	Page 14
Pedagoguery	Page 15

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. **Will start next issue with whoever has signed up.**

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.

Dirty Dogs. Kremlin is a game of influence and treachery in the Soviet Politburo. Have Ward Narhi, Mike Scott, Brad Martin, Bill Scharf, Chris Geggus, need 1 more.

Wish List

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).

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

Murray Cowles

The north of Scotland (and the French Alps) are gripped in severe winter with deep snowfalls. Here in the south it is a mild winter, with spring well advanced. Crocuses in full bloom, flowering currant just bursting, daffodils well budded.

My sister lives in the middle of Scotland, Pitlochry. I only visit her in the summer!

[Our winter here has been very mild as well. Our roses never went dormant, and our artichokes have already started producing. One of the bushes has about 20 buds on it!]

Bob Robles

Another book review. 'The Devil Drives; A life of Sir Richard Burton' by Fawn M. Brodie. This is a clearly written and very sympathetic biography of the famous 19th century British explorer, linguist and anthropologist Sir Richard Burton. It was published in 1967, so newer biographies would surely have more information on this truly larger than life figure. For those of you who are not familiar with Burton (I was not before I read the book), among other things he was one of the explorers who attempted to discover the source of the Nile. This was chronicled in the movie, 'Mountains of the Moon'. He provided a translation of 'A Thousand and One Arabian Nights' and was one of the first Europeans to make the Hajj to Mecca (in disguise). The book read well but was fairly predictable in it's outline and coverage. I think of it was an introductory glimpse into the very complex life of Sir Richard Burton, but I do recommend it.

Feral Dogs/MGN# A2/A/8/1 - Gunboat
Fall 1458
Deadline/Winter-Spring 1459 3/30 Tuesday

The stalemate continues, as a shift in Austrian plans disrupts his support from France and Milan. Turkish and Neapolitan fleets remain immobilized at sea while the Pope and Florence likewise continue to be gridlocked. Venice, meanwhile, gains a little, but loses a little more.

Summer 1458 Retreats

Venice retreats A Modena to garrison

Orders

Austria A AUSTRIA to Carinthia
 A SLAVONIA supports A Austria to Carinthia
 A HUNGARY supports A Slavonia
A BOSNIA to Herzegovina

Florence A PISTOIA to Florence
 A PISA supports A Pistoia to Florence
A PIOMBINO to Sienna

France A PROVENCE holds
 A GENOA supports Milan A Modena
A TYROLEA supports Austria A Slavonia to Carinthia (nso)
 A COMO supports Milan A Milan
 A SAVOY besiege (garrison destroyed)
 F LIGURIAN SEA supports Milan A Modena
 F GULF OF LIONS supports F Ligurian Sea

Milan A Bergamo to CREMONA
A PARMA to Mantua
A MODENA supports A Parma to Mantua (cut)
A MILAN supports Austrian A Slavonia to Carinthia (nso)

Naples A AQUILA supports Papal A Spoleto to Ancona
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 (DISLODGED, retreat Bari, Otranto, Albania, OTB)

Papacy A BOLOGNA supports Milan A Parma to Mantua (cut)
A SIENNA to Florence
 A AREZZO supports A Sienna to Florence
 A Spoleto to ANCONA
 A URBINO supports A Spoleto to Ancona

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

Venice A Ancona to Urbino (DISLODGED, retreat garrison, OTB)
 A TRENTO supports A Carinthia
A MANTUA supports A Ferrara to Bologna (cut)
 A CARNIOLA supports F Croatia
A CARINTHIA supports A Trent (cut)
 A PADUA holds
A FERRARA to Bologna
 F Venice to UPPER ADRIATIC
 F Upper Adriatic to LOWER ADRIATIC

F CROATIA supports F Dalmatia
Orders (cont.)

F DALMATIA supports F Upper Adriatic to Lower Adriatic
G MODENA converts to A

Press

Austria –Milan: I should appreciate your support for my attack on CARIN.

France – Papacy: If I helped you against Florence what would be my share of the loot? Ahem, I meant to say, what sort of compensation could I expect from such an activity?

France – Venice: I'd have to say this game has become much more interesting than your runaway at the game start. Wouldn't you agree?

France – Naples: Tell me more.

France – Milan: You know, I think I can actually form an alliance with you. Continue sending me coded messages by using alternating letters of successive words. I would have tried it but my attempts seem so stilted...

Milan – France: I wait to know if you want support for Ligurian Sea. I hope that you supported me in Modena from Genoa, otherwise, probably, I need again it for the move of that army in Modena.

Milan – Austria: I hope that you are in Carinthia now 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: I agree for the alliance and wait for your request of support; I ask for yours from Bologna for my Parma - Mantua, if I didn't conquered yet.

Papacy – Austria: If I had an army then I would have advanced to Ver and supported you as you asked, unfortunately it was fleet and it got destroyed. Someday soon though

Papacy – Naples: I do owe you one! I won't forget your kindness.

Papacy – Turkey: Please abandon Venice. He's a liar and a cheat. He's ungrateful as well. I look forward to future cooperation with your fine nation.

Papacy – Venice: I call it like I see it. You are trash. I was allied with you to the point that others were getting mad at me. How do you repay such self-sacrifice? You help yourself to SC's owned by your ally. I know trash when I see it. And you begin to stink; it's time to take you out.

Papacy – GM: I'm still getting used to this variant. I had no idea that fleets couldn't turn into Garrison's like Armies could. I assumed my fleet in Ferr would convert into a Garrison.

Cerberus – Papacy: Well it would have if Ferrara were a port. It would have been expecting a bit much, however to ask the sailors and marines on the ships to portage them all the way inland to the city itself. To identify a port, look for the little anchor symbols by the province.

Spring 1459 Income

Provinces and cities that are underlined do not produce income while those that are in *italics* could change hands depending on retreats.

Seas

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

Provinces

AUS	Austria, Hungary, Bosnia, Slavonia	(4)
FLO	Pisa, Pistoia, Piombino, Lucca	(4)
FRA	Avignon, Marseilles, Turin, Savoy, Genoa, Saluzzo, Swiss, Tyrolea, Como, Provence	(10)
MIL	Montferrat, Fornova, Parma, Milan, Pavia, Modena, Cremona	(7)
NAP	Capua, Aquila, Naples, Salerno, Bari, Messina, Palermo, Corsica, Otranto	(9)
PAP	Urbino, Spoleto, Patrimony, Rome, Perugia, Arezzo, Florence, Sienna, Ancona, Bologna	(10)
TUR	Tunis, Durazzo, <i>Albania</i> , Ragusa, Herzegovina, Sardinia	(6)
VEN	Bergamo, Verona, Istria, Dalmatia, Treviso, Mantua, Friuli, Trent, Carniola, Croatia, Ferrara, Carinthia, Padua	(13)

Cities

AUS	Austria, Hungary	(2)
FLO	Pisa, Piombino, Lucca	(3)
FRA	Avignon, Marseilles, Turin, Genoa (3), Swiss, Tyrolea, Saluzzo, Savoy	(10)
MIL	Montferrat, Pavia, Milan (3), Cremona	(6)
NAP	Naples (2), Bari, Messina, Palermo, Corsica	(6)
PAP	Sienna, Rome (2), Arezzo, Florence (3), <i>Ancona</i> , Bologna	(10)
TUR	Tunis (2), Durazzo, <i>Albania</i> , Ragusa, Sardinia	(6)
VEN	Dalmatia, Treviso, Mantua, Modena, Padua, Trent, Carniola, Croatia, Venice (3), Ferrara	(12)

Totals

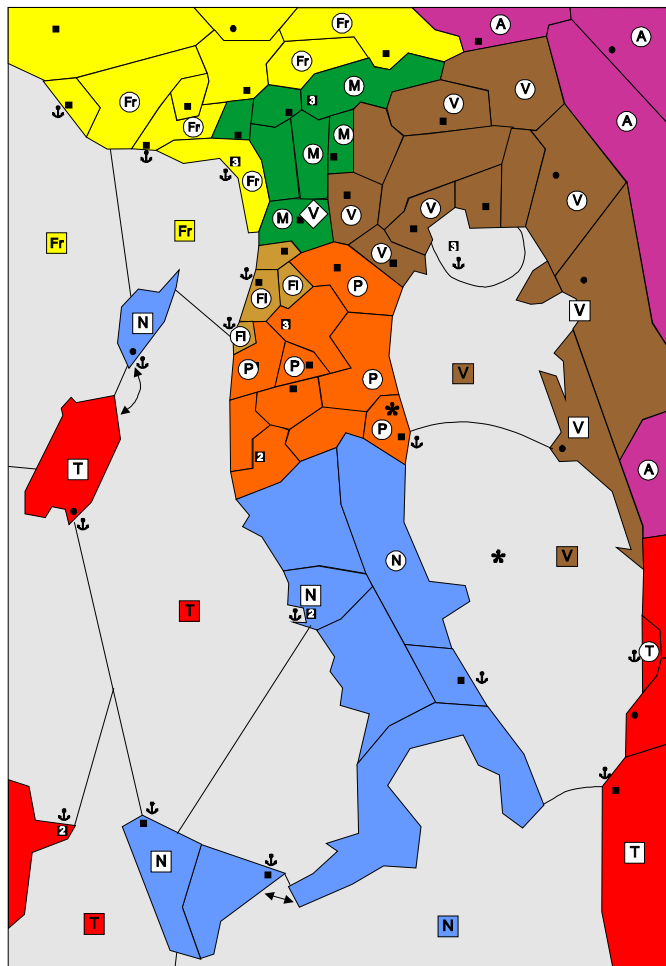
Variable income die roll was 3.

	Var.	Prov.	Seas	Cities	Gross	Treasury	Total
AUS	3	4	0	2	9	1	10
FLO	6	4	0	3	13	5	18
FRA	5	10	2	10	27	11	38
MIL	3	7	0	6	16	2	18
NAP	2	9	1	6	18	0	18
PAP	3	10	0	10	23	6	29
TUR	3	6	2	6	17	0	17
VEN	6	13	2	12	33	2	35

Game Summary

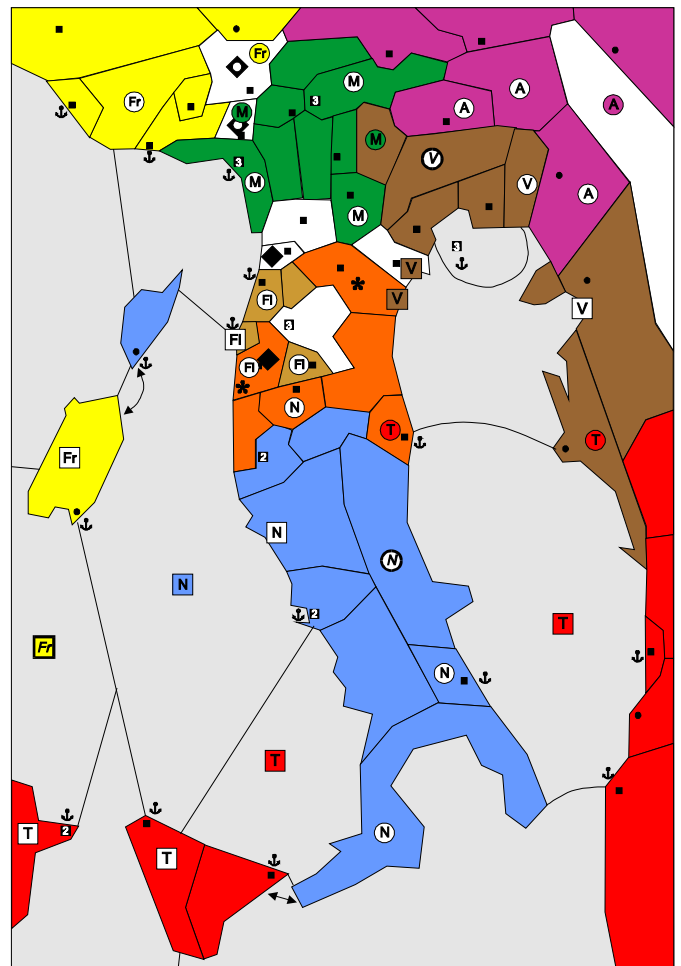
	1454	1455	1456	1457	1458	1459
Austria:	3	5	6	2	2	2
Florence:	3	5	6	4	3	3
France:	3	2	4	6	7	8
Milan:	3	4	3	2	3	4
Naples:	4	5	5	5	5	5
Papacy:	4	3	3	6	6	6
Turks:	3	4	4	5	5	5
Venice:	4	5	6	11	11	10

"Feral Dogs"



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

Citizen Dog



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

Citizen Dog**Summer 1455****Deadline for Fall 1455: 3/30 Tuesday**

The vultures strike as Florence, Naples, the Turks, and Venice all take advantage of the Pope's weakened condition. France starts moving to Naples' aid against the Turks, and Milan and the Turks start to move against Venice. Austria consolidates his position.

Addendum

The Austrian army depicted on the map in Carinthia was actually in Austria, as per the written orders.

Orders

AUSTRIA A Austria to CARINTHIA
 (Robles) A TRENT besieges (garrison destroyed)
 A CARNIOLA supports A Austria to Carinthia
 A SLAVONIA supports A Carniola
 FLORENCE A PISA to Florence
 (Wilson) A Arezzo to SIENNA
 F PIOMBINO supports A Arezzo to Sienna
 G SIENNA converts to A
 FRANCE A PROVENCE supports A Turin
 (Scott) A TURIN besieges
 F (EM) Gulf of Lions to WESTERN MEDITERRANEAN
 F SARDINIA supports Naples F Capua to Tyrrhenian Sea (nso)
 MILAN A MILAN supports Austrian A Trent
 (Giovine) A BERGAMO to Verona
 A MANTUA supports A Bergamo to Verona
 A MONTFERRAT besieges
 A GENOA supports A Montferrat

Orders (cont.)

NAPLES A (EM) AQUILA supports A Bari
 (McConnell) A BARI supports A Salerno to Otranto
 A Salerno to OTRANTO
 A Spoleto to PERUGIA
 F CAPUA to Naples
 F TYRRHENIAN SEA supports F Capua to Naples (cut)
 PAPACY A Bologna to Florence (DISLODGED, retreat Urbino, garrison, OTB)
 (Martin) A Sienna supports A Bologna to Florence (cut, DISLODGED, retreat Patrimony, OTB)
 TURKS A Ragusa to ANCONA
 (Wilke) A Herzegovina to DALMATIA
 F TUNISIA to Western Mediterranean
 F PALERMO to Tyrrhenian Sea
 F GULF OF NAPLES to Naples
 F LOWER ADRIATIC transports A Ragusa to Ancona
 VENICE A (EM) VERONA supports A Friuli (cut)
 (Grib) A FRIULI supports A Verona
 F CROATIA holds
 F Upper Adriatic to BOLOGNA
 F FERRARA supports F Upper Adriatic to Bologna

Press

None

New Tricks**Game Start****Deadline for Initial Voting: 3/30 Tuesday**

We have seven people signed up for this game: Ward Narhi, Jason Wilke, Bob Robles, Phil Reynolds, Brendan Whyte, Sigourney Street, and Mike Scott. For the next turn, please submit your votes on the following items.

- The scenario. With seven players, we have three options available.
 - The Balance of Power (starting 1454), with Austria inactive
 - Empire and Invaders (starting 1051), as published in *The General*, volume 31, number 3
 - To the Renaissance (starting 1253), as published in *The General*, volume 31, number 3.

I will be including the details of the last two scenarios for your consideration. The scenario that gets the most votes will be the one we play. Also, please submit a preference list for each scenario.

- Whether or not to include the following optional rules (please vote on each one).

- | | | |
|-----------|---------------------------|------------------|
| A. Plague | C. Special Military Units | E. Money Lenders |
| B. Famine | D. Strategic Movement | F. Conquest |

Any option that gets a majority vote will be used.

Dogpaddle**Epoch IV T'ang Dynasty, Arabs, and Khmers****Deadline for Epoch V Empire Selection: 3/30 Tuesday**Epoch IV

Snoopy's Blanket Chasers (Eisenhut) plays Kingdom in the Gold Coast (army, city, and fort in *Gold Coast*). Plays Plague in *Wei River* (two Hsiung-nu armies die). T'ANG DYNASTY. Army and Capital *Yangtse Kian* (Chou army destroyed), army *Great Plain of China* (vs. Hsiung-nu: T: 2, 1; H: 6; loses), *Great Plain of China* (vs. Hsiung-nu: T: 5, 4; H: 1; wins), fleet *Sea of Japan*, army *Chekiang* (vs. Hsiung-nu: T: 5, 5; H: 1; wins), fleet *South China Sea*, army *East Indies*, *Wei River* (vs. Hsiung-nu: T: 5, 4; H: 5; T: 3, 3; H: 4; loses),

Wei River (vs. Hsiung-nu: T: 4, 3; H: 3; wins), *Tarim Basin* (vs. Chou Dynasty: T: 5, 3; C: 3; wins), *Yellow River* (vs. Chou Dynasty: T: 6, 3; C: 3; wins, city eliminated). Builds Monument *Yangtse Kian*. Points: Dominance in North Africa (4) and China (6), Presence in Middle East (3) and Southeast Asia (2), one Capital (2), two cities (2), two Monuments (2), and three Seas (3) for 24 points.

Impending Ascension (Cain) plays Barbarians from *Syrian Desert*. *Middle Tigris* (vs. Huns: B: 5, 4; H: 2; wins), *Upper Tigris* (vs. Huns: B: 2, 1; H: 5; loses). Plays Disaster in *Southern Apennines* (Monument, city, and fort destroyed). ARABS: Army and Capital *Arabian Peninsula* (civil war eliminated), army *Nile Delta* (vs. Macedonia: A: 4, 1; M: 6; loses), *Nile Delta* (vs. Macedonia: A: 5, 2; M: 1; wins), *Nubia* (vs. Macedonia: A: 6, 3; M: 1; loses, fleet *Red Sea* unsupported), fleet *Red Sea*, army *Libya* (vs. Carthagina: A: 6, 2; C: 3; wins), *Palestine* (vs. Macedonia: A: 4, 3; M: 6; loses), *Palestine* (vs. Macedonia: A: 6, 5; M: 2; wins), *Levant* (vs. Huns: A: 6, 6; H: 6; A: 5, 1; H: 2; wins), *Eastern Anatolia* (vs. Huns: A: 6, 6; H: 6, 2; A: 6, 5; H: 6, 1; A: 2, 1; H: 5, 2; loses), *Eastern Anatolia* (vs. Huns: A: 6, 4; H: 5, 5; wins), *Western Anatolia* (vs. Scythians: A: 5, 2; S: 3; wins), *Balkans* (vs. Greek City States: A: 6, 2; G: 3, 1; A: 3, 2; G: 6, 3; loses), *Balkans* (vs. Greek City States: A: 6, 6; G: 5, 1; wins), *Danubia* (vs. Goths: A: 5, 5; G: 6; loses), *Danubia* (vs. Goths: A: 4,

3; G: 5; loses), *Danubia* (vs. Goths: A: 6, 4; G: 1; wins), *Pindus* (vs. Romans: A: 5, 3; R: 2, 2; wins, city eliminated). Build Monument *Arabian Peninsula*. Points: Dominance in North Africa (4) and Middle East (6), Presence in China (3), Southern Europe (3), Northern Europe (2), and Southeast Asia (2), one Capital (2), four Monuments (4) and one Sea (1) for 26 points.

Zircon Utopia (Martin) KHMERS. Army and Capital *Mekong* (two Hsuing-nu armies retreat to *Chekiang*), army *Malayan Peninsula* (vs. Malayan Kingdom: K: 4, 2; M: 1+1; wins, city eliminated), plays Pirates in *Bay of Bengal* (vs. Triffids: Z: 6, 1; T: 3; wins), fleet *South China Sea* (vs. Snoopy's Blanket Chasers: Z: 3, 3; S: 3; Z: 6, 1; S: 3; wins), army *Si-Kyang* (vs. Hsiung-nu: K: 4, 3; H: 5; loses), *Si-Kyang* (vs. Hsiung-nu: K: 5, 2; H: 4; K: 6, 3; H: 4; K: 4, 3; H: 4; K: 6, 3; H: 6; K: 6, 3; H: 1; wins). Points: Presence in China (3), India (3), Southern Europe (3) and Southeast Asia (2), one Capital (2), and three Seas (3) for 16 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	The Triffids (Green)	29	66
Joe Carl	The Go Masters (Black)	31	60
Andy Lewis	Gaming Through the Ages (Purple)	34	80
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	38	78
Brad Martin	The Zircon Utopia (Blue)	40	75
Dennis Cain	Impending Ascension (Red)	47	77

Final Positions

Snoopy's Blanket Chasers: Fleet *Sea of Japan*. MACEDONIA: Army and city *Shatts Plateau*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Army, Capital, and Monument *Yangtse Kian*, army and Monument *Wei River*, armies *Yellow River*, *Great Plain of China*, *Chekiang*, *Tarim Basin*, and *East Indies*.

Impending Ascension: Fleet *Red Sea*. PERSIANS: Army and fort *Hindu Kush*. MAURYA: Three armies and fort *Irrawaddy*, armies *Sumatra* and *Szechuan*. ARABS: Army and Capital *Arabian Peninsula*, army and Monument *Levant*, *Eastern Anatolia*, and *Pindus*, armies *Palestine*, *Western Anatolia*, *Balkans*, *Danubia*, *Nile Delta*, *Nubia*, and *Libya*.

The Zircon Utopia: Fleets *Eastern Mediterranean*, *Bay of Bengal*, and *South China Sea*. INDUS VALLEY: Army *Ceylon*. ROMANS: Armies *Morea*, *Upper Indus*, and *Ganges Valley*. KHMERS: Army and Capital *Mekong*, armies *Malayan Peninsula* and *Si-Kyang*.

The Go Masters: ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. SASSANIDS: Army and fort *Hindu Kush*.

GOths: Army, city, Monument, and fort *Southern Apennines*, armies *Dneipr*, *Dalmatia*, *Northern Apennines*, and *Central Massif*.

The Triffids: GREEK CITY STATES: Army, city, and fort *Crete*. 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 *Southern Iberia* and *Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*. REBELLION: Army, city, and Monument *Ganges Delta*. HSUING-NU: Army *Mongolia*. HUNS: Army and Monument *Persian Plateau*, *Zagros*, and *Central Europe*, armies *Western Steppe*, *Caucuses*, *North European Plain*, *Baltic Seaboard*, *Scandinavia*, and *Lower Rhine*.

Your event cards are: _____

Epoch V Empire Draw

Your Empire is: _____

Running Dogs

Turn 9 Bidding to Combat

Turn 9 Combat due: 3/30 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

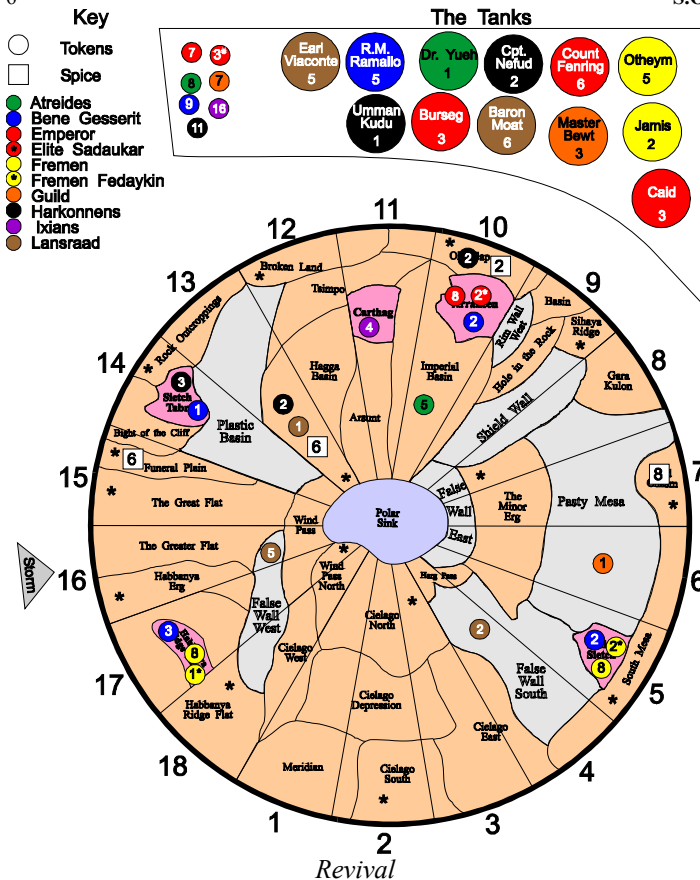
CARD 5 (_____) goes to the Atreides for 3 spice
 CARD 6 (_____) goes to the Guild for 1 spice
 CARD 7 (_____) goes to the Ixians for 1 spice

Movement

Bene Gesserit coexist everywhere. Lansraad order the Ixians to hold in place. Emperor uses his alliance with the Lansraad to order the Atreides to hold in place. Bene Gesserit uses his alliance with the Lansraad to order the Guild to hold in place.

Bidding

CARD 1 (_____) goes to the Fremen for 5 spice
 CARD 2 (_____) goes to the Fremen for 5 spice
 CARD 3 (_____) goes to the Bene Gesserit for 2 spice
 CARD 4 (_____) goes to the Harkonnens for 2 spice (no free card)



Bene Gesserit accepts 4 spice from the Emperor and revives 3 tokens (4 spice paid)
Emperor revives 3 tokens (1 Elite Sadaukar, 4 spice paid)
Fremen revives 1 token
Harkonnens revive 3 tokens (2 spice paid)
Lansraad revive 3 tokens

Shipping

Emperor ships 3 tokens (1 Elite Sadaukar) to Arrakeen (3 spice paid)
Harkonnens ship 2 tokens to Carthage (2 spice paid)

Lansraad ship 1 token to Carthage (1 spice paid)

Movement

Fremen moves 6 tokens (1 Fedaykin) Habbanya Erg – Habbanya Ridge Flat – Habbanya Ridge Sietch
Harkonnens move 2 tokens Carthage – Hagga Basin (13)
Lansraad move 1 token Carthage – Hagga Basin (13)

Combat

Hagga Basin. Harkonnens vs. Lansraad. Harkonnens are the aggressors.
 Available leaders: Harkonnens: Piter DeVries (3), Beast Rabban (4), Feyd-Rautha (6). Lansraad: Representative (1), Commissioner (2), Administrator (3)

Final Positions

Atreides: 8 tokens and Dr. Yueh in the tanks, 5 tokens Imperial Basin, 7 tokens off-planet
Bene Gesserit: 1 token Sietch Tabr, 2 tokens Tuek’s Sietch, 2 tokens Arrakeen, 3 tokens Habbanya Ridge Sietch, 3 tokens off-planet, 9 tokens and Reverend Mother Ramallo in the tanks
Bene Tleilaxu: _____ traitors, no traps
Emperor: 10 tokens (2 Elite Sadaukar) Arrakeen, 10 tokens (3 Elite Sadaukar), Count Fenring, Caid, and Burseg in the tanks
Fremen: 9 tokens (1 Fedaykin) Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) Tuek’s Sietch., 1 token southern hemisphere, 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: 11 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens OH Gap, 2 tokens Hagga Basin (13), 2 tokens off-planet
Ixians: 16 tokens in the tanks, 4 tokens Carthage
Lansraad: 2 tokens False Wall South, 5 tokens False Wall West (16), 13 tokens off-planet, Earl Viaconte, and Baron Moat in the tanks

Your cards: _____
 Your spice: _____

Lupine

Turn 4 Media Tokens and Campaign Days
Turn 4 Opinion Polls and Campaign Results due: 3/30 Tuesday

Media Tokens

SPD buys a media token in Hamburg (400 DM)
CDU buys a media token in Saarland (400 DM)
Grüne buys a media token in Schleswig-Holstein (400 DM)
FPD passes
SPD passes
CDU buys a media token in Schleswig-Holstein (400 DM)
Grüne buys a media token in Schleswig-Holstein (400 DM)
FPD passes

SPD passes
CDU passes
Grüne buys a media token in Bremen (400 DM)

In Saarland, CDU changes 35-Stunden-Woche NEIN to Freugeutliche Grundordnung.
 In Bremen, FPD changes §218 JA to NATO NEIN
 In Hamburg, SPD changes 35-Stunden-Woche JA to Gewerkschaft

Campaign Days

SPD buys 4 days each in Saarland, Hamburg, and Bremen and 1 day in Schleswig-Holstein (1300 DM)
CDU passes

Grüne buys 4 days each in Saarland, Schleswig-Holstein, and Bremen and 3 days in Hamburg (1500 DM)
FDP buys 1 day each in Hamburg, Bremen, and Schleswig-Holstein (300 DM)

The Parties

CDU
Player: Caleb Cousins
Campaign Days: 0
Media: 0
Conferences: Special
Platform: Freugeutliche Grundordnung
 Atomkraft NEIN
 NATO NEIN
 Steuersenkung JA
 35-Stunden Woche JA

Grüne
Player: Brad Martin
Campaign Days: 0
Media: 1
Conferences: 2 Special
 Regular
Platform: Umweltshutz
 §218 JA
 Atomkraft NEIN
 Steuersenkung JA
 Gewerkschaft

FDP
Player: Andy York
Campaign Days: 0
Media: 0
Conferences: Special
 Regular
Platform: Marktwirtschaft
 35-Stunden-Woche JA
 NATO NEIN
 Steuersenkung NEIN
 Atomkraft JA

SPD
Player: Andy Lewis
Campaign Days: 0
Media: 0
Conferences: 2 Special
 Regular
Platform: Gewerkschaft
 35-Stunden-Woche JA
 NATO JA
 §218 NEIN
 Atomkraft JA

The Provinces

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	10	4	4	5
Vote Share	10	5	0	11
Media Tokens	3	1	1	0
Trend	+2	0	0	+1

Issues: NATO NEIN
 Atomkraft NEIN
 Steuersenkung JA
 Freugeutliche Grundordnung
Mandate Range: 4-9

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	5	4
Vote Share	0	0	0	8
Media Tokens	0	1	3	0
Trend	-2	-1	+2	+2

Issues: Marktwirtschaft
 NATO NEIN
 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	35-Stunden-Woche NEIN
Freugeutliche Grundordnung	§218 JA
35-Stunden-Woche JA	§218 JA
Steuersenkung NEIN	
Your cash: _____	Available Ministers: _____

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	4	3	5	5
Vote Share	0	0	0	6
Media Tokens	1	0	0	3
Trend	-2	0	0	+2

Issues: §218 NEIN (x2)
 Gewerkschaft
Mandate Range: 2-7

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	0	4	1	1
Vote Share	0	0	0	0
Media Tokens	1	2	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
 Order for turn 4 is: SPD, CDU, Grüne, FDP

Sun Dog

Turns 24.1 to 26.1

Turns 26.2 to 28.2 due: 3/30 Tuesday

Turn 24

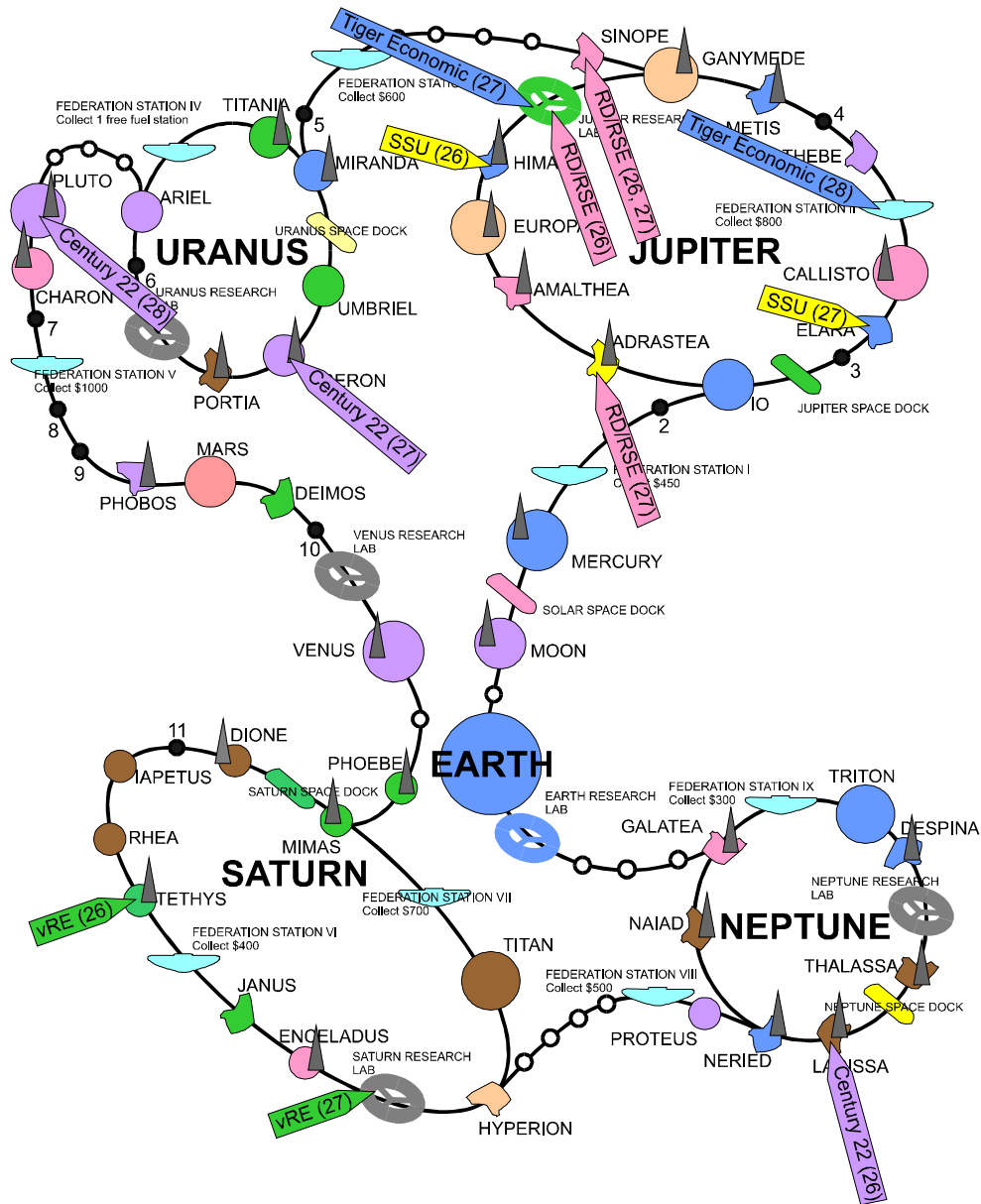
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Triton	3, 3	Earth Research Lab	6 fuel used, gains \$100, buys Earth Research Lab for \$500, refuels to full.
Century 22	Iapetus	2, 5	Hyperion	7 fuel used, declines to purchase.
SSU	Thebe	3, 5	Adrastea	8 fuel used, purchases for \$120, places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

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, places fuel station and refuels to full.
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.



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, Earth Research Lab, Mercury, Elara	1	18	3260
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Pluto, Oberon	1	3	625
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Neptune Space Dock, Adrastea	0	25	5
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe, Janus	2	25	2010
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus, Solar Space Dock	0	25	445

Turn 26

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Larissa	2, 5	Larissa	Insufficient fuel to take off
SSU	Blank Dot 3	3, 6	Himalia	Owes \$220 to TE, must sell assets to pay
vRE	Saturn Space Dock	1, 4	Tethys	5 fuel used, refuels to full
RD/RSE	Blank Dot 3	3, 5	Jupiter Research Lab or Sinope	\$80 owed to van Rijn Enterprises (if Jupiter Research Lab)

Turn 27

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Elara	2, 5	Jupiter Research Lab	7 fuel used, \$80 owed to van Rijn Enterprises
Century 22	Larissa	1, 3	Oberon	Red Shift card - 2 fuel used, advance to Oberon, \$500 gained for passing Earth, must buy for \$800 and refuel or be stranded and eliminated
SSU	Himalia	2, 5	Elara	7 fuel used, owes \$190 to TE
vRE	Tethys	1, 4	Saturn Research Lab	5 fuel used, may purchase Saturn Research Lab for \$350
RD/RSE	Jupiter Research Lab or Sinope	2, 2	Adrastea? or Sinope	\$100 gained, 4 fuel used and \$45 owed to SSU (if ended on Adrastea)

Turn 28

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Jupiter Research Lab or Sinope	4, 6	Federation Station II	Gains \$800 and buys 2 fuel stations for \$1000
Century 22	Oberon	2, 6	Pluto	8 fuel used, refuels to full

Press

SSU to All: OK, who is going to land on something I own and give me a few \$\$\$? If not, who wants my last \$5?

Pooch

Turn 10

End of Game Statements due: 3/30 Tuesday

Planning

Dutch maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
English maintain 4 ships (\$16), buy 2 ships (\$24) buy 8 soldiers (\$80) for \$120.
French maintains 2 ships (\$8), buys 3 ships (\$36) and 4 soldiers (\$40) for \$84.
Portuguese maintain 0 ships.
Spanish maintains 6 ships (\$24) and buys 7 soldiers (\$70) for \$94.
Swedes maintains 6 ships (\$24) for \$24.

Outbound Naval Movement

Dutch move to J. Dice: 1, 3, 4, 5. Loses 1 soldier and 1 colonist.
English move to U. Dice: 1, 3, 3, 5. Loses 1 soldier and 1 colonist, drops off 6 soldiers and 3 colonists. Move to R. Dice: 5. No losses.
French move to U. Dice: 2, 4, 6, 6. No losses.
Portuguese pass.
Spanish move to N. Dice: 2, 3, 5, 6. No losses, drops off 7 soldiers and 4 colonists. Move to M. Dice: 5. No losses.
Swedes move to D. Dice: 4, 6, 6. No losses.

Discovery

No new mines discovered.

Mining

Spain mines one bar in M. **English** raid 4 gold bars in R.

Land Movement

French moves 2 colonists from T to U, 2 colonists from Q to T, 1 colonist from N to Q, 2 soldiers from Q to N, 3 soldiers from T to Q, 2 soldiers from X to Q, and 4 soldiers and 3 colonists from anchorage dot to U.
Portuguese pass.
Swedes move 4 soldiers and 5 colonists from F to G, 1 soldier C to H, 1 colonist D to C, and 4 colonists anchorage dot to D.
Spanish move 1 gold bar from M to anchorage dot, 1 soldier and 2 colonists from Y to Z, 7 soldiers and 4 colonists from anchorage dot to N.
Dutch move 7 colonists and 5 soldiers from J to L and 3 soldiers and 3 colonists from anchorage dot to J.

English move 4 gold bars from R to anchorage dot, move 6 soldiers and 3 colonists from anchorage dot to U, move 1 soldier from anchorage dot to R.

Combat

French attack the Spanish in N. 2 Spanish and 1 French soldiers killed.

Spanish attack French in N. 1 Spanish soldier, 2 French soldiers, and 6 French colonists killed.

Native Combat

Dutch lose 1 soldiers and kill 2 natives in A, and lose 3 soldiers and kill 3 natives in L.

Native Uprisings

Climate is a 4. Uprising in A (Dutch lose 1 colonist).

Survival

Climate is a 3. **French** lose 1 soldier each in Q, T, and X, and 1 colonist in U.

Portuguese lose 2 soldiers in E and 1 colonist in O. **Swedes** lose 1 soldier each in C, D, G, and H. **Spanish** lose 1 colonist each in M and Z, 1 colonist and 1 soldier in N, and 1 soldier in K. **Dutch** lose 1 colonist and 1 soldier each in F and L, and 1 soldier each in A and J. **English** lose 1 colonist each in R and U.

Political Control

French gain political control in U and lose political control in N. **Spanish** lose political control of M. **Dutch** gain political control of F and L.

Homebound Naval Movement

French: Dice: 1, 2, 3, 5. No losses.

Portuguese: none.

Swedes: Dice: 4, 4, 4. No losses.

Spanish: Dice: 2, 3, 4, 6. No losses.

Dutch: Dice: 1, 3, 3, 4. Loses 2 ships.

English: Dice: 2, 2, 3, 4. No losses.

Income

French: Political Control: \$200, resources: \$57.

Portuguese: Political Control: \$120, resources: \$39.

Swedes: Political Control: \$200, resources: \$84.

Spanish: Political Control: \$120, gold: \$40, resources: \$147.

Dutch: Political Control: \$240, resources: \$123.

English: Political Control: \$80, resources: \$48.

Press

England – Cerberus: I think being wiped out twice in R by that last native had more to do with it. Anyway, the bullseye's back on Bill, where it belongs.

England – France: You had your chance.

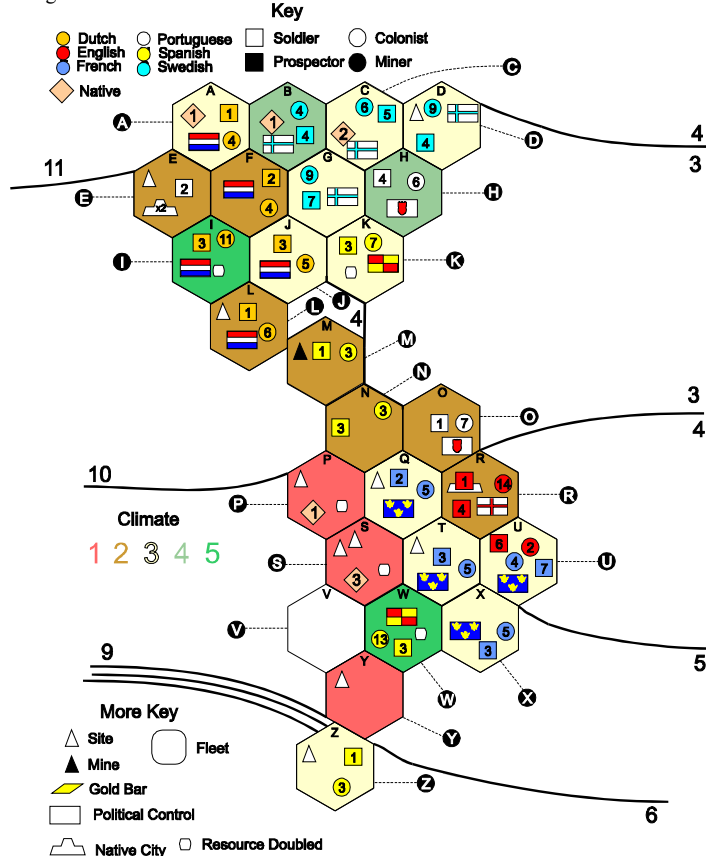
France – All: Victory or Death!!

Portuguese – Cerberus: I can't play this game with you running it. The best you ever do for me is average rolls and that's rare.

Final Tally

Country	Player	Money
Dutch	Bill Scharf	\$1237
Spanish	Bob Robles	\$1093
Swedish	Kevin Wilson	\$1057
French	Dan Eisenhut	\$771
English	Dennis Cain	\$748
Portuguese	Andy Lewis	\$741

Congratulations to Bill on his win.



Dogstar

Turn 5

Turn 6 due: 3/30 Tuesday

Australis (Martin) opens the bidding on Heavy Equipment at 30 and gets it for 35 (Or5, Wa7, Wa7, Wa7, Wa9).

ID (Scharf) builds a titanium factory (MWa) and moves a population from an ore factory to man it.

2112 Corporation (Cain) attempts to build a titanium factory, but does not have HE, so passes.

Heavenly Bodies Development Company III (Wilson) opens the bidding on a data library at 16 and gets it (Or2, Or2, Wa5, Wa7)

Basset Base Beta (Koehler) buys titanium factory for 30 (Or1, Wa7, Wa10, Ti12) and moves a population from an ore factory to man it.

The Mystery Machine (Lewis) buys titanium factory for 30 (Or4, Or5, Or5, Wa6, Wa10) and moves a population from an ore factory to man it.

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on a Nodule at 25 and gets it (Wa4, Or4, Wa4, Wa6, Wa7)

Dark Matter Mining Corp. (Eisenhut) passes

BarterTown III (York) buys a water factory (Or2, Or5, Wa6, Wa8) and moves population over from both ore factories to man the water factories

The Players

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

Available Upgrades

New Arrivals: Heavy Equipment, Data Library, Data Library

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	2	1
Warehouses (Wa)	25	4	1
Heavy Equipment (HE)	30	1	0
Nodules (No)	25	2	2

In the warehouse: _____

New cards: _____

ID and COLOSSUS take a Mega Water cards, 2112 Corporation discards Or1.

Kennel Club

Turn 2 Phases 4 - 6

Turn 2, Phase 7, Turn 3 Phases 1 – 3 due: 2/23 Tuesday

Phase 3 – Play Cards

Paris chooses to lose \$15 to the civil war.

Phase 4 – Purchase or Pass

Barcelona (Koehler) buys Galley 2 (\$10), The Heavens (\$30), and stabilization (\$6)

Venice (Cain) buys Galley 4 (\$10), Overland East (\$30 with credit from Rashid-al-Din) and stabilization (\$3)

Genoa (C. Cousins) buys Galley 4 (\$10), Patronage (\$30, 10 misery), and stabilization (\$3)

London (Cowles) buys Galley 4 (\$10), The Heavens (\$30), and stabilization (\$1)

Hamburg (Martin) buys Galley 4 (\$10). Gains 10 misery.

Paris (Burgdorf) Galley 2 (\$10) and stabilization (\$3)

Phase 5 – Expansion

Barcelona (Koehler) expands to West Africa (2), Leon (1), Fez (2), and Algiers (2)

Venice (Cain) expands to Crete (3), Salonika (2), Tunis (4), Budapest (3), and Athens (1)

Genoa (C. Cousins) expands to Sicily (2), Rome (3), Tripoli (2), Bessel (3), Algiers (4, vs. Venice: DR = 1, 1, 4; loses).

London (Cowles) expands to Oran (1), Waterford (2), Chester (3), Iceland (2), Bergen (3), Stockholm (3), Konigsberg (2, vs. Hamburg: DR = 3, 2, 3; loses), Konigsberg (2, vs. Hamburg: DR = 2, 1, 5; loses).

Hamburg (Martin) expands to Novogorod (2), Riga (2), Danzig (5), Lubeck (3), Cologne (4), Mitau (1), Stockholm (5, vs. London: DR = 6, 1, 4; wins), Malmo (1)

Paris (Burgdorf) expands to Amsterdam (1), Cologne (5, vs. Hamburg: DR = 2, 5, 2; wins), Nuremburg (4, vs. Hamburg: DR = 4, 1, 5; loses), Bessel (4, vs. Genoa: DR = 3, 2, 6; loses), Lyon (5, vs. Genoa: DR = 2, 2, 1; wins), Montpellier (3, vs. Genoa: DR = 5, 5, 3; wins), Toulouse (1, vs. Barcelona: DR = 6, 4, 2; wins), St. Malo (3, vs. London: DR = 2, 4, 6; loses), St. Malo (3, vs. London: DR = 6, 5, 3; wins), Paris (3), purchase card (3, gets

_____)
The extra card goes to Hamburg (_____)

Phase 6 – Income

Barcelona (Koehler) gains \$69

Venice (Cain) gains \$69

Genoa (C. Cousins) gains \$57

London (Cowles) gains \$63

Hamburg (Martin) gains \$63

Paris (Burgdorf) gains \$69

Turn 3

Phase 1 – Card Draw

You drew: _____

S.O.B.
The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	40	0	\$70	2	9	4	R
Steve Koehler	Barcelona	40	0	\$77	1	9	2	I, A
Brad Martin	Hamburg	60	0	\$64	5	8	4	I
Martin Burgdorf	Paris	50	0	\$71	6	9	2	
Caleb Cousins	Genoa	50	0	\$58	3	7	4	E
Murray Cowles	London	40	0	\$64	4	8	4	A

Players are listed in reverse tie breaking order

Commodity Log

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

Your Cards: _____

* Double surplus in effect.

Dog Pound

1960

1961 Orders due: 3/30 Tuesday

1959

Held Event Cards

AL: Computer breakthrough
Australia: Fortunate accident, capsule

Event Card Resolution

AL: Pays 6MB to avoid setback.

Purchase Hardware

Australia: Buys Two-Stage Rocket Program for 60MB.
AL: Buys Two-Stage Rocket Program for 60MB and Interplanetary Satellite Program for 24MB.
RMR: Buys Three-person Capsule Program for 36MB and two docking modules for 4MB.

SLEEP: Buys one one-stage rocket for 3MB, one two-stage rocket for 12MB, one one-person capsule for 2MB, Interplanetary Satellite Program for 24MB, and astronaut Chico for 2MB.
Republic of Texas: Buys Liquid Fuel Strap-on Program for 12MB.

Conduct Research and Development

Australia: 2: 5 dice: 2, 2, 5, 6, 6 = +21%. 15MB spent. A: 1 die: 4 = +4% to Max R&D. 2MB spent. EVA Suits: 8 dice: 1, 3, 3, 4, 5, 5, 6, 6 = +33%. 8MB spent. B: 8 rolls: 2, 2, 3, 4, 5, 5, 6, 6 = +33%. 32MB spent.
AL: EVA Suits: 8 dice: 1, 1, 2, 2, 3, 3, 3, 5 = +20%. 8MB spent. B: 6 dice: 1, 1, 2, 3, 4, 6 = +17%. 24MB spent. 2: 5 dice: 1, 1, 3, 5, 6 = +16%. 15MB spent.

RMR: 1: 8 dice: 4, 4, 4, 5, 5, 5, 6, 6 = 39% +8% = +47% to Max R&D. 8MB spent. a: 8 dice: 1, 1, 3, 3, 4, 5, 5, 6 = 28% +8% = +36%. 16MB spent. c: 8 dice: 1, 1, 1, 2, 2, 3, 4, 6 = +20% +8% = +28%. 40MB spent.
SLEEP: 2: 8 dice: 2, 3, 4, 4, 5, 5, 6, 6 = +35%. 24MB spent. B: 3 dice: 2, 3, 6 = +11%. 12MB spent.
Republic of Texas: EVA Suits: 1 die: 6 = +6% to Max R&D, 1MB spent. a: 8 dice: 1, 3, 4, 4, 4, 5, 6, 6 = +33%. 8MB spent. D: 8 dice: 2, 5, 5, 5, 5, 6, 6, 6 = +40%. 16MB spent.

Declare Future Missions

Republic of Texas and RMR each declare 3 missions. AL and SLEEP each declare 2 missions. Australia declares 1 mission. Your mission(s) is (are): _____

Missions

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

SLEEP launches Manned Orbital with Groucho. This is a joint mission with RMR. RMR is supplying the rocket, SLEEP is supplying the capsule. Liftoff: 95%>84%, launch delayed, try again last in launch order with -8% to rocket safety factor.

AL launches a Manned Orbital mission with Bucky Barnes. Liftoff: 77%<85%, Earth Orbital Burn: 06%<79%, Earth Orbital Activities: 100>79%, retro-rocket failure, complex problem, must EVA to fix, EVA: 18%<78%, repairs successful, continue with mission, Earth De-Orbital Burn: 21%<79%, Re-entry: 13%<79%, Recovery: 69%<79%. Mission success! +1 to A, a, and EVA, Barnes to 20%, +23MB to budget.

Republic of Texas launches a Docking Module. Liftoff: 41%<87%, Earth Orbital Burn: 48%<97%, Earth Orbital Activities: 48%<97%. Mission success. +1% to A and 1. +2MB to budget.

Republic of Texas scrubs a Manned Orbital with Docking and Spacewalk with Milbourn. -10MB to budget.

Republic of Texas scrubs a Manned Orbital with Docking and Spacewalk with Camden. -10MB to budget.

RMR launches a Docking Module. Liftoff: 34%<86%, Earth Orbital Burn: 43%<95%, Earth Orbital Activities: 51%<95%. Mission success. +1% to A and 1. +2MB to budget.

RMR scrubs a Manned Orbital with Docking with Red Grange. -10MB to budget.

RMR scrubs a Manned Orbital with Spacewalk with Red Sonja. -10MB to budget.

Australia launches a Manned Orbital with Spacewalk with True Blue. Liftoff: 25%<87%, Earth Orbital Burn: 67%<81%, Earth Orbital Activities: 48%<81%, Spacewalk: 60%<88%, Earth De-Orbital Burn: 29%<81%, Re-Entry: 37%<81%, Recovery: 70%<81%. Mission success! +1% to A, a, and EVA, True Blue to 30%, +11MB to budget

SLEEP re-launches a Manned Orbital with Groucho. Liftoff: 44%<79%, Earth Orbital Burn: 71%<81%, Earth Orbital Activities: 45%<81%, Earth De-Orbital Burn: 94%>81%, burn is OK, Re-entry: 77%<81%, Recovery: 39%<81%. Mission success! +1 to A and a for both RMR and SLEEP, Groucho to 20%, +6MB to each budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1960)	86	82	117	87	81
Cash	19	15	2	53	0
1-Orbital Satellite	1 / 96%	0 / 96%	2 / 95%	2 / 96%	1 / 98%
2-Interplanetary Satellite		1 / 80%	1 / 60%	1 / 51%	
3-Lunar Probe					
4-Docking Module	3 / 45%		1 / 45%		0 / 45%
A-One Stage Rocket	1 / 88%	1 / 88%	2 / 82%	2 / 88%	3 / 88%
B-Two Stage Rocket		2 / 42%	1 / 58%	1 / 42%	
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					1 / 70%
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits	98%		88%	79%	98%
a-One Person Capsule	3 / 47%	0 / 82%	0 / 81%	3 / 82%	2 / 43%
b-Two Person Capsule					
c-Three Person Capsule	1 / 38%				
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 (30%)

RMR: Red Grange (10%), Red Sonja

SLEEP: Groucho (20%), Harpo,

Chico

AL: none

Republic of Texas: Simmons

(10%), Milbourn, Camden, Moon

1961

Draw Event Cards

Australia: Major Media Event, boosting space effort. Additional astronauts only 1MB each for remainder of game. +5MB to budget.

AL: Bucky Barnes retires. -5MB to budget.

SLEEP: Engineering error. Next launch has 50% chance of exploding on the pad. +7MB to budget.

RMR: Fortunate Accident. May negate next rocket failure. +5MB to budget.

Republic of Texas: Sabotage. Pay another player 10MB or lose 10% on safety factor of one-person capsule. -2MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1961 Budget	84	98	121	111	68
Cash	1	17	2	2	44
1962 Budget	89	105	126	106	66

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. 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?

A1. The man had jumped from a plane, and his parachute failed to open. It was the unopened package by his side.

Brendan Whyte and Chris Geggus each receive 1 point.

Q2. 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?

A2. The woman waited until the sentry went into his hut. She then sneaked onto the bridge and walked towards the Swiss border. She walked for nearly three minutes, then she turned around and started back towards Germany. The guard came out and saw her. When she reached him he saw that she had no authority to enter Germany, and he therefore ordered her to go back - to Switzerland!

Bill Scharf, Caleb Cousins, Ward Narhi, Paul Bolduc, Bob Robles, and Chris Geggus each receive ½ point.

Q3. 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?

A3. He was a lighthouse keeper, and the house in which he lived was a lighthouse on a remote outcrop of rock. When he left the place and turned the lights off, the warning to shipping was removed. A shipwreck occurred resulting in the deaths of 90 people.

Bill Scharf, Caleb Cousins, Ward Narhi, Paul Bolduc, Dennis Cain, and Chris Geggus each receive ½ point.

Q4. 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?

A4. What he could see 40 feet away was the reflection of his hand. There were mirrors on opposite sides of the room. The man held his hand up and slightly to the side of him. He could see its image reflected many times in the mirror in front of him. The first reflection is 20 feet away, the second is 40 feet away, and so on. No correct answers.

Q5. Why are 1998 pennies worth more than 1983 pennies?

A5. Because there are 15 more of them.

Caleb Cousins, Brendan Whyte, Ward Narhi, Dennis Cain, Paul Bolduc, and Chris Geggus each receive ½ point.

Chris Geggus and Dennis Cain each receive a free issue!

Current Scores

Chris Geggus	51	Pitt Crandlemire	46½
Andy York	42	Andy Lewis	31½
Paul Bolduc	31½	Dennis Cain	30½
Brendan Whyte	29½	Steve Koehler	24½
Caleb Cousins	25	Bill Scharf	22½
Dan Eisenhut	19½	Joe Carl	19½
Berry Renken	18½	Brad Martin	16
Bob Robles	15	Ward Narhi	15
Tom Howell	11½	Sean Cousins	5
Kevin Wilson	3½	Sigourney Street	½

Andy York receives a free issue.

*New Questions***Topic: Brain Teasers**

1. What is it that a baby has more of than an adult?

2. A woman was found gassed in her bedroom. The gas fireplace had been left on. The windows and door were locked from the inside. She had been seen entering the room by her sister. It looked to the police as though she had accidentally put the gas on and forgotten to light it, so they put it down as an accident. In fact, her husband had murdered her. How?

3. Although the people who come to see it think it moves forward, it actually moves backwards. It started about seven miles from where it is today and is moving now much slower than in the past. Previously, it traveled as much as five feet a year, but now it's travelling less than half that speed. Despite its slow speed, most of the people who have tried to ride along on it have perished in the attempt. What is it?

4. Years ago, a boy was brought before his headmaster because he had not learned his scripture lesson. After a long lecture, the headmaster offered to let him off his beating if he could show that he knew anything about God that the headmaster did not know. The boy then asked a question that completely stumped the man: “What is it that you can see or I can see but that God can never see?” The headmaster thought there could be no answer, but when he heard the boy’s

response, he had to concede that it was true. So the clever boy escaped his punishment. What was the answer?

5. Ali, Ben, and Cyril were born in 1309, 1310, and 1311 in the same district in old Jerusalem. They grew up and lived their whole lives in this same area. Each lived to be over 60 and each had a full and active life. However, the three men never saw each other. Why should that be so?

Pedagogy

The past few years have been spectacular in the field of cosmology. With the new, powerful telescopes that have been (and are being) built, including Hubble and the Keck telescopes, astronomers are able to see farther into the universe than ever before. And what they have seen is something that no-one expected until very recently. However, before I talk about the more recent discoveries, I will describe exactly what cosmology is and some of the ramifications of some cosmological principals.

Cosmology is essentially the study of the large scale structure and evolution of the universe. Because it deals with such large scales, it is actually in principal quite simple. The famous astronomer Allan Sandage described cosmology as “the search for two numbers.” The two numbers to which he referred are the Hubble constant, H_0 (the cosmic expansion rate) and q_0 (the acceleration or deceleration of the expansion rate). Most modern cosmologists add a few other parameters to the mix: t (the age of the universe), Ω_m (the average density of matter in all its forms, normalized to the average density that would just stop the expansion of the universe), Ω_b (the average, normalized density of matter made up of baryons, that is matter like us), K (the curvature of space, that is spherical, flat, or saddle-shaped), and finally Ω_Λ (the average, normalized cosmological constant). Taken as a whole, these numbers describe the past, present, and future of any universe that is homogeneous (pretty much the same all over), isotropic (pretty much the same in any direction we look), and where the General Theory of Relativity is the right theory of gravity. We will now look in detail at these numbers and what they mean.

The Hubble constant is basically a measure of how fast the universe is expanding right now. It is usually measured in km per second per megaparsec. This means that if H_0 is 65, a galaxy that is one megaparsec away (about 2.54 million light years) will be moving away from us at a rate of 65 km per second. If it were twice as far away, the rate would be 130 km per second and so on. The higher the value of H_0 , the younger the universe, because gravity will not have had as much time to slow down the expansion. Current observations indicate that H_0 has a value of 65, plus or minus 15.

The acceleration parameter, q_0 , is a measure of how the rate of change of the Hubble constant. If q_0 is negative, it indicates that the expansion of the universe is slowing down, while if it is positive, the expansion is speeding up. Current observations place q_0 between -0.2 and $+0.5$, with the most likely value being zero. This means that any change in the expansion rate is virtually undetectable, but it appears more likely that it is speeding up rather than slowing down.

The age of the universe has been a somewhat controversial figure. During the eighties, most cosmological estimates of the age of the universe came out to about 12 billion years. This presented a problem because the age estimates of stars in certain globular clusters came out to about 14 billion years. Clearly something was wrong, because stars could not be older than the universe. Newer estimates based on H_0 place the age of the universe between 7.5 and 22.5 billion years. Estimates based on the ages of stars, radioactive elements, and similar sources indicate an age of between 11 and 17 billion years.

The figure of Ω_b is determined by the simple expedient of doing a census of all of the matter we can see in the universe. That is, astronomers look at galaxies, and through counting up the visible stars, taking a measure of cold gas using radio waves, and hot gas using x-ray and ultraviolet observations, come to a measure of how much of the universe is made up of matter that is made of protons, neutrons,

and electrons. The answer is surprising. The value of Ω_b is between 0.03 and 0.05. We are not made up of the dominant stuff of the universe.

When you look at all matter in the universe, Ω_m the picture is somewhat different. This figure is determined by looking at how fast the things we see are moving. For example, astronomers can use the Doppler shift in the spectral lines of stars in galaxies to figure out how fast those stars are moving. What they found, is that stars on the outer edge of the galaxy are moving way too fast. If the matter we can see was all the matter there is, the stars would be flying off in intergalactic space, but instead, they remain bound by gravity to the galaxy. The only conclusion is that there is matter we cannot see. A great deal of it. In fact, there is about nine times more matter that we cannot see, the so-called “dark matter”, than what we can see. But, even so, the total amount of matter in the universe is still only amounts to a Ω_m value between 0.2 and 0.4.

When Einstein was creating his General Theory of Relativity, cosmology was very different from what it is today. Then, it was believed that the universe was static – how it appeared now was pretty much how it would always appear and how it had always appeared. Einstein, however, when he applied his theory to the universe as a whole, discovered that such a universe could not exist. It either had to be expanding under some initial velocity, or contracting under the influence of gravity. This so disturbed him, that he added a new term to the equations. Denoted by Λ , it is called the cosmological constant, and it represents a large-scale anti-gravity. In other words, it is a force that repels objects at large distances from each other. With the addition of this term, he could make a static universe. He later called this term his greatest mistake, but modern cosmologists have discovered that he may have been right after all. Due to quantum mechanical effects, the vacuum of space is not entirely empty. It is a soup of “virtual particles” – particle/antiparticle pairs that are created and annihilate each other so quickly they cannot be observed as particles. However, experiments have been conducted that can observe the overall effect of this creation and annihilation. The result is that this “vacuum energy density” actually seems to serve as the cosmological constant. From this, the value of Ω_Λ , the normalized value of the cosmological constant, appears to be between 0.55 and 0.75. More importantly, the sum of Ω_Λ and Ω_m appears to be very close to 1, which means that the curvature of space is flat, or that $K = 0$.

The fact that $K = 0$ is actually very significant. Most inflationary Big Bang theories require that K be very close if not exactly 0. Such a universe obeys the familiar rules of Euclidean geometry: triangles have exactly 180° , parallel lines never converge or diverge, and as things get farther away, they appear smaller. If K were positive, we would live in a universe with positive curvature, like the surface of a sphere. In such a universe, triangles would have more than 180° – in fact, the bigger the triangle, the more degrees it would have. Parallel lines would converge, like lines of latitude on the Earth. As an object got farther away, it would appear smaller, until it got to a minimum size, after which it would get bigger. If K were less than 0, we would live in a universe with negative curvature, like the surface of a saddle. Triangles would have less than 180° , and once again, the bigger the triangle, the less the sum of its angles would be. Parallel lines would diverge from each other. Finally, as an object got farther away, it would get smaller, but at a rate much faster than what you expect in a Euclidean world.

Next time, I will talk about how we currently believe the universe has looked and will look over its lifetime.

Addresses

John Boardman 234 E. 16th St. Brooklyn, NY 11226-5302 Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081 Dr. Martin Burgdorf Avenida de Espania, 135 2B-20-13 28230 Las Rozas, Spain Tom Butcher 12532 Oak Knoll Rd. Poway, CA 92064 (619) 679-9440 Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbear@rnet.com Joe Carl 302 38 th St. NW Canton, OH 44709 Jcarl@neo.lrun.com Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Murray Cowles 6 Chafford Gardens, West Horndun, Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com Pitt Crandlemire 7 Franklin St. Ste. 3 Brookline, MA 02146 pitte@syncon.com Dan Eisenhut "Sadaukar" 8837 N. 96 th St. #5 Milwaukee, WI 53224-2031 eisenhut@execpc.com Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freeserve.co.uk Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867 raygrib@aol.com Tom Howell "Whippet" 1101 W. 18 th St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@pt.olympus.net (360) 379-9697	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 Steve_Koehler@Prodigy.com (704) 544-2849 Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984 Eddy Laforge 910 Hill'n'dale Dr Tupelo, MS 38801 Michael Lowrey 4322 Water Oak Rd. Charlotte, NC 28211 Mlowrey@charlotte.infi.net (704) 366-2311 Ken Marcinonis 657 Garnet Ln. Bolingbrook, IL 60440-1245 Kmarc@mediaone.net Brad Martin 15 Turo Close Willetton 6155 Western Australia Australia Westfront@hotmail.com Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 104547.1370@compuserve.com	Conrad von Metzke 4374 Donald Ave. San Diego, CA 92117 Ward Narhi 40 Casterton Akron, OH 44303 Dbengarde@hotmail.com narhiw@diebold.com (330) 253-4482 Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.xs4all.nl Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354 Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net Bob-rutherford@amrcorp.com Jeff Sandoval 2415 17 th Ave. Columbus, GA 31901 Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378 Sigourney Street "Canine Killer" PO Box 1235 Boston, MA 02130-0011 Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 econedit@juno.com Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au Jason Wilke "Rock-it Man" 2042 Dalton Ave. Deltona, FL 32725 wilke@n-jcenter.com (904) 789-7764 Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865 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, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York, Phil Reynolds **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, 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!