Notes from Hades

Last issue I told you about the new house Celeste and I are buying. Well, a few weeks ago, we had a bit of a surprise concerning the house. Construction was proceeding nicely, but we had some questions, so we went in to talk to the manager. He was able to answer our questions, but when we casually mentioned that out house seemed to be about a week behind the others on our street (because they had to correct an error in the foundation slab), he said that it was still on schedule for completion on June 18. Our reaction was, "June?!" We had previously been told that the house would be ready in late July or early August. It seems with the dry winter we've had, combined with the fact that ours is the second phase of the project, the workers had been able to get things done much more quickly than originally estimated. Not that we were disappointed, mind you, but it was just a shock to learn that we had two fewer months to prepare.

On top of all that, I got reassigned to a new client a couple of weeks ago. The new assignment is in Orange, which is a commute of about 14 miles each way, compared with my former commute of 35 miles each way to Mission Viejo. A definite improvement that will effectively add an hour of free time to each day. As if that wasn't enough, the work is more interesting, as well.

This issue we see the start of two new games – Coyote and Dirty Dogs. Bill Scharf is bowing out of New World this time around, and letting someone else get the shot at winning. As for Kremlin (Dirty Dogs), it proved quite popular. The last spot went to Phil Reynolds, who called up to claim it shortly after he received his issue. I'm not certain, but this game could hold the record for the shortest time between offering and gamestart.

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

Game Openings

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, Paul Bolduc, and Joe Carl, 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.

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

Andy Lewis

For those that were looking forward to Ted Raicer's Paths of Glory, a WW I game using a system to similar to We The People and For The People, from AH before its demise. It is now going to be published by GMT and I will be developing it. You can get a look at samples cards and counters and an example of play plus order the game at 30% at the GMT home page - www.gmtgames.com.

Bob Robles

Book review for the letter column: "The Diving Bell and the Butterfly" by Jean-Dominique Bauby. This is a remarkable book written by the editor of 'Elle' magazine. He suffered a terrible stroke resulting in 'locked-in syndrome", a condition where the cognitive functions of the brain are intact but most, if not all, the motor functions of the brain are crippled. Mr. Bauby "dictated" this book after his stroke, only able to move his left eye. It is a monument to the human spirit, mind and imagination. I do not to use this cliche lightly either! The most gripping chapter is his description of his last "normal" day. It starts off with a recitation of the mundane details of the day and builds in pace and intensity as the moment of the stroke closes in. Although Mr. Bauby died shortly after the book was published, it is an uplifting book. I highly recommend it.

Austria's coordination problems continue while France launches an amphibious assault against Florence. Milan is on the march against Venice but Venice makes some gains against the Pope. Finally, the deadlock between Naples and the Turks is broken, but neither side has a clear advantage yet.

Fall 1458 Retreats

Naples retreats F Lower Adriatic to Otranto

Venice retreats A Ancona to garrison

Builds

		Treas.	Cost	Rem.
Aus	Maintains all except A Bosnia	10	9	1
Flo	Maintains all, no new builds	18	9	9
Fra	Maintains all, no new builds	36	21	15
Mil	Maintains all, builds G Milan, A Pavia	18	18	0
Nap	Maintains all, no new builds	18	18	0
Pap	Maintains all, builds A Rome, A Perugia	28	21	7
Tur	Maintains all, no new builds	17	15	2
Ven	Maintains all except G Modena and F Croatia, builds G Padua, A Treviso	37	36	1

Orders

Austria ❏
- A AUSTRIA supports A Slavonia to Carinthia
- A SLAVONIA to Carinthia
- A HUNGARY to Slavonia

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

France ❏
- A Provence to SAVOY
- A GENOA supports Milan A Modena
- A TYROLEA supports Austrian A Austria to Carinthia (nso)
- A COMO supports Milan A Milan (nso)
- A Savoy to LUCCA
- F LIGURIAN SEA transports A Savoy to Lucca
- F GULF OF LIONS supports F Ligurian Sea

Milan ❏
- A Parma to MANTUA
- A CREMONA supports A Parma to Mantua
- A MODENA supports A Parma to Mantua
- A Pavia to PARMA
- A Milan to BERGAMO
- G MILAN convert to A

Naples ❏
- A Aquila to BARI
- F Otranto to GULF OF NAPLES
- F Ionian Sea to Central Mediterranean (DISLODGED, retreat Messina, Otranto, OTB)
- F PALERMO supports F Naples to Tyrrhenian Sea
- F Naples to TYRRHENIAN SEA
- F CORSICA supports F Naples to Tyrrhenian Sea (cut)

Papacy ❏
- A Bologna supports Milan A Parma to Mantua (DISLODGED, retreat Garrison, OTB)
- A AREZZO to Florence
- A SIENNA supports A Arezzo to Florence (cut)
- A URBINO supports A Arezzo to Florence
- A PERUGIA to Arezzo
- A ROME holds

A Ancona holds (u, DISLODGED, retreat Spoleto, Aquila, OTB)

Orders (cont.)

Turks ❏
- A Ragusa to HERZEGOVINA
- F Durazzo to IONIAN SEA
- F SARDINIA to Corsica
- F Tyrrhenian Sea supports F Sardinia to Corsica (cut, DISLODGED, retreat Patrimony, Capua, Western Mediterranean, OTB)
- F CENTRAL MEDITERRANEAN supports F Durazzo to Ionian Sea

Venice ❏
- A Mantua to BOLOGNA
- A FERRARA supports A Mantua to Bologna
- A Padua to CROATIA
- A TRENT supports A Carinthia
- A CARINTHIA holds
- A CARNIOLA supports A Carinthia
- A Treviso to VERONA
- F UPPER ADRIATIC transports A Padua to Croatia
- F LOWER ADRIATIC supports G Ancona to A
- F DALMATIA supports A Padua to Croatia
- G PADUA converts to A
- G ANCONA converts to A

Press

Austria – Milan: As you seem to prefer that I go to Carin from Slavo, I have changed my orders accordingly.

Austria – Pope: I hope you will support M against V. If we do not stop V now, it will become unstoppable.

Florence – Venice: I'll contribute 9 conditional ducats to you in the summer for you to use to disband an Austrian unit. I want Austria dead before I die!

France – Milan: Next turn, support my army Savoy to Lucca, if I didn't make it this time.

Milan – France: You can land in Lucca from Savoy and I shall support this move. I ask for your in Modena from Genoa and for the conversion of Milan garrison from Como.

Milan – Austria: I supported what you asked (Slavonia - Carinthia), but you made other, so it failed.

Milan – Papacy: If Venice disbanded garrison, I am in Mantua and shall support your Bologna - Ferrara.

Naples – France: Next turn I will support you to SAR in return for your support into WM the turn after. Once Tunis is liberated I will hand over COR to you.

Papacy – France: My friend if you help against Florence your share of the loot (ahem) your compensation would be what ever you ask for! Since I can't finish him off without your help, you deserve what ever you want. If we are working together, I got no problems with whatever you want. Can you support me into Pio next turn from Sie?

Papacy – Venice: I can already tell I won't be around for the long run, I can forgiven and forget your trespasses. Any way you can leave my SC's alone? Otherwise I'll have to dedicate myself to making sure you die right along with me.

Papacy – Naples: Retaking the Lower Adriatic would be help enough for me.

Papacy – Naples/Turkey: Anyway you guys could reach a peace agreement?

"Feral Dogs"

Citizen Dog

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison
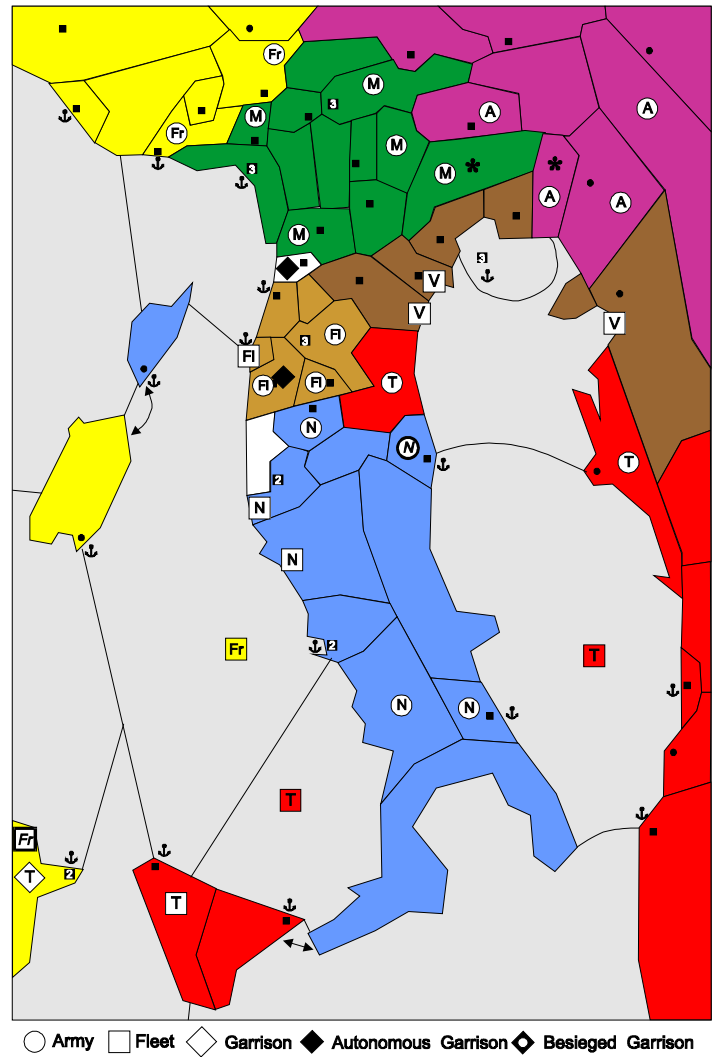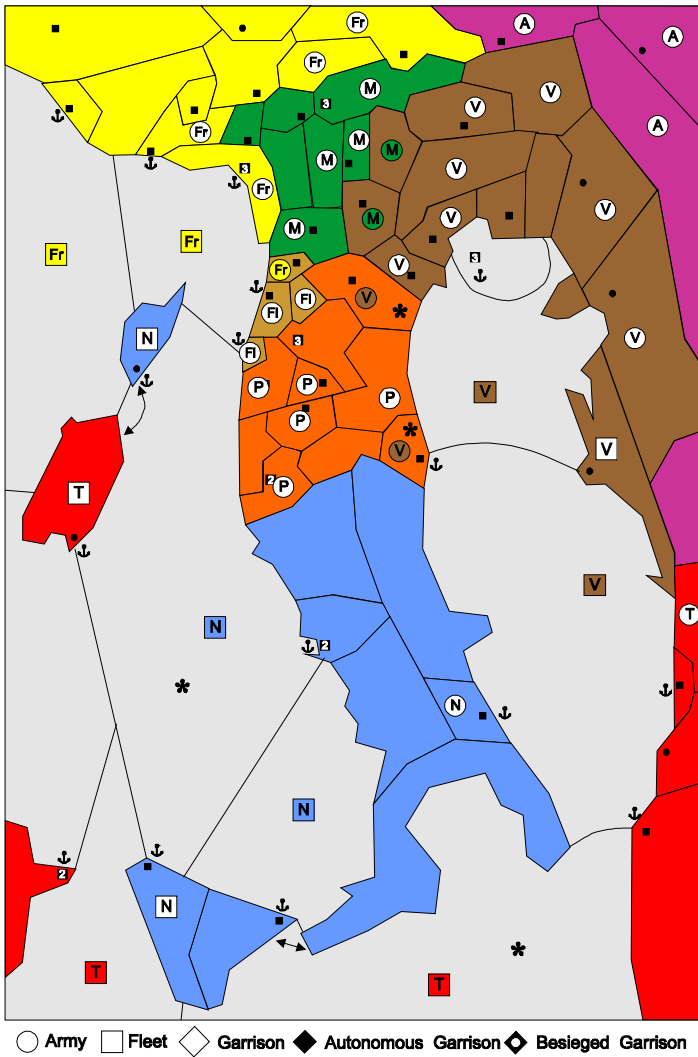
Citizen Dog
Fall 1455
Deadline for Winter-Spring 1456: 5/4 Tuesday

Austria and Milan launch their coordinated attack on Venice while Florence, France, and Naples cooperate against the Turks. The Pope decides to get out of the land holding business and concentrate on the souls of the faithful.

Summer 1455 Retreats
Papal A Bologna and A Sienna retreat OTB

Orders

AUSTRIA	A Carinthia to FRIULI
(Robles)	A CARNIOLA supports A Carinthia to Friuli
	A SLAVONIA to Croatia
	A TRENT supports Milan A Mantua to Verona
FLORENCE	A SIENNA supports A Pisa to Florence
(Wilson)	A Pisa to FLORENCE
	A AREZZO supports A Pisa to Florence
	F PIOMBINO supports French F Sardinia to Tyrrhenian Sea
FRANCE	A Provence to SAVOY
(Scott)	A TURIN besiege (garrison destroyed)
	F (EM) Western Mediterranean to TUNIS
	F Sardinia to TYRRHENIAN SEA

Orders (cont.)

MILAN	A MILAN supports A Bergamo
(Giovine)	A Mantua to VERONA
	A BERGAMO supports A Mantua to Verona
	A MONTFERRAT besieges (garrison destroyed)
	A Genoa to MODENA
NAPLES	A (EM) Aquila to ANCONA
(McConnell)	A PERUGIA holds
	A Bari to SALERNO
	A Otranto to BARI
	F Capua to Naples
	F Tyrrhenian Sea to ROME
PAPACY	No units
(Martin)	
TURKS	A DALMATIA to Ancona
(Wilke)	A Ancona to URBINO
	F LOWER ADRIATIC transports A Dalmatia to Ancona
	F TUNIS converts to G

Orders (cont.)

F Palermo to Tyrrhenian Sea
F Gulf of Naples to Naples

VENICE   *A (EM) Verona to Bergamo (DISLODGED, retreat Padua, Treviso, OTB)*

(Grib)   *A Friuli to Verona (DISLODGED retreat Treviso, OTB)*
F Croatia holds
F Bologna supports F Ferrara
F Ferrara supports F Bologna

Press

Austria – Venice: Sorry!

Austria – Milan & Turk: Are ye wid' us or agin' us?

Papacy – All: Obviously you barbarians have no respect for the Holy See!

Notes

The Pope has been eliminated.

Spring 1456 Famine

Good Year – No famine!

Spring 1456 Income

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

Provinces

Aus	Tyrolea, Austria, Hungary, Carinthia, Trent, Carniola, Slavonia, Friuli	(8)
Flo	Piombino, Pisa, Pistoia, Arezzo, Sienna, Florence	(6)
Fra	Avignon, Provence, Marseilles, Swiss, Savoy, Saluzzo, Sardinia, Turin, Tunis	(9)
Mil	Pavia, Fornova, Parma, Cremona, Milan, Como, Genoa, Mantua, Montferrat, Modena, Bergamo, Verona	(12)
Nap	Capua, Aquila, Naples, Salerno, Bari, Otranto, Rome, Spoleto, Corsica, Ancona, Perugia	(11)
Tur	Durazzo, Albania, Ragusa, Bosnia, Herzegovina, Palermo, Messina, Dalmatia, Urbino	(9)
Ven	Padua, Istria, Treviso, Croatia, Bologna, Ferrara, Venice	(7)

Seas

Fra	Tyrrhenian Sea	(1)
Tur	Gulf of Naples, Lower Adriatic	(2)

Cities

Aus	Tyrolea, Austria, Hungary, Trent, Carniola	(5)
Flo	Piombino, Pisa, Arezzo, Florence (3)	(6)
Fra	Avignon, Marseilles, Swiss, Savoy, Saluzzo, Sardinia, Turin	(7)
Mil	Pavia, Cremona, Milan (3), Genoa (3), Mantua, Montferrat, Modena	(11)
Nap	Naples (2), Bari, Rome (2), Corsica, Ancona, Perugia	(8)
Tur	Durazzo, Albania, Ragusa, Palermo, Messina, Dalmatia, Tunis (2)	(8)
Ven	Padua, Treviso, Croatia, Bologna, Ferrara, Venice (3)	(8)

Totals

Variable income die roll was 1.

	Var.	Prov.	Seas	Cities	Gross	Treas.	Total
Aus	1	8	0	5	14	2	16
Flo	2	6	0	6	14	3	17
Fra	1	9	1	7	18	2	20
Mil	3	12	0	11	26	10	36
Nap	1	11	0	8	20	0	20
Tur	1	9	2	8	20	4	24
Ven	4	7	0	8	19	13	32

Game Summary

	1454	1455	1456
Austria:	3	4	5
Florence:	3	3	4
France:	3	5	7
Milan:	3	5	7
Naples:	4	4	6
Papacy:	4	3	0
Turks:	3	6	7
Venice:	4	5	6

New Tricks
Game Start
Deadline for Spring 1253: 5/4 Tuesday

The Players

ARAGON	Brendan Whyte	AVIGNON	Jason Wilke
FLORENCE	Bob Robles	GENOA	Mike Scott
MILAN	Sigourney Street	PAPACY	Ward Narhi
VENICE	Phil Reynolds	GAME MASTER	Chris Hassler

Notes

Here's how the voting went. We are playing To the Renaissance, starting in 1253. Each player gets 1 variable income die roll, with Florence, Genoa, Milan, Papacy, and Venice using their normal row, while Aragon uses the Austria row and Avignon uses the Naples roll. Austria and Hungary are out of play. As for the optional rules, Famine, Plague, Special Military Units, and Conquest won with clear majorities while Strategic Movement and the Moneylenders were defeated. I forgot to ask you to vote about press, so you can submit votes for black, gray, or white press with the first turn's orders. We will be playing to ultimate victory conditions: 23 cities captured is a victory.

The Positions

Aragon: A Palermo, F Messina, F Sardinia, Treasury: 6 ducats

Avignon: A Avignon, A Bari, F Naples, F Marseilles, Treasury: 8 ducats

Florence: A Florence, A Pisa, A Piombino, Treasury: 4 ducats

Milan: A Cremona, A Pavia, A Milan, Treasury: 6 ducats

Genoa: A Modena, F Genoa, F Savoy, Treasury: 6 ducats

Papacy: A Perugia, A Rome, F Ancona, Treasury: 4 ducats

Venice: A Padua, A Ferrara, F Venice, Treasury: 6 ducats

Autonomous Garrisons: Turin, Saluzzo, Montferrat, Lucca,
              Bologna, Trent, Siena, Ragusa, Arezzo, Durazzo

Spring 1253 Famine

Bad Year – Row and Column: Peruiga, Otranto, Padua, Swiss, Cremona, Herzegovina, Corsica, Milan, Spoleto, Arezzo, Mantua, Tyrol, Lucca

○ Army   ▢ Fleet   ◇ Garrison   ◆ Autonomous Garrison   ◈ Besieged Garrison
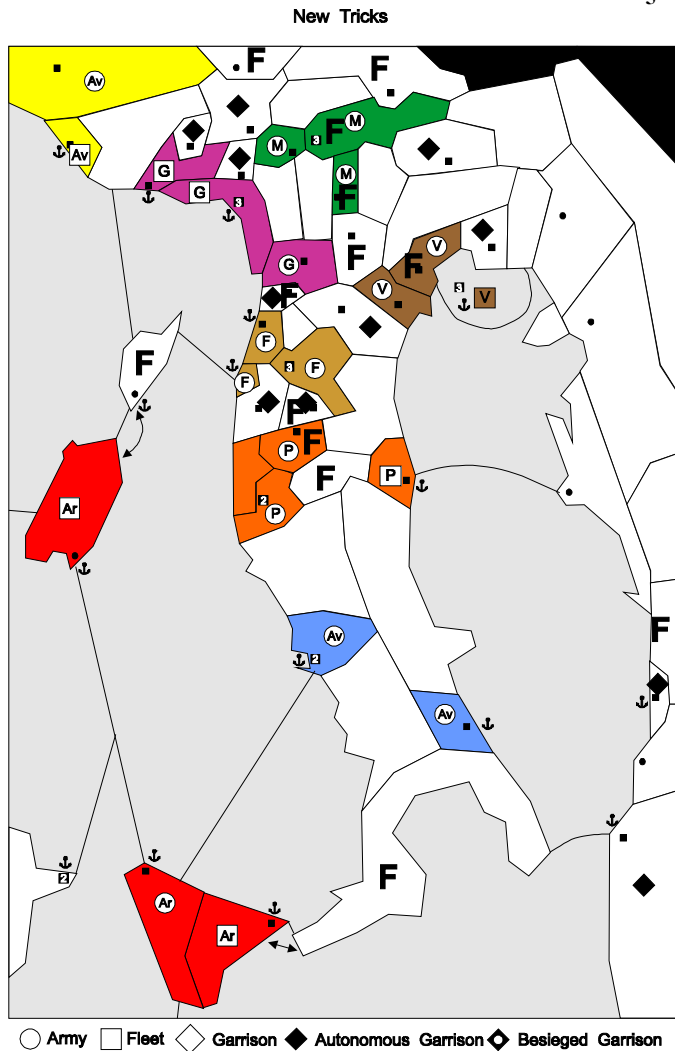
Dogpaddle
Epoch V Empire Selection
Deadline for Epoch V Vikings, Holy Roman Empire, and Chola: 3/30 Tuesday
Epoch V Empire Selection

The Triffids (Geggus) keep

The Go Masters (Carl) give to Gaming Through the Ages

Gaming Through the Ages (Lewis) gives to Zircon Utopia

Snoopy's Blanket Chasers (Eisenhut) gives Turks to the Go Masters

Zircon Utopia (Martin) gives to Impending Ascension

Impending Ascension (Cain) gives to Snoopy's Blanket Chasers

Epoch V

VIKINGS are absent

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 Appenines,* armies *Dneipr, Dalmatia, Northern Appenines,* 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

Your Empire is: _____

Running Dogs
Turn 9 Combat to Turn 10 Nexus
Turn 10 Alliances due: 5/4 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

Errata

It was pointed out to me that the usage of the Lansraad hold power by his allies was illegal. As a result, the Atreides and Guild were able to claim their free revivals, and the Guild was able to ship 8 tokens to False Wall West and move his token in Pasty Mesa. Nothing else was affected. (Note that the Lansraad units in False Wall West are in storm, and so no combat occurs between them and the Guild.)

Combat
Hagga Basin

The Bene Gesserit Voice the Harkonnens to play a Shield defense. The Lansraad use a Truthtrance card to ask the Harkonnens if their leader will be a Cheap Hero(ine). The answer is yes.

	Harkonnens	**Lansraad**
Leader	Cheap Hero (0)	Administrator (3)
Offense	Gom Jabbar	Jubba Cloak
Defense	Shield	None
Dial	1	0
Spice	1	0
Total	**1**	**0**

Harkonnens win. Cheap Hero and Jubba Cloak are all discarded. 1 Harkonnen and 1 Lansraad token goes to the tanks along with the Lansraad Administrator (3 spice to the Harkonnens). Harkonnens capture the Lansraad Commissioner. Bene Tleilaxu attack the Cheap Hero with a Shield card, which is not defended against. No result, Shield is discarded.

Spice Collection

The Bene Tleilaxu declare a victory attempt and display 35 spice. If they retain at least 35 spice by the end of next turn, they are victorious.
The Lansraad player plays a card he claims is Residual Poison on the Guild and demands 3 spice per turn. The Guild can either challenge or submit. If he challenges, and the card is worthless, the Lansraad must pay the Guild 6 spice,

otherwise, the Lansraad may kill any Guild leader and collect the leader's value in spice.

Emperor receives 2 spice (Arrakeen)

Fremen receives 11 spice (1 from Tuek's Sietch, 10 from Ixian alliance)

Harkonnens receive 4 spice (2 form OH Gap, 2 from Hagga Basin)

Ixians receive 10 spice (tech sales)
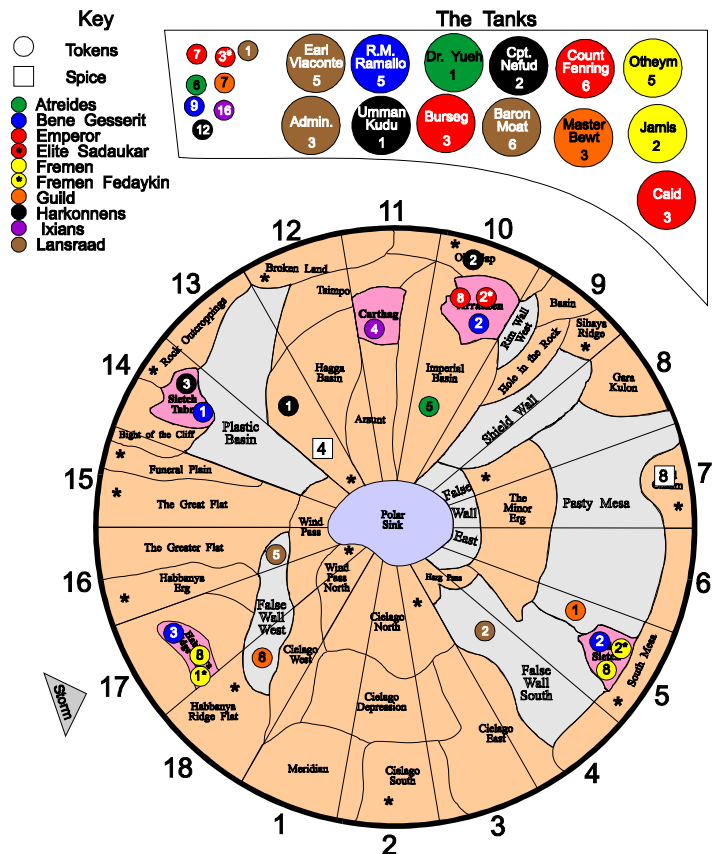
Turn 10
Storm Movement

The storm moves 1 sector to sector 17. Habbanya Ridge Sietch is in storm. Turn 11 storm movement is _____.

Spice Blow

The Lansraad play a Thumper in the Funeral Plain. 6 spice destroyed.

Worm in the Funeral Plain. Nexus occurs.

Final Positions

Atreides: 6 tokens and Dr. Yueh in the tanks, 5 tokens Imperial Basin, 9 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), 6 tokens and Master Bewt in the tanks, 8 tokens False Wall West (18), 5 tokens off-planet

Harkonnens: 12 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens OH Gap, 1 token Hagga Basin (13), 2 tokens off-planet

Ixians: 16 tokens in the tanks, 4 tokens Carthag

Lansraad: 2 tokens False Wall South, 5 tokens False Wall West (16), 12 tokens off-planet, 1 token, Earl Viaconte, Administrator, and Baron Moat in the tanks

Your cards: _____

Your spice: _____

Lupine
Turn 4 Opinion Polls and Campaign Results
Turn 5 Conferences, Cabinet, and Coalitions due: 5/4 Tuesday

Opinion Polls

Saarland

FDP wins the bidding at 600 and buys 1. Turns FDP +2, CDU –1.

Hamburg

FDP wins the bidding at 300 and buys 1. Turns FDP +2, CDU –1.

Bremen

SPD wins the bidding at 1100 and buys 1. Declines to use it.

Schleswig-Holstein

SPD wins the bidding at 1100 and buys 1. Turns SPD +1, FDP –1.

Campaign Results

Schleswig-Holstein

FDP turns in 1 campaign day for 1 vote share.

Hamburg

SPD turns in 5 campaign days for 30 vote share
FDP turns in 3 campaign days for 6 vote share

Bremen

FDP turns in 3 campaign days for 18 vote share

Saarland

SPD turns in 5 campaign days for 10 vote share
CDU turns in 10 campaign days, maxing the vote share out at 50.
Grüne turns in 4 campaign days for 8 vote share
FDP turns in 4 campaign days for 8 vote share

Election Results
SPD has (0 + 6) * 21 = 126 votes
CDU has (4 + 9) * 50 = 650 votes
Grüne has (2 + 5) * 13 = 91 votes
FDP has (1 + 4) * 8 = 40 votes

CDU wins the election with an overall majority. He moves NATO NEIN, Atomkraft NEIN, Steuersenkung JA, and one media token to Bonn.

SPD gains 3 party bases, CDU gains 1, Grüne gains 0, and FDP gains 2

SPD gains 3900 DM, including Pankow, CDU gains 8000 DM, Grüne gains 1800 DM, and FDP gains 2400 DM.

The Parties

CDU	Grüne	FDP	SPD
Player: Caleb Cousins	**Player:** Brad Martin	**Player:** Andy York	**Player:** Andy Lewis
Campaign Days: 10	**Campaign Days:** 4	**Campaign Days:** 11	**Campaign Days:** 10
Media: 2	**Media:** 2	**Media:** 1	**Media:** 0
Conferences: Special	**Conferences:** 2 Special	**Conferences:** Special	**Conferences:** 2 Special
Platform: Freugeutliche	Regular	Regular	Regular
Grundordnung	**Platform**: Umweltshutz	**Platform**: Marktwirtschaft	**Platform**: Gewerkschaft
Atomkraft NEIN	§218 JA	35-Stunden-Woche JA	35-Stunden-Woche JA
NATO NEIN	Atomkraft NEIN	NATO NEIN	NATO JA
Steuersenkung JA	Steuersenkung JA	Steuersenkung NEIN	§218 NEIN
35-Stunden Woche JA	Gewerkschaft	Atomkraft JA	Atomkraft JA

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	2	4
Vote Share	0	0	18	8
Media Tokens	0	1	3	0
Trend	-2	-1	+2	+2

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

Mandate Range: 1-6

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	4	3	2	0
Vote Share	0	0	6	36
Media Tokens	1	0	0	3
Trend	-2	0	+2	+2

Issues: **§218 NEIN (x2)**
Gewerkschaft
Atomkraft JA

Mandate Range: 2-7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	1	2
Party Bases	15	8	20	20
Votes	790	445	740	1546

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

Schleswig-Holstein

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

Issues: §218 JA
Atomkraft JA

Mandate Range: 5-10

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	Atomkraft JA
NATO JA	NATO NEIN
Steuersenkung NEIN	Steuersenkung JA
Freugeutliche Grundordnung	

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

Your cash: _____

Available Ministers:

_____

Sun Dog
Turns 26.2 to 28.2
Turns 28.3 to 30.3 due: 3/30 Tuesday
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	Sells Neptune Space Dock for $425, pays $220 to TE
vRE	Saturn Space Dock	1, 4	Tethys	5 fuel used, refuels to full
RD/RSE	Blank Dot 3	3, 5	Sinope	

Turn 27

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Elara	2, 5	Jupiter Research Lab	7 fuel used, $80 paid to van Rijn Enterprises
Century 22	Larissa	1, 3	Oberon	Red Shift card - 2 fuel used, advance to Oberon, $500 gained for passing Earth, buys for $800 and refuels
SSU	Himalia	2, 5	Elara	7 fuel used, owes $190 to TE
vRE	Tethys	1, 4	Saturn Research Lab	5 fuel used, buys Saturn Research Lab for $350
RD/RSE	Sinope	2, 2	Sinope	$100 gained, insufficient momentum to escape Jupiter

Turn 28

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Jupiter Research Lab	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
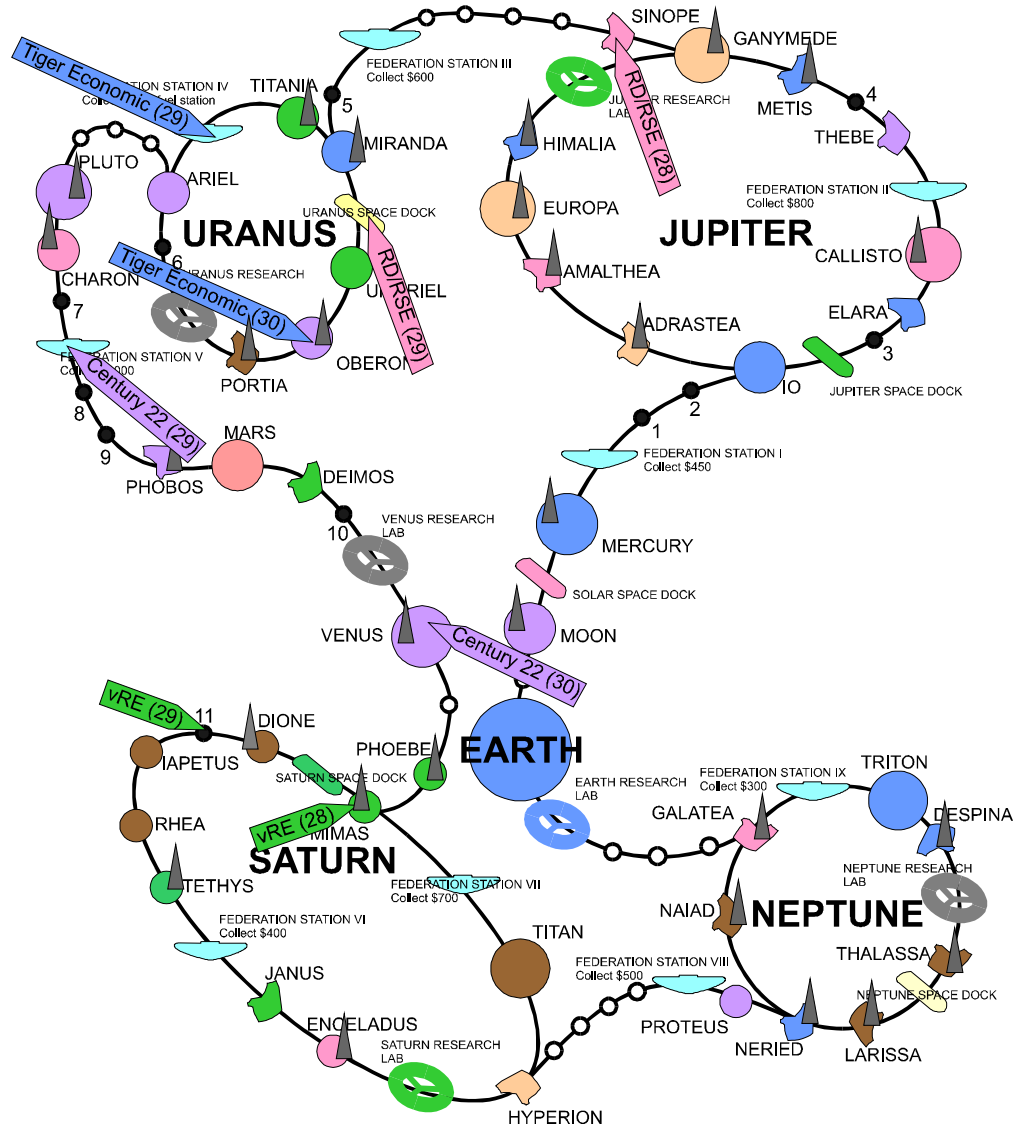
The Players (After Turn 28.2)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara	3	11	3390
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Pluto, Oberon	1	25	325
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Adrastea	0	18	20
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe, Janus, Saturn Research Lab	2	25	1740
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus, Solar Space Dock	0	25	545

Turn 28

Company	Starting Location	Die Roll	Ending Location	Notes
SSU	Elara	3, 5	Himalia	8 fuel used, $220 owed to TE, must sell Adrastea to pay
vRE	Saturn Research Lab	1, 4	Mimas	Refuels to full
RD/RSE	Sinope	1, 3	Sinope	Red shift – win dispute with player of choice. May select any property owned by another player and take it.

Turn 29

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station II	6, 6; 2, 6	Federation Station IV	$100 and free fuel station gained, may purchase more fuel stations
Century 22	Pluto	1, 2	Federation Station V	$1000 gained, may purchase fuel stations
SSU	Himalia	2, 6	Callisto	8 fuel used, owes $275 to RD/RSE, may purchase fuel for $20/hydron
vRE	Mimas	1, 2	Blank Dot 11	3 fuel used
RD/RSE	Sinope	4, 4	Uranus Space Dock?	$100 gained, 8 fuel used and may purchase Uranus Space Dock for $375

Turn 30

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station IV	1, 1; 1, 2	Federation Station II	Gains $100, owes $300 to Century 22
Century 22	Federation Station V	3, 6	Venus	Refuels to full
SSU	Callisto	1, 4	Callisto	Insufficient fuel to take off, bankrupt and out of the game

---

Pooch
End of Game Statements

Final Tally

Country	Player	Money
Dutch	Bill Scharf	$1237
Spanish	Bob Robles	$1093
Swedish	Kevin Wilson	$1057
English	Dennis Cain	$908
French	Dan Eisenhut	$771
Portuguese	Andy Lewis	$741

Statements

Bill Scharf (Dutch): I credit my win to moving late in the sequence and writing a fistful of conditional orders. The Swedes moving out of F, however, was the key.

At the start of the game I wrote conditionals to minimize the number of neighbors I had. J is probably the best landing place on the board because ther are three non-coastal spaces (I don't count the Pacific as coastal) to expand into. Non-coastal spaces being more protecable as they don't allow surprise landings and attacks. A coastal empire is far more vulnerable to competative attacks, particularly by two or more players at once.

There are several landing places that allow two non-coastal expansion points, C, N, R, and W, which are my other choices. I usually pick one that has the fewest neighbors. Landing in one area gives you tremendous flexibility as you can transfer your forces around at will. Conflict is undesireable, but if you need political control (and you were there first), it can be an option.

I got lucky this game. I still didn't get any gold (which is normal), but I got enough political controls to really boost my income. There were no red areas

(avoid these at all costs) and I basically go along with my neighbors...only getting testy when my territorial "integrity" was violated.

And now that I've told my secrets, ahem, there is *no* reason to pound on me the next game we play. Thanks, for running the game, Chris.

Bob Robles (Spain): First game of 'New World" 've ever played. I sure learned alot by watching the pros like Bill. Laying low, concentrating on growth and being ignored seemed like a good strategy for a newbie.

Dennis Cain (England): Congratulations to Bill again. I had conditional orders to combat Dan if he was trying for the win.

Dan Eisenhut (France): Hey, what happened to the 10th turn? Oh, this was the 10th turn. Oops, I was still trying for five thinking we still had one to go. Still a good come back I think.

Andy Lewis (Portugal): Congrats again Bill. You have to stay out of the next game to give us a chance. I used the collective us because I know I won't be in it because Chris is rolling the dice. How do you lose a whole large fleet in one turn or what was it 5 soldiers in one area. I love it so I'll keep trying.

Chris Hassler (GM): This was a good game. It was quite competative, and in the last few turns, all the players were mixing it up quite vigorously. Bill earned this victory like he never had before. He is, however, sitting out the next game, so the rest of you have a chance now. Good game, everyone.

Dogstar
Turn 6
Turn 7 due: 5/4 Tuesday
Errata

Last turn I mistakenly had COLOSSUS draw a mega water card. He instead wanted to draw four water cards they are _____.

Turn 6

Australis (Martin) buys a titanium factory for 30 (Or2, Or2, Or3, Wa7, Wa8, Wa8) and shifts a population from an ore factory to man it.

The Mystery Machine (Lewis) opens the bidding on a Nodule at 25 and ID gets it for 35 (MWa, HE discount). Opens bidding on Nodule at 25 and gets it (Or4, Wa6, Ti10, HE discount). Buys 2 population factors (Wa6, Wa7, Wa9)

Basset Base Beta (Koehler) buys titanium factory for 30 (Wa9, Ti10, Ti11) 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 Heavy Equipment at 31 and it goes to 2112 Corporation for 33 (Or3, Or3, Or3, Wa5, Wa6, Wa10). Buys a water factory (Wa6, Wa7, Wa8) and a population factor (Wa4, Wa6)

ID (Scharf) buys a population factor (Ti12)

Heavenly Bodies Development Company III (Wilson) opens the bidding on a data library at 15 and gets it (Wa6, Wa9). Opens the bidding on a second data library at 16 and gets it (Or4, Wa5, Wa7)

2112 Corporation (Cain) passes.

BarterTown III (York) buys a titanium factory (Or3, Wa6, Wa7, Wa7, Wa7) and moves population over from both ore factories to man the water factories

Dark Matter Mining Corp. (Eisenhut) buys a water factory (Or4, Or4, Or4, Wa8) and a population factor (Wa10)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	The Mystery Machine	Andy Lewis	**OrF, OrF, WaF, WaF, WaF, TiF, P**	HE, No	10
2	ID	Bill Scharf	OrF, **OrF, WaF, WaF, WaF, WaF, TiF**	HE, No	10
3	HBDC3	Kevin Wilson	**OrF, OrF, WaF, WaF, WaF**	4DL	9
4	Australis	Brad Martin	OrF, **OrF, WaF, WaF, WaF, TiF**	No, HE	9
5	COLOSSUS	Michael Lowrey	OrF, **OrF, WaF, WaF, WaF, WaF, WaF**	No	8
6	Basset Base Beta	Steve Koehler	OrF, OrF, **WaF, TiF, TiF, TiF**	HE	8
7	2112 Corporation	Dennis Cain	**OrF, OrF, WaF, WaF, WaF**	DL, HE	7
8	BarterTown III	Andy York	OrF, OrF, WaF, **WaF, WaF, WaF, TiF**	HE	6
9	DMMC	Dan Eisenhut	**OrF, OrF, WaF, WaF, WaF**	Wa	6

Available Upgrades

New Arrivals: Data Library, Scientists, Orbital Lab, Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	0
Warehouses (Wa)	25	4	1
Heavy Equipment (HE)	30	0	0
Nodules (No)	25	0	2
Scientists (Sc)	40	1	5
Orbital Labs (OL)	50	1	5
Robots (Ro)	50	0	6
Laboratory (La)	80	0	6
Ecoplants (Ec)	30	0	6
Outpost (Ou)	100	1	5

In the warehouse: _____
_____

New cards: _____

ID takes a Mega Water card.

Kennel Club
Turn 2, Phase 7, Turn 3 Phases 1 – 3
Turn 3 Phases 4 – 6 due: 2/23 Tuesday
Turn 2, Phase 7 – Buy Tokens

Barcelona (Koehler) buys 14 tokens

Venice (Cain) buys 29 tokens

Genoa (C. Cousins) buys 35 tokens

London (Cowles) buys 3 tokens

Hamburg (Martin) buys 6 tokens

Paris (Burgdorf) buys 36 tokens

Turn 3, Phase 1 – Card Draw

No actions

None eligible

London (Cowles) plays Walter the Penniless (protected)

Hamburg (Martin) plays Timber ($12 to Hamburg, $3 each to Barcelona, London, Venice, and Paris). Plays Metal ($24 to Hamburg, $6 each to Barcelona, London, and Paris)

Barcelona (Koehler) plays Dionysus Exiguus, no protection

Venice (Cain) plays Cloth/Wine as Cloth ($80 to Venice, $20 to Paris, $5 to Genoa. Plays Papal Decree forbidding the purchase of Exploration advances

Genoa (C. Cousins) plays Stirrups

Paris (Burgdorf) plays St. Benedict without protection, and Stone ($9 to Paris, $4 to Genoa, $1 each to Hamburg and Venice)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	40	29	$125	4	9	4	R
Steve Koehler	Barcelona	40	14	$72	3	9	2	I, A
Brad Martin	Hamburg	60	6	$95	2	8	4	I
Martin Burgdorf	Paris	50	34	$73	6	9	2	
Caleb Cousins	Genoa	50	35	$32	5	7	4	E
Murray Cowles	London	40	3	$70	1	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: _____

_____

_____

Dog Pound
1961
1962 Orders due: 5/4 Tuesday
1960

Held Event Cards

AL: Computer breakthrough

Australia: Fortunate accident, capsule

RMR: Fortunate accident, rocket

Event Card Resolution

Replublic of Texas: Sabotage. Refuses to pay, so loses 10% on safety factor of 1 person capsule.

Purchase Hardware

Australia: Buys Lunar Probe Program for 30MB.

AL: Buys four 1-stage rockets for 12MB, 2 astronauts (Alan Shepard, Deke Slayton) for 4MB, and a second launch facility for 30MB.

SLEEP: Buys Lunar Probe Program for 30MB, EVA Suits for 18MB, and the Two-Person Capsule Program for 24MB.

RMR: Buys 2 1-stage rockets for 6MB and astronaut (Red Schoendiest) for 2MB.

Republic of Texas: Buys two 1-person capsules for 4MB, 3 1-stage rockets for 9MB, and 1 docking module for 2MB.

Conduct Research and Development

Australia: 2: 8 dice: 1, 2, 2, 3, 3, 3, 4, 5 = +23%. 24MB spent. B: 8 dice: 2, 2, 3, 4, 4, 5, 5, 6 = +31%. 32MB spent. EVA Suits: 3 dice: 1, 2, 4 = +7%. 3MB spent. 3: 8 rolls: 2, 3, 3, 3, 3, 4, 4, 6 = +28%. 32MB spent.

AL: B: 8 dice: 1, 2, 2, 3, 4, 4, 4, 5 = +25%. 32MB spent. 2: 8 dice: 1, 2, 3, 3, 4, 5, 5, 5 = 28%. 24MB spent. EVA Suits: 6 dice: 1, 1, 1, 2, 4, 4 = +13%. 6MB spent.

SLEEP: 3: 2 dice: 1, 5 = +6%. 8MB spent. B: 2 dice: 1, 6 = +7%. 8MB spent. EVA Suits: 4 dice: 1, 2, 4, 4 = +11%. 4MB spent. b: 4 dice: 1, 2, 2, 2 = +7%. 8MB spent.

RMR: a: 8 dice: 1, 2, 3, 4, 5, 5, 5, 6 = +31%. 8MB spent. c: 8 dice: 1, 4, 4, 5, 5, 6, 6, 6 = +37%. 40MB spent.

Republic of Texas: D: 5 dice: 1, 2, 3, 4, 6 = +16% to Max R&D. 10MB spent. a: 8 dice: 1, 2, 2, 2, 3, 5, 5, 5 = +25%. 8MB 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. No rushing. Launch order: Republic of Texas, Republic of Texas, Republic of Texas, RMR, RMR, RMR, AL, AL, SLEEP, SLEEP, Australia

Republic of Texas launches a Docking Module. Liftoff: 75%<88%, Earth Orbital Burn: 43%<98%, Earth Orbital Activities: 23%<98%. Mission success. +1% to A. +2MB to budget.

Republic of Texas launches an unmanned orbital mission. Liftoff: 40%<89%, Earth Orbital Burn: 46%<58%, Earth Orbital Activities: 10%<58%, Earth De-orbital Burn: 99%>58%. Mission failure. +1% to A and a.

Republic of Texas launches an unmanned orbital mission. Liftoff: 01%<90%, Earth Orbital Burn: 18%<59%, Earth Orbital Activities: 92>59%. Mission failure. +1% to A and a.

RMR launches a Docking Module. Liftoff: 68%<88%, Earth Orbital Burn: 23%<96%, Earth Orbital Activities: 98%>96%. Mission failure. +1% to A and 1. -3MB to budget.

RMR launches a Manned Orbital with Docking with Red Grange. Liftoff: 24%<89%, Earth Orbital Burn: 08%<78%, Earth Orbital Activities: 81%>78%, waste containment backflow, quite messy, mission scrubbed, Earth De-orbital Burn: 42%<78%, Re-entry: 25%<78%, Recovery: 01%<78%. Mission failure. +1 to A and a, Red Grange to 20%, -12MB to budget.

RMR launches a Manned Orbital with Spacewalk with Red Sonja. Liftoff: 90%=90%, Earth Orbital Burn: 69%<79%, Earth Orbital Activities: 02%<79%, Spacewalk: 77%<98%, Earth De-orbital Burn: 25%<79%, Re-entry: 47%<79%, Recovery: 16%<79%. Mission success! +1% to A and a, Red Sonja to 10%, +6MB to budget.

AL launches a Manned Orbital mission with Alan Shepard. Liftoff: 35%<88%, Earth Orbital Burn: 79%<82%, Earth Orbital Activities: 20<82%, Earth De-Orbital Burn: 47%<82%, Re-entry: 57%<82%, Recovery: 87%>82%, capsule touches down off target, but is eventually located. Mission success! +1 to A, and a, Shepard to 10%, +2MB to budget.

AL launches an Orbital Satellite. Launch: 61%<89%, Earth Orbital Burn: 06%<96%, Earth Orbital Activities: 76%<96%. Mission success! +1% to A and 1. +2MB to budget.

SLEEP launches a Lunar Fly-by. Liftoff: 13%<49%, Earth Orbital Burn: 69%<80%, Earth Mission Burn: 11%<80%, Lunar Orbital Burn: 52%<80%, Lunar Orbital Activities: 91%>80%. Mission failure. +1% to B and 2. –3MB to budget.

SLEEP launches a Lunar Probe mission. Liftoff: 06%<47%, Earth Orbital Burn: 94%>53%. Mission failure. +1 to B and 3, -6MB to each budget.

Australia launches a Lunar Fly-by. Liftoff: 34%<89%, Earth Orbital Burn: 67%<83%, Earth Mission Burn: 94%>83%. Mission failure. +1% to B and 2, -3MB to budget

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1961)	84	98	121	111	68
Cash	1	17	2	2	44
1-Orbital Satellite	1 / 97%	0 / 96%	2 / 95%	1 / 97%	1 / 98%
2-Interplanetary Satellite		0 / 81%	0 / 84%	1 / 79%	
3-Lunar Probe		0 / 57%	1 / 73%		
4-Docking Module	2 / 45%		1 / 45%		0 / 45%
A-One Stage Rocket	0 / 91%	1 / 88%	2 / 82%	4 / 90%	3 / 91%
B-Two Stage Rocket		0 / 51%	0 / 90%	1 / 67%	
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					1 / 85%
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits	98%	41%	95%	92%	98%
a-One Person Capsule	1 / 80%	0 / 82%	0 / 81%	2 / 83%	2 / 60%
b-Two Person Capsule		1 / 27%			
c-Three Person Capsule	1 / 75%				
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Launch Facilities	3	2	1	2	3
Astronauts	3	3	1	2	4

Astronauts are

Australia: True Blue (30%)

RMR: Red Grange (20%), Red Sonja (10%), Red Schoendiest

SLEEP: Groucho (20%), Harpo, Chico

AL: Alan Shepard (10%), Deke Slayton

Republic of Texas: Simmons (10%), Milbourn, Camden, Moon

1962
Draw Event Cards

Australia: Minor problem. Pay 10MB or lose 5% on next 2-stage rocket launch.-5MB to budget.

AL: Government Order. Next launch must be a multi-manned launch with a new astronaut. +30MB to budget if accepted, -22MB to budget if declined.

SLEEP: Influenza. Primary crew is out for next mission. Select backup crew. +7MB to budget.

RMR: Budget mismanagement. Must discard 3MB. +1MB to budget.

Replublic of Texas: Scientific Breakthrough. 6 free R&D dice on most advanced rocket (already at Max R&D). +7MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1962 Budget	80	96	123	110	68
Cash	26	15	2	5	79
1963 Budget	81	103	118	140 or 88	75

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

Coyote
Game Start
Turn 1 Orders due: 5/4 Tuesday

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	$160	25	0	0
English	Brad Martin	$160	25	0	0
French	Martin Burgdorf	$160	25	0	0
Portuguese	Brendan Whyte	$160	25	0	0
Spanish	Kevin Wilson	$160	25	0	0
Swedish	Andy Lewis	$160	25	0	0

Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

Dirty Dogs
Game Start
Influence Determination and Turn 1 Orders due: 5/4 Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Andrej Purgemoff (F)	71	
Foreign Minister	Boris Badenuff (X)	53	
Defense Minister	Diwan Palavrian (G)	70	
Ideology Minister	Igor Doberman (L)	65	
Industry Minister	Petr Niewitko (D)	73, strength position	
Economy Minister	Mikail Strychnin (T)	57	
Sport Minister	Tigran Zenjarplan (Q)	60	

Candidates: E, H, I, M, S
People: B, C, J, K, N, O, P, R, U, V, W, Y, Z

Siberia: None (yet)

Players

Player	Faction Name
Chris Geggus	
Brad Martin	
Ward Narhi	
Phil Reynolds	
Bill Scharf	
Mike Scott	

Your cards: _____
_____
_____

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

A1. A baby is born with some 350 separate bones. As the baby grows, some of the bones join together so that the same person as an adult has only 206 bones.

Dennis Cain receives 2 points.

Q2. 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?

A2. The woman lit the fireplace and then fell asleep on the bed. The husband simply turned off the main gas supply to the house then turned it back on a few moments later. This caused the fire to go out. The gas then filled the room and asphyxiated the woman.

Caleb Cousins receives 2 points.

Q3. 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?

A3. The answer is Niagra Falls. It is estimated that the Falls started seven miles further downstream and have cut their way through the rock. They have therefore moved upstream at the rate of several feet per year since.

Caleb Cousins receives 2 points.

Q4. 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?

A4. The answer is an equal. Other possible answers include a parent or a superior being. However, an equal is the most elegant response.

Chris Geggus and Ward Narhi each receive 1 point.

Q5. 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?

A5. Ali was a Muslim, Ben a Jew, and Cyril a Christian. Ali was born in 1309 of the Muslim calendar. The starting point of the Muslim calendar is the emigration of Muhammad from Mecca to Medina in AD 622. Consequently, the Muslim year 1309 equates to 1930 AD. Similarly, Ben's birthdate falls under the Jewish calendar, which started in 3761 BC So Ben was born over 3000 years before Cyril, who in turn was born 619 years before Ali.

Andy York and Brendan Whyte each receive 1 point.

Brendan Whyte receives a free issue!

Current Scores

Chris Geggus	52	Pitt Crandlemire	46½
Andy York	43	Dennis Cain	32½
Paul Bolduc	31½	Andy Lewis	31½
Brendan Whyte	30½	Caleb Cousins	29
Steve Koehler	24½	Bill Scharf	22½
Dan Eisenhut	19½	Joe Carl	19½
Berry Renken	18½	Brad Martin	16
Ward Narhi	16	Bob Robles	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. A man walked into a bar and asked the barman for a glass of water. They had never met before. The bartender pulled a gun from under the counter and pointed it at the man. The man said "Thank you" and walked out. Why should that be so?

2. A man walked into a bar and asked for a drink. The man behind the bar pulled out a gun and shot the man. Why should that be so?

3. A man who wanted a drink walked into a bar. Before he could say a word, he was knocked unconscious. Why?

4. A man died and went to Heaven. There were thousands of other people there. They were all naked and looked as they had when they were 21. He looked

around to see if there was anyone he recognized. Suddenly, he saw a couple and knew that they were Adam and Eve. How did he know?

5. A hunter started out from his camp one morning. He walked one mile due south and spotted a bear. He followed the bear for one mile due east before he shot the bear. He then dragged the bear one mile due north back to his camp. What color was the bear?

Pedagoguery

As I discussed in the prior column, scientists are still not sure of some of the fundamental properties of the universe. However, in this column we will pick a universe and follow it along as it evolves. The universe we will pick will be an open one. It will not have enough matter in it to cause an eventual collapse. It will also not have a significant cosmological constant. A significant cosmological constant could eventually cause the universe's expansion to start increasing at an exponential rate, which could have some interesting connotations, but which is something we will leave for later. In this discussion the universe will be clearly divided into different eras. We begin with the Inflationary Era.

For our purposes, the universe begins 10^{-44} seconds after the Big Bang. This number is known as the Planc time, and is believed to be the quantum unit of time. Just as you cannot divide an electron into smaller pieces, so you cannot divide time into smaller units than 10^{-44} seconds. In this early stage of the universe, things happen on extremely fast timescales. Space itself is being tortured with titanic energies and forces. At 10^{-37} seconds after the Big Bang, the very high quantum energy fields that existed in the unbelievably hot and dense early universe created a repulsive force that caused the universe to expand at an exponentially increasing rate. During this period of inflation, tiny fluctuations that will eventually form the seeds of galaxies form. At 10^{-32} seconds past the Big Bang, inflation ends, leaving us with a universe vastly larger than when it started. It also ends the Inflationary Era and marks the beginning of the Radiation-Dominated Era.

During the Radiation-Dominated Era, the universe is still extremely hot and dense. Matter and energy are being ripped from the fabric of space itself when pairs of matter-antimatter particles are created from quantum fluctuations and later annihilate each other. The universe is continuing to expand, however, and this causes things to cool down. As things cool down, the more massive, exotic particles cannot be formed any more. Eventually, not even new protons and neutrons can form. When this point occurs, the matter and antimatter annihilate each other, leaving a small excess of matter. It is this residue that forms everything we can see in the universe. By the time the universe is one second old, it is composed of protons, neutrons, electrons, and countless neutrinos and photons. At about 100 seconds, the protons and neutrons come together to form elements heavier than simple hydrogen. Deuterium (one proton and one neutron), tritium (one proton and two neutrons), and various isotopes of helium and lithium form in what is called the Big Bag Nucleosynthesis. This goes on for quite a while. Finally, at about 300,000 years after the Big Bang, the universe becomes cool enough for electrons to be bound into atoms without being knocked free. When this happens, matter becomes transparent to the radiation in the universe. Before this point, any time a clump of matter started to collapse under its own gravity, pressure from the radiation would smooth out the fluctuation. Now, matter is free to collapse at will. We have now left the Radiation-Dominated Era and entered the Stelliferous Era.

Stelliferous means "filled with stars". Those stars first started forming at about 1,000,000 years after the Big Bang. The first population of stars had very little in the way of heavy elements – only that which had formed in the Big Bang nucleosynthesis. As the heavier of these first generation stars aged and exploded into supernovae, they seeded the space around them with heavier elements. As this was happening, the larger concentrations of matter were starting to form galaxies. The first galaxies were small, but the larger of those grew by cannibalizing their smaller siblings. Our sun was formed about 10 billion years after the Big Bang, and in about 1 billion years from now, it will grow so hot that live on Earth will be impossible. About 7 billion year from now, the sun will grow into a red giant, and it will eventually end its days as a white dwarf. Such is the fate awaiting most stars. The bigger, more extravagant stars will end as supernovae, their cores living on as neutron stars or black holes. However, as more and more matter is tied up into stars and their remnants, less will be available to form new stars. So, star formation will continue to decline. Eventually the only stars left will be the small, red dwarf stars, the aged misers carefully hoarding their energies. On the larger scales, galaxies themselves will continue to evolve and coalesce. In about 6 billion years from now, our own galaxy will have a close encounter with the Andromeda Galaxy. This will probably not cause the two galaxies to merge immediately, but it will also probably not be the last interaction between the two, and eventually all of the galaxies in the local group will merge into a supergalaxy. Such mergers could cause new bursts of star formation, but eventually, all reserves of gas will be exhausted and the last of the stars will die. We estimate that will happen at about 10^{14} years after the Big Bang. That will be the end of the Stelliferous Era and the beginning of the Degenerate Era.

In the Degenerate Era, the vast majority of the matter in the universe will be composed of white dwarves, which by this time will be black because they will have radiated most of their heat away. Gravitational interaction will fling most white dwarves out of their galaxies, while others will be absorbed into the gigantic black holes at the centers of galaxies. Brown dwarves, tiny almost-stars, will occasionally collide, resulting in a new red dwarf star being born. Occasionally, white dwarves will collide, resulting in a supernova which will shine brilliantly in the prevailing darkness. The overall temperature of space will be a small fraction of a degree above absolute zero. White dwarves could maintain a temperature as high as 64° above absolute zero (about the temperature of liquid nitrogen) by exotic processes such as WIMP decay. WIMPs are Weakly Interacting Massive Particles, and are a leading candidate for dark matter in the universe. At this time in the universe, WIMPs could be absorbed into white dwarves, where they would undergo decay, and contribute a minimal amount of heat to the star. Eventually, this source of heat would exhaust itself.   What happens now? Now we begin to get a bit more speculative.

Many modern theories of physics predict that protons will eventually decay. The time frame for such an event is long – predictions range anywhere from 10^{20} to 10^{200} years. Current experimental results set a lower limit of about 10^{36} years. Whatever the actual number, it seems likely that eventually, protons will decay, and therefore at that point the only things left in the universe will be electrons, positrons, neutrinos, photons, and black holes. This marks the end of the Degenerate Era and the beginning of the Black Hole Era.

In the Black Hole Era, the only objects left that are not elementary particles are black holes. However, as Stephen Hawking showed, black holes are not eternal. They slowly evaporate, and the rate of the evaporation depends on the curvature of the event horizon, which in turn, depends on the mass. In other words, the bigger the black hole, the slower it evaporates. At this point, however, we are dealing with such tremendously large timescales that it almost comes down to the blink of an eye. At 10^{65} years after the Big Bang, stellar sized black holes evaporate completely. By 10^{83} years, million solar mass black holes are gone. Finally, by about 10^{99} years, the largest black holes explode and die. Thus ends the Black Hole Era and begins the Dark Era.

The Dark Era is just that – dark. There is very little left in the universe, mainly electrons, positrons, neutrinos, and very low energy photons. Space has grown so large that the average space between particles is larger than the entire observable universe is today. Space is dark an empty. Or is it? Just like we don't
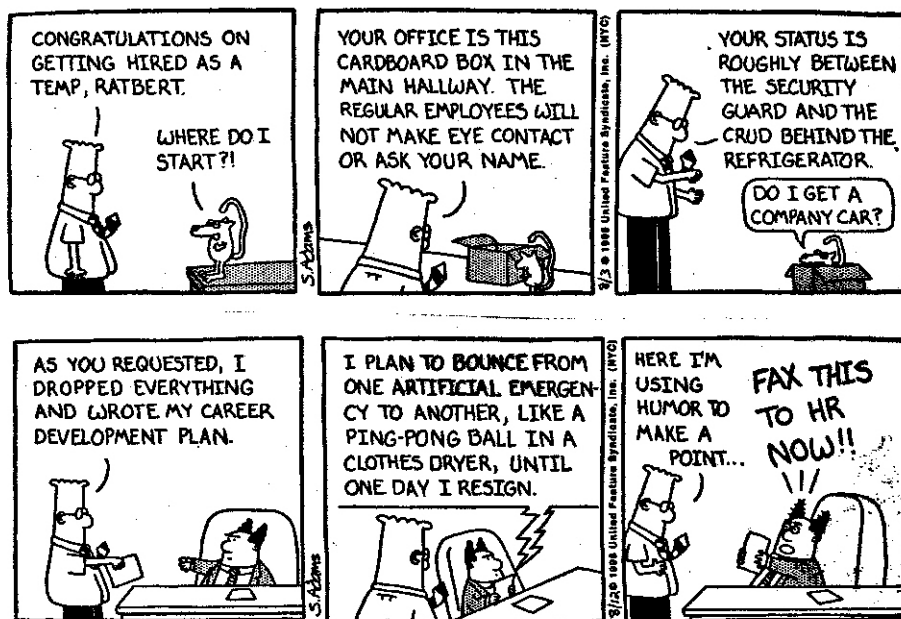
know everything about what happens in the early universe, we likewise don't know everything about what will happen as the universe enters this final phase. Suffice it to say that it will be a very different place from what it is now.

Next time, I will discuss current efforts to learn the size and features of the universe.

Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.

2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.

3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.

4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.

5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.

6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.

7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.

8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.

9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.

10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.

11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.

12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.

15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.

16. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.

17. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.

18. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.

19. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

20. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.

21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.

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Standbys

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

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, 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 **Kremlin:** Kevin Wilson, Joe Carl

Standby Calls

None this issue!

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