

Notes from Hades

Our new house is progressing along nicely. The exterior is nearly complete, and the interior is down to some of the finishing touches. We are still on target for a move date of June 18, so next issue will be the last issue completed at this address.

This issue's deadline will be on **Tuesday, June 8 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Game Openings

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, Joe Carl, and Dennis Cain. **Starts this issue.**

Wish List

Dune. This game will start when the current Dune game ends. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). I will take up to nine.

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

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

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

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

Andy York

I'm enjoying a wonderful week of Korn Shell Programming this week at the IBM complex just down the street from my house. It's almost like a vacation, getting up 2 hours later and getting home 1 1/2 hours early. If only Korn Programming was a bit more exciting (though finding all of the errors in the text and exercise book is a bit fun).

Glad to hear about the reassignment. Having a closer location and more interesting posting is always a plus. Now, what you are going to do with all your spare time? Best wishes on the upcoming move, I'm sure having the date accelerated is a mixed blessing.

[At this point, all my spare time is taken up with learning Java and preparing for our move in a few weeks.]

I enjoyed the capsule history of the universe. I'm sure some folks think we're in the Degenerate Era <grin>.

Ward Narhi

Elissa and I are going to England in 3 weeks. The first half of our two week stay will be in Chester for my business conference. The second half we will be on our own. I don't know too much about where to go but I was thinking of York, Scarborough and London. We plan on renting a car (stickshift) which should prove quite challenging. Right now I am looking for cheap hotels in London and found a decent webpage with them which I will cross reference with Frommers. Trying to keep it under \$100/day for the hotel.

[In England, try to stay at Bed and Breakfasts. Celeste and I did and they were generally quite reasonable -- about \$100/night for a double. The British AA

(their version of AAA) puts out a handbook of beds and breakfasts that gives you prices locations, and phone numbers. See if you can pick up a copy, we did before our trip, and it proved invaluable. If you are in the York area, try to get to Eden Camp. It is a few miles to the east of York and is a WWII POW camp redone as a museum. Even Celeste found it to be interesting, since it brings home some of what the general population of England had to endure during the war. I'm sure you'll enjoy it]

Berry Renken

On Pedagoguery: there is something unsatisfying about the idea of the entire universe having started in a single 0-dimensional point. Physicists can't include the limits of our understanding and observing abilities into their equations, because if we knew where those limits are exactly, we wouldn't have them. Wouldn't it be possible for our observations to lack a dimension, like from a photo of a road seemingly disappearing into a single point at the horizon you can't conclude the road actually doesn't disappear into a single point?

[When physicists talk about a singularity, what it means in essence is that we don't have any idea of what is going on there. The mathematical definition of a singularity is any point in a function where the value of the function is not well defined or where it is discontinuous. The singularities in black holes or at the start of the universe are simply singularities in the equations of General Relativity. They are places where the equations of General Relativity simply don't work. I'm sure any physicist would agree with you that we are missing something in trying to describe what goes on at those points. Our knowledge of the universe has not yet become that advanced.]

Bob Robles

2 more book reviews for the letter column: First, 'Cold Mountain' by Charles Frazier. A beautifully written novel set toward the end of the American Civil War. A Confederate deserter heads home across a none too hospitable South. The woman he loves has her own struggle to survive the turmoil of the home front. The images evoked by the language are haunting. The language also moves at the pace of molasses on a cold morning. After reading what people in the South ate in that period, if the novel is accurate, no wonder the South lost the war! I digress. This is a novel I certainly recommend. Be prepared to wallow through it like you were chasing hogs in the mud, however. Second, 'Stones for Ibarra' by Harriet Doerr. Somewhat the opposite writing style of 'Cold Mountain'. Graceful, spare language which tells the tale of 2 Americans moving to a remote Mexican village to restart an inherited mine. A story of cultural misunderstanding and enlightenment. The story also has a built in tragedy as one of the Americans is aware of carrying a fatal disease before moving to the pueblo of Ibarra. I highly recommend this book as well. Enough cultural enlightenment, Star Wars: The Phantom Menace opens may 19th!

Joe Carl

I have a question for you I'd like you to answer in the zine sometime.

I've got an interest in star gazing, but don't have much discretionary money to spend on a scope. If I wanted a good scope to use for me and my 7 year old son, how would I go about selecting one?

If you had a reasonable budget for scopes and equipment to start a beginner. Say interested in night sky photography, computer driven scopes. How would you go about selecting equipment?

Got any recommendations? Where would you go sky watching? Take for example I live in Canton Ohio (a medium sized city with lots of light pollution.) But there is country sides around.

Any thoughts?

[When I started thinking about how I would answer those questions, my answer got longer and longer until I realized that it would take up several Pedagogy columns. So, since I have finished the series on cosmology and I needed an idea of what to write about next, your questions were quite timely. Starting next issue, I will begin a series about amateur astronomy: What sorts of equipment are out there and what are best for different situations and conditions, astrophotography, what you can do from light polluted locations and similar issues.

I would answer some of your questions now, but they really do deserve a more in depth discussion than I can give them at this time. One piece of advice I can give you is to avoid cheap department store telescopes. They generally have inferior optics and rickety mounts that will destroy the fun of looking at what's out there. However, you can get some good quality telescopes for under \$500. More next issue.]

Feral Dogs**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Summer 1459****Deadline/Fall 1459 6/8 Tuesday**

Florence is in dire straits as the French treasury convinces a third of his forces to desert. Milan makes small progress against Venice, but Austria presents a solid wall against Venetian incursion. Naples and the Turk continue their waltz of the fleets and the Pope and Venice square off for a major conflict.

Spring 1459 Retreats

Naples F Ionian Sea retreats to Messina

Papal A Bologna retreats to garrison.

Papal A Ancona retreats to Spoleto

Turkish F Tyrrhenian Sea retreats to Capua

Expenditures

France spends 12 ducats to disband Florentine A Pisa.

Orders

Austria A AUSTRIA supports A Slavonia
A SLAVONIA supports Milan A Milan to Carinthia (nso, cut)
A HUNGARY supports A Slavonia

Florence A Pistoia to LUCCA
A Pisa supports A Pistoia to Lucca (nsu)
A Piombino to Sienna (DISLODGED, retreat garrison, OTB)

France A SAVOY to PROVENCE
A GENOA supports Milan A Modena
A TYROLEA supports Austrian A Slavonia to Carinthia (nso)
A COMO supports Milan G convert to A (nsu)
A LUCCA to PISA
F LIGURIAN SEA supports Papal A Sienna to Piombino
F GULF OF LIONS holds (u)

Milan A Bergamo to TRENTO
A MILAN supports A Bergamo to Trent
A CREMONA to Bergamo
A MANTUA to Verona
A PARMA to Mantua
A MODENA supports A Parma to Mantua

Orders (cont.)

Naples A BARI holds
F CORSICA supports French F Gulf of Lions to Sardinia (nso)
F Tyrrhenian Sea to CENTRAL MEDITERRANEAN
F PALERMO supports F Tyrrhenian Sea to Central Mediterranean
F MESSINA to Ionian Sea
F GULF OF NAPLES to Naples

Papacy A Sienna to PIOMBINO
A AREZZO to Sienna
A Rome to PATRIMONY
A SPOLETO to Ancona
A URBINO supports A Arezzo to Florence (cut)
A Arezzo to FLORENCE
A Perugia to SIENNA
G BOLOGNA converts to A

Turks A Herzegovina to BOSNIA
F CAPUA to Naples
F Sardinia to TYRRHENIAN SEA
F IONIAN SEA supports F Central Mediterranean (cut)
F Central Mediterranean supports F Ionian Sea (cut, DISLODGED, retreat Western Mediterranean, Tunis, OTB)

Orders (cont.)

- Venice A BOLOGNA besieges
- A FERRARA TO Mantua
- A CROATIA to Slavonia
- A Trent supports A Verona to Bergamo (cut, DISLOGED, retreat garrison, OTB)
- A CARINTHIA supports A Croatia to Slavonia
- A CARNIOLA supports A Croatia to Slavonia
- A VERONA to Bergamo
- A PADUA to Verona
- A ANCONA supports F Upper Adriatic to Urbino (cut)
- F UPPER ADRIATIC to Urbino
- F LOWER ADRIATIC supports A Ancona
- F DALMATIA to Upper Adriatic

Press

- Austria – Milan:** You are right, therefore this time I supported you!
- France – Florence:** Nothing personal, but your staying around is going to give Venice the win... heck, he's got a good shot a winning anyway...
- France – Naples:** I'll have to pass on Sar right now. Once Florence is gone or when Turkey turns on me, the situation will change.
- France – General Note:** This is a gunboat game folks, if you don't talk, we won't know what/if we can work with you.
- Milan – France:** Good for Lucca; if Florence attack there, I shall support from Modena your garrison to convert. Also I think that you ought to enter Carinthia "Feral Dogs"

from Tyrol with my support, if Austria will have bad time with Venice armies. Probably you need another fleet in Marseilles or from conversion of the Savoy army.

Milan – Austria: If you asked something for next time, I shall do precisely what you asked (and hope that you will remember what).

Milan – Papacy: You forgot me, I need your requests against Venice.

Papacy – Austria: I'll help anyone against Venice at this point. Any power that insists on attack me the way he does when he's got three other powers warring with him is too unreliable to work with. He took Anc from me and thinks he should get vengeance against me for defending myself. What a nut.

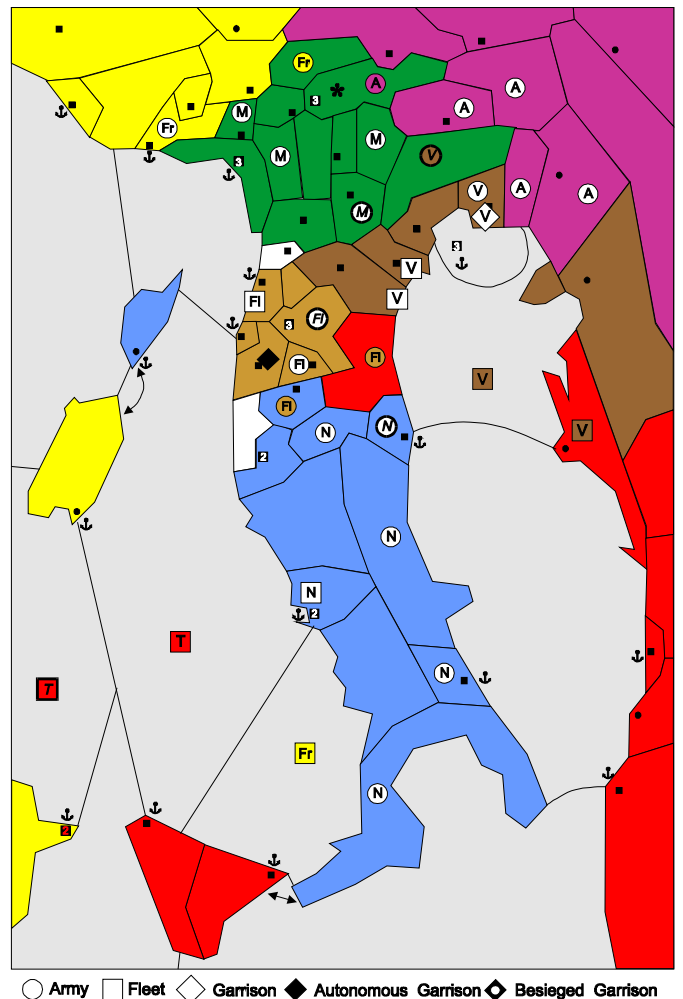
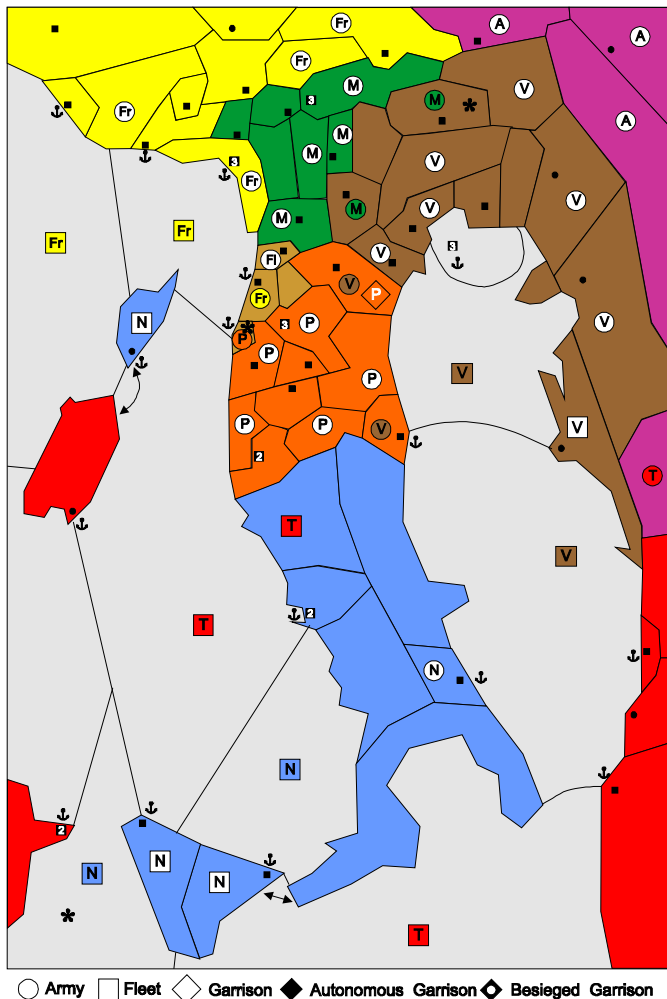
Papacy – France: Please support me into Pio, if you ask for this support as well, then I will assume you will support me in, since my support can be cut, but yours can't. I think success is more important on this topic.

Papacy – Milan: Please support my garrison's effort in Bol in converting back into an army and dislodging Venice.

Papacy – Venice: You obviously are holding a grudge over my not taking kindly to

you meager stab. This is your last chance before I start holding a grudge as well. If you do not start working out a deal with me to get out of my lands. Then I will help anyone and everyone to pound you mercilessly regardless of the harm done to me. I will make sure you feel the pain. The game is called diplomacy, the variant is Machiavelli. Why don't you try to live up to at least one of the credo's they suggest.

Citizen Dog



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

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

Citizen Dog**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Spring 1456****Deadline for Summer 1456: 6/8 Tuesday**

With the Pope gone, Florence and Naples quietly divide the spoils. The Turks surprise the French fleet in Tunisia, who are so overwhelmed by the Turkish generosity that they switch sides. Austria and France suddenly join in with Venice to attack Milan

Orders (cont.)Fall 1455 Retreats

Venice retreats A (EM) from Verona to Padua

Venice retreats A from Friuli to Treviso

Builds

		Treas.	Cost	Rem.
Aus	Maintains all, builds A Tyrolea	16	15	1
Flo	Maintains all, builds G (Elite Mercenary) Florence	18	18	0
Fra	Maintains all, builds A Avignon	18	18	0
Mil	Maintains all, builds A Pavia, A (Elite Mercenary) Cremona	36	24	12
Nap	Maintains A (Elite Mercenary) Ancona, A Perugia, A Salerno, A Bari, builds F Naples, G Bari	21	21	0
Tur	Maintains F Palermo and G Tunis, no new builds	24	6	18
Ven	Maintains all, builds G Padua, G Treviso, F Venice	32	27	5

Expenditures

The Turks spend 18 ducats to buy the French Elite Mercenary in Tunis

Orders

AUSTRIA A Slavonia to CARINTHIA

(Robles) A CARNIOLA supports A Friuli

A FRIULI holds

A TARENT supports A Tyrolea to Milan

A Tyrolea to MILAN

FLORENCE A Sienna to PERUGIA

(Wilson) A Florence to URBINO

A AREZZO supports A Florence to Urbino

F Piombino to PISA

G (EM) FLORENCE convert to A

FRANCE A SAVOY to Genoa

(Scott) A Turin to COMO

A Avignon to TURIN

F Tyrrhenian Sea to GULF OF NAPLES

F(EM) Tunis besieges (nsu)

MILAN A (EM) Cremona to MANTUA

(Giovine) A Verona supports Austrian A Friuli to Treviso (nsu, DESTROYED!)

A BERGAMO supports A Verona

A Milan supports A Bergamo (cut, DISLODGED, retreat Parma,Pavia, garrison, OTB)A MONTFERRAT to Genoa

A Pavia to FORNOVA

A Modena to LUCCA

NAPLES A Salerno to OTRANTO

(McConnell) A Bari to AQUILA

A (EM) ANCONA supports Florence A Florence to Urbino

A Perugia to SPOLETO

F NAPLES supports French F Tyrrhenian Sea to Gulf of Naples

G BARI converts to A

TURKS F Palermo to TYRRHENIAN SEA

(Wilke) F (EM) Tunis to WESTERN MEDITERRANEAN

G TUNIS converts to F

VENICE A (EM) Padua to VERONA

(Grib) A TREVISO supports A Padua to Verona

G PADUA converts to A

G TREVISO supports A Treviso

F Croatia to DALMATIA

F BOLOGNA supports F Ferrara

F FERRARA converts to G (imp., not a port)

F Venice to UPPER ADRIATIC

Summer 1456 Plague

Poor Year – Column Only. Rome, Lucca (Milan A and Autonomous garrison destroyed), Padua (Venetian A destroyed), Tunis (Turkish F destroyed), Cremona

Press**Austria – Milan and Venice:** You guys really trust me now!**Austria – France:** Well????**Turks – Venice:** Oops - sorry - my bad - please retake Dalmatia.**Turks – Florence:** You should've been in Batman - you make a better Two-Face than Tommy Lee Jones.**Turks – Naples:** You wanted me to leave you alone ... you got it.**Turks – France:** I smell trouble - right here in River City - with a capital T - that rhymes with P - and that stands for pool.**New Tricks****Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Spring 1253****Deadline for Summer 1253: 6/8 Tuesday**

Things start out quietly as the players move into the copious neutral areas around them. Conflict has not broken out yet, but can it be far away?

Expenditures

Milan spends 6 ducats for Famine Relief in Milan and Cremona

Orders

ARAGON A Palermo to MESSINA
 (Whyte) F Messina to IONIAN SEA
 F Sardinia to WESTERN MEDITERRANEAN

AVIGNON A Avignon to TURIN
 (Wilke) A NAPLES converts to G
 F Bari to AQUILA
 F Marseilles to GULF OF LIONS

FLORENCE A FLORENCE supports A Piombino to SIENNA
 (Robles) A Pisa to PISTOIA
 A Piombino to SIENNA

GENOA A Modena to FORNOVA
 (Scott) F GENOA to LIGURIAN SEA
 F SAVOY supports F GENOA to LIGURIAN SEA

MILAN A CREMONA to MODENA (imp.)
 (Street) A Pavia to MONTFERRAT
 A Milan to COMO

PAPACY A ROME holds
 (Narhi) A Perugia to URBINO
 F Ancona to LOWER ADRIATIC

VENICE A Padua to TREVISO
 (Grib) F Ferrara to BOLOGNA
 F VENICE to Venice Lagoon (imp.)

Notes

There were a couple of mistakes on the map and write-up from last turn. The Avignon areas should all have been the same color, that has been fixed. In addition, the Avignon unit in Bari should have been a fleet. This has been corrected and rendered moot. On the press issue, only one person expressed a preference, so black press it is. Finally, remember that in the 1995 edition, Venice is a sea province with a city in it. The Venice Lagoon sea space no longer exists.

Spring 1253 Famine Losses

Lucca (autonomous garrison), Arezzo (autonomous garrison)

Summer 1253 Plague

Poor Year – Column Only. Montferrat (Milan army and autonomous garrison destroyed), Bari, Istria, Aquila (Avignon Fleet destroyed), Patrimony

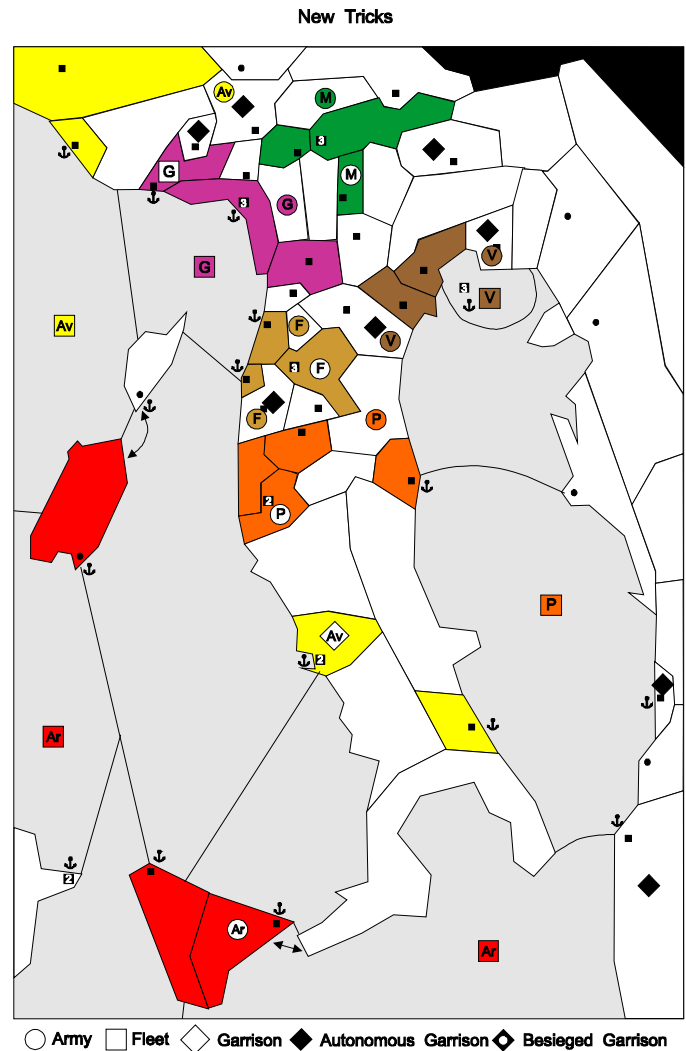
Press

Papacy – Florence: I am disappointed not to hear from you but I trust that you agreed with my mission statement.

Papacy – All: You know, this isn't a gunboat game. I only received one response and frankly, I consider that one person my best ally right now because at least I got a response from them.

Papacy – All: Still looking for more friends out there.

VENICE TIMES: Fearing a war among neighboring city-states, the Council of Bologna implored the friendly Venice "We're No Menace!" Consortium to station troops in its province and take charge of the city -- once those low-paid good-for-naughts that call themselves a garrison are duly dispatched.



Dogpaddle

Epoch V Vikings, Holy Roman Empire, and Chola

Deadline for Epoch V Sung Dynasty, Seljuk Turks, and Mongols: 6/8 Tuesday

Epoch V

Snoopy's Blanket Chasers (Eisenhut) plays Empires Fortify to places forts in *Yantse Kian*, *Wei River*, and *Shatts Plateau*. VIKINGS: Army *Scandinavia* (Hun army retreats to *Baltic Seaboard*), fleet *North Sea*, *Atlantic Ocean*, army *West Indies*, *Lower Rhine* (vs. Huns: V: 6, 3; H: 6, 3; V: 4, 3; H: 6, 4; loses), *Lower Rhine* (vs. Huns: V: 2, 1; H: 6, 5; loses), *Lower Rhine* (vs. Huns: V: 6, 3; H: 5, 3; wins), *Central Europe* (vs. Huns: V: 5, 3; H: 3; wins), *Albion* (vs. Celts: V: 2, 1; C: 6, 1; loses). Points: Dominance in China (6), Presence in North Africa (2), Northern Europe (2), Southeast Asia (2), and North America (1), one Capital (2), 2 cities (2), 2 Seas (2), and 3 Monuments (3) for 22 points.

Gaming Through the Ages (Lewis) plays Crusades. Army *Palestine* (vs. Arabs: C: 6+1, 5+1; A: 4, 3; wins, city and fort established), *Levant* (vs. Arabs:

C: 5+1, 2+1; A: 5; wins), *Arabian Peninsula* (vs. Arabs: C: 5+1, 1+1; A: 1; wins, Capital reduced to city). HOLY ROMAN EMPIRE: Army and Capital *Central Europe* (Viking army retreats to *Lower Rhine*), army *Dalmatia* (vs. Goths: H: 3, 2; G: 3, 1; H: 3, 1; G: 2, 2; wins), *Northern Apennines* (vs. Goths: H: 2, 1; G: 2; H: 6, 3; G: 5; wins), *Danubia* (vs. Arabs: H: 4, 4; A: 1; wins), *Lower Rhine* (vs. Vikings: H: 4, 4; V: 2; H: 4, 1; V: 5; loses), *Lower Rhine* (vs. Vikings: H: 6, 5; V: 5; wins), *Dniepr* (vs. Goths: H: 4, 2; G: 4; H: 5, 5; G: 4; wins), *Western Steppe*, *Eastern Steppe*, *Tarim Basin* (vs. T'ang Dynasty: H: 5, 4; T: 6, 5; loses). Points: Dominance in the Middle East (4), Southern Europe (6), Northern Europe (4), and Eurasia (2), Presence in North Africa (2) and

India (3), one Capital (2), four cities (4), one Sea (1), and six Monuments (6) for 34 points.

Zircon Utopia (Martin) plays Empires Revive to place armies in *Malayan Peninsula, Mekong, Si Kyang, and Ceylon*. CHOLA: Army and Capital *Eastern Ghats* (Gupta army retreats to *Eastern Deccan*), army *Western Deccan* (vs. Guptas: C: 1, 1; G: 6; loses), *Western Deccan* (vs. Guptas: C: 4, 3; G: 3; wins), *Lower Indus* (vs. Guptas: C: 4, 3; G: 6; loses), *Lower Indus* (vs. Guptas: C: 3, 3; G: 3; C: 6, 3; G: 1; wins), *Persian Salt Desert* (vs. Guptas: C: 4, 4; G:

2; wins), *Zagros* (vs. Huns: C: 4, 2; H: 4; C: 5, 1; H: 5; C: 3, 3; H: 3; C: 5, 3; H: 1; wins), plays Allies to place armies in *Upper Tigris* and *Western Ghats, Eastern Deccan* (vs. Guptas: C: 5, 4; G: 4; C: 2, 1; G: 3; loses), fleet *Bay of Bengal*. Builds Monument in *Eastern Ghats*. Points: Dominance in India (6), Presence in Middle East (2), China (3), Southern Europe (2), and Southeast Asia (2), two Capitals (4), three Seas (3), and three Monuments (3) for 25 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)	44	114
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	47	102
Dennis Cain	Impending Ascension (Red)	47	77
Brad Martin	The Zircon Utopia (Blue)	49	100

Final Positions

Snoopy's Blanket Chasers: Fleets *Sea of Japan, North Sea, and Atlantic Ocean*. 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*. VIKINGS: Armies *Scandinavia and West 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 Monument *Eastern Anatolia and Pindus, armies Western Anatolia, Balkans, Nile Delta, Nubia, and Libya*.

The Zircon Utopia: Two Fleets *Bay of Bengal, fleets Eastern Mediterranean and South China Sea*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Armies *Morea, Upper Indus, and Ganges Valley*. KHMERS: Two armies and Capital *Mekong, two armies each Malayan Peninsula and Si-Kyang*. CHOLA: Army, Monument, and Capital *Eastern Ghats, army and Monument Zagros and Upper Tigris, armies Western Ghats, Western Deccan, Lower Indus, and Persian Salt Desert*.

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: Armies *Southern 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*.

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, armies Western Steppe, Caucasus, North European Plain, and Baltic Seaboard*. CRUSADERS: Army, city, and Monument *Arabian Plateau, army, city, and fort Palestine, army and Monument Levant*. HOLY ROMAN EMPIRE: Army, Capital, and Monument *Central Europe, armies Lower Rhine, Danubia, Dalmatia, Northern Appennines, Dneipr, Western Steppe, and Eastern Steppe*.

Your event cards are: _____

Epoch V Empire

Your Empire is: _____

Running Dogs

Turn 10 Nexus

Turn 10 Bidding and Movement due: 6/8 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

For some reason, last turn's spice blow failed to print in the zine. So, here it is again:

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

Worm in the Funeral Plain. Nexus occurs.

Nexus

The Bene Gesserit and Emperor remain allied, the Lansraad removes himself from the alliance.

The Fremmen and Ixians remain allied.

No other alliances

Spice Blow

6 spice Wind Pass North

Worm in Hagga Basin (4 spice and 1 Harkonnen token eliminated)

8 spice Habbanya Erg

Bidding

The Guild challenges the Lansraad's Residual Poison, and it turns out to be authentic. Staben Tuek is sent to the tanks and the Lansraad gain 5 spice.

CHOAM Charity recipients: Bene Gesserit

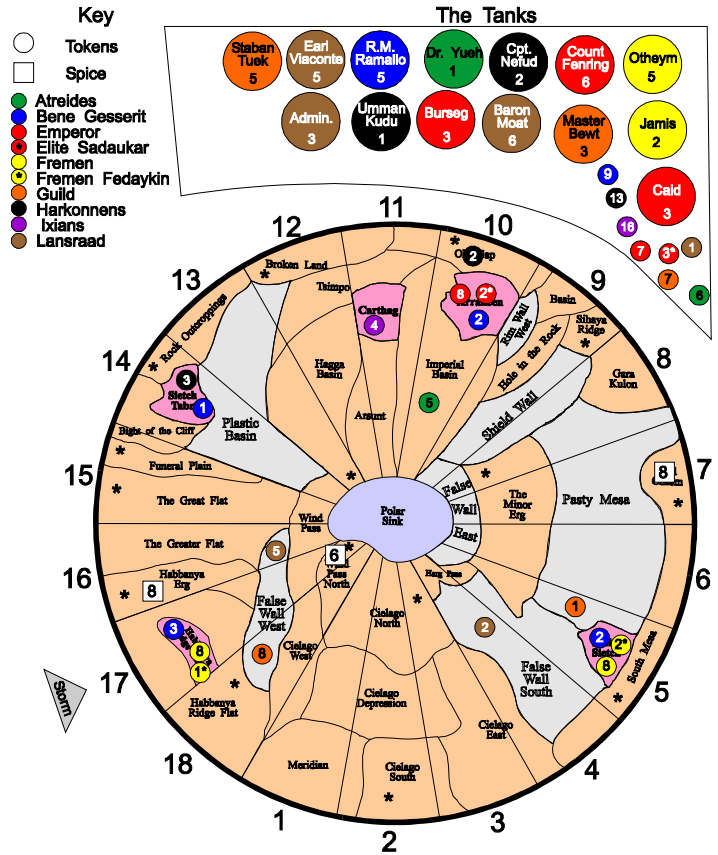
6 cards are up for bid. Eligible bidders are: Atreides (3 cards), Bene Gesserit (3 cards), Bene Tleilaxu (3 cards), Harkonnens (7 cards), Ixians (3 cards), Lansraad (0 cards).

Cards are: _____

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, Staban Tuek, and Master Bewt in the tanks, 8 tokens False Wall West (18), 5 tokens off-planet
- Harkonnens:** 13 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens OH Gap, 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 5 Conferences, Cabinet, and Coalitions
Turn 5 Media Tokens and Campaign Days due: 6/8 Tuesday

Conferences

- FDP** holds a Special Conference to gain 3 party bases in Bonn (500 DM spent)
- Grüne** holds a Special Conference to gain 3 party bases in Bonn (500 DM spent)
- CDU** holds a Special Conference to change Atomkraft NEIN to §218 NEIN (500 DM spent)
- SPD** holds a Special Conference to change NATO JA to Steuersenkung NEIN (500 DM spent)
- FDP** gains 4 party bases in Bonn, Grüne gains 0, CDU gains 2, and SPD gains 2.

Cabinet

- FDP** sends his Parteiboss to Schleswig-Holstein. Increases vote share by 10. (1500 DM spent)
- Grüne** sends his Außenminister to Schleswig-Holstein. Increases vote share by 8. (500 DM spent)
- CDU** sends his Generalsekretär to Hamburg. Uses him to buy an SPD media token for 800 DM. (300 DM spent)
- SPD** passes

Coalitions

None

The Parties

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
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: 1	Media: 2	Media: 1	Media: 1
Conferences: None	Conferences: Special	Conferences: Regular	Conferences: Special
Platform: <u>Freugeutliche Grundordnung</u>	Platform: <u>Umweltchutz</u>	Platform: <u>Marktwirtschaft</u>	Platform: <u>Gewerkschaft</u>
§218 NEIN	§218 JA	35-Stunden-Woche JA	35-Stunden-Woche JA
NATO NEIN	Atomkraft NEIN	NATO NEIN	Steuersenkung NEIN
Steuersenkung JA	Steuersenkung JA	Steuersenkung NEIN	§218 NEIN
35-Stunden Woche JA	Gewerkschaft	Atomkraft JA	Atomkraft JA

S.O.B.
The Provinces

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	2	0	0	2
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	17	11	27	22
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	8	11	0
Media Tokens	1	2	0	0
Trend	0	0	-1	+1

Issues: §218 JA
Atomkraft JA

Mandate Range: 5-10
FDP Parteiboss

Available Issues

Steuersenkung JA	Gewerkschaft
Atomkraft NEIN	35-Stunden-Woche NEIN
Umweltschutz	Umweltschutz
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 5 is: FDP, Grüne, CDU, SPD

Your cash: _____

Available Ministers:

Sun Dog

Turns 28.3 to 30.3

Turns 30.2 to 32.3 due: 6/8 Tuesday

Turn 28

Company	Starting Location	Die Roll	Ending Location	Notes
SSU	Elara	3, 5	Himalia	8 fuel used, \$220 owed to TE, sells 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. Selects Pluto.

Turn 29

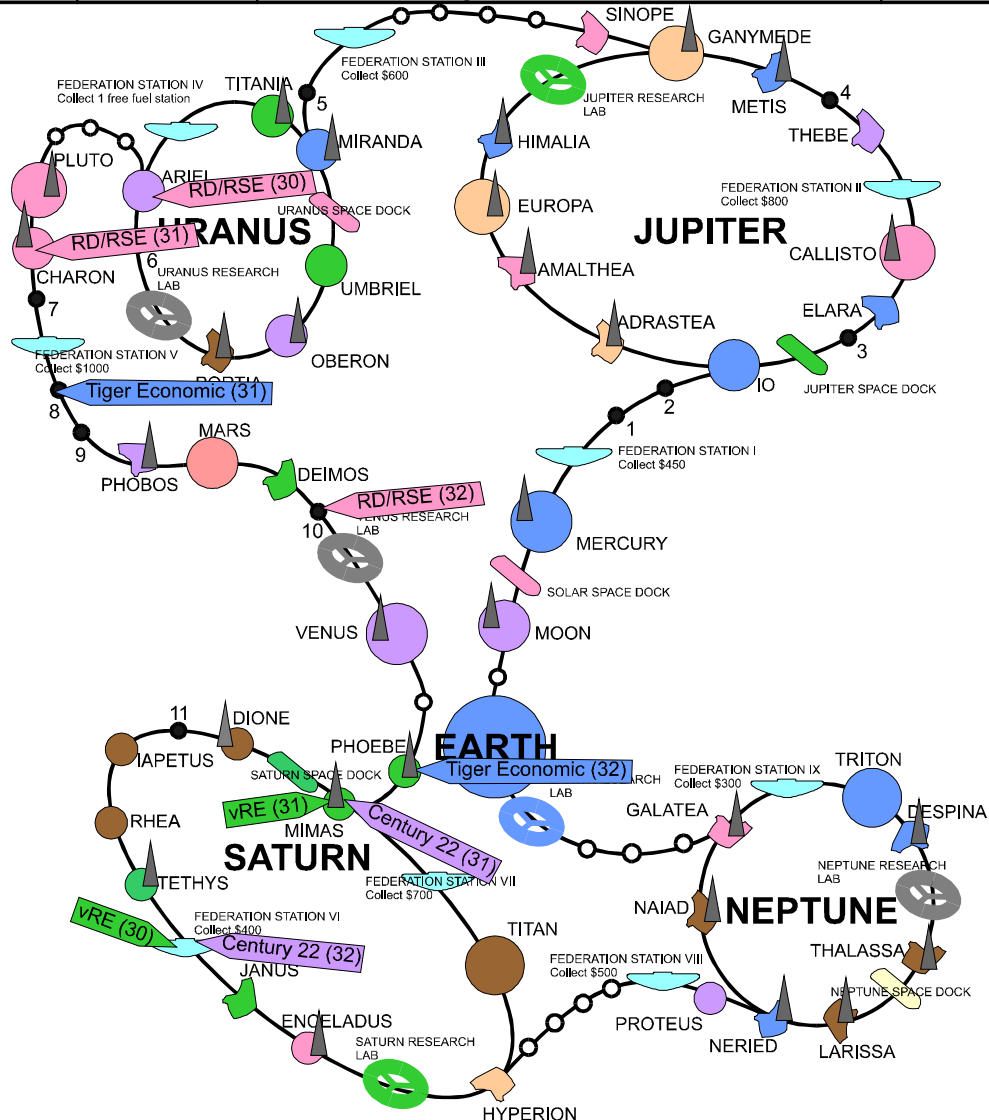
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station II	6, 6	Federation Station IV	\$100 and free fuel station gained
Century 22	Pluto	1, 2	Federation Station V	\$1000 gained, buys 1 fuel station for \$500
SSU	Himalia	2, 6	Callisto	8 fuel used, owes \$275 to RD/RSE
vRE	Mimas	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	Oberon	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

The Players (After Turn 30.2)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara	4	11	3510
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Oberon	2	25	1125
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	22	1740
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus, Solar Space Dock, Pluto, Uranus Space Dock	0	25	590



Turn 30

Company	Starting	Die Roll	Ending Location	Notes
---------	----------	----------	-----------------	-------

	Location			
vRE	Blank Dot 11	2, 2	Federation Station VI?	Gains \$500, may purchase fuel stations.
RD/RSE	Uranus Space Dock	1, 5	Ariel	6 fuel used, owes \$285 to Century 22

Turn 31

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Oberon	2, 2; 2, 6	Blank Dot 8	\$100 gained, bypasses Ariel, 4 fuel used.
Century 22	Venus	1, 2	Mimas	3 fuel used, owes \$300 to vRE
vRE	Federation Station VI?	2, 5	Mimas?	May refuel to full
RD/RSE	Ariel	2, 3	Charon	5 fuel used, may refuel to full

Turn 32

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 8	4, 5	Phoebe	\$270 owed to vRE
Century 22	Mimas	1, 6	Federation Station VI	7 fuel used, \$400 gained, may purchase fuel stations
RD/RSE	Charon	2, 6	Blank Dot 10	8 fuel used

Dogstar**Turn 7****Turn 8 due: 6/8 Tuesday**

The Mystery Machine (Lewis) buys a titanium factory for 30 (Or2, Or5, Wa5, Wa9, Ti9).

ID (Scharf) opens the bidding on a Warehouse at 30 and gets it (MWa)

Heavenly Bodies Development Company III (Wilson) opens the bidding on a Scientist at 46 and gets it (Or2, Wa4, DL discounts)

Australis (Martin) opens the bidding on a Data Library at 16 and Dark Matter Mining gets it for 18 (Or4, Wa5, Wa9). Buys titanium factory for 30 (Wa6, Wa6, Wa7, Ti11) and moves a population factor from an ore factory to man it.

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on a Warehouse at 25 and gets it (Or5, Wa6, Wa7, Wa7). Buys a population factor (Wa10)

Basset Base Beta (Koehler) buys titanium factory for 30 (Or1, Ti9, Ti10, Ti10) and a population factor (Or4, Wa6).

2112 Corporation (Cain) buys a water factory for 20 (Wa6, Wa6, Wa8) and a titanium factory for 30 (Or3, Wa5, Wa7, Wa7, Wa8). Population is moved from both ore factories to man them.

BarterTown III (York) buys a population factor for 10 (Ti10)

Dark Matter Mining Corp. (Eisenhut) buys a water factory for 20 (Or1, Or4, Wa6, Wa9) and moves a population factor from an ore factory to man it.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No	12
2	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE, No, Wa	11
3	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	4DL, Sc	11
4	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF, TiF, TiF	No, HE	10
5	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF, TiF, TiF, TiF	HE	10
6	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, Wa	9
7	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF	DL, HE	8
8	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF	Wa, DL	7
9	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE	6

Available Upgrades

New Arrivals: Orbital Lab, Orbital Lab, Scientists, Ecoplants, and Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	2	1
Nodules (No)	25	0	2
Scientists (Sc)	40	1	4
Orbital Labs (OL)	50	3	3
Robots (Ro)	50	1	5
Laboratory (La)	80	0	6
Ecoplants (Ec)	30	1	5
Outpost (Ou)	100	1	5

In the warehouse: _____

New cards: _____

ID takes a Mega Water card.

Kennel Club

Turn 3 Phases 4 – 6

Turn 3, Phase 7, Turn 4 Phases 1 – 3 due: 6/8 Tuesday

Phase 4 – Purchase or Pass

London (Cowles) buys Patronage (E) for \$30 (misery increases to 50), Written Record (N) for \$30, minus \$20 credit from Dionysus Exiguus and \$10 credit from St. Benedict, Caravan (I) for \$20, and Urban Ascendancy (V) for \$20. Total spent: \$70. Misery increases to 60 due to lack of stabilization.

Hamburg (Martin) buys Patronage (E) for \$30 (misery increases to 70), Written Record (N) for \$30, minus \$20 credit from Dionysus Exiguus and \$10 credit from St. Benedict, Holy Indulgence (F) for \$60 (misery increases to 80), and \$3 for stabilization. Total spent: \$93.

Barcelona (Koehler) buys Patronage (E) for \$30 (misery increases to 50), Written Record (N) for \$30, minus \$20 credit from Dionysus Exiguus and \$10 credit from St. Benedict, galley 4 for \$10, and stabilization for \$6. Total spent: \$46.

Venice (Cain) buys galley 6 for \$10, Written Record (N) for \$30, Holy Indulgence (F) for \$60 (misery increases to 50), Caravan (I) for \$20, and \$1 for stabilization. Total spent: \$121.

Genoa (C. Cousins) buys Written Record (N) for \$30, minus \$20 credit from Dionysus Exiguus and \$10 credit from St. Benedict, galley 6 for \$10, and Caravan (I) for \$20. Total spent: \$30. Misery increases to 60 due to lack of stabilization.

Paris (Burgdorf) buys galley 4 for \$10, Patronage (E) for \$30, minus the \$10 credit from St. Benedict (misery increases to 60), Written Record (N) for \$30, minus \$20 credit from Dionysus Exiguus and \$10 credit from St. Benedict, and stabilization for \$3. Total spent: \$33.

Phase 5 – Expansion

London (Cowles) must give up 4 tokens due to Holy Indulgence, has only 3 and has no money. Misery increases to 70.

Hamburg (Martin) gains 8 tokens from Holy Indulgence. Expands to Smolensk (1), Vienna (4), Breslau (1), Copenhagen (1), Salzburg (2, dice = 6, 1, 5, wins), Amsterdam (2, dice = 1, 5, 3, wins). Buys card for 3 (_____)

Barcelona (Koehler) loses 4 tokens to Holy Indulgence. Expands to Waterford (4, dice = 5, 1, 6, wins), Edinburgh (4, dice = 5, 3, 6, wins), Libya (1), Corfu (1).

Venice (Cain) gains 4 tokens and \$4 from Holy Indulgence. Expands to Kaffa (1), Tana (2), Varna (2), Poti (2), Erzerum (3), Treibizond (4), Constantinople

(4), Aleppo (4), Angora (2), Smyrna (2), Cyprus (3), Gallipoli (1), Abasia (1), Adalia (1), and Tarsus (1).

Genoa (C. Cousins) loses 4 tokens to Holy Indulgence. Expands to Alexandria (5), Cairo (4), Suez (3), Athens (2, dice = 6, 4, 5, wins), Crete (5, dice = 1, 4, 3, wins), Salonika (5, dice = 6, 6, 1, wins), and Lyons (6, dice = 2, 5, 5, loses).

Paris (Burgdorf) loses 4 tokens to Holy Indulgence. Expands to Lubeck (7, dice = 4, 5, 6, loses), Milan (5, dice = 6, 6, 5, wins), Hamburg (10, dice = 5, 2, 5, loses), and Nuremburg (7, dice = 3, 3, 2, wins).

Venice receives the Expansion bonus (_____)

Phase 6 – Income

London (Cowles) gains \$51
Hamburg (Martin) gains \$63

Barcelona (Koehler) gains \$81
Venice (Cain) gains \$111

Genoa (C. Cousins) gains \$87
Paris (Burgdorf) gains \$81

Surplus in Fur (Venice loses \$2),
Shortage of Timber

Turn 4, Phase 1 – Draw Cards

Second Epoch Begins!

Your card is: _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	50	33	\$119	4	16	6	F, I, N, R
Steve Koehler	Barcelona	50	10	\$107	3	11	4	A, E, I, N
Brad Martin	Hamburg	80	14	\$65	2	8	4	E, F, I, N
Martin Burgdorf	Paris	60	30	\$121	6	11	4	E, N
Caleb Cousins	Genoa	60	31	\$89	5	12	6	E, I, N
Murray Cowles	London	70	0	\$51	1	6	4	A, E, I, N, V

Players are listed in reverse tie breaking order

Commodity Log

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

*Shortage

**Surplus

Your Cards: _____

Dog Pound

1962

1963 Orders due: 6/8 Tuesday

1962

Held Event Cards

AL: Computer breakthrough
Australia: Fortunate accident, capsule
RMR: Fortunate accident, rocket

Event Card Resolution

Australia: Does not correct minor problem.
AL: Refuses the Government Order. Budget cut by 22MB.

Purchase Hardware

Australia: Buys 1 one-person capsule for 2MB, 1 two-stage rocket for 12MB, second launch facility for 30MB, a new astronaut (Waltzing Matilda) for 2MB, Two-Person Capsule program for 24MB, and the Kicker program for 12MB.

AL: Buys 3 two-stage rockets for 36MB and 3 interplanetary satellites for 12MB.
SLEEP: Buys Docking Module program for 18MB and a second docking module for 2MB, 2 two-stage rockets for 24MB, and 1 interplanetary satellite for 4MB.

RMR: Buys Three-Stage Rocket program for 84MB, 2 one-stage rockets for 6MB, and 2 one-man capsules for 4MB.

Republic of Texas: Buys 3 one-person capsules for 6MB, 3 one-stage rockets for 9MB, 2 docking modules for 4MB, 1 liquid fuel strap-on for 3MB, Two-Person Capsule program for 24MB, 5 astronauts (Green, Fealy, McDowell, Lochley, and Cox) for 10MB, and Two-Stage Rocket program for 60MB.

Conduct Research and Development

Australia: 3: 4 dice: 2, 3, 5, 5 = +15% to Max R&D. 16MB spent. b: 5 dice: 1, 1, 2, 2, 6 = +12%. 10MB spent.

AL: 2: 6 dice: 1, 2, 2, 2, 4, 5 = +16% to Max R&D. 18MB spent. B: 8 dice: 1, 1, 1, 2, 4, 5, 5, 5 = +24% to Max R&D. 32MB spent. EVA: 3 dice: 5, 5, 6 = +16% to Max R&D. 3MB spent.

SLEEP: B: 8 dice: 2, 2, 3, 3, 4, 5, 6, 6 = +31%. 32MB spent. 2: 3 dice: 4, 4, 6 = +14% to Max R&D. 9MB spent. 3: 2 dice: 2, 5 = +7%. 8MB spent. EVA: 4 dice: 1, 2, 6, 6 = +15%. 4MB spent. b: 2 dice: 5, 5 = +10%. 4MB spent.

RMR: C: 2 dice: 1, 5 = +6%. 12MB spent.

Republic of Texas: a: 8 dice: 1, 3, 4, 4, 4, 5, 6, 6 = +33% to Max R&D. 8MB spent. b: 8 dice: 2, 3, 4, 4, 5, 5, 5, 6 = +34%. 16MB spent. B: 1 die: 2 = +2%. 4MB spent.

Declare Future Missions

Republic of Texas, AL, and RMR each declare 3 missions. Australia declares 2 missions. SLEEP 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, SLEEP, SLEEP, AL, AL, Australia

Republic of Texas launches an Orbital Satellite. Liftoff: 86%<91%, Earth Orbital Burn: 10%<98%, Earth Orbital Activities: 84%<98%. Mission success. +1% to A. +2MB to budget.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Simmons). Liftoff: 78%<85%, Earth Orbital Burn: 47%<81%, Earth Orbital Activities: 75%<81%, Docking Module Power On: 82%<98%, Docking: 54%>45%, Spacewalk: 24%<98%, Earth De-orbital Burn: 16%<81%, Re-entry: 52%<81%, Recovery: 86%>81%, touchdown is off-target, crew ill but OK. Mission success. +1% to D and a, +5% to docking, +10% to Simmons, +3MB to budget.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Camden). Liftoff: 41%<92%, Earth Orbital Burn: 17%<82%, Earth Orbital Activities: 51%<82%, Docking Module Power On: 58%<98%, Docking: 46%<50%, Spacewalk: 22%<98%, Earth De-orbital Burn: 54%<82%, Re-entry: 34%<82%, Recovery: 03%<82%. Mission success. +1% to A and a, +15% to docking, +10% to Camden, +16MB to budget.

RMR launches a Docking Module. Liftoff: 02%<91%, Earth Orbital Burn: 86%<97%, Earth Orbital Activities: 09%<97%. Mission success. +1% to A and 1. +2MB to budget.

RMR launches a Manned Orbital with Spacewalk and Docking (Red Grange). Liftoff: 10%<92%, Earth Orbital Burn: 99%>80%, engine burn failure, go immediately to Re-entry, Re-entry: 03%<80%, Recovery: 17%<80%. Mission failure. +1 to A and a, Red Grange to 30%, -10MB to budget.

RMR planned Manned Orbital with Docking and Spacewalk (Red Sonja) cancelled due to lack of hardware. -10MB to budget.

SLEEP launches a Docking Module. Liftoff: 91%>88%, negative ignition. Mission failure. +1% to A. -3MB to budget.

SLEEP planned Manned Orbital mission with Docking and Spacewalk (Harpo), cancelled due to lack of hardware. -10MB to budget.

AL launches an Orbital Satellite. Launch: 63%<90%, Earth Orbital Burn: 04%<97%, Earth Orbital Activities: 68%<97%. Mission success! +1% to A and 1. +2MB to budget.

AL launches a Manned Orbital with Spacewalk (Deke Slayton). Liftoff: 96%>91%, minor fire on pad, astronaut evacuated safely but mission scrubbed. Mission failure. +1 to A, Slayton to 10%, -10MB to budget.

Australia launches a Lunar Probe. Liftoff: 58%<82%, Earth Orbital Burn: 35%<82%, Earth Mission Burn: 82%=82%, Lunar Orbital Burn: 27%<82%, Lunar De-Orbital Burn: 77%<82%, Photo Reconnaissance: 64%>62%, landing target terrain is too severe at primary and secondary targets, landing scrubbed. Mission failure. +1% to B and 3, +5% to Photo Recon, -6MB to budget

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1962)	80	96	123	110	68
Cash	26	15	2	5	79
1-Orbital Satellite	1 / 98%	0 / 96%	2 / 95%	0 / 98%	0 / 98%
2-Interplanetary Satellite		1 / 90%	0 / 84%	4 / 93%	
3-Lunar Probe		0 / 64%	0 / 86%		
4-Docking Module	1 / 45%	1 / 45%	1 / 45%		1 / 65%
A-One Stage Rocket	0 / 93%	0 / 88%	2 / 82%	2 / 91%	3 / 93%
B-Two Stage Rocket		2 / 82%	0 / 91%	4 / 90%	1 / 27%
C-Three Stage Rocket	1 / 21%				
D-Liquid Fuel Strap-ons					1 / 86%
F-Kicker			1 / 25%		
G-"Mega" Stage Rocket					
EVA Suits	98%	56%	95%	98%	98%
a-One Person Capsule	1 / 81%	0 / 82%	1 / 81%	1 / 83%	3 / 83%
b-Two Person Capsule		3 / 37%	1 / 32%		1 / 44%
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%	70%	65%	65%
Launch Facilities	3	2	2	2	3
Astronauts	3	3	3	2	9

Astronauts are

Australia: True Blue (30%), Waltzing Matilda

RMR: Red Grange (30%), Red Sonja (10%), Red Schoendienst

SLEEP: Groucho (20%), Harpo, Chico

AL: Alan Shepard, Deke Slayton (10%)

Republic of Texas: Simmons (20%), Camden

(10%), Milbourn, Moon, Green, Fealy, McDowell, Lochley, Cox

1963

Draw Event Cards

Australia: Corruption in R&D. -1 per die on all rolls this year. -10MB to budget.

Republic of Texas: Engineering advance. All hardware is half price. +3MB to budget.

SLEEP: Defection. -1 to all R&D die rolls this year, +1 to another player's rolls (your choice). +5MB to budget.

AL: Major Media Event. Impassioned plea by nation's leaders. +30MB to budget.

RMR: Government Order. Place a man on the moon by 1966. +30MB to budget if accepted, -13MB if declined.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1963 Budget	63	90	112	80	96
Cash	0	10	17	14	3
1964 Budget	93 or 50	95	102	110	99

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

Turn 1

Turn 2 Orders due: 6/8 Tuesday

Bidding

Dutch bid \$10, select landing N, \$10 to the Portuguese
Spanish bid \$5, select landing L, \$5 to the French
Swedish bid \$1, select landing J, \$1 to the English
English bid \$0, select landing M
French bid \$0, select landing C
Portuguese bid \$0, select landing R

Planning

Dutch buy 5 ships (\$60) and 4 soldiers (\$40) for \$100.
English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

Dutch Dice: 2, 2, 4, 4. No losses.
English Dice: 1, 2, 4, 6. No losses.
French Dice: 1, 1, 4, 4. Loses 1 colonist and 1 soldier.
Portuguese Dice: 1, 1, 3, 5. Loses 1 colonist and 1 soldier.
Spanish Dice: 3, 4, 4, 5. No losses.
Swedes Dice: 1, 1, 6, 6. Loses 2 soldiers.

Land Movement

Dutch move 5 soldiers and 4 colonists into area N. It is a resource rich climate 2 area with 2 natives.
English move 4 soldiers and 4 colonists into area M. It is a climate 3 area with 2 natives and 1 site.
French move 3 colonists and 3 soldiers into area C. It is a resource rich climate 1 area with 1 site and 1 native.
Portuguese move 3 colonists and 3 soldiers into area R. It is a resource rich climate 3 area with one site and 2 natives. One soldier prospects.
Spanish move 4 colonists and 4 soldiers into area L. It is a climate 2 area with the x3 city and 6 natives.
Swedes move 4 colonists and 2 soldiers into area J. It is a climate 2 area with the x2 and 4 natives.

Native Combat

Dutch: 3 soldiers and 2 natives killed.
English: 2 soldiers and 2 natives killed.
French: 1 native killed.
Portuguese: None
Spanish: None.
Swedes: None

Native Uprisings

Climate is a 4. Uprisings in J (2 colonists killed) and L (1 colonist killed).

Survival

Climate is a 5.

Dutch lose 1 soldier. **French** lose 1 colonist. **Spanish** lose 1 soldier. **Swedes** lose 1 soldier.

Political Control

Dutch gain political control of N. **English** gain political control of M.

Homebound Naval Movement

Dutch: Dice: 1, 2, 3, 3. No losses.
English: Dice: 2, 2, 4, 5. No losses.

French: Dice: 4, 4, 6, 6. No losses.
Portuguese: Dice: 1, 5, 5, 6. No losses.
Spanish: Dice: 1, 1, 5, 5. 1 ship lost.
Swedes: Dice: 2, 2, 3, 5. No losses.

Income

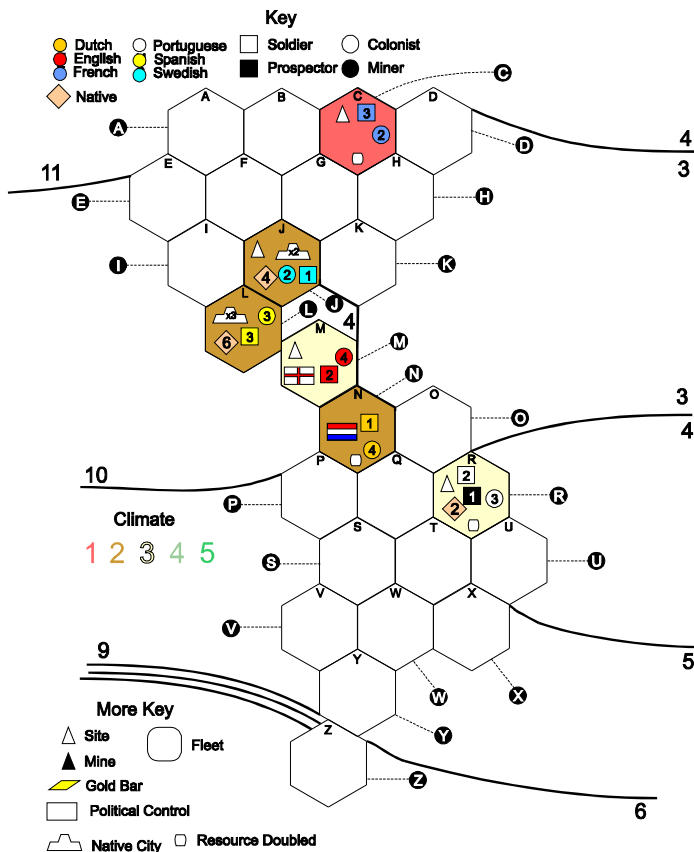
Dutch: Political Control: \$40, resources: \$8.
English: Political Control: \$40, resources: \$4.
French: Political Control: \$20, resources: \$4.
Portuguese: Political Control: \$20, resources: \$6.
Spanish: Political Control: \$20, resources: \$3.
Swedes: Political Control: \$20, resources: \$2.

Turn 2 Initiative

Dutch, English, Spanish, Swedes, French, Portuguese

Players

	Player	Money	Available Soldiers	Ships	Colonists	
	Dutch	Bob Robles	\$98	21	5	4
	English	Brad Martin	\$117	21	4	4
	French	Martin Burgdorf	\$101	21	4	4
	Portuguese	Brendan Whyte	\$108	21	4	4
	Spanish	Kevin Wilson	\$90	21	3	4
	Swedish	Andy Lewis	\$93	21	4	4



Dirty Dogs

Turn 1

Turn 2 Orders due: 6/8 Tuesday

Cure Phase

No politicians take the cure. Nestor Aparatschik ages to 82.

Purge

The Trotskyite Internationalists play card 26: A German teenager lands a plane in Red Square. The first purge attempt must be versus the Defense Minister. The TI declare 10 IP on Igor Doberman who then carries out the purge. Die roll = 11+3. The purge is successful! Diwan Palavarian takes a permanent vacation in Siberia and Doberman ages to 66. Doberman now attempts to purge Andrej Purgemoff. Die roll = 15+3. Success. Purgemoff joins Palavarian and Doberman ages to 67.

Spy Investigation

SODS declares 1 IP on Boris Badenuff and opens an investigation on Doberman.

Health

Nestor Aparatschik (dr = 3) falls ill and dies. SODS declares 1 influence on him plays card 10 (Wrong Diagnosis) and (dr = 16+2) Nestor is actually fine. Boris Badenuff (dr = 8) is fine. Igor Doberman (dr = 8) is fine. Petr Niewitko (dr = 3) falls ill. Mikail Strychnin (dr = 12) is fine. Tigran Zenjarplan (dr = 16) is fine.

Funeral Commission

No activity.

Replacement

Petr Niewitko is promoted to KGB Head. Igor Doberman is promoted to Defense Minister. Karel Krakemheads is promoted to Ideology Minister. Nikolai Shootemdedsky is promoted to Industry Minister. Lech Schukrotoff and Alexej Goferbok are lifted from the ranks of the people into the candidate positions.

Rehabilitation

None

Parade

Nestor successfully waves at the parade. He ages to 83.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik	83 +	1 (SODS)
KGB Head	Petr Niewitko (D)	73 ++	
Foreign Minister	Boris Badenuff (X)	53	1 (SODS)
Defense Minister	Igor Doberman (L)	67 ?	10 (TI)
Ideology Minister	Karel Krakemheads (E)	72	
Industry Minister	Nikolai Shootemdedsky (H)	69, strength position	
Economy Minister	Mikail Strychnin (T)	57	
Sport Minister	Tigran Zenjarplan (Q)	60	

Candidates: B, C, I, M, S

People: J, K, N, O, P, R, U, V, W, Y, Z

Siberia: F, G

Kremlin Wall: None

Players

Player	Faction Name
Chris Geggus	Reform Expansionists
Brad Martin	Party Urging Rigorous Government Efficiencies
Ward Narhi	Socialist Team of Reformed Tyranny
Phil Reynolds	Society of Old Depraved Socialists
Bill Scharf	Trotskyite Internationalists
Mike Scott	The California Connection

Your cards: _____

Doggin' It

Game Start

Turn 1, Phases I-III due: 6/8 Tuesday

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf		Denver	\$6000	S+1, P
Brendan Whyte		Denver	\$6000	S, P+1
Joe Carl		Pueblo	\$6000	S+1, P
Dennis Cain		Salt Lake City	\$6000	S, P+1
Paul Bolduc		Salt Lake City	\$6000	S+1, P
Brad Martin		Santa Fe	\$6000	S, P+1

Available Claims

#	City	Type	Claim	Operation
4	Leadville	Gold	\$1200	\$300
12	Eureka	Silver	\$500	\$250
56	Aspen	Coal	\$300	\$150
11	Heber City	Silver	\$500	\$250
28	Lake City	Silver	\$500	\$200
66	Trinidad	Coal	\$400	\$200

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Salt Lake City – Provo	\$100	D x \$50	
3	A	Denver – Pueblo	\$400	D x \$75	
6	A	Pueblo – Santa Fe	\$600	D x \$50	
4	A	Denver – Leadville	\$1350	D x \$100	Discard after 4 Leadville depletions
1	A	Denver – Boulder	\$100	D x \$75	
2	A	Denver – Colorado Springs	\$250	D x \$75	

Notes

Maps and house rules have been included with all of your zines. Please look them over. Finally, please come up with a color for track on the map, and make sure it is something visible and distinguishable from the other players. Good luck.

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 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?

A1. The man had the hiccups. After the shock he got from the bartender pulling his gun, he no longer needed the water.

Sean Cousins, Andy York, Steve Koehler, and Paul Bolduc each receive ½ point.

Q2. 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?

A2. The man behind the bar was in the process of robbing the place. He had already shot the bartender and shot the man to prevent being recognized.

No correct answers.

Q3. A man who wanted a drink walked into a bar. Before he could say a word, he was knocked unconscious. Why?

A3. It was an iron bar.

Caleb Cousins, Sean Cousins, Bill Scharf, Steve Koehler, Paul Bolduc, Chris Geggus, and Ward Narhi each receive ½ point.

Q4. 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?

A4. They had no navels.

Caleb Cousins, Sean Cousins, Bill Scharf, Dennis Cain, Joe Carl, Steve Koehler, Paul Bolduc, and Ward Narhi each receive ½ point.

Q5. 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?

A5. White. It was a polar bear and his camp was at the north pole. A similar trick can be played at the south pole, except there you start a little bit north of the pole itself, walk a mile south, a mile east, which makes one or more circles around the pole, then a mile north to retrace your steps to camp. However, there are no bears in Antarctica.

Caleb Cousins, Sean Cousins, Bill Scharf, Andy York, Dennis Cain, Joe Carl, Steve Koehler, Berry Renken, Paul Bolduc, Chris Geggus, and Ward Narhi each receive ½ point.

Current Scores

Chris Geggus	53	Pitt Crandlemire	46½
Andy York	44	Caleb Cousins	35½
Dennis Cain	33½	Paul Bolduc	33½
Andy Lewis	31½	Brendan Whyte	30½
Steve Koehler	26½	Bill Scharf	24
Joe Carl	20½	Dan Eisenhut	19½
Berry Renken	19	Ward Narhi	17½
Brad Martin	16	Bob Robles	15
Tom Howell	11½	Sean Cousins	7
Kevin Wilson	3½	Sigourney Street	½

Caleb Cousins and Joe Carl receive a free issues!

New Questions

Topic: American TV (Compliments of Caleb Cousins)

1. Name the eight Bradford children on "Eight is Enough".
2. What is the only show to premiere at #1 in the Nielsen ratings?
3. What is the longest running dramatic series?
4. On November 21, 1980, "Dallas" became the highest rated series ever with its "Who shot J.R.?" episode. What had previously been the highest rated series episode?
5. What show has ended the most seasons #1 in the Nielsen ratings?

Pedagoguery

One of the fundamental problems in astronomy is the difficulty of accurately determining distances to observed objects. It is for that reason that the idea of a "standard candle" arose. A standard candle is simply an object whose intrinsic brightness can be determined independently of its apparent brightness. Then when you measure its apparent brightness and compare that with its intrinsic brightness, you can get a measure of the distance to the object.

The first standard candle discovered is the Cepheid variable. These are a class of stars near the end of their lifetime that undergo a pulsation. They actually get bigger and smaller in a regular way. This is due to the ionization of some of

the inner layers of the star. Anyway, the net effect is that they get brighter and dimmer in a very predictable and regular way. What's more, the period of the pulsation is directly dependent on the mass of the star. So, if you measure the period of the variable, you get a measure of its mass, and using standard stellar theory, you can derive the brightness of the star from its mass. It was in this way that Edwin Hubble first measured the distance to the Andromeda galaxy, settling once and for all the debate over whether "spiral nebulae" were inside or outside our galaxy.

Cepheid variables have a number of drawbacks, however. First, the brightness of a star is also dependent on its metal content – metals in this case being any element heavier than helium. While the metal content of a star can be determined from its spectrum, the precise relationship between a star’s metallicity and its brightness is not well defined. This introduces an uncertainty factor in Cepheid distance measurements. The second, and more important drawback, particularly with respect to very large distances, is that the star, while bright, is still just a star. In order to use it to determine a distance, you must be able to resolve that star and to tell it from other stars in that galaxy. For very large distances, this becomes impossible. So, to settle the larger questions of cosmology, a different standard candle is needed. The current favorite is something called a Type Ia supernova.

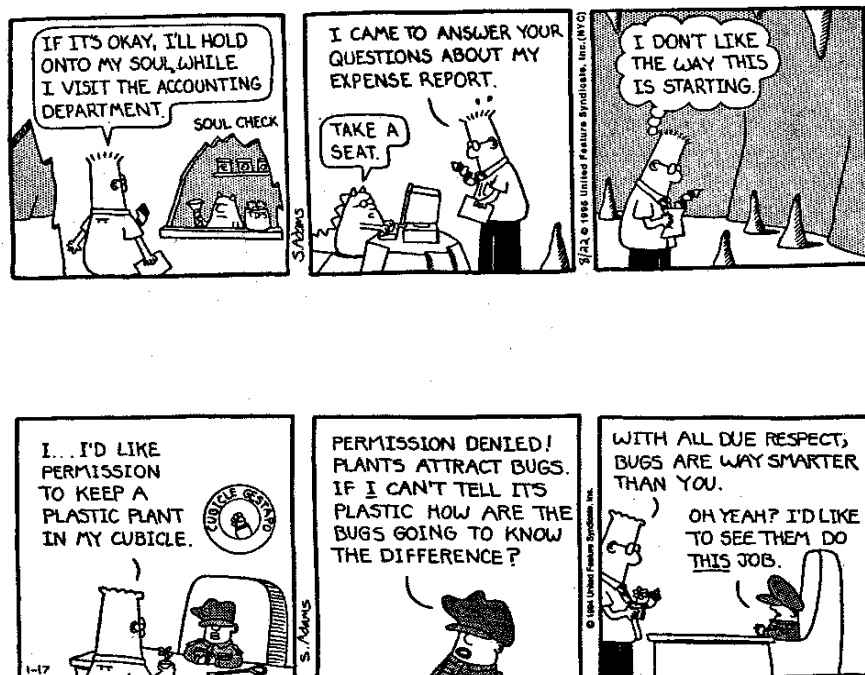
When most people think of supernovae, they think of a massive star at the end of its life that explodes as its core collapses into a neutron star or black hole. While these supernovae, called Type II, are certainly bright enough, they are far too variable to be a good standard candle. It is impossible to tell from looking at a Type II supernova exactly how bright it is intrinsically. By contrast, a Type Ia supernova is special. Type Ia supernovae start as a close pair of ordinary stars. Eventually, the more massive one will exhaust the fuel in its core and become a white dwarf. If the two stars are close enough together, the companion star will start to lose mass to its partner. Now, in a situation like this, many things can happen, and they depend on how fast matter is being dumped on the white dwarf. If the matter transfer is slow, you get a nova. This is because the hydrogen on the surface will undergo periodic fusion, which will blow off the dumped matter from the surface of the white dwarf. If the matter transfer is fast enough, however, the white dwarf could end up with more mass than it is allowed to have. There is a definite upper limit to how massive a white dwarf can be, called the Chandrasekhar limit, after its discoverer. This limit is about 1.4 times the mass of our sun. If this limit is surpassed, the white dwarf will explode, totally disrupting itself. This type of explosion makes a very good standard candle because it always involves an object with the same mass – only the composition of the white dwarf will affect how bright the explosion is. Furthermore, the brighter the explosion, the longer it lasts in a very definite pattern. Therefore, with their

brightness and regularity, Type Ia supernovae are helping astronomers find reasonably accurate distances to very distant galaxies.

Now, if the universe were flat, in other words, if it had just enough matter in it to halt its expansion after infinite time has passed, we would expect to see a simple, linear relationship between how distant a galaxy is and how fast it is receding. So when astronomers compared the red shift of the galaxies they observed with the newly calculated distances obtained via the Type Ia supernovae, they found something very surprising. The distant supernovae are dimmer than we would expect from their red shifts. This could be explained in two ways. The first involves space with negative curvature. In a prior column I discussed how negatively curved space has some strange properties. In particular, if you have a large enough circle, its circumference is actually larger than $2\pi r$. Therefore, as the light from the supernova propagates outward, the sphere it covers increases in area faster than simple Euclidean geometry would predict. Since the amount of light remains constant, the apparent brightness would decrease more quickly than in a flat universe.

A second explanation is that perhaps they are farther away than their red shifts suggest. For that to be true, the universe would have to have been expanding at a slower rate in the past than it is now. In other words, the expansion of the universe is accelerating. How could this be? It could only be if the Cosmological Constant in the General Theory of Relativity is greater than zero. (It is ironic that Einstein called the inclusion of that constant his greatest mistake.) The leading candidate for this Cosmological Constant is the vacuum energy density. Quantum mechanics tells us that the energy in a vacuum is not zero, but it fluctuates around zero. This fact has been experimentally verified. However, what if the energy of a vacuum fluctuates around a value that is greater than zero. This would exert an outward pressure on space itself, causing a large-scale anti-gravity. This force would get stronger the larger the universe is. Therefore, if these results hold up, the future of the universe could be very strange indeed.

Next time, I will start a series about amateur astronomy. The specific topic will be a discussion on astronomical equipment, and how to select what is right for you.



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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, Jason Wilke **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!