

Notes from Hades

The move is immanent. As I write this, we are less than one week away from our final walkthrough, and a little more than a week from close of escrow. We move on Saturday the 19th. We've been packing over the last couple of weeks, and as soon as this is in the mail, my office is next on the list. I will leave my computer up as late as possible, but any interruption in availability should be minimal. The new address and phone number is listed below. Also, I've finally upgraded my Compuserve mail account, so in addition to the old numeric email address, I can also be reached at chassler@compuserve.com. Both addresses really belong to the same email box, so it doesn't matter which you send it to. However, the new one is easier to remember.

The latest Zine Register is out, and if you want a copy of it, please contact Michael Lowrey. His address is in the address section. This will be his last Zine Register as he is handing the whole thing over to Phil Reynolds.

The 1999 Hobby Awards Ballot is now available. If you haven't already received one from another publisher, please contact me or Melinda Holley to receive one. Melinda can be reached at 1823 Enslow Blvd., Huntington WV 25701.

Celeste and I will be on vacation from July 16th through the 25th. For this reason, I am extending this issue's deadline to **Tuesday, July 27 at 5:00 p.m. Pacific Time**. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Game Openings

None at this time.

Wish List

Dune. This game will start when the current Dune game ends. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler and Bill Scharf. Will take up to 7 more.

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

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

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

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

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

Andy York

It's interest that you mention Java Programming. I'm on standby for a Java Class in June, plus in three weeks I'll be in a Perl Programming class. So much fun, now if I only can get some time to utilize the skills!

What do you think of Java? From what little I've played with it, there are a lot of possibilities - and it seems that they are extending the utility of it all the time. So much for all of my Fortran training.....

[Java does seem like a very powerful language, and it will have the best chance of breaking the Microsoft stranglehold on the computer industry. The

one thing about it I'm not crazy about is its C-like syntax. I never did like the cryptic nature of C programming. However, there is no mistaking the tremendous demand that is blooming for Java. My company uses an Internet database to test the market for different skills and over the last few months, the demand for Java programmers has about tripled and has far outpaced the supply. Believe me, if you do acquire some Java skills, it will not be long before you get a chance to exercise them and get paid doing it. Particularly if you get Sun certification.]

Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Fall 1459

Deadline/Winter-Spring 1460 7/27 Tuesday

The Turks outmaneuver Naples and occupy much of the boot while preventing Naples from taking any Turkish land. Venice and Milan continue to dance while Austria holds out and France continues to finish off Florence. The Pope, meanwhile, loses a city and forgets about two armies.

Summer 1459 Retreats

Florence retreats A Piombino to garrison

Turks retreat F Central Mediterranean to Western Mediterranean

Venice retreats A Trent to garrison

Orders

Austria <input type="checkbox"/>	A AUSTRIA supports A Slavonia A SLAVONIA supports Turkish A Bosnia to Croatia (nso) A HUNGARY supports A Slavonia
Florence <input type="checkbox"/>	A Lucca hold (DISLOGGED, retreat garrison, Pistoia, OTB) G PIOMBINO hold
France <input type="checkbox"/>	A Provence to LUCCA A GENOA supports Milan A Modena A TYROLEA supports Milan A Milan to Carinthia (nso) A Como to TURIN A PISA supports A Provence to Lucca F LIGURIAN SEA transports A Provence to Lucca F GULF OF LIONS to Sardinia
Milan <input type="checkbox"/>	A MILAN supports A Trent A Cremona to BERGAMO A TRENT supports A Cremona to Bergamo (cut) A MANTUA supports A Cremona to Bergamo (cut) A PARMA supports A Mantua A MODENA supports A Mantua
Naples <input type="checkbox"/>	A BARI to Aquila F CORSICA to Sardinia F CENTRAL MEDITERRANEAN to Tunis F Palermo to TYRRHENIAN SEA F Messina to IONIAN SEA F GULF OF NAPLES to Naples
Papacy <input type="checkbox"/>	A URBINO supports G Bologna convert to A (cut) A FLORENCE supports G Bologna convert to A A SPOLETO supports A Patrimony to Rome A Patrimony to ROME A SIENNA holds (u) A PIOMBINO holds (u) G Bologna convert to A (DESTROYED)
Turks <input type="checkbox"/>	A BOSNIA holds F Ionian Sea to OTRANTO F CAPUA supports F Tyrrhenian Sea to Naples F Tyrrhenian Sea to NAPLES F WESTERN MEDITERRANEAN to Tunis
Venice <input type="checkbox"/>	A BOLOGNA besieges A FERRARA supports A Bologna A CROATIA to Slavonia A CARINTHIA supports G Trent convert to A A CARNIOLA supports A Carinthia A VERONA to Mantua A PADUA to Verona A ANCONA to Urbino F UPPER ADRIATIC supports A Bologna F LOWER ADRIATIC to Aquila F DALMATIA to Lower Adriatic G TRENT converts A

Press

Austria – Milan: Please give me a ducat in case I do not have enough to maintain my three units.

Austria – Papacy: Please give me a ducat in case I do not have enough to maintain my three units.

S.O.B.

Milan –France: If you asked something to me, I shall do in Spring (for example in Lucca). Also, if Venice disband Garrison in Trent I can support you (or Austria) in Carinthia (if any asked).

Milan – Venice: I hope that, at the end, you leave my provinces to me and dedicate to other places.

Naples – Rome: I'm calling in my I.O.U. Please assist in removal of Turkish forces from my territory.

Papacy – Turks: Looks like we are neighbors. I hope we can get along, especially if you are interested in attacking Venice. Just ask and I'll help you.

Papacy – Milan: Please help me convert my garrison in Bol into an army. If it is destroyed, the please support Flo to Bol instead.

Papacy – France: Thanks for the help, I owe you one!

Papacy – Venice: Leave Ancona and I'll agree to a cease fire.

Venice – Papacy: No grudges there! It's just that you're a hopeless case, and what else to do with a hopeless case but try to remove it from the scene? We had a nice allyship going at the start of the game but if you maintain that I stabbed you while I know that I didn't, then what point is there in me talking to you at all anymore?

Spring 1460 Income

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

Provinces

AUS	Austria, Hungary, Slavonia	(3)
FLO	Pistoia	(1)
FRA	Avignon, Marseilles, Turin, Savoy, Genoa, Saluzzo, Swiss, Tyrolea, Como, Provence, Pisa, Lucca	(12)
MIL	Montferrat, Fornova, Parma, Milan, Pavia, Modena, Cremona, Mantua, Trent, Bergamo	(10)
NAP	Aquila, Salerno, Bari, Messina, Palermo, Corsica	(6)
PAP	Urbino, Spoleto, Patrimony, Rome, Perugia, Arezzo, Florence, Sienna, Piombino	(9)
TUR	Tunis, Durazzo, Albania, Ragusa, Herzegovina, Sardinia, Bosnia, Capua, Naples, Otranto	(10)
VEN	Verona, Istria, Dalmatia, Treviso, Friuli, Carniola, Croatia, Ferrara, Carinthia, Padua, Bologna, Ancona	(12)

Seas

FRA	Gulf of Lions, Ligurian Sea	(2)
NAP	Ionian Sea, Tyrrhenian Sea, Gulf of Naples, Central Mediterranean	(4)
TUR	Western Mediterranean	(1)
VEN	Lower Adriatic, Upper Adriatic	(2)

Cities

AUS	Austria, Hungary	(2)
FLO	Piombino	(1)
FRA	Avignon, Marseilles, Turin, Savoy, Genoa (3), Saluzzo, Swiss, Tyrolea, Pisa, <i>Lucca</i>	(12)
MIL	Montferrat, Milan (3), Pavia, Modena, Cremona, Mantua	(8)
NAP	Bari, Messina, Palermo, Corsica	(4)
PAP	Rome (2), Perugia, Arezzo, Florence (3), Sienna	(8)
TUR	Tunis (2), Durazzo, Albania, Ragusa, Sardinia, Naples (2)	(8)
VEN	Dalmatia, Treviso, Carniola, Croatia, Ferrara, Padua, Bologna, Ancona, Venice (3), Trent	(12)

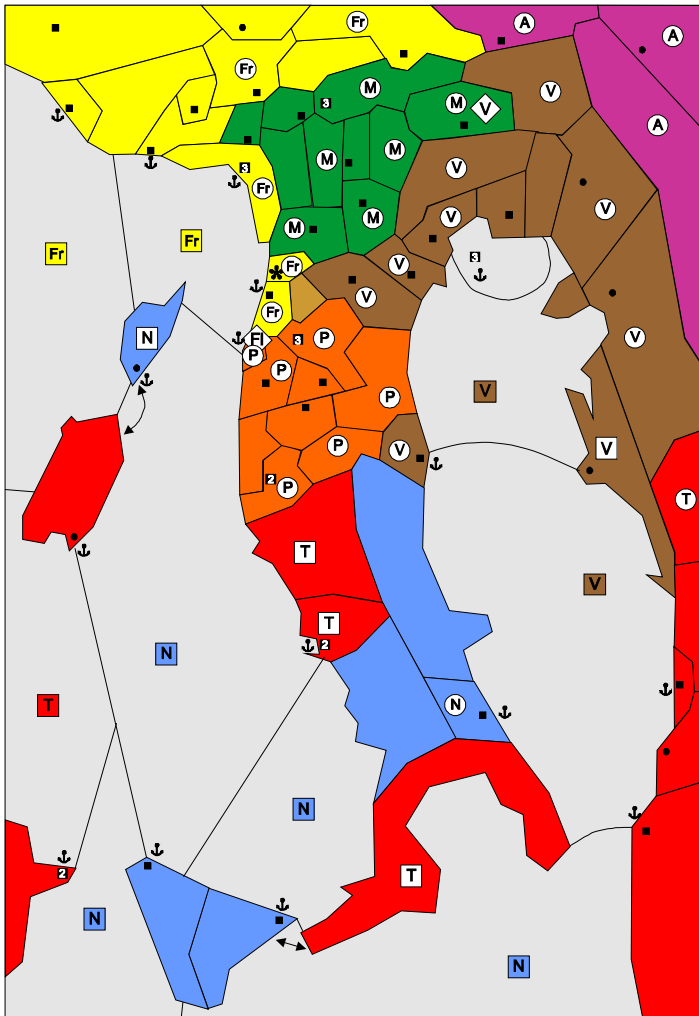
Totals

Variable income die roll was 4.

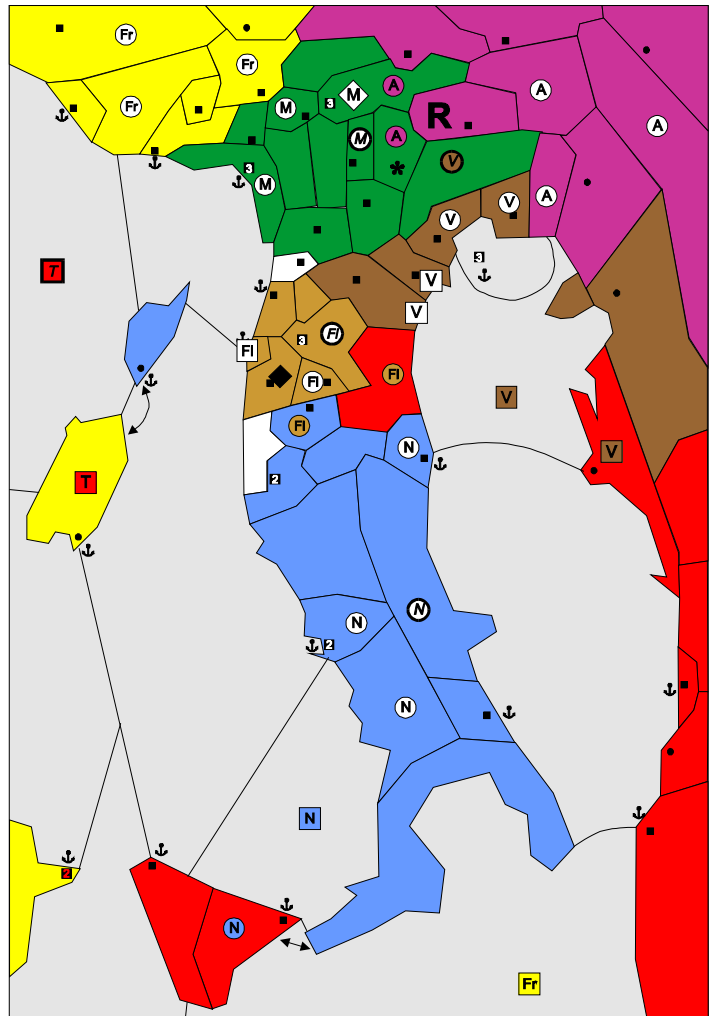
Game Summary

	Var.	Prov.	Seas	Cities	Gross	Treasury	Total		1454	1455	1456	1457	1458	1459	1460
AUS	3	3	0	2	8	1	9	Austria:	3	5	6	2	2	2	2
FLO	6	1	0	1	8	9	17	Florence:	3	5	6	4	3	3	2
FRA	6	12	2	12	32	3	35	France:	3	2	4	6	7	8	9
MIL	4	10	0	8	22	0	22	Milan:	3	4	3	2	3	4	6
NAP	3	6	4	4	17	0	17	Naples:	4	5	5	5	5	5	4
PAP	4	9	0	8	21	7	28	Papacy:	4	3	3	6	6	7	5
TUR	4	10	1	8	23	2	25	Turks:	3	4	4	5	5	5	6
VEN	8	12	2	12	34	1	35	Venice:	4	5	6	11	11	9	10

"Feral Dogs"



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
Summer 1456**

Deadline for Fall 1456: 7/27 Tuesday

The Turks strike northward, and France turns from Milan to meet the challenge. Milan is meanwhile locked in a death struggle with Venice and Austria while Florence and Naples consolidate their positions.

Spring 1456 Retreats

Milan retreats A Milan to garrison

Expenditures

Milan spends 9 ducats to place a rebellion in the city of Trent

Orders

AUSTRIA A CARINTHIA supports A Milan
 (Robles) A Trent to BERGAMO
A MILAN supports A Trent to Bergamo (cut)
 A FRIULI supports Venetian A Verona
 A Carniola to SLAVONIA

FLORENCE A (EM) FLORENCE to Bologna
 (Wilson) A AREZZO supports A Urbino
 F Pisa to PIOMBINO
 A URBINO supports A Florence to Bologna
 A PERUGIA supports A Urbino

FRANCE A SAVOY to PROVENCE
 (Scott) A Como to TURIN
 A Turin to AVIGNON
 F Gulf of Naples to IONIAN SEA

MILAN A (EM) Mantua to CREMONA
 (Giovine) A Bergamo to Trent (DISLOADED, retreat Mantua, OTB)
 A Montferrat to GENOA
 A Fornova to PAVIA
G MILAN convert to A

Orders (cont.)

NAPLES A (EM) Ancona to AQUILA
 (McConnell) A Otranto to MESSINA
 A Aquila to NAPLES
 A Bari to SALERNO
 A Spoleto to ANCONA
 F Naples to GULF OF NAPLES

TURKS F Tyrrhenian Sea to SARDINIA
 (Wilke) F (EM) Western Mediterranean to GULF OF LIONS

VENICE A (EM) VERONA supports Austrian A Trent to Bergamo
 (Grib) A Treviso to PADUA
 F FERRARA supports F Bologna
F BOLOGNA supports F Ferrara (cut)
 F UPPER ADRIATIC supports F Bologna
 F DALMATIA holds (u)
 G TREVISO converts to A

Notes

A proposal to Concede to Venice has been made. Please vote with your next orders. As always, NVR = no, NMR = yes. Also, **will Phil Reynolds please submit standby orders for Venice.** Ray is about to let his subscription expire.

New Tricks

**Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
 Summer 1253**

Deadline for Fall 1253: 7/27 Tuesday

Lines are being drawn as Avignon invades Genoa's territory. But, is that Genoese fleet heading toward Avignon's territory? And is Aragon setting up to invade Avignon's southern possessions? Milan, Florence, and the Pope have also made some provocative moves, particularly if you are paranoid. Only Venice is quietly concentrating on gathering neutrals.

Orders

ARAGON A Messina to OTRANTO
 (Whyte) F Western Mediterranean to TUNIS
 F IONIAN SEA supports A Messina to Otranto

AVIGNON A Turin to SAVOY
 (Wilke) F Gulf of Lions to CORSICA
 G NAPLES converts to F

FLORENCE A Florence to AREZZO
 (Robles) A Pistoia to FLORENCE
 A SIENNA besieges

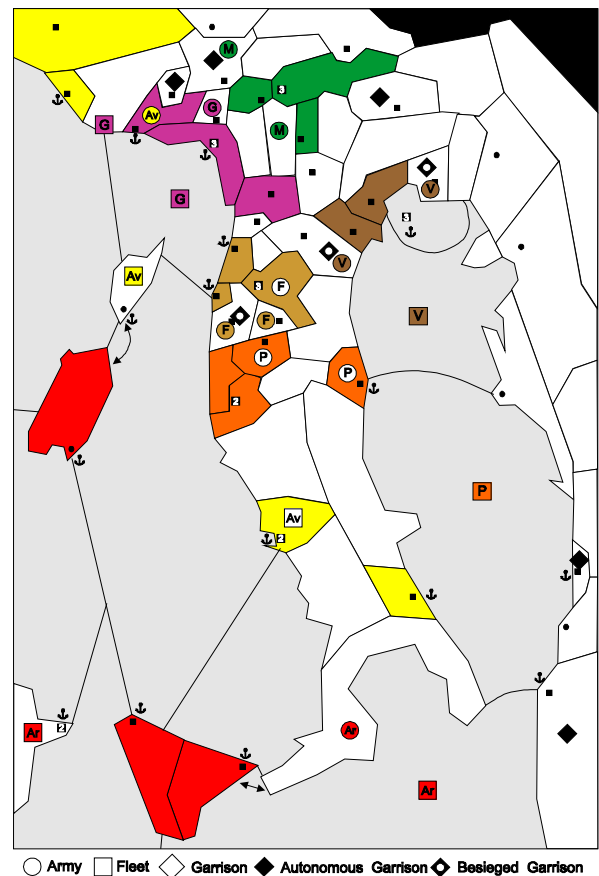
GENOA A Fornova to MONTFERRAT
 (Scott) F LIGURIAN SEA supports F Savoy to Provence
 F Savoy to PROVENCE

MILAN A Como to TURIN
 (Street) A Cremona to PARMA

PAPACY A Rome to PERUGIA
 (Narhi) A Urbino to ANCONA
 F LOWER ADRIATIC holds

VENICE A BOLOGNA besieges
 (Grib) A TREVISO besieges
 F Venice to UPPER ADRIATIC

New Tricks



Press

Avignon – Venice: I think our twain shall meet.

Avignon – Florence: We have common interests in my actions... join me.

Avignon – Pope: I am glad your army in Rome held ... I think.

Milan – Papacy: Sorry I haven't talked to you (or anybody) yet. My fault. I hope to soon. My mistake was in getting into a fantasy baseball league. That

thing takes up too much time. Why can't they schedule those things during the winter when I've got nothing else to do? But now that the All-Star Game is coming up, time is becoming less precious.

Papacy – Letter Writer: I am your faithful ally.

Venetian Prince – First Admiral: Time for you to walk the plank!

Dogpaddle

Epoch V Sung Dynasty, Seljuk Turks, and Mongols Deadline for Epoch VI Empire Selection: 7/27 Tuesday

Epoch V

Impending Ascension (Cain) plays Fujiwara. Army and Capital *Honshu*, fleet *Sea of Japan* (vs. Snoopy's Blanket Chasers: I: 6, 1; S: 4; wins), army *Manchurian Plain*. Plays Jewish Revolt in *Palestine* (vs. Crusaders: J: 5, 2, 1; C: 4+1; J: 5, 5, 1; C: 4+1; J: 6, 5, 1; C: 5+1; J: 6, 5, 4; C: 5+1; J: 6, 2, 1; C: 2+1; wins, city and fort established). SUNG DYNASTY: Army and Capital *Szechuan* (Maurian army destroyed), army *Yangtse Kian* (vs. T'ang Dynasty: S: 6, 3; T: 2+1; wins, Capital reduced to city), *Wei River* (vs. T'ang Dynasty: S: 4, 1; T: 6+1; loses), *Wei River* (vs. T'ang Dyansty: S: 6, 5; T: 4+1; wins), *Tarim Basin* (vs. T'ang Dynasty: S: 6, 1; T: 5; wins), *Chekiang* (vs. T'ang Dynasty: S: 5, 4; T: 2, 1; wins), fleet *South China Sea* (vs. Zircon Utopia: I: 5, 1; Z: 1; wins), army *Mekong* (vs. Khmers: S: 2, 2; K: 4, 2; loses), *Mekong* (vs. Khmers: S: 5, 2; K: 4, 2; S: 3, 1; K: 4, 3; loses). Builds Monument *Szechuan*. Points: Dominance in North Africa (4) and China (6), Presence in Middle East (2), Southern Europe (3), and Southeast Asia (2), two Capitals (4), two cities (2), three Seas (3), and five Monuments (5) for 31 points.

The Go Masters (Carl) plays Pestilence in *Western Steppe*. One army each eliminated in *Western Steppe*, *North European Plain*, *Caucuses*, and *Turanian Plain*. SELJUK TURKS: Army *Turanian Plain* (Aryan army destroyed), *Western Steppe*, *Dniepr* (vs. Holy Roman Empire: S: 5, 4; H: 2; wins), *Central Europe* (vs. Holy Roman Empire: S: 5, 1; H: 3; wins, Capital reduced to city), *Lower Rhine* (vs. Holy Roman Empire: S: 4, 1; H: 2; wins), *Danubia* (vs. Holy Roman Empire: S: 5, 5; H: 3; wins), *Baltic Seaboard* (vs. Huns: S: 3, 1; H: 6; loses), *Baltic Seaboard* (vs. Huns: S: 5, 2; H: 4; S: 5, 2; H: 6; loses), *Baltic Seaboard* (vs. Huns: S: 6, 4; H: 4; wins), *Hindu Kush* (Sassanid army destroyed), *Upper Indus* (vs. Romans: S: 6, 1; R: 2; wins), *Lower Indus* (vs. Chola: S: 4, 4; C: 6; loses). Builds Monument *Upper Indus*. Points:

Dominance in the Northern Europe (4) and Eurasia (2), Presence in Middle East (2), India (3), Southern Europe (3), and North America (1), one Capital (2), two cities (2), and two Monuments (2) for 21 points.

The Triffids (Geggus) MONGOLS: Plays Weaponry. Army *Mongolia* (Hsuing-nu army eliminated), *Great Plain of China* (vs. T'ang Dynasty: M: 6+1, 3+1; T: 2, 1; wins), fleet *Sea of Japan* (vs. Impending Ascension: T: 6+1, 5+1; I: 6; wins), army *Manchurian Plain* (vs. Fujiwara: M: 2+1, 2+1; F: 1; wins), *Honshu* (vs. Fujiwara: M: 4+1, 1+1; F: 3, 2; wins, Capital reduced to city), *Yangtse Kian* (vs. Sung Dynasty: M: 4+1, 2+1; S: 2; wins, city eliminated), *Chekiang* (vs. Sung Dynasty: M: 5+1, 3+1; S: 6; M: 5+1, 2+1; S: 3; wins, Impending Ascension fleet in South China Sea is unsupported), *Si-Kyang* (vs. Khmers: M: 6+1, 2+1; K: 2; M: 2+1, 2+1; K: 6; loses), *Si-Kyang* (vs. Khmers: M: 5+1, 3+1; K: 5; wins), *Mekong* (vs. Khmers: M: 4+1, 3+1; K: 4, 2; wins, Capital reduced to city), *Malayan Peninsula* (vs. Khmers: M: 5+1, 3+1; K: 3; M: 1+1, 1+1; K: 1; wins), *Ganges Delta* (vs. Rebellion: M: 5+1, 3+1; R: 5, 1; wins, city eliminated), *Ganges Valley* (vs. Romans: M: 6+1, 2+1; R: 5; wins), *Western Deccan* (vs. Chola: M: 1+1, 1+1; C: 5, 1; loses), *Western Deccan* (vs. Chola: M: 6+1, 4+1; C: 4, 1; wins), *Eastern Ghats* (vs. Chola: M: 6+1, 5+1; C: 4; wins, Capital reduced to city), *Eastern Steppe* (vs. Holy Roman Empire: M: 5+1, 4+1; H: 3; wins), *North European Plain*, *Baltic Seaboard* (vs. Seljuk Turks: M: 6+1, 1+1; S: 2; wins), *Central Europe* (vs. Seljuk Turks: M: 5+1, 2+1; S: 1; wins, city eliminated). Builds Monument in *Mekong*. Points: Dominance in China (6), India (6), Northern Europe (4), and Eurasia (2), Presence in Southern Europe (2) and Southeast Asia (2), one Capital (2), five cities (5), one Sea (1), and six Monuments (6) for 36 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Joe Carl	The Go Masters (Black)	43	81
Andy Lewis	Gaming Through the Ages (Purple)	44	114
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	47	102
Chris Geggus	The Triffids (Green)	49	102
Brad Martin	The Zircon Utopia (Blue)	49	100
Dennis Cain	Impending Ascension (Red)	56	108

Final Positions

Snoopy's Blanket Chasers: Fleets *North Sea* and *Atlantic Ocean*. MACEDONIA: Army and city *Shatts Plateau*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Armies *Yellow River* and *East Indies*. VIKINGS: Armies *Scandinavia* and *West Indies*.

Impending Ascension: Fleet *Red Sea*. MAURYA: Three armies and fort *Irrawaddy*, army *Sumatra*. ARABS: Army and Monument *Eastern Anatolia* and *Pindus*, armies *Western Anatolia*, *Balkans*, *Nile Delta*, *Nubia*, and *Libya*. JEWS: Army, city, and fort *Palestine*. SUNG DYNASTY: Army, city, and Monument *Yangtse Kian*, army and Monument *Wei River*, army *Tarim Basin*.

The Zircon Utopia: Two Fleets *Bay of Bengal*, fleet *Eastern Mediterranean*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA:

Army and Monument *Zagros* and *Upper Tigris*, armies *Western Ghats*, *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*. GOTHs: Armies *Southern Appenines* and *Central Massif*. SELJUK TURKS: Army and Monument *Upper Indus*, armies *Lower Rhine*, *Danubia*, *Dneipr*, *Western Steppe*, *Turanian Plain*, and *Hindu Kush*.

The Triffids: Fleet *Sea of Japan*. 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*. MONGOLS: Army, city, and Monument *Eastern Ghats* and *Mekong*, army and Monument *Central Europe*,

Guild: 1 token Tuek's Sietch, 5 tokens, Staban Tuek, and Master Bewt in the tanks, 8 tokens False Wall West (18), 5 tokens Plastic Basin (14), 1 token off-planet

Harkonnens: 11 tokens, Umman Kudu, and Captain Nefud in the tanks, 4 tokens Sietch Tabr, 2 tokens Arrakeen, 3 tokens off-planet

Ixians: 14 tokens in the tanks, 4 tokens Carthag, 2 tokens off-planet

Lansraad: 2 tokens False Wall South, 5 tokens Habbanya Erg (16), 13 tokens off-planet, Earl Viaconte, Administrator, and Baron Moat in the tanks

Your cards: _____

Your spice: _____

Lupine

Turn 5 Media Tokens and Campaign Days

Turn 5 Opinion Polls and Campaign Results due: 7/27 Tuesday

Media Tokens

FDP buys a media token in Schleswig-Holstein (400 DM spent)

Grüne buys a media token in Schleswig-Holstein (400 DM spent)

CDU buys a media token in Hamburg (400 DM spent)

SPD passes

In Bremen, SPD changes Marktwirtschaft to Gewerkschaft.

In Hamburg, CDU changes Gewerkschaft to Steuersenkung NEIN

In Schleswig-Holstein, Grüne changes Atomkraft JA to Atomkraft NEIN

Campaign Days

FDP places 4 campaign days each in Bremen and Schleswig-Holstein, and 3 in Hamburg (1100 DM spent)

Grüne places 4 campaign days in Schleswig-Holstein (400 DM spent)

CDU places 4 campaign days each in Hamburg and Schleswig-Holstein (800 DM spent)

SPD places 4 campaign days each in Bremen and Schleswig-Holstein, and 2 in Hamburg (1000 DM spent)

The Parties

<u>CDU</u>	<u>Grüne</u>
Player: Caleb Cousins	Player: Brad Martin
Campaign Days: 2	Campaign Days: 0
Media: 0	Media: 1
Conferences: None	Conferences: Special
Platform: <u>Freugeutliche Grundordnung</u>	Regular
§218 NEIN	Platform: <u>Umweltschutz</u>
NATO NEIN	§218 JA
Steuersenkung JA	Atomkraft NEIN
35-Stunden Woche JA	Steuersenkung JA
	Gewerkschaft

<u>FDP</u>	<u>SPD</u>
Player: Andy York	Player: Andy Lewis
Campaign Days: 0	Campaign Days: 0
Media: 0	Media: 1
Conferences: Regular	Conferences: Special
Platform: <u>Marktwirtschaft</u>	Regular
35-Stunden-Woche JA	Platform: <u>Gewerkschaft</u>
NATO NEIN	35-Stunden-Woche JA
Steuersenkung NEIN	Steuersenkung NEIN
Atomkraft JA	§218 NEIN
	Atomkraft JA

The Provinces

Bremen

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

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

Mandate Range: 1-6

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	8	3	5	2
Vote Share	0	0	6	36
Media Tokens	3	0	0	2
Trend	-2	0	+2	+2

Issues: §218 NEIN (x2)
Steuersenkung NEIN
Atomkraft JA

Mandate Range: 2-7

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	4	8	4	5
Vote Share	0	8	11	0
Media Tokens	1	3	1	0
Trend	0	0	-1	+1

Issues: §218 JA
Atomkraft NEIN

Mandate Range: 5-10

FDP Parteiboss

Available Issues

Steuersenkung JA	Marktwirtschaft
Atomkraft JA	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
Gewerkschaft	Atomkraft JA
NATO JA	NATO NEIN
Steuersenkung NEIN	Steuersenkung JA
Freugeutliche Grundordnung	

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	1	2
Party Bases	17	11	27	22
Votes	790	445	740	1546

Order for turn 5 is: FDP, Grüne, CDU, SPD

Your cash: _____

Available Ministers:
_____**Issues:** Atomkraft JA, 35-Stunden-Woche JA (x2), §218 NEIN**Sun Dog****Turns 30.2 to 32.4.3****Turns 33.1 to 35.1 due: 7/27 Tuesday**Errata

Last turn I mistakenly skipped van Rijn Enterprises' turn on turn 32. It has been added back in here.

Turn 30

Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Blank Dot 11	2, 2	Federation Station VI	Gains \$500, buys 2 fuel stations for \$1000.
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, \$300 paid to vRE
vRE	Federation Station VI	2, 5	Mimas	Refuels to full
RD/RSE	Ariel	2, 3	Charon	5 fuel used, may refuel to full

Turn 32

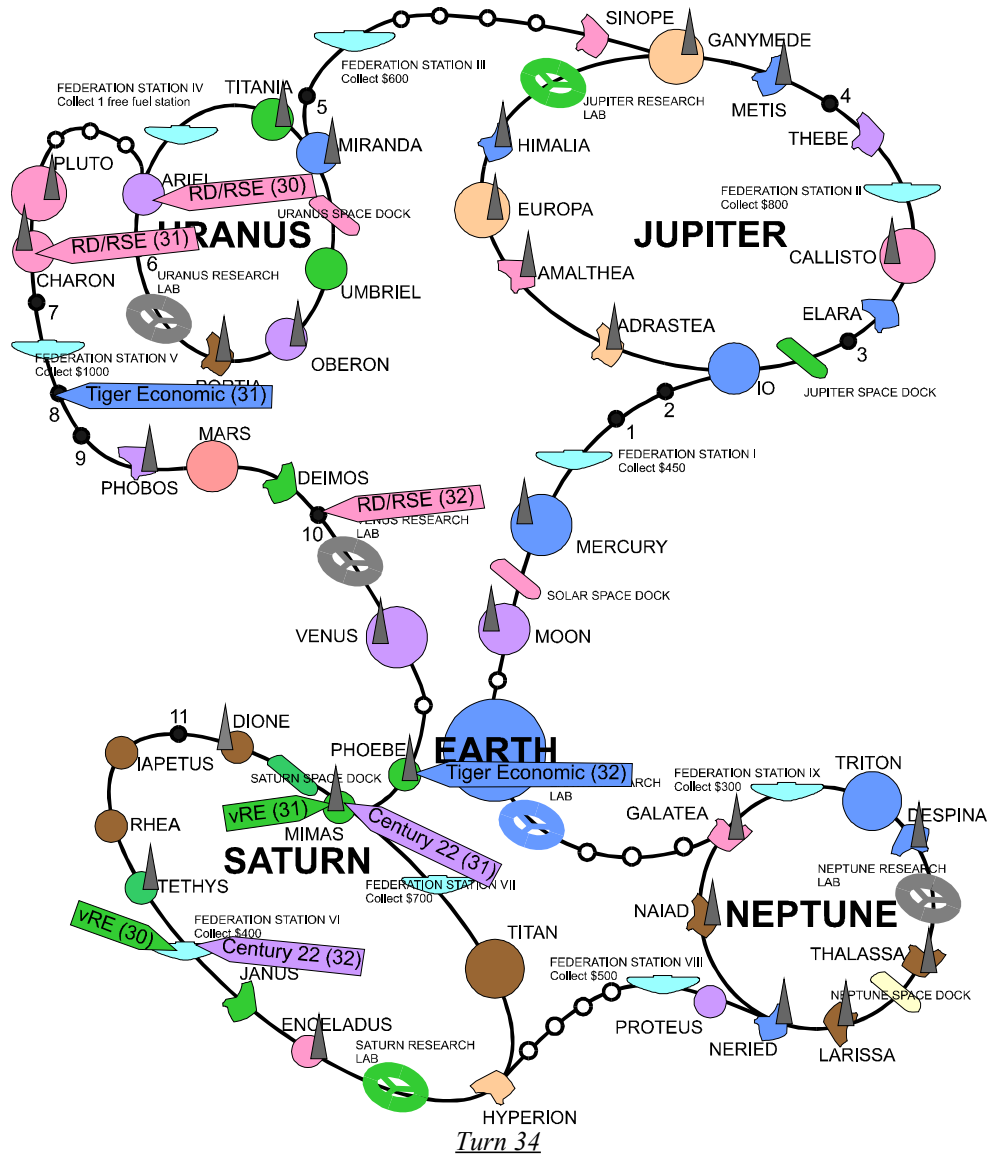
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 8	4, 5	Phoebe	\$270 paid to vRE, buys 4 fuel for \$60
Century 22	Mimas	1, 6	Federation Station VI	7 fuel used, \$400 gained, declines to purchase fuel stations
vRE	Mimas	3, 6	Saturn Research Lab	9 fuel used
RD/RSE	Charon	2, 6	Blank Dot 10	8 fuel used

The Players (After Turn 32.4)

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	3280
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Oberon, Titan	2	15	1060
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	4	16	1870
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus, Solar Space Dock, Pluto, Uranus Space Dock	0	17	305

Turn 33

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Phoebe	4, 4	Federation Station VI	\$100 gained, 8 fuel used, \$400 gained, does not purchase fuel stations.
Century 22	Federation Station VI	1, 4	Titan	Buys Titan for \$350
vRE	Saturn Research Lab	3, 5	Nereid	\$265 owed to Tiger Economic
RD/RSE	Blank Dot 10	2, 5	Dione	Does not have enough money to purchase.



Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	4, 6	Proteus	\$105 rent paid to Century 22. Buys Proteus from Century 22 for \$240, places fuel station and refuels to full
Century 22	Titan	3, 4	Rhea	7 fuel used, buys Rhea for \$300 and refuels to full
vRE	Nereid	1, 2	Thalassa	3 fuel used, may purchase for \$670
RD/RSE	Dione	3, 5	Hyperion	8 fuel used, may purchase for \$220

Turn 35

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Proteus	4, 6	Naiad	10 fuel used, buys Naiad for \$655, refuels to full

Dogstar

Turn 8

Turn 9 due: 7/27 Tuesday

The Mystery Machine (Lewis) opens the bidding on a Warehouse at 25 and gets it for 27 (Or2, Or3, Wa6, Wa7, Ti9)

ID (Scharf) buys a titanium factory (MWA) and moves a population from an ore factory to man it

Heavenly Bodies Development Company III (Wilson) opens the bidding for Scientists at 40 and gets it for 55 (Or4, Re11, DL discounts). Opens the bidding on an Orbital Lab at 50 and BarterTown III get it for 56 (Wa5, Wa7, Wa8, Wa8, Wa8, Wa9, Ti11). Opens the bidding on another Orbital Lab and gets it (Or4, Wa5, Or5, Wa8, Wa8, Wa10, Wa10)

Australis (Martin) buys a titanium factory (Wa7, Wa7, Wa8, Ti8) and a population factor (Or5, Ti9)

Basset Base Beta (Koehler) opens the bidding on a Warehouse at 26 and gets it (Ti7, Ti8, Ti11)

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) buys a water factory (Wa4, Or4, Wa6, Wa6) and a population factor (Or1, Or2, Wa7)

2112 Corporation (Cain) opens the bidding on an Ecoplants at 30 and gets it (Wa6, Wa7, Wa9, Wa9)

Dark Matter Mining Corp. (Eisenhut) buys a water factory (Wa5, Wa7, Wa8) and moves a population factor from the ore factory to man it.

BarterTown III (York) Passes

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	4DL, 2Sc, OL	16
2	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa	13
3	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF	DL, HE, Ec	13
4	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE	12
5	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa	12
6	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, Wa	11
7	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF, TiF, TiF, TiF	HE, Wa	11
8	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE, OL	9
9	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF	Wa, DL	7

Available Upgrades

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

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

In the warehouse: _____

New cards: _____

2112 Corporation, ID, COLOSSUS, and DMMC all take Mega Water cards.

Kennel Club

Turn 3, Phase 7, Turn 4 Phases 1 – 3

Turn 4 Phases 4 – 6 due: 7/27 Tuesday

Turn 3, Phase 7 – Purchase Tokens

London (Cowles) buys 11 tokens.

Hamburg (Martin) buys 0 tokens.

Barcelona (Koehler) buys 30 tokens.

Venice (Cain) buys 6 tokens.

Genoa (C. Cousins) buys 13 tokens

Paris (Burgdorf) buys 36 tokens

Turn 4, Phase 1 – Draw Cards

No surplus or shortage removed.

Phase 2 – Card Purchase

None.

Phase 3 – Play Cards

Hamburg (Martin) plays Famine (everybody increases Misery by 3 spaces) and Revolutionary Uprisings (everybody except Paris increases Misery by 1 space).

Venice (Cain) plays Wool (\$8 each to London and Venice, \$50 to Barcelona) and Grain (\$4 to everybody)

London (Cowles) plays Timber (\$12 each to Barcelona, London, and Paris, \$27 each to Hamburg and Venice, shortage removed)

Genoa (C. Cousins) passes

Barcelona (Koehler) plays Wool (\$8 each to London and Venice, \$50 to Barcelona) and Charlemangue (protected)

Paris (Burgdorf) plays The Crusades in Acre (Misery increases 1 space)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	90	6	\$160	2	16	6	F, I, N, R
Steve Koehler	Barcelona	90	30	\$193	5	11	4	A, E, I, N
Brad Martin	Hamburg	150	0	\$106	1	8	4	E, F, I, N
Martin Burgdorf	Paris	100	35	\$101	6	12	4	E, N
Caleb Cousins	Genoa	100	13	\$80	4	12	6	E, I, N
Murray Cowles	London	125	11	\$72	3	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

1963

1964 Orders due: 7/27 Tuesday

1963

Event Card Resolution

SLEEP: The defector goes to RMR.

RMR: Accepts the Government Order. Budget increased to 93MB.

AL: Computer breakthrough

Australia: Fortunate accident, capsule

RMR: Fortunate accident, rocket, Government Order – place man on moon by 1966

Held Event Cards

Purchase Hardware

Australia: Buys 2 one-person capsules for 4MB, 4 two-stage rockets for 48MB, 3 kickers for 9MB, 1 two-person capsule for 6MB, 3 docking modules for 6MB, 3 interplanetary satellites for 12MB, 2 astronauts (Barry MacKenzie and Dame Edna) for 4MB, and a third launch facility for 30MB.

Republic of Texas: Buys Interplanetary Satellite program for 24MB, 3 docking modules for 3MB, 3 one-stage rockets for 5MB, 3 one-person capsules for 4MB, 1 two-stage rocket for 6MB, and 3 kickers for 5MB.

SLEEP: Buys Two-Person Module program for 30MB, and 1 one-stage rocket for 3MB.

AL: Buys new astronaut (Gus Grissom) for 2MB, Two-Person Capsule program for 24MB, third launch facility for 30MB, and Docking Module program for 18MB.

RMR: Buys 2 one-stage rockets for 6MB and 1 one-person capsule for 2MB.

Conduct Research and Development

Australia: None.

Republic of Texas: B. 6 dice: 2, 3, 3, 4, 4, 6 = +22%. 24MB spent. b. 6 dice: 2, 2, 3, 4, 5, 6 = +22%. 12MB spent. 2. 5 dice: 1, 2, 4, 5, 6 = +18%. 15MB spent.

SLEEP: EVA Suits. 6 dice: 1, 1, 2, 2, 3, 6 = +15% - 6% = +9%. B. 3 dice: 1, 4, 5 = +10% - 3% = +7%. 12MB spent. b. 6 dice: 2, 3, 4, 5, 6, 6 = +26% - 6% = +20%. 12MB spent.

AL: b: 7 dice: 1, 1, 1, 2, 2, 3, 6 = +16%. 14MB spent. 2: 2 dice: 1, 6 = +7% to Max R&D. 6MB spent.

RMR: C: 8 dice: 1, 2, 2, 3, 4, 6, 6, 6 = +30% + 8% = +38%. 48MB spent. c. 1 die: 5 = 5% + 1% = 6%. 5MB spent.

Declare Future Missions

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

S.O.B.Missions

Rushing. No rushing. Launch order: RMR, RMR, RMR, AL, AL, SLEEP, Republic of Texas, Republic of Texas, Republic of Texas, Australia, Australia

RMR launches a Docking Module. Liftoff: 64%<93%, Earth Orbital Burn: 12%<98%, Earth Orbital Activities: 44%<98%. Mission success. +1% to A. +2MB to budget.

RMR launches a Manned Orbital with Spacewalk and Docking (Red Grange). Liftoff: 80%<94%, Earth Orbital Burn: 33%<81%, Earth Orbital Activities: 64%<81%, Docking Module Power On: 89%<98%, Docking: 88%>45%, Red Grange saves it!, Spacewalk: 99%>98%, suit communication malfunction, repairs made, EVA successful, Earth De-Orbital Burn: 51%<81%, Re-entry: 06%<81%, Recovery: 75%<81%. Mission success. +1% to A and a, +15% to docking, Red Grange to 40%, +12MB to budget.

RMR planned Manned Orbital with Docking and Spacewalk (Red Sonja). Liftoff: 86%<95%, Earth Orbital Burn: 33%<82%, Earth Orbital Activities: 57%<82%, Docking Module Power On: 22%<98%, Docking: 87%>60%, Red Sonja saves it!, Spacewalk: 84%<98%, Earth De-Orbital Burn: 82%=82%, Re-entry: 30%<82%, Recovery: 49%<82%. Mission success. +1% to A and a, +15% to docking, Red Sonja to 20%, +6MB to budget.

AL launches a Lunar Flyby. Launch: 04%<90%, Earth Orbital Burn: 82%<95%, Earth Mission Burn: 34%<95%, Lunar Orbital Burn: 19%<95%, Lunar Orbital Activities: 46%<95%. Mission success! +1% to B and 2, +5% to Photo Recon. +6MB to budget.

AL launches a Mars Flyby. Launch: 79%<91%, Earth Orbital Burn: 05%<96%, Earth Mission Burn: 04%<96%. +1 to B and 2, mission continues next turn.

AL launches a Venus Flyby. Launch: 78%<92%, Earth Orbital Burn: 89%<97%, Earth Mission Burn: 31%<97%. +1 to B and 2, mission continues next turn.

SLEEP launches a Lunar Flyby. Launch: 43%<89%, Earth Orbital Burn: 08%<90%, Earth Mission Burn: 34%<89%, Lunar Orbital Burn: 71%<89%, Lunar Orbital Activities: 72%<89%. Mission success. +1 to B and 2, +5 to Photo Recon, +4MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Green). Liftoff: 68%<86%, Earth Orbital Burn: 33%<83%, Earth Orbital Activities: 59%<83%, Docking Module Power On: 58%<98%, Docking: 39%<65%, Spacewalk: 21%<98%, Earth De-orbital Burn: 51%<83%, Re-entry: 76%<83%, Recovery: 35%<83%. Mission success. +1% to D and a, +15% to docking, +10% to Green, +6MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Moon). Liftoff: 34%<93%, Earth Orbital Burn: 96%>84%, engine burn failure, go to re-entry, Re-entry: 38%<84%, Recovery: 11%<84%. Mission failure. +1% to A and a, +10% to Moon, -10MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Milbourn). Liftoff: 08%<94%, Earth Orbital Burn: 45%<85%, Earth Orbital Activities: 71%<85%, Docking Module Power On: 80%<98%, Docking: 75%<80%, Spacewalk: 63%<98%, Earth De-orbital Burn: 55%<85%, Re-entry: 65%<85%, Recovery: 37%<85%. Mission success. +1% to A and a, +15% to docking, +10% to Milbourn, +6MB to budget.

Australia launches a Manned Orbital with Docking and Spacewalk (True Blue). Liftoff: 99%>91%, minor fire on pad, extinguished by ground crews, astronaut escapes safely, but mission cancelled. Mission failure. +1 to B, +10% to True Blue, -10MB to budget.

Australia launches a Manned Orbital with Docking and Spacewalk (Waltzing Matilda). Liftoff: 77%<92%, Earth Orbital Burn: 28%<81%, Earth Orbital Activities: 03%<81%, Docking Module Power On: 60%<95%, Docking: 19%<45%, Spacewalk: 11%<95%, Earth De-Orbital Burn: 52%<81%, Re-entry: 45%<81%, Recovery: 69%<81%. Mission success. +1% to 1, EVA Suits, B and a, +10% to Waltzing Matilda, +15% to docking, +9MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1963)	63	90	112	80	96
Cash	0	10	17	14	3
1-Orbital Satellite	1 / 98%	0 / 96%	2 / 96%	0 / 98%	0 / 98%
2-Interplanetary Satellite		0 / 91%	3 / 84%	1 / 98%	1 / 60%
3-Lunar Probe		0 / 64%	0 / 86%		
4-Docking Module	0 / 75%	1 / 45%	2 / 60%	1 / 45%	3 / 95%
A-One Stage Rocket	0 / 96%	1 / 88%	2 / 82%	2 / 91%	3 / 95%
B-Two Stage Rocket		1 / 90%	2 / 78%	1 / 93%	2 / 49%
C-Three Stage Rocket	1 / 59%				
D-Liquid Fuel Strap-ons					3 / 87%
F-Kicker			4 / 25%		
G-"Mega" Stage Rocket					
EVA Suits	98%	65%	96%	98%	98%
a-One Person Capsule	0 / 83%	0 / 82%	1 / 82%	1 / 83%	3 / 86%
b-Two Person Capsule		3 / 57%	2 / 32%	1 / 34%	1 / 66%
c-Three Person Capsule	1 / 80%				
d-Two Person Module		1 / 10%			
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	70%	70%	65%
Launch Facilities	3	2	3	3	3

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Astronauts	3	3	5	3	9

Astronauts are

Australia: True Blue (40%), Waltzing Matilda (10%), Barry MacKenzie, Dame Edna

RMR: Red Grange (40%), Red Sonja (20%), Red Schoendiast

SLEEP: Groucho (20%), Harpo, Chico

AL: Alan Shepard, Deke Slayton (10%), Gus Grissom

Republic of Texas: Simmons (20%), Camden, Green, Moon, Milbourn (10%), Fealy, McDowell, Lochley, Cox

1964

Draw Event Cards

AL: Major Media Event. No new astronauts may be trained this year. +5MB to budget.

RMR: Corporate Investment. Gains 9MB cash. +3MB to budget.

Australia: Test failure. -15% on two-stage rocket. -10MB to budget.

SLEEP: Severe Setback. Spend 24MB or lose 20% on next launch of two-stage rocket. +1MB to budget.

Republic of Texas: R&D Setback. -2 to each R&D die roll this year. +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
1964 Budget	111	99	101	116	95
Cash	11	49	10	0	2
1965 Budget	114	100	91	121	102

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 2

Turn 3 Orders due: 7/27 Tuesday

Planning

Dutch maintains 5 ships (\$20), buys 5 soldiers (\$50) for \$70.

English maintains 4 ships (\$16), buys 4 soldiers (\$40) for \$56.

French maintains 4 ships (\$16), buys 4 soldiers (\$40) for \$56.

Portuguese maintains 4 ships (\$168), buys 4 soldiers (\$40) for \$56.

Spanish maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Swedes maintain 4 ships (\$12), buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Dutch Move to O. Dice: 3, 5, 6. No losses.

English Move to W. Dice: 1, 3, 5, 6, 6. No losses.

French Move to H. Dice: 1, 3, 3. Loses ship, containing 1 colonist and 1 soldier.

Portuguese Move to R. Dice: 1, 2, 4, 5. Loses 1 colonist and 1 soldier.

Spanish Move to L. Dice: 1, 3, 5, 5. Loses 1 soldier.

Swedes Move to H. Dice: 1, 2, 3. Loses 1 colonist.

Exploration

Portuguese discover a mine in R.

Land Movement

Dutch land 5 soldiers and 4 colonists into area O. It is a climate 2 area with 3 natives and 2 sites.

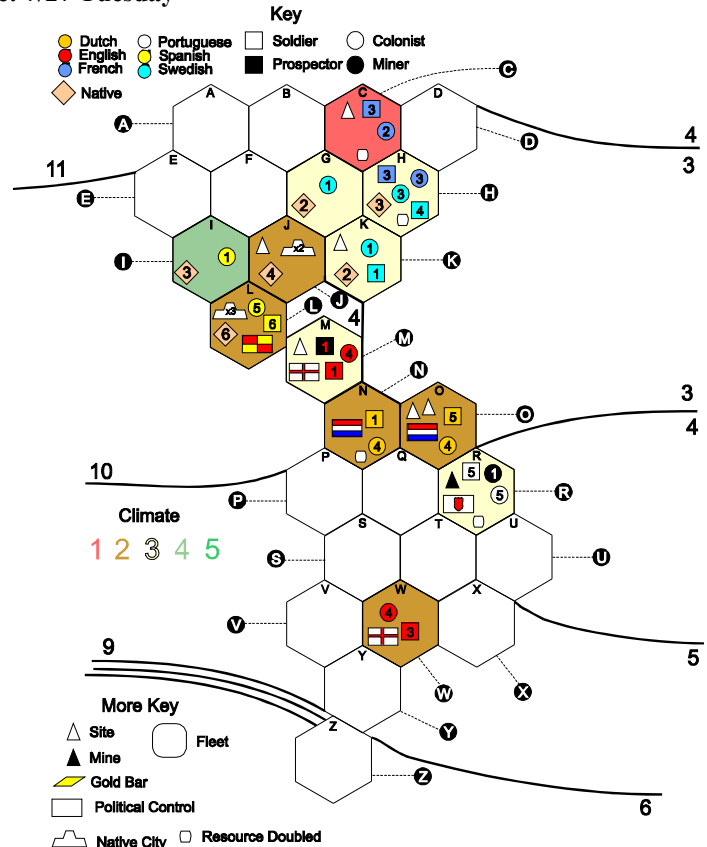
English land 4 soldiers and 4 colonists into area W. It is a climate 1 area with 1 native. One soldier in M prospects.

Spanish move 2 colonists from L to I. It is a climate 4 area with 3 natives. Moves 4 colonists and 3 soldiers into area L.

Swedes move 1 colonist and 1 soldiers J to K. It is a climate 3 area with 2 natives and a site. Moves 1 colonist from J to G. It is a climate 3 area with 2 natives. Lands 4 soldiers and 3 colonists in H. It is a resource rich climate 3 area with 3 natives.

French land 3 colonists and 3 soldiers into area H.

Portuguese land 3 colonists and 3 soldiers into area R. One colonist mines.



Native Combat

Dutch: 3 natives killed in area O. **English:** 1 soldier and 1 native killed in W.

Portuguese: 1 soldier and 1 native killed in R.

Native Uprisings

Climate is a 5. Uprisings in I (1 colonist killed) and L (0 colonist killed).

Survival

Climate is a 6. No losses.

Political Control

Dutch gain political control of O. **English** gain political control of W.
Portuguese gain political control of R. **Spanish** gain political control of L.

Homebound Naval Movement

Dutch: Dice: 2, 3, 5. No losses.

English: Dice: 1, 2, 3, 4, 5. 2 ships lost.

Spanish: Dice: 1, 1, 3, 3. 2 ships lost.

Swedes: Dice: 3, 4, 5. No losses.

French: Dice: 3, 3, 4. No losses.

Portuguese: Dice: 4, 5, 6, 6. No losses.

Income

Dutch: Political Control: \$60, resources: \$12.

English: Political Control: \$60, resources: \$8.

Spanish: Political Control: \$40, resources: \$6.

Swedes: Political Control: \$20, resources: \$8.

French: Political Control: \$20, resources: \$10.

Portuguese: Political Control: \$40, resources: \$10.

Turn 3 Initiative

Swedes, Spanish, Portuguese, French, Dutch, English

Press

Swedes – GM: Man this time you didn't even wait for Native Combat to kill off all my soldiers.

Cerberus – Swedes: Ah, but think of how much worse it could have been.

Players

	Player	Money	Available Soldiers	Ships	Colonists	
	Dutch	Bob Robles	\$100	16	5	4
	English	Brad Martin	\$129	17	2	4
	French	Martin Burgdorf	\$75	17	4	4
	Portuguese	Brendan Whyte	\$102	17	4	4
	Spanish	Kevin Wilson	\$72	17	2	4
	Swedish	Andy Lewis	\$65	17	4	4

Dirty DogsTurn 2Turn 3 Orders due: 7/27 TuesdayCure Phase

No politicians take the cure. Nestor Aparatschik ages to 85, Petr Niewitko ages to 75 and Igor Doberman ages to 68.

Purge

The Reform Expansionists play card 29: Plan to export Russian cars ridiculed by West. The first purge attempt must be versus the Industry Minister. PURGE declares 1 IP on Karel Krakemheads who then carries out the purge. Die roll = 7+3-2. The purge fails. Karel ages to 75.

Spy Investigation

PURGE plays card 4: Assassination against Nikolai Shootemdedsky. Die roll = 19. Nikolai becomes the first politician to lie at the Kremlin wall.

TI opens investigations on Nestor Aparatschik, Boris Badenuff, Mikail Strychnin, and Tigran Zenjarplan. He closes the investigation on himself. Ages to 73.

Health

TCC plays card 2: Flu Epidemic. All health rolls modified by -2.

Nestor Aparatschik (dr = 17 - 2) is fine.

Petr Niewitko (dr = 4 - 2) dies.

Boris Badenuff (dr = 4 - 2) falls ill.

Igor Doberman (dr = 5 - 2) falls ill.

Karel Krakemheads (dr = 9 - 2) gets sick.

Mikail Strychnin (dr = 6 - 2) gets sick.

Tigran Zenjarplan (dr = 10 - 2) is fine.

Funeral Commission

No activity.

Replacement

Nestor Aparatschik moves Igor Doberman to Foreign Minister and Boris Badenuff to KGB Head. He then promotes Mikail Strychnin to Defense Minister, moves Karel Krakemheads to Industry Minister and Tigran Zenjarplan to becomes Economy Minister

Lech Schukrutoff is promoted to Ideology Minister.

Alexei Goferbok is promoted to Sport Minister

Antonj Talksallott and Eduard Boremtodev are lifted from the ranks of the people into the candidate positions.

Rehabilitation

None

Parade

RE plays card 7: Visit the Sanatorium on Nestor. Die roll = 17+1, Nestor goes to the Sanatorium for this phase. No waves.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	85 ? +	1 (SODS)
KGB Head	Boris Badenuff (X)	53 ? ++	1 (SODS)
Foreign Minister	Igor Doberman (L)	73 ++, weakness position	10 (TI)
Defense Minister	Mikail Strychnin (T)	57 ? +	
Ideology Minister	Lech Schukrutoff (B)		
Industry Minister	Karel Krakemheads (E)	75 +	1 (PURGE)
Economy Minister	Tigran Zenjarplan (Q)	60 ?	
Sport Minister	Alexei Goferbok (C)		

Candidates: I, J, K, M, S

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

Siberia: F, G

Kremlin Wall: H, D

Press

SODS – TI: Nestor doesn't like what you did. Bad, BAD commie! You must pay....

The CALIFORNIA CONNECTION is looking for allies in our endeavor to get some waves in..... let's share the blanket(of info) while we wait for the action to heat up. By the way good move with that Influence card 'SODS'!

Your cards: _____

Your undeclared influence:

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
SODS have one wave.	

Doggin' It

Turn 1, Phases I-III

Turn 1, Phases IV-VII, Turn 2, Phases I-III due: 7/27 Tuesday

Move Prospectors and Surveyors

- Red** (Scharf) Surveys Denver to Junction C and Prospects claim #4.
- Green** (Whyte) Surveys Denver to Colorado Springs and Prospects #56.
- Brown** (Carl) Surveys Pueblo to Walsenburg and Prospects #66.
- Gray** (Cain) Surveys Salt Lake City to Heber City and Prospects #11.
- Gold** (Bolduc) Surveys Salt Lake City to Provo and Prospects #11.
- Blue** (Martin) Surveys Santa Fe to Taos and Prospects #66.

Dispute Resolution

- Claim #11. Gray = 9+1, Gold = 9. Gray wins the dispute.
- Claim #66. Purple = 4, Blue = 6+1. Blue wins the dispute.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$6000	S+1, P
Brendan Whyte	Green	Denver	\$6000	S, P+1
Joe Carl	Brown	Pueblo	\$6000	S+1, P
Dennis Cain	Gray	Salt Lake City	\$6000	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$6000	S+1, P
Brad Martin	Blue	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	

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. Name the eight Bradford children on "Eight is Enough".

A1. David, Mary, Joanie, Nancy, Susan, Elizabeth, Tommy, and Nicholas.

No correct answers, Caleb Cousins receives 2 points.

Q2. What is the only show to premiere at #1 in the Nielsen ratings?

A2. Laverne and Shirley.

No correct answers, Caleb Cousins receives 2 points.

Q3. What is the longest running dramatic series?

A3. Gunsmoke.

Chris Geggus receives 2 points.

Q4. 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?

A4. The series finale of *The Fugitive*, August 29, 1967.

No correct answers, Caleb Cousins receives 2 points.

Q5. What show has ended the most seasons #1 in the Nielsen ratings?

A5. *All in the Family* from 1971-2 through 1975-6.

Chris Geggus receives 2 points.

(Judging from the number of responses, this was not a popular topic.)

Current Scores

Chris Geggus	57	Andy York	44
Caleb Cousins	41½	Paul Bolduc	33½
Dennis Cain	33½	Andy Lewis	31½
Brendan Whyte	30½	Steve Koehler	26½
Joe Carl	25½	Bill Scharf	24
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 receives a free issues!

*New Questions***Topic: Miscellaneous (Compliments of Joe Carl)**

1. In 1996, which country's army became the last in the world to disband its carrier pigeon service?
2. What is the meaning of the Comanche phrase *posah-tai-vo*, the term Indian code-talkers in the Army Signal Corps used on the battlefield during World War II to refer to Adolf Hitler?

3. In what village was Leonardo da Vinci born?
4. What type of aircraft was used to drop bombs in the first German air raids on London in 1915?
5. What cape is at the southernmost point of Africa?

Pedagoguery

Amateur astronomy can be a wonderfully rewarding field, and is one that does not necessarily involve a high startup cost. There are many options for those who want to get a start in the hobby, and I am going to describe many of them here.

The least expensive type of instrument you can use in astronomy is actually free – your own eyes. It is not necessary to buy some expensive telescope to get started, just go outside and look. Familiarize yourself with the constellations. In light polluted areas, this is in some ways easier than in dark skies. In dark skies, many of the dimmer stars are visible and this tends to obscure the constellation outlines, particularly with the dimmer and more elongated constellations like Draco, Hydra, Cancer, and Libra. Another project for naked eye astronomy is tracking the planets. With the exception of Neptune and Pluto, all of the planets are within reach of the naked eye astronomer. You may not be able to see the detail, but it can be fun to watch the planet change its position against the background stars from night to night. In addition, when some close conjunction occurs, it is frequently most satisfying with the naked eye. Telescopes and binoculars restrict your field of view, and you may not be able to see both planets in the same field. The moon is also a fine naked eye subject. It changes noticeably from night to night. A frequent challenge is to try to catch the new crescent moon at its newest. Finally, there are several deep sky wonders that are visible with the naked eye, particularly from dark sites. The Pleiades and Hyades star clusters in Taurus, the Andromeda galaxy, the Beehive cluster in Cancer, and of course, the Milky Way are all visible with the naked eye. Southern observers are also graced with the Large and Small Magellanic Clouds, the Coal Sack nebula, and many of the brighter stars in the sky. Meteor showers are definitely best with the unaided eye. Since meteors can appear nearly anywhere in the sky, you need the ultra-wide field of view offered by the unaided eye to see them best. One of the biggest advantages of naked eye viewing is that it requires no special equipment. Just go outside and look.

After you've familiarized yourself with the sky and what it has to offer, the next step is to get some equipment. Beginners are usually directed to get some binoculars. A good pair of 7x50 or 10x50 binoculars are generally the best for a beginner. (For those of you who are unaware of the convention for describing binoculars, here it is. The number before the "x" is the magnification of the pair and the number after the "x" is the diameter of the objective lenses in millimeters. Thus, a 7x50 pair of binoculars magnifies images by a power of 7 and has two 50mm objective lenses.) Binoculars offer several advantages. First of all, they are inexpensive. Although you can spend upwards of \$1000 for a pair of binoculars, a good pair can be had for under a couple hundred. Secondly, they are very portable. Third, they offer a very wide field of view, typically

several square degrees. Fourth, they allow you to use both of your eyes at the same time, which is much less tiring than looking through only one at a time. Finally, binoculars present you with the view right side up. Most telescopes give you an inverted view, and it may in addition be reversed side to side. Overall, binoculars are a very good value. The biggest disadvantage of binoculars, however is that it is quite impossible to hold them perfectly still without some kind of bracing. Inexpensive tripods are available, but this reduces the portability of the binoculars. In addition, Cannon has come out with a line of image stabilized binoculars. These have active optics, which can compensate for the slight jittery motions of someone holding the binoculars. They require a battery for the stabilization to function, however, and they come with a hefty price tag – the 15x35 pair cost about \$1100, as much as a good telescope.

This brings us to the subject of telescopes. Telescopes come in many variations, and I don't have the space here to go into all of them this time. The three things to consider when looking at telescopes are type, aperture, and mount. Of the three, the most immediate one to consider is aperture. Aperture is generally measured in inches or millimeters. The aperture of the telescope tells you its overall light gathering power – the larger the aperture the more light the telescope can gather and the deeper into the sky you can see. Larger aperture does come with a price, however. Not only are the bigger telescopes generally more expensive, they usually suffer more from the atmospheric turbulence effect called seeing. Larger aperture telescopes are also not well suited for solar observing. However, generally you want to get as large an aperture telescope as you can reasonably afford.

Don't spend your entire budget on the telescope, however. One thing to keep in mind is that you should have a variety of eyepieces as well. Different eyepieces will give you a range of magnification powers. This is one reason why you should be wary of any telescope which is advertised on the basis of its magnification power. Such telescopes are usually of inferior quality and magnification is a function of the eyepiece, not the telescope itself. Beware of increasing magnification too far, however, since high magnification spreads out the existing light over a wider area. This could result in an image that is too dim to be able to see any detail. Bright, compact objects stand up to magnification more readily than large, diffuse ones. High magnification is also one way of combating light pollution. Since light pollution is constant over the entire image, higher magnification spreads it out, allowing you to potentially see more of the object.

There is considerably more to say about the selection and use of telescopes. In fact, I could write an entire column on that subject alone. So, that is exactly what I will do next time.

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, 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, Andy York **Silverton:** None

Standby Calls

Phil Reynolds for Venice in Citizen Dog