

Notes from Hades

In the last couple of issues, late orders have become epidemic. This is particularly troubling when the player submitting late orders is playing in several games. This is very impolite, not only to me, but also to the other players who take pains to get their orders in on time. It also causes me considerable inconvenience and may well delay the zine. Right now, I am just raising the issue, but if it continues, I may have to institute some policies such as preventing someone from joining more than a couple games if they habitually submit late orders. Also, please note that if you submit orders by email, I always acknowledge those orders. If you don't receive an acknowledgement within a week of sending your orders, please resend them.

On other fronts, Celeste and I have been doing considerable work on the house. Our landscaping should start this week, and inside, we are busy building shelves and closets, painting rooms, and doing all of those sundry tasks that personalize any home. It's been a fun process, but expensive, so we do as much of it as we can ourselves.

This issue's deadline to **Tuesday, November 5 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. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

None at this time.

Wish List

Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, and Kevin Wilson. Will take up to 3 more.

Gunboat Machiavelli. This game will start when Feral Dogs ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 3. Need up to 5. You are signed up if this box is checked:

Liftoff! This game will start when Dog Pound ends. Will take up to 5.

History of the World. This game will start when Dogpaddle ends. Have Andy Lewis and Chris Geggus, will take up to 4 more.

Merchant of Venus. This game will start when Sun Dog ends. Will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships variant rules. Will use the combat rules if a majority of players agree. If so, the Variable Nova Balls and Mercenaries variant rules will also be used. Have Andy Lewis, Dennis Cain and Chris Geggus, need 3 more.

Settlers of Catan. Most of you are familiar with this game from when it ran in Andy Lewis' erstwhile subzine. I have the 5 and 6 player expansion, so we can take up to 6 for this one.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827

Fax: (562) 690-7827

chassler@compuserve.com

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

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

Ward Narhi

Elissa and I are planning on going as a sexy spacewoman and alien for Halloween. Last year we went with Hugh Hefner and Playboy bunny which went over quite well. Been doing a lot of work around the house on the exterior with flower beds and so forth. I have plenty of blisters to prove that I have been working hard. I am in the process of trying to plan a New Years celebration for Elissa and I but it looks expensive out there. Am considering driving down to New Orleans, possibly a side trip to Florida around that timeframe. I am trying to find a ballroom dance style party. We love to dance!

[I know about the price of working hard around the house. As I write this, I have a heat pad on my lower back. Celeste and I spent almost all of last

weekend working on things around the house. We built shelves and a closet in the guest bedroom, and closed off an opening between the hallway into the guest room and the living room. That involved framing out the opening and installing about 4' x 5' sections of drywall, then mudding and taping the drywall. We still need to sand the joins and apply one last layer of mud before painting, but my back just isn't up to the task yet.

As for New Years, our friends are insisting that we have the celebration at our house. After all, what better place to ring in the year 2000, than at a place where the address is 2000?]

Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Fall 1460

Deadline/Winter-Spring 1461 11/9 Tuesday

The Turks take the island of Sicily while exchanging sea areas with France. The Pope and Venice call a truce, but the Pope does not apparently grant the alliance that Venice wants. France, Milan, and Austria finally get synchronized, but even so the position in the north remains static. Naples manages to stave off a Venetian attack on Bari.

Summer 1460 Retreats

Naples retreats F Palermo to garrison
Papacy retreats A Aquila to Capua
Turks retreat F Naples to Capua, F Otranto to Gulf of Naples, F Western Mediterranean to Tunis
Papacy A Aquila and Turkish F Naples are destroyed.

Orders

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

France A TYROLEA supports Milan A Milan to Carinthia
A SAVOY to GENOA
A PROVENCE holds
A LUCCA supports A Pisa to Pistoia
A Pisa to PISTOIA
F WESTERN MEDITERRANEAN supports F Corsica to Tyrrhenian Sea (cut, DISLODGED, retreat Gulf of Lions, OTB)
F SARDINIA supports F Corsica to Tyrrhenian Sea
F CORSICA to TYRRHENIAN SEA
F GENOA to LIGURIAN SEA

Milan A MILAN to Carinthia
A TRENTO supports A Milan to Carinthia
A BERGAMO supports A Trent
A PARMA to Milan
A MANTUA to Verona
A CREMONA to Mantua
A MODENA supports A Cremona to Mantua

Naples A BARI supports A Otranto (cut)
A OTRANTO supports A Bari
F SALERNO supports F Naples
F NAPLES besiege (no garrison)
G PALERMO convert to F

Papacy A FLORENCE supports French A Pisa
A PIOMBINO holds
A SIENNA supports A Florence
A Urbino to BOLOGNA
A ANCONA holds
A ROME holds
A Capua supports Naples F Naples besiege (nsu)

Turks A PALERMO supports F Gulf of Naples to Messina (cut)
A BOSNIA holds
F Gulf of Naples to MESSINA
F CENTRAL MEDITERRANEAN supports F Tunis to Western Mediterranean
F IONIAN SEA supports F Gulf of Naples to Messina
F TUNIS to WESTERN MEDITERRANEAN
F Tyrrhenian Sea supports F Tunis to Western Mediterranean (cut, DISLODGED, retreat Gulf of Lions, Patrimony, Capua, OTB)

Orders (cont.)

Venice A PISTOIA supports Papal A Florence to Pisa (nso, DESTROYED!)
A AQUILA to Bari
A FERRARA supports Papal A Urbino to Bologna
A VERONA supports A Carinthia (cut)
A PADUA supports A Verona
A TREVISO supports A Verona
A FRIULI supports A Carinthia
A CARINTHIA supports A Croatia to Slavonia (cut)
A CARNIOLA supports A Carinthia
A CROATIA to Slavonia
F UPPER ADRIATIC supports Papal A Urbino to Bologna
F LOWER ADRIATIC supports A Aquila to Bari

Press

Austria – Milan: Please pay me 1d in order to make sure I will survive.

France – Milan: My envoy has conveyed your request and we have responded in a positive manner.

France – Florence: No offence, but you never let me know what you wanted, or what your goals were.

France – Turkey: Um, you haven't been saying much either. Too bad.

France – Naples: If I'm in Corsica this turn I'll give you two ducats in the Spring. I really intend to be out of there, though.

France – Naples: Sorry about not getting out of Corsica. I'm sure I'll leave your island directly.

France – Papacy: You can turn on Milan and myself if you want...of course, that would involve trusting Venice again...and I wouldn't trust him against doing the final stab once your forces are committed against us. If you side with us...I'll gladly remove my armies from the peninsula...I can't hurt you much with fleets, and with all the armies you and Milan have (now that Florence is gone) my armies aren't necessary.

Milan – France: If I am in Carinthia, please you support me there from Tyrolea.

Milan – Austria: If I am in Carinthia, please you support me there from Austria. Next year I shall leave Carinthia to you.

Milan – Papacy: Sorry for the bouncing in last season, but I thought an your attack to Ancona instead. Any way, I think that now Bologna is yours, otherwise, if I am in Mantua yet, I shall support your A Urb - Bolo.

Naples – France: Now you are interested in "helping" me. I wonder if your promises to leave Corsica are worth the paper they are written on.

Naples – France: Thanks for that – keep going south.

Naples – Papacy: Still no support and you let Venice on land. Apparently you can't be trusted. The support that was needed was obvious - do I need to hold your hand and lead you?

Naples – Papacy: Please occupy Capua.

Naples – Turkey: If France doesn't leave Corsica or takes another of my territories, let's sort out our difficulties and turn our attention to the Venice of the West. Fighting one another in this situation will only leave me (and the Papacy/Milan) between two millstones - ready to be ground up before the big, final, battle between the superpowers.

Papacy – Naples: Hopefully we have this coordinated now. It's chaos down there.

Papacy – Turkey: Don't you talk to anyone?

Papacy – Venice: Thank you for the cease fire. I think you won't regret it!

Papacy – France: I'm going to remain neutral on the race between you and Venice for the win. Please don't consider me an enemy just because I've reached a truce with Venice.

Turkey – France: Just stab me in my tender side why don't you? Don't trust the leaders of Naples to work with you - they are interested only in their own goals and everything else be damned.

Venice – Pope: Re "not trying to recruit friends", it's very difficult to recruit friends if they all see you as a threat! I mentioned several times I'm NOT INTERESTED in solo wins in Mach or other Dip-style games but so far only the Turk was wise enough to see there's no false bottom here. Now, how about I help you into Pisa & Lucca and you then build some fleets to join Turkey against France, while I help him kill Naples? Milan looks pretty much untakeable for now, can't get bigger but can't get smaller either.

Spring 1461 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)
- FRA Avignon, Marseilles, Provence, Savoy, Saluzzo, Genoa, Turin, Swiss, Tyrolea, Como, Lucca, Pisa, Pistoia, Sardinia (14)
- MIL Montferrat, Fornova, Parma, Milan, Pavia, Modena, Cremona, Mantua, Trent, Bergamo (10)
- NAP Bari, Salerno, Corsica, Otranto, Naples (5)
- PAP Bologna, Urbino, Spoleto, *Patrimony*, Rome, Perugia, Arezzo, Florence, Sienna, Piombino, Ancona (11)
- TUR Tunis, Durazzo, Albania, Ragusa, Herzegovina, Bosnia, Capua, Palermo, Messina (9)
- VEN Verona, Istria, Dalmatia, Treviso, Friuli, Carniola, Croatia, Ferrara, Carinthia, Padua, Bari (11)

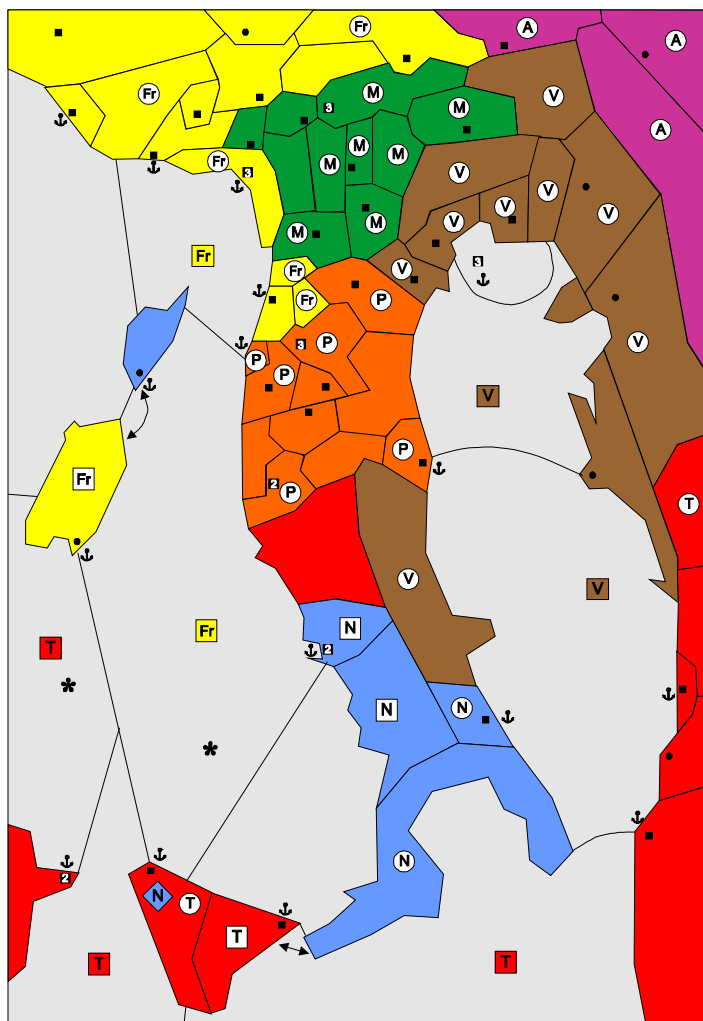
Seas

- FRA Ligurian Sea, Tyrrhenian Sea, *Gulf of Lions* (3)
- TUR Western Mediterranean, Central Mediterranean, Ionian Sea (3)
- VEN Lower Adriatic, Upper Adriatic, Venice (3)

Cities

- AUS Austria, Hungary (2)
- FRA Avignon, Marseilles, Savoy, Saluzzo, Genoa (3), Turin, Swiss, Tyrolea, Lucca, Pisa, Sardinia (13)
- MIL Montferrat, Milan (3), Pavia, Modena, Cremona, Mantua, Trent (9)
- NAP Corsica, Naples (2), Bari, Palermo (5)
- PAP Bologna, Rome (2), Perugia, Arezzo, Florence (3), Sienna, Piombino, Ancona (11)
- TUR Tunis (2), Durazzo, Albania, Ragusa, Messina (6)
- VEN Dalmatia, Treviso, Croatia, Ferrara, Carniola, Padua, Venice (9)

"Feral Dogs"



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

Totals

Variable income die roll was 3.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	3	3	0	2	8	0	8
FRA	5	14	3	13	35	4	39
MIL	3	10	0	9	22	1	23
NAP	2	5	0	5	12	2	14
PAP	3	11	0	11	25	6	31
TUR	3	9	3	6	21	1	22
VEN	6	11	3	9	29	2	31

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461
Aus	3	5	6	2	2	2	2	2
Flo	3	5	6	4	3	3	2	0
Fra	3	2	4	6	7	8	9	11
Mil	3	4	3	2	3	4	6	7
Nap	4	5	5	5	5	5	4	3
Pap	4	3	3	6	6	7	5	8
Tur	3	4	4	5	5	5	6	5
Ven	4	5	6	11	11	9	10	7

Citizen Dog

Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Spring 1457

Deadline for Summer 1457: 11/9 Tuesday

Austria and Venice continue their assault on Milan, while France fends off the Turks and cooperates with Naples in the Adriatic. Florence positions his forces for new and more interesting activities. Plague takes a heavy toll and a new Sultan rises to power.

Fall 1456 Retreats

Austria retreats A from Milan to Como

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A Tyrolea	16	15	1
Flo	Maintains all, no new builds	18	18	0
Fra	Maintains all, builds G Marseilles and A Swiss	18	18	0
Mil	Maintains all, builds G Milan, Pavia, and Cremona	25	24	1
Nap	Maintains F Palermo, A Salerno, G Ancona, builds F (Elite Mercenary) Bari, F Naples, G Palermo	23	21	2
Tur	Maintains F Sardinia, <u>Builds F (Elite Mercenary) Albania (not a port)</u>	15	15	0
Ven	Maintains all, builds A Padua	27	24	3

Orders

AUSTRIA A AUSTRIA supports A Tyrolea

(Robles) A Carinthia to TRENT

A Friuli to CARINTHIA

A COMO to Milan

A TYROLEA supports A Como to Milan

FLORENCE A Perugia to ROME

(Wilson) A URBINO supports Bologna

A Florence to PISA

A (EM) BOLOGNA supports A Urbino

F LIGURIAN SEA supports Naples F Naples to Tyrrhenian Sea

FRANCE A AVIGNON supports G Marseilles convert to F

(Scott) A Marseilles to PROVENCE

A Turin to SALUZZO

A SWISS holds

F DURAZZO supports Naples F Bari to Lower Adriatic

MILAN A (EM) Cremona to MILAN

(Giovine) A Pavia to FORNOVA

A Milan to PARMA

A Trent to Carinthia (DISLODGED, retreat Bergamo, garrison, OTB)

A Modena to GENOA

G MILAN supports A Cremona to Milan

G CREMONA converts to A

G PAVIA converts to A

Orders (cont.)

NAPLES A Salerno to AQUILA

(McConnell) F Palermo to CENTRAL MEDITERRANEAN

F Naples to TYRRHENIAN SEA

F (EM) Bari to LOWER ADRIATIC

G PALERMO convert to F

G ANCONA convert to F

TURKS F Sardinia to WESTERN MEDITERRANEAN

(Scharf)

VENICE A (EM) VERONA supports Austrian A Carinthia to Trent

(Grib) A PADUA supports F Ferrara

A DALMATIA to Ragusa

A TREVISO to Dalmatia

F FERRARA holds

F Lower Adriatic transports A Dalmatia to Ragusa (DISLODGED, retreat Otranto, Ionian Sea, Albania, Ragusa, Herzegovina, OTB)

F Upper Adriatic transports A Treviso to Dalmatia (imp.)

Notes

Bill Scharf is now the player of record for the Turks.

Spring 1457 Famine Losses

Venice A Treviso

Summer 1457 Plague

Bad Year – Row and Column. Turin, Sienna (Autonomous garrison), Messina, Padua (Venetian army), Austria (Austrian army), Ferrara (Venetian fleet), Marseilles (French fleet), Carinthia (Austrian army), Milan (Milanese elite mercenary army and garrison), Florence, Otranto (Venetian fleet, if it retreats there), and Corsica

Press

Austria – France and Florence: No, no ... go after the other guy!

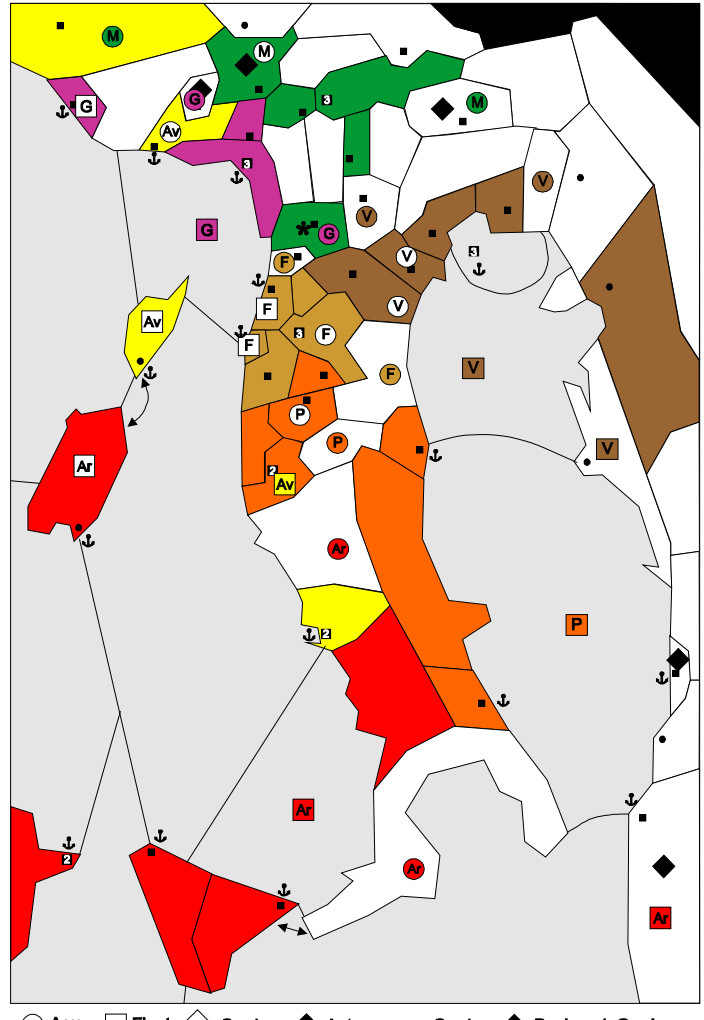
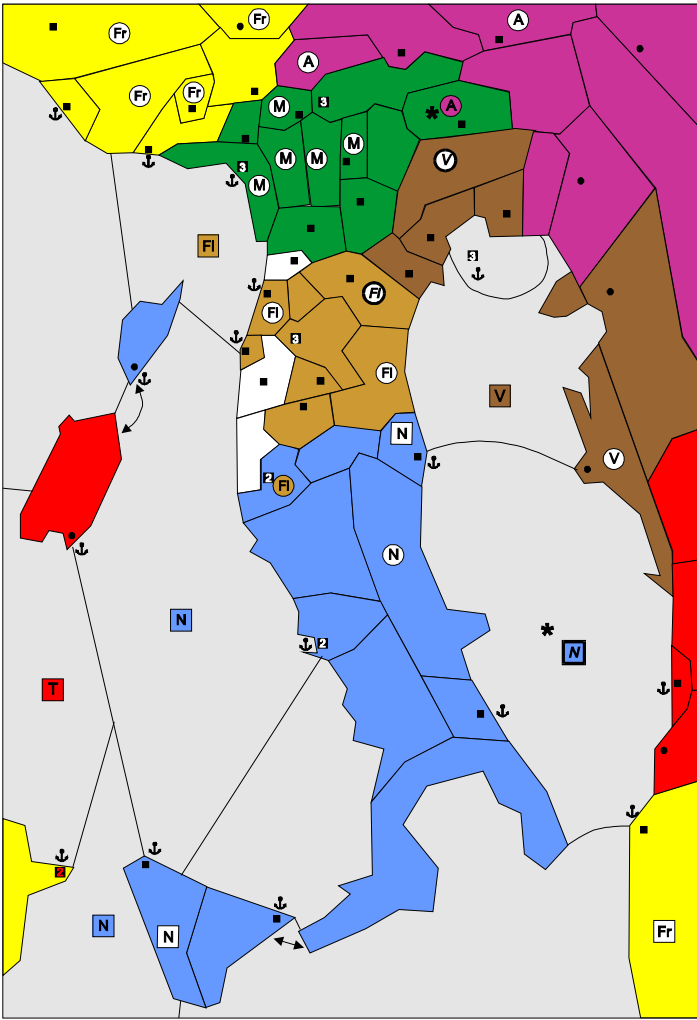
Florence – All: My sincerest apologies for not writing. I realize it sometimes sounds like a broken record, but since our last deadline, I've been to NYC twice, Chicago twice and Philadelphia once. And that's not counting the times those people came to me. Too much going on at work. Too much going on at home. Too much going on in this game. Should be better, at least for the next turn. After that, who knows.

Turks – Venice: Could you remind me of any agreements we have? I seem to have forgotten.

Venice – Florence/Naples: Now you boys aren't trying to gang bang me, are ya?

Venice – Austria: Patience, we will prevail.

Venice – Turkey: Sorry, but it's so empty I had to.



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

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

New Tricks

**Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Summer 1254**

Deadline for Fall 1254: 11/9 Tuesday

The troubles of Avignon continue as Milan seizes an opportunity to take his capital. Aragon is content to chase Avignon out of the boot and graze on the neutrals in the Balkans. Florence positions his forces to strike northwards. Perhaps a war against Venice? The Papal See is taken, but the Pope's forces are in good position to retake it.

Spring 1254 Retreats

Avignon retreats A Savoy to garrison, F Naples to Capua

Orders

- ARAGON A Messina to OTRANTO
- (Whyte) A Naples to CAPUA
- F GULF OF NAPLES transports A Messina to Otranto
- F SARDINIA to Tyrrhenian Sea
- F Ionian Sea to DURAZZO
- AVIGNON F CORSICA to Sardinia
- (Koehler) F Capua to ROME
- G SAVOY converts to A
- FLORENCE A LUCCA holds
- (Robles) A Pistoia to FLORENCE
- A Florence to URBINO
- F PISA supports A Lucca
- F PIOMBINO to Tyrrhenian Sea

Orders (cont.)

- GENOA A Savoy to SALUZZO
- (Scott) A Genoa to MODENA
- F LIGURIAN SEA supports A Genoa to Modena
- F Gulf of Lions to MARSEILLES
- MILAN A TRENTO holds
- (Street) A TURIN supports A Provence to Avignon
- A Provence to AVIGNON
- A Modena holds (DISLOADED, retreat Parma, Fornova, garrison, OTB)
- PAPACY A Arezzo to PERUGIA
- (Narhi) A Aquila to SPOLETO
- F Bari to LOWER ADRIATIC

Orders (cont.)

VENICE A Verona to Mantua
(Reynolds) A BOLOGNA supports A Verona to Mantua
A FERRARA supports A Bologna
A FRIULI holds
F UPPER ADRIATIC supports A Bologna
F DALMATIA holds

Notes

Thanks to Kevin Wilson for his unused standby orders for the Papacy.

Press

Papacy – Allies: If you attacked me then I will throw all I have at you. If not, I admire your restraint.

Venice – Florence: I hope this is nothing more than a staring contest between us, in which case, hey, I blink, so stop staring already!

Dogpaddle

Epoch VI Portugal, Spain, and Mughals Deadline for Epoch VII Empire Selection: 11/9 Tuesday

Epoch VI

Zircon Utopia (Martin) plays Kingdom in Southern Iberia (Carthaginian army retreats to *Western Iberia*). Plays Disaster in *Szechwan* (Monument destroyed, Capital reduced to city). PORTUGAL. Army and Capital *Western Iberia* (Carthaginian armies destroyed), fleet *Atlantic Ocean*, *Indian Ocean*, army *Western Gaul*, *Patagonia*, *Southern Andes*, *Northern Andes*, *Deep South*, *Congo Basin*, and *Persian Salt Desert*. Builds Monument *Western Iberia*. Points: Dominance in Southern Europe (4) and South America (4), Presence in Middle East (2), India (3), Northern Europe (2), North America (1), and Sub-Saharan Africa (1), 1 Capital (2), 1 city (1), 1 Monument (1), and 1 Sea (1) for 22 points.

Impending Ascension (Cain) plays Sub-Saharan Migrants in *Central Africa* and *Madagascar*. SPAIN. Army and Capital *Pyrenees* (Celt army destroyed), fleet *Atlantic Ocean*, army *South Africa*, *Deep South* (vs. Portugal; S: 1, 3; P: 6; loses), *Deep South* (vs. Portugal; S: 5, 3; P: 4, 4; wins), *Mexican Valley*, *Central America* (vs. Mayans; S: 5, 3; M: 5, 2; S: 5, 4; M: 6, 2; loses), *Central America* (vs. Mayans; S: 5, 2; M: 4, 4; wins, Capital reduced to city), fleet *Caribbean Sea*, army *Western Iberia* (vs. Portugal; S: 5, 3; P: 2; wins, Capital reduced to city), *Southern Iberia* (vs. Kingdom; S: 6, 6; K: 1+1; wins, city eliminated), fleet *Indian Ocean*, *Bay of Bengal* (vs. Zircon Utopia; I: 5, 3; Z: 5; I: 4, 1; Z: 3; I: 6, 5; Z: 4; wins), army *Malayan Peninsula* (vs. Mongols; S: 4, 4; M: 5, 1; loses), *Malayan Peninsula* (vs. Mongols; S: 6, 1; M: 3, 1; wins). Builds Monument *Pyrenees*. Points: Dominance in Southern Europe (4),

Southeast Asia (4), North America (2), and Sub-Saharan Africa (2), Presence in Middle East (2) and China (3), 1 Capital (2), 4 cities (4), 3 Monuments (3), and 2 Seas (2) for 28 points.

Gaming Through the Ages (Lewis) plays the Safavids. Army and Capital *Persian Salt Desert* (Portuguese army eliminated), army *Zagros* (vs. Ottoman Turks; S: 3, 2; O: 2; wins), *Upper Tigris* (vs. Ottoman Turks; S: 4, 1; O: 4; S: 3, 2; O: 5; loses). Plays Famine in Southeast Asia (two Mauryan armies destroyed in *Irrawaddy*). MUGHALS. Army and Capital *Ganges Valley* (Mongol army retreats to *Ganges Delta*), army *Western Deccan* (vs. Mongols; Mu: 6, 1; Mo: 1, 1; wins), *Eastern Ghats* (vs. Mongols; Mu: 5, 3; Mo: 4; wins, city eliminated), *Upper Indus* (vs. Seljuk Turks; M: 6, 3; S: 1; wins), fleet *Bay of Bengal* (vs. Impending Ascension; G: 5, 5; I: 5; G: 3, 2; I: 4; loses), army *Ganges Delta* (vs. Mongols; Mu: 4, 2; Mo: 4; Mu: 6, 1; Mo: 2; Mu: 5, 4; Mo: 2; wins), *Eastern Deccan* (vs. Guptas; M: 6, 6; G: 6; M: 4, 3; G: 3; wins, Capital reduced to city), *Malayan Peninsula* (vs. Spain; M: 4, 1; S: 4, 4; M: 5, 3; S: 5, 2; M: 6, 2; S: 2, 1; wins), *Mekong* (vs. Mongols; Mu: 5, 3; Mo: 4, 4; wins, city eliminated), *Si-Kyang* (vs. Ming Dynasty; Mu: 6, 5; Mi: 3; wins), *Chekiang* (vs. Ming Dynasty; Mu: 6, 3; Mi: 5; wins, Capital reduced to city), *Irrawaddy* (vs. Mauryans; Mu: 6, 6; Ma: 6+1; loses). Builds Monument *Ganges Valley*. Points: Dominance in India (6), Presence in North Africa (2), Middle East (2), China (3), Southern Europe (2), and Southeast Asia (2), 2 Capitals (4), 3 cities (3), 7 Monuments (7), and 1 Sea (1) for 32 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Joe Carl	The Go Masters (Black)	53	108
Andy Lewis	Gaming Through the Ages (Purple)	56	146
Chris Geggus	The Triffids (Green)	57	144
Brad Martin	The Zircon Utopia (Blue)	59	122
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	62	130
Dennis Cain	Impending Ascension (Red)	71	136

Final Positions

Snoopy's Blanket Chasers: Fleets *North Sea*, *Black Sea*, *Eastern Mediterranean*, *Red Sea*, and *Atlantic Ocean*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Armies *Yellow River* and *East Indies*. VIKINGS: Armies *Scandinavia* and *West Indies*. OTTOMAN TURKS: Army, Capital, and Monument *Western Anatolia*, army and Monument *Levant*, *Upper Tigris*, and *Arabian Peninsula*, armies *Nile Delta*, *Nubia*, and *Caucuses*.

Impending Ascension: Fleets *Atlantic Ocean*, *Indian Ocean*, *Bay of Bengal*, and *Caribbean Sea*. MAURYA: Army and fort *Irrawaddy*, army *Sumatra*. ARABS: Army and Monument *Pindus*, two armies *Balkans*. JEWS: Army, city, and fort *Palestine*. SUNG DYNASTY: Army and city *Szechwan*, army *Tarim Basin*. ZULUS: Armies *Central Africa* and *Madagascar*. SPAIN: Army, Capital, and Monument *Pyrenees*, army, city, and Monument *Western Iberia*,

army and city *Central America*, armies *Mexican Valley*, *Deep South*, *South Africa*, and *Southern Iberia*.

The Zircon Utopia: Fleets *Atlantic Ocean* and *Indian Ocean*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA: Armies *Western Ghats* and *Lower Indus*. PORTUGAL: Armies *Patagonia*, *Southern Indies*, *Northern Indies*, *Western Gaul*, and *Congo Basin*.

The Go Masters: Fleet *South China Sea*. ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army *Guyana Highlands*. GOTHS: Armies *Southern Apennines* and *Central Massif*. SELJUK TURKS: Two armies *Western Steppe*, armies *Lower Rhine*, *Danubia*, *Dniepr*, and *Hindu Kush*. MING DYNASTY: Army and Monument *Wei River*, army *Great Plain of China*.

The Triffids: Fleet *Sea of Japan*. GREEK CITY STATES: Army, city, and fort *Crete*. CELTS: Armies *Northern Gaul* and *Albion*. SCOTS: Army, city, and fort in *Highlands*. MONGOLS: Two armies and Monument *Yangtse Kian*, army and Monument *Central Europe*, army and city *Honshu*, armies *Baltic Seaboard*, *North European Plain*, *Eastern Steppe*, *Mongolia*, and *Manchurian Plain*. TIMURID EMIRATES: Army and Capital *Turanian Plain*, army and Monument *Eastern Anatolia*, army *Persian Plateau*.

Gaming Through the Ages: Fleet *Western Mediterranean*. NILE KINGDOM: Army, city, and fort *Upper Nile*. HOLY ROMAN EMPIRE: Armies *Dalmatia*

and *Northern Apennines*. SAFAVIDS: Army and Capital *Persian Salt Desert*, army and Monument *Zagros*. MUGHALS: Army, Capital, and Monument *Ganges Valley*, army, city, and Monument *Eastern Deccan*, army and Monument *Upper Indus*, *Ganges Delta*, *Mekong*, and *Eastern Ghats*, army and city *Chekiang*, armies *Western Deccan*, *Malayan Peninsula*, and *Si-Kyang*.

Your event cards are: _____

Epoch VII Empire Selection

Your Empire is: _____

Lupine

Turn 6 Media Tokens and Campaign Days

Turn 6 Opinion Polls and Campaign Results due: 11/9 Tuesday

Media Tokens

CDU uses media control in Hamburg to change *Steuersenkung NEIN* to *Steuersenkung JA*

Campaign Days

No media tokens can be played.

SPD buys 4 campaign days in Schleswig-Holstein (400 DM spent)

FDP buys 3 campaign days each in Hamburg and Schleswig-Holstein (600 DM spent).

Grüne buys 2 campaign days in Schleswig-Holstein (200 DM spent).

CDU buys 1 campaign day in Hamburg and 2 in Schleswig-Holstein (300 DM spent)

The Parties

CDU
Player: Caleb Cousins
Campaign Days: 0
Media: 0
Conferences: None
Platform: Freugeutliche Grundordnung
 §218 NEIN
 NATO NEIN
 Steuersenkung JA
 35-Stunden Woche JA

Grüne
Player: Brad Martin
Campaign Days: 2
Media: 3
Conferences: Regular
Platform: Umweltshutz
 §218 JA
 Atomkraft NEIN
 Steuersenkung JA
 NATO NEIN

FDP
Player: Andy York
Campaign Days: 0
Media: 1
Conferences: None
Platform: Marktwirtschaft
 35-Stunden-Woche JA
 NATO NEIN
 Steuersenkung NEIN
 Atomkraft JA

SPD
Player: Andy Lewis
Campaign Days: 6
Media: 1
Conferences: Regular
Platform: Gewerkschaft
 35-Stunden-Woche JA
 Steuersenkung NEIN
 §218 NEIN
 Atomkraft JA

The Provinces

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	9	3	8	0
Vote Share	0	0	6	50
Media Tokens	3	0	0	2
Trend	-1	+2	0	+2

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

Mandate Range: 2-7
 Grüne Parteiboss

Available Issues

Steuersenkung JA Marktwirtschaft
 Atomkraft JA 35-Stunden-Woche NEIN
 Umweltschutz Umweltshutz
 Atomkraft NEIN Steuersenkung NEIN
 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 Marktwirtschaft

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	6	10	7	9
Vote Share	0	8	16	0
Media Tokens	1	2	2	0
Trend	-2	0	+2	+2

Issues: §218 JA
 Atomkraft NEIN
 NATO NEIN

Mandate Range: 5-10
 FDP Parteiboss, Kanzler, Hinterbänkler, Fraktionsführer

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	2
Party Bases	22	11	36	33
Votes	793	447	1240	1826

Issues: Atomkraft JA, 35-Stunden-Woche JA (x3), §218 NEIN, NATO NEIN, Steuersenkung NEIN

Order for turn 6 is: SPD, FDP, Grüne, CDU

Your cash: _____

Available Ministers: _____

Sun Dog

Turns 37.3 to 39.3

Turns 39.4 to 41.4 due: 11/9 Tuesday

Turn 37

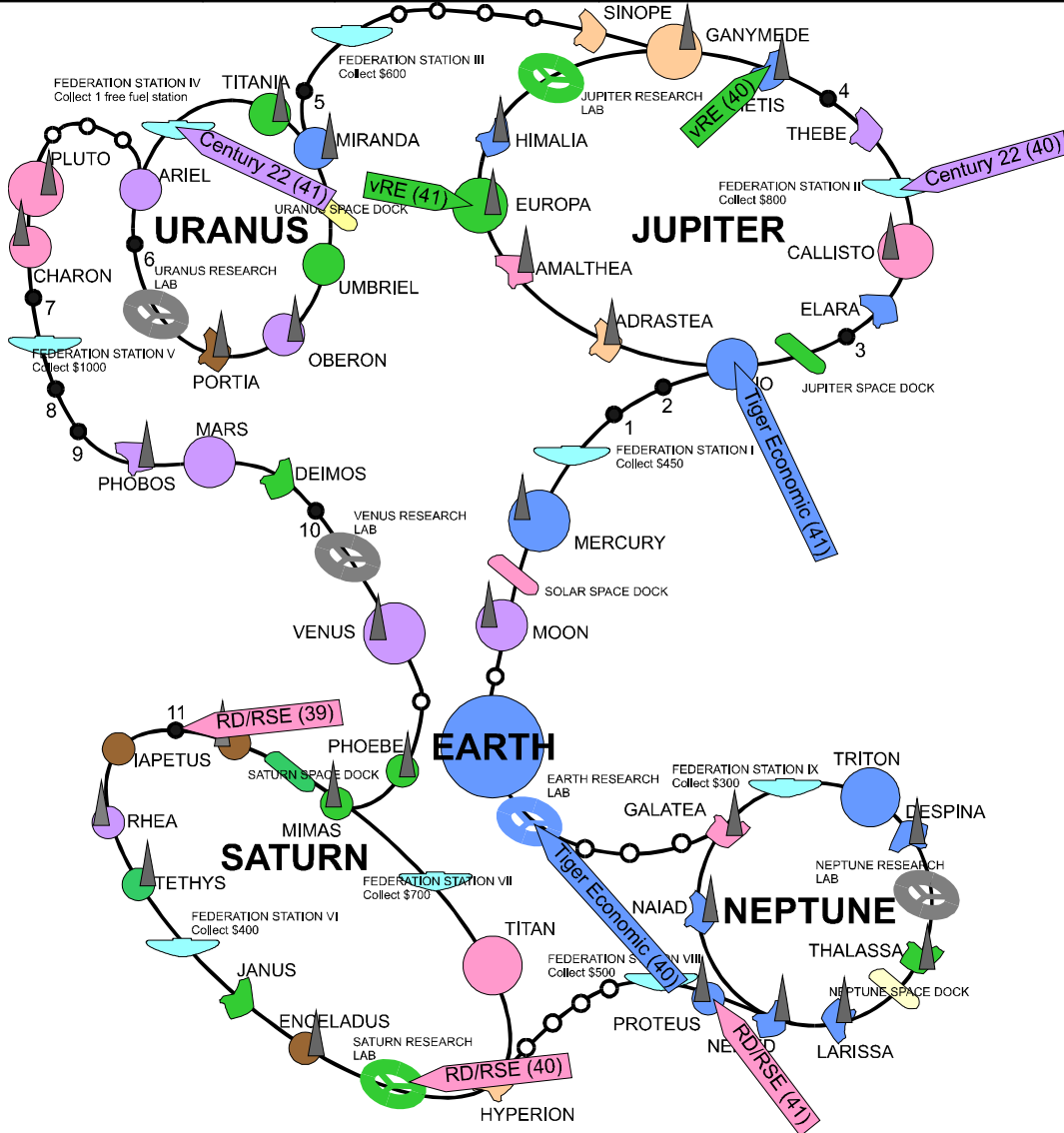
Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Earth	3, 4	Blank Dot 2	7 fuel used
RD/RSE	Rhea	3, 4	Titan	7 fuel used, sells Enceladus with fuel station for \$750, pays \$200 to Century 22, and forces sale of Titan for \$350

Turn 38

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Despina	2, 4	Larissa	6 fuel used, buys Larissa for \$710, refuels to full
Century 22	Proteus	3, 3; 3, 5	Earth	Gains \$100, bypasses Despina, gains \$1000, refuels to full
vRE	Blank Dot 2	1, 4	Callisto	Pays \$190 to RD/RSE
RD/RSE	Titan	5, 5	Titan	Gains, \$100, insufficient fuel to take off.

Turn 39

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	5, 5; 2, 4	Federation Station IX	10 fuel used, \$100 gained, bypassed Larissa, gains \$300
Century 22	Earth	1, 4	Federation Station I	5 fuel used, \$450 gained
vRE	Callisto	3, 5	Europa	8 fuel used, buys for \$830



The Players (After Turn 39.3)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa	3	15	3270
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea	1	25	2105
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, Thalassa, Europa	4	25	2955
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Charon, Titan, Solar Space Dock, Pluto	0	5	820

Turn 39

Company	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Titan	1, 5	Blank Dot 11	5 fuel used

Turn 40

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station IX	1, 3	Earth Research Lab	1 fuel used (Red Shift card)
Century 22	Federation Station I	4, 4	Federation Station II	Gains \$100, then \$800, may purchase additional fuel stations.
vRE	Europa	5, 6	Metis	11 fuel used, owes \$155 to TE
RD/RSE	Blank Dot 11	2, 5	Saturn Research Lab	Owes \$150 to vRE

Turn 41

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth Research Lab	3, 6	Io	Gains \$500 from passing Earth
Century 22	Federation Station II	6, 6; 3, 5	Federation Station IV	Gains \$100, bypasses Miranda, gains 1 fuel station, may purchase others
vRE	Metis	2, 2	Europa?	4 fuel used, gains \$100, may bypass Europa
RD/RSE	Saturn Research Lab	2, 5	Proteus	Owes \$1200 to TE, plus \$45 per hydron of fuel, must sell something to pay debt

Dogstar**Turn 11****Turn 12 due: 11/9 Tuesday**

Heavenly Bodies Development Company III (Wilson) opens the bidding for an Outpost at 100 and gets it for 109 (Or4, Wa7, Wa8, Re14, Mi15, Re15, Re15, Re15, Mi16). Moves a population from an ore factory to man the titanium factory.

2112 Corporation (Cain) opens the bidding on an Orbital Lab for 52 and BarterTown III gets it for 53 (Wa4, Wa7, Ti7, Ti8, Ti11, Re16). He then opens the bidding on Scientists at 40 and gets it (MWa, DL discount)

ID (Scharf) opens the bidding on an Outpost at 100 and The Mystery Machine gets it for 109 (Or5, Wa7, Ti7, Wa8, Wa9, Ti8, Ti11, Ti12, Ti12, Mi15, HE discount). Buys 2 titanium factories (Ti8, Ti9, Ti13, MWa) and 3 robots (Or5, Ti12, Ti13)

Australis (Martin) opens the bidding on Ecoplants at 44 and gets it (MTi).

The Mystery Machine (Lewis) buys 2 population factors (Wa10, Mi17)

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on a Laboratory at 80 and gets it (Or3, Wa6, Wa6, MWa, Mi17, Mi18). Transfers population factor from ore factory to man the research factory.

Basset Base Beta (Koehler) buys a titanium factory (MTi) and a robot (Ti12)

BarterTown III (York) passes.

Dark Matter Mining Corp. (Eisenhut) opens the bidding on Robots at 50 and gets it (Wa4, MWa, Re16)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF	4DL, 2Sc, OL, Ro, La, Ou	32
2	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou	25
3	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF	DL, HE, 2Ec, No, Sc	24
4	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, No, Wa, Ro	23
5	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, ReF	No, Wa, 2OL, La	23
6	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Ro, Ec	22
7	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ro	18
8	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	HE, 2OL, Sc	17
9	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF	Wa, DL, 2Sc, Ro	14

Available Upgrades

New Arrivals: Nodule, Ecoplants, Robots, Laboratory, Outpost, Outpost, Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	1	0
Nodules (No)	25	1	0
Robots (Ro)	50	1	0
Laboratory (La)	80	2	2
Ecoplants (Ec)	30	1	2
Outpost (Ou)	100	3	1

In the warehouse: _____

New cards: _____

2112 Corporation, ID, COLOSSUS, and DMMC all take Mega Water cards. The Mystery Machine, Australis, and Basset Base Beta take Mega Titanium cards. Australis discards Wa5.

Kennel Club

Turn 5 Phases 4 – 6

Turn 5 Phase 7 and Turn 6 Phases 1 – 3 due: 10/5 Tuesday

Errata

Last issue, I mistakenly forgot to update the player table. The table below is based on the corrected version. My apologies if this confused anyone.

Phase 3 – Card Play

Paris loses Bordeaux, Dijon, Strassburg, Acre, Cologne, and Bourges to Hamburg in the War

Phase 4 – Purchase or Pass

Paris (Burgdorf) buys the Heavens for \$30 and Nationalism for \$50 (\$10 credit). Pays \$3 for stabilization.

Genoa (C. Cousins) buys Industrial Research for \$80 (\$30 credit for Copernicus). Unable to pay for stabilization, misery increases to 200.

Venice (Cain) buys Ocean Navigation for \$80 (\$40 credit).

London (Cowles) buys Printed Word for \$20 (\$10 to Venice, \$40 in credits). Pays \$1 for stabilization.

Hamburg (Martin) buys Human Body for \$40 (\$20 credit, misery reduced to 175). Pays \$1 for stabilization.

Barcelona (Koehler) buys Printed Word for \$20 (\$10 to Venice, \$40 in credits), Overland East for \$20 (\$20 credit), Cathedral for \$80 (\$40 in credits, misery increases to 150), and Urban Ascendancy for \$0 (\$20 credit). One tier of misery relief reduced misery to 125. Pays \$6 for stabilization.

Phase 5 – Expansion

Paris (Burgdorf) expands to Whisby (1).

Genoa (C. Cousins) buys _____ (3), expands to Lyon (6, vs. Paris, 1, 1, 5; loses), Lyon (6, vs. Paris, 6, 4, 1; wins).

Venice (Cain) expands to Kiev (1), Sarai (2), China (5), Trebizond (3), Suez (5, vs. Genoa, 6, 6, 1; wins), Salonika (6, vs. Genoa, 3, 6, 2; wins), Kamishin (1), Esseg (1)

London (Cowles) expands to Leon (2, vs. Barcelona, 1, 5, 4; wins), Lisbon (4, vs. Barcelona, 6, 2, 4; wins), Fez (4, vs. Barcelona, 3, 4, 5; loses), Konigsberg (3, vs. Hamburg, 1, 2, 6; loses), Konigsberg (3, vs. Hamburg, 3, 5, 6; loses), Konigsberg (3, vs. Hamburg, 1, 1, 3; loses), Waterford (4, vs. Barcelona, 3, 4, 3; wins).

Hamburg (Martin) expands to Kiev (3, vs. Venice, 6, 4, 3; wins), Kaffa (1, vs. Venice, 6, 1, 6; wins), Angora (3, vs. Venice, 4, 5, 3; wins), Budapest (5, vs. Venice, 6, 4, 3; wins), Belgrade (4, vs. Venice, 1, 3, 5; loses), Grenada (3, vs. Barcelona, 1, 1, 1; wins), Smyrna (4, vs. Venice, 2, 6, 2; wins), Fez (3, vs. Barcelona, 5, 5, 5; wins), Esseg (1, vs. Venice, 6, 4, 5; wins), Salzburg (1, vs. Paris, 3, 2, 5; loses).

Barcelona (Koehler) expands to Trebizond (6, vs. Venice, Cathedral automatic victory), Acre (7, vs. Hamburg, Cathedral automatic victory), Alexandria (7, vs. Genoa, Cathedral automatic victory), Chester (8, vs. London, Cathedral automatic victory), Levant (2, vs. Paris, Cathedral automatic victory).

Hamburg gains _____

Phase 6 – Income

Paris (Burgdorf) gains \$39

Venice (Cain) gains \$105

Hamburg (Martin) gains \$129

Genoa (C. Cousins) gains \$69

London (Cowles) gains \$57

Barcelona (Koehler) gains \$93

Shortage of Cloth (Hamburg gains _____), Surplus of Wins (Genoa pays \$2)

Turn 6, Phase 1 – Card Draw

Your card draw is: _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	125	0	\$131		15	O-1	A, F, I, N, O, R, S, T, V
Steve Koehler	Barcelona	125	0	\$104		13	10	A, E, F, G, I, J, N, O, R, S, V, W
Brad Martin	Hamburg	175	0	\$133		19	4	A, B, E, F, I, N, R, V
Martin Burgdorf	Paris	250	0	\$44		4	6	A, E, F, I, N, V, W
Caleb Cousins	Genoa	200	0	\$70		9	6	A, E, F, I, N, X
Murray Cowles	London	200	0	\$83		7	4	A, E, F, I, N, O, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	2	3	--	--	--	3
Wool (3)	2	--	3	4	--	--
Timber (4)	4	--	--	1	2	--
Grain (5)	3	1	1	1	1	--
Cloth (6)	3	2	--	--	2	--
<i>Wine (7)</i>	1	2	1	1	1	1
Metal (8)	2	1	1	--	1	--
Fur (9)	1	--	--	--	2	--
Silk (10)	--	--	1	--	4	--

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Spice (11)	--	--	3	--	1	--
Gold (12)	1	--	--	--	2	--
Ivory (12)	--	1	3	--	--	--

Shortage, Surplus

Your Cards: _____

Notes

Murray Cowles is resigning from the game. **Will Bill Scharf please take over for London!**

Dog Pound

1966

End of Game Statements due: 11/9 Tuesday

1966

Event Card Resolution

SLEEP: Pays 10MB for event.

Republic of Texas: Pays 10MB for event.

Held Event Cards

AL: Computer breakthrough, Government Order – launch Orbital Satellite in 1966

Australia: Fortunate accident, capsule

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

Purchase Hardware

AL: Buys One-Person Module program for 42MB, 1 orbital satellite for 1MB, 3 two-stage rockets for 36MB, 1 kicker for 3MB, 1 two-person capsule for 6MB, and 1 astronaut (John Glenn) for 2MB.

RMR: Buys 2 three-person capsules for 12MB, 2 three-stage rockets for 18MB, and 1 two-person module for 4MB.

Australia: Buys 1 lunar probe for 3MB, 2 docking modules for 4MB, 4 two-stage rockets for 48MB, 1 two-person capsule for 6MB, 2 liquid fuel strap-ons for 6MB, and 1 two-person module for 8MB.

SLEEP: Buys Three-Stage Rocket program for 84MB, 2 two-stage rockets for 24MB, and 2 two-person capsules for 12MB.

Republic of Texas: Buys One-Person Module program for 42MB, 1 one-stage rocket for 3MB, and 1 liquid fuel strap-on for 3MB.

Conduct Research and Development

AL: D: 8 dice: 1, 1, 1, 2, 4, 4, 6, 6 = +25%. 16MB spent. F: 8 dice: 1, 1, 2, 4, 4, 4, 4, 6 = +26%. 8MB spent. e: 8 dice: 2, 2, 2, 2, 3, 4, 4, 6 = +25%. 32MB spent.

RMR: d: 4 dice: 1, 5, 5, 6 = +17% to Max R&D. 8MB spent. 3: 4 dice: 1, 2, 3, 4 = +10% to Max R&D. 24MB spent.

Australia: b: 2 dice: 4, 5 = +9% to Max R&D. 4MB spent. d: 8 dice: 2, 3, 5, 5, 5, 6, 6, 6 = +38%. 16MB spent. F: 8 dice: 2, 2, 3, 3, 3, 6, 6, 6 = +31% to

Max R&D. 8MB spent. D: 6 dice: 1, 1, 3, 6, 6, 6 = +23% to Max R&D. 12MB spent.

SLEEP: EVA: 2 dice: 3, 5 = +8% to Max R&D. 2MB spent. d: 8 dice: 1, 4, 4, 4, 5, 5, 5, 6 = +34% to Max R&D. 16MB spent. C: 8 dice: 1, 1, 3, 4, 5, 5, 6, 6 = +31%. 48MB spent. F: 1 die: 4 = +4%. 1MB spent.

Republic of Texas: e: 6 dice: 1, 1, 2, 4, 4, 5 = +17%. 24MB spent.

Declare Future Missions

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

Missions

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

SLEEP launches a Manned Lunar Pass (Harpo, Zeppo). Liftoff: 32%<93%, Earth Orbital Burn: 54%<89%, Earth Mission Burn: 81%<89%, In-Route Activities: 06%<85%, Lunar Mission Burn: 52%<89%, In-Route Activities: 14%<85%, Earth Orbital Burn: 96%>85%, engine burn failure, crew stranded at In-Route Activities step, mission failure, without rescue, mission is catastrophic failure. +1% to B and b, +1% to F if rescued, F drops to 10% if not rescued. Harpo and Zeppo to 20% if rescued. -10MB to budget.

SLEEP launches a Manned Lunar Orbital (Groucho, Chico). Insufficient equipment to launch mission (missing Kicker). Mission failure. No rescue of prior mission possible, catastrophic failure. -10MB to budget.

Republic of Texas launches a Manned Orbital with Spacewalk (Camden, Lochley). Liftoff: 31%<93%, Earth Orbital Burn: 15%<86%, Earth Orbital Activities: 87%>86%, retro rocket failure, complex problem, must EVA to fix, EVA: 37%<98%, repairs successful, Spacewalk: 34%<98%, Earth De-Orbital Burn: 47%<86%, Re-entry: 03%<86%, Recovery: 84%<86%. Mission success. +1% to B and b, Camden to 30%, Lochley to 10%, +5MB to budget.

Republic of Texas launches a Manned Orbital with Spacewalk (Green, Cox). Liftoff: 65%<89%, Earth Orbital Burn: 52%<87%, Earth Orbital Activities: 49%<87%, Spacewalk: 03%<98%, Earth De-Orbital Burn: 65%<87%, Re-entry: 05%<87%, Recovery: 49%<87%. Mission success. +1% to D and b, Green to 20%, Cox to 10%, +5MB to budget.

Republic of Texas launches a Manned Orbital with Spacewalk (Fealy, McDowell). Liftoff: 98%>90%, explosion on the pad, fireball, launch facility, components, and astronauts are destroyed. Facility may be rebuilt for 25MB, D drops to 30%, Fealy and McDowell are dead, -10MB to budget.

Australia launches a Lunar Probe. Liftoff: 09%<97%, Earth Orbital Burn: 30%<87%, Earth Mission Burn: 42%<87%, Lunar Orbital Burn: 69%<87%, Lunar De-Orbital Burn: 59%<87%, Photo Reconnaissance: 57%<85%, Lunar Landing: 12%<87%. Mission success. +1% to B and 3, +15% to photo recon, +4MB to budget.

Australia launches a Manned Lunar Pass (True Blue, Waltzing Matilda). Liftoff: 74%<98%, Earth Orbital Burn: 26%<95%, Earth Mission Burn: 98%>95%, crew saves, In-Route Activities: 22%<85%, Lunar Mission Burn: 38%<95%, In-Route Activities: 84%<85%, Earth Orbital Burn: 53%<95%, Earth Orbital Activities: 46%<85%, Earth De-Orbital Burn: 34%<85%, Re-entry: 78%<85%, Recovery: 81%<85%. Mission success. +1% to K and b, True Blue to 70%, Waltzing Matilda to 40%, +7MB to budget.

RMR launches a Lunar Probe. Liftoff: 20%<90%, Earth Orbital Burn: 67%<85%, Earth Mission Burn: 47%<85%, Lunar Orbital Burn: 62%<85%, Lunar De-Orbital Burn: 42%<85%, Photo Reconnaissance: 54%<65%, Lunar Landing: 45%<85%. Mission success. +1% to C and 3, +15% to photo recon, +12MB to budget.

RMR launches a Lunar Probe. Liftoff: 07%<91%, Earth Orbital Burn: 82%<86%, Earth Mission Burn: 84%<86%, Lunar Orbital Burn: 02%<86%, Lunar De-Orbital Burn: 03%<86%, Photo Reconnaissance: 84%>80%. Mission failure. +1% to C and 3, +5% to photo recon, -6MB to budget.

RMR launches a Manned Lunar Landing (Red Grange, Red Sonja, Red Shoendiest). Liftoff: 50%<92%, Earth Orbital Burn: 53%<91%, Earth Mission Burn: 44%<91%, In-Route Activities: 29%<91%, Docking: 18%<75%, Lunar Orbital Burn: 98%>91%, crew saves, Lunar De-Orbital Burn: 02%<90%, Photo Reconnaissance: 63%<85%, Lunar Landing: 13%<90%, Moon Walk: 82%<98%, Lunar Launch: 82%<90%, Lunar Orbital Activities: 08%<91%, Docking: 82%>75%, emergency EVA: 06%<49%, Lunar Mission Burn: 61%<91%, In-Route Activities: 53%<91%, Earth Orbital Burn; 07%<91%, Earth Orbital Activities: 99%>91%, crew saves, Earth De-Orbital Burn: 31%<91%, Re-entry: 72%<91%, Recovery: 12%<91%. Mission success!

Congratulations on Dennis for his victory.

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 5

Turn 6 Orders due: 11/9 Tuesday

Planning

Dutch maintains 4 ships (\$16), buys 1 soldier (\$10) for \$26

English maintains 2 ships (\$8) for \$8.

French maintains 3 ships (\$12), buys 1 soldier (\$10) for \$22.

Portuguese maintains 3 ships (\$12), buys 2 ships (\$24) and 6 soldiers (\$60) for \$96.

Spanish maintains 2 ships (\$8), 1 soldier (\$10) for \$18.

Swedes maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

Dutch Move to O. Dice: 1, 3, 5. No losses.

English Move to M. Dice: 1, 2, 4, 5. Loses 1 colonist.

French Move to D. Dice: 2, 6, 6. No losses, drops off 1 colonist and 1 soldier. Move to C. Dice: 2, 3. No losses.

Portuguese Move to O. Dice: 1, 1, 2. Loses 2 ships containing 3 soldier and 1 colonist, and an additional soldier, drops off 3 colonists and 2 soldiers. Move to U. Dice: 4, 5. No losses

Spanish Move to L. Dice: 2, 3, 4, 4. No losses.

Swedes Move to K. Dice: 1, 4, 4. Loses 1 ship containing 1 soldier and 1 colonist.

Mining

Spain raids 3 gold bars in L, Dutch mine 1 gold bar in O, Portuguese mine 1 gold bar in R.

Exploration

None.

Land Movement

Dutch moves 1 gold bar O to anchorage dot, 1 soldier Q to O, 1 soldier and 4 colonist from anchorage dot to O.

French move 1 colonist and 1 soldier from G to C, 1 colonist and 1 soldier from anchorage dot to D, and 3 colonists from anchorage dot to C.

Swedes move 2 soldiers and 2 colonists from H to K and 3 soldiers and 3 colonists from anchorage dot to K.

English moves 2 soldiers from N to M and 3 colonists from anchorage dot to M.

Spanish moves 3 gold from L to fleet, 2 colonists from I to L, 3 colonists and 1 soldier from anchorage dot to L.

Portuguese move gold, 1 soldier, and 1 colonist from R to U, 1 colonist from U to R, 3 colonists and 2 soldiers from anchorage dot to O.

Combat

Dutch attack the **Portuguese** in O. Each lose 1 soldier. **Portuguese** attack the **Dutch** in O. Dutch lose 1 soldier.

Native Combat

Dutch: 1 native and 1 soldier in J. **Swedes**: 2 natives and 1 soldier in K.

Native Uprisings

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

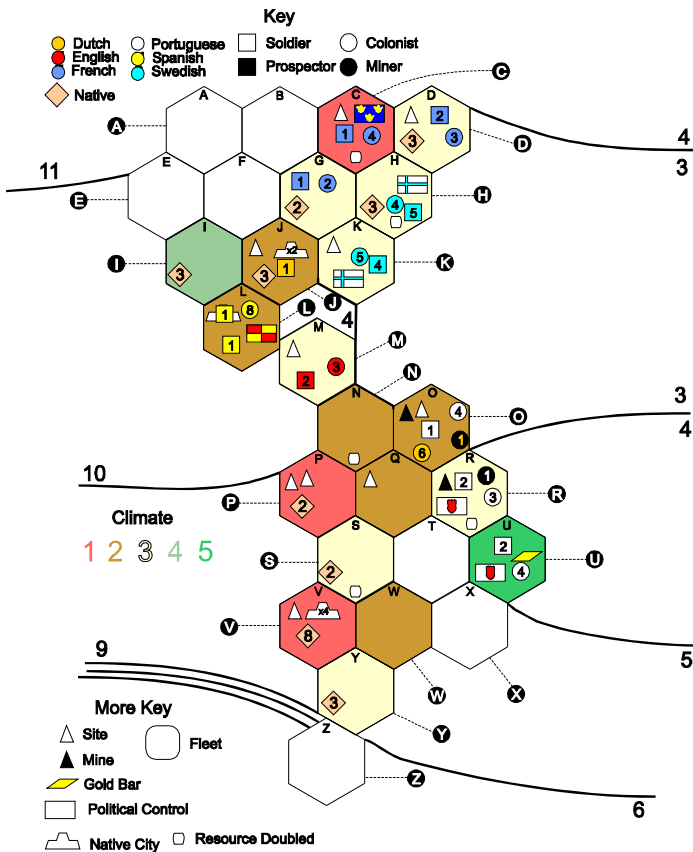
Survival

Climate is a 6. No losses.

Political Control

French gain political control of C. **Swedes** gain political control of K.

Spanish gain political control of L.



Homebound Naval Movement

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

French: Dice: 1, 2, 4, 5. No losses.

Swedes: Dice: 1, 5, 5. No losses.

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

Spanish: Dice: 1, 2, 4, 6. No losses.

Portuguese: Dice: 1, 1, 2, 2. No losses.

Income

Dutch: Political control: \$30, gold: \$40, resources: \$12.

French: Political control: \$60, resources: \$26.

Swedes: Political control: \$90, resources: \$26.

English: Political control: \$30, resources \$6.

Spanish: Political control: \$60, gold: \$120, resources: \$16.

Portuguese: Political control: \$90, resources: \$28.

Turn 5 Initiative

English, Portuguese, French, Spanish, Swedes, Dutch

Press

Portuguese – Dutch: Going Dutch? Going, going, begone Dutch!

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	\$91	13	4	4
English	Brad Martin	\$66	17	2	4
French	Martin Burgdorf	\$92	17	3	4
Portuguese	Brendan Whyte	\$141	5	3	4
Spanish	Kevin Wilson	\$205	18	2	4
Swedish	Andy Lewis	\$135	13	3	4

Notes

Thanks to Bill Scharf for his unused standby orders for France.

Dirty Dogs

Turn 4

Turn 5 Orders due: 11/9 Tuesday

Cure

SODS sends Nestor to the Sanatorium. TCC sends Mikail to the Sanatorium. Nestor ages to 93, Lech ages to 80, and Eduard ages to 67.

Purge

PURGE declares 2 influence on I. TCC declares 6 influence on I. Anatol attempts to purge Alexei Goferbok. Die roll = 12-2 (strength position) = 10. Purge fails. Alexei ages to 76.

Spy Investigation

TI declares 2 influence on C. Starts investigations of Tigran Zenjarplan (Q) and Mikail Strychnin (T). Ages to 76.

Health

SODS plays Specialist (11) on Nestor. Nestor Aparatschik (dr = 15+3) remains ill. Mikail Strychnin (dr = 7) remains sick. Lech Schukrutoff (dr = 20) remains sick. Alexei Goferbok (dr=16) remains healthy. Anatol Mischif (dr = 4) falls ill. Antonj Talksalott (dr = 3) falls ill. Tigran Zenjarplan (dr = 8) remains healthy. Eduard Boremtodev (dr = 10) remains healthy.

Funeral Commission

None.

Replacement

None

Rehabilitation

Anatol Mischif rehabilitates Boris Badenuff back to the ranks of the people. Anatol ages to 81.

Parade

No waves

Notes

Thanks to Andy York for his unused standby orders.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	93 ? ++	1 (SODS)
KGB Head	Mikail Strychnin (T)	63 ? +	10+ (TCC)
Foreign	Lech Schukrutoff (B)	80 +	1 (PURGE), 3 (TI)
Defense	Alexei Goferbok (C)	76, strength position	2 (SODS), 3 (TI)
Ideology	Anatol Mischif (I)	81 ++	1 (STORK), 2 (PURGE), 6 (TCC)
Industry	Antonj Talksalott (J)	67 ++	
Economy	Tigran Zenjarplan (Q)	61 ?	2 (PURGE), 1 (RE), 2 (STORK)
Sport	Eduard Boremtodev (K)	67, weakness position	

Politicians listed in **bold** are in the sanatorium.

Candidates: M, N, O, P, S
People: G, N, O, P, R, U, V, W, X (53 ++), Y, Z
Siberia: F
Kremlin Wall: H, D, L, E

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 3, Phases IV-VII, Turn 4, Phases I-III

Turn 4, Phases IV-VII, Turn 5, Phases I-III due: 11/9 Tuesday

Turn 3

Construction and Operation

Red (Scharf) pays \$300 to operate claim #4 in Leadvills (¼ gold).

Green (Whyte) pays \$150 to operate claim #56 in Aspen (depletes), gains \$650 in passenger revenue.

Brown (Carl) pays \$150 to operate claim #42 in Vallecitos (4 lumber).

Gray (Cain) pays \$250 claim #11 in Heber City (1 silver). Delivers 1 silver to Salt Lake City for \$2000.

Gold (Bolduc) pays \$150 to operate claim #45 in Scofield (1 coal), gains \$100 from passenger revenue.

Blue (Martin) pays \$350 to operate claim #66 (3 coal) and #67 (3 coal).

Turn 4

Move Prospectors and Surveyors

Red (Scharf) passes

Green (Whyte) surveys Canon City to I, prospects claim #15

Brown (Carl) surveys K to M, prospects claim #40

Gray (Cain) surveys Price to FF, prospects claim #48

Gold (Bolduc) surveys Scofield to Price, prospects #48

Blue (Martin) surveys Walsenburg to Pueblo, prospects #9

Dispute Resolution

Gray and Gold have a dispute over claim #48. Gray dr = 2 + 1 (+1 for prospector). Gold dr = 8. Gold wins. Green pays \$1200, Brown pays \$500, Gray pays \$800, Gold pays \$800, and Blue pays \$1500

Notes

The deck is reshuffled. New claims listed below.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$1100	S+1, P
Brendan Whyte	Green	Denver	\$1850	S, P+1
Joe Carl	Brown	Pueblo	\$2750	S+1, P
Dennis Cain	Gray	Salt Lake City	\$6850	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$3500	S+1, P
Brad Martin	Blue	Santa Fe	\$1300	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
4	Leadville	Red	2.25	Gold	\$300
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	0	Silver	\$150
42	Vallecitos	Brown	4	Lumber	\$150

#	City	Owner	Goods	Type	Operation
40	Lumberton	Brown	0	Lumber	\$200
11	Heber City	Gray	0	Silver	\$250
45	Scofield	Gold	1	Coal	\$150
48	Emery	Gold	0	Coal	\$150
66	Trinidad	Blue	10	Coal	\$200
67	Trinidad	Blue	3	Coal	\$150
9	Silverton	Blue	0	Gold	\$250

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
5	A	Salt Lake City – Provo	\$100	Gold	
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	

Available Claims

#	City	Type	Claim	Operation
50	Elk Springs	Coal	\$300	\$100
54	Bowie	Coal	\$400	\$200
10	Heber City	Silver	\$400	\$200
6	Georgetown	Gold	\$400	\$150
64	Walsenburg	Coal	\$400	\$250
23	Ouray	Silver	\$500	\$200

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
9	B	Denver – Grand Jct.	\$1350	D x \$75	Discard when 15 is taken. Good for \$1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	\$750	D x \$50	Discard when 17 is taken. Good for \$750 toward card 17 or 18
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	
8	B	Denver – Aspen	\$650	D x \$50	

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 military commander during World War II was on leave so he took his children to the seaside for the day. Here he got the idea he needed in order to successfully carry out his next assignment. What was the idea?

A1. As he watched his children skimming stones on the water, he got the idea for the famous bouncing bombs used by the "Dam Busters" in their raids against German dams. The bombs bounced along the surface of the lakes before hitting the dams and flooding large industrial areas.

Brendan Whyte receives 2 points.

Q2. There is a reason why men's clothes have buttons on the right while women's have buttons on the left. What is it?

A2. Most people are right-handed and find it easier to fasten a button which is on the right through a hole which is on the left. This is why men's buttons are on the right. When buttons were first used it was the better-off who could afford clothes with buttons. Among this class the ladies were often dressed by maid-servants. The servant would face the lady so it was easier for the right-handed servants to fasten buttons which were on the lady's left.

Ward Narhi, Dennis Cain, Joe Carl, and Bill Scharf each receive ½ point.

Q3. Assume there are approximately 5 billion people on earth. What would you estimate to be the result, if you multiply together the number of fingers on every person's left hands? (For purposes of this exercise, thumbs count as fingers, for five fingers per hand.)

A3. The product of the number of fingers on the left hands of every person is zero. It only takes one person to have no fingers on their left hand for the product to be zero, because anything multiplied by zero is zero.

Dennis Cain receives 2 points.

Q4. An insect flying into a girl's ear terrifies her. Her mother rushes the girl to the doctor, but he is unable to remove the insect. Suddenly, the mother has an idea. What is it?

A4. She put the girl in a darkened room and placed a bright light near her ear. The insect emerged.

Bill Scharf receives 2 points.

Q5. What has four legs and only one foot?

A5. A bed.

Andy York, Ward Narhi, Chris Geggus, Joe Carl, Dennis Cain, and Bill Scharf each receive ½ point.

Current Scores

Chris Geggus	60	Andy York	46½
Caleb Cousins	41½	Dennis Cain	36½
Paul Bolduc	34	Brendan Whyte	33½
Andy Lewis	31½	Joe Carl	28½
Steve Koehler	27½	Bill Scharf	27
Dan Eisenhut	19½	Berry Renken	19
Ward Narhi	18½	Brad Martin	16
Bob Robles	15	Tom Howell	11½
Sean Cousins	7	Kevin Wilson	5
Sigourney Street	½		

Chris Geggus receives a free issue.

New Questions

Topic: Brain Teasers

1. A man lay dead in a field next to a piece of string and a cloth. How did he die?
2. At the Carlton Club, Alan Quartermain was telling one of his stories. "When the animal emerged from the lake I could see that its four knees were wet," he said. Marmaduke, who had walked into the room at that very point, then interrupted, "I know what kind of animal that was." How did he know and what kind of animal was it?
3. A man was trapped on an island in the middle of a large and deep lake. He could not swim and had no boat or means of making one. He waited desperately for help, but none came. Eventually, he managed to escape. How?
4. At the beginning of his act, a magician places a solid metal ball, 4 inches in diameter, on a table and places a cover over it. At the end of his act when he lifts the cover, the ball has disappeared. How?
5. A deaf and dumb man went into a subway. He walked up to the cashier's booth and gave the cashier a dollar. The subway tokens cost 40 cents each. The cashier gave the man two tokens. Not a word was said, nor any sign given. How did the cashier know that the man indeed wanted two tokens?

Pedagoguery

There is a fantastic variety of accessories available for the amateur astronomer, enough to be a little confusing sometimes. This issue, I will try to go through some of the more common and useful accessories, particularly for telescopes.

Telescopes are of little use without an eyepiece. Eyepieces are what determine the magnification and field of view of the telescope. They come in an incredible range of styles and complexities, not to mention costs. The first thing to consider when selecting eyepieces is, "Will it fit my telescope?" Eyepieces come in three standard sizes, and by size here I mean barrel width. The three sizes are 0.925", 1.25", and 2". 0.925" eyepieces are actually pretty rare. They tend to be of lower quality than the rest, but then telescopes that use them also tend to be of lower quality. The primary standard is the 1.25". Larger telescopes can use 2" eyepieces, but they usually come with adapters to allow them to use 1.25" eyepieces as well.

Once you are sure that they eyepieces you are considering will fit your telescope, there are two quantities to be aware of when selecting eyepieces. The first is the focal length. Focal length is what determines the overall magnification of the eyepiece when placed into a telescope. To find the magnification, simply divide the focal length of the telescope by the focal length

of the eyepiece. Thus, a 25mm eyepiece in a 1000mm focal length telescope yields a magnification of 40x. The second quantity to keep in mind is the apparent field of view. This is the field you get when you look through the eyepiece without a telescope. The apparent field of view generally depends on the specific construction of the eyepiece itself. Eyepieces vary considerably in complexity. The simplest commonly available eyepieces on the market today are generally 4-element varieties called orthoscopic or Plössl. By 4-element, I mean that the eyepiece consists of four distinct lenses, or optical elements. Usually, these are paired together to reduce chromatic aberration. These types of eyepieces are usually very reasonably priced; usually in the range of \$30 to \$100, depending on the focal length. (Usually, longer focal length eyepieces are more expensive due to the larger amount of material involved in their construction.) These eyepieces usually have an apparent field of view of about 40° to 50°. You can use the apparent field of view to calculate the actual field of view at the telescope. You simply divide the apparent field of view by the magnification. For example, using the same setup above (25mm focal length, 1000mm telescope), if you had an eyepiece with a 40° apparent field of view,

your actual field of view would be 1°, or about twice the apparent diameter of the full moon.

More complex eyepieces are correspondingly more expensive, but generally give you a wider field of view. You can take the next step up from Plössls by going with a wide-field or Panoptic type. They are generally 5- or 6-element eyepieces and usually have apparent fields of view ranging from 60° to 75°. They also usually run from \$100 to \$300 each. The ultimate are the ultra-wide field or Nagler type eyepieces. They can have 8 or more elements and generally have apparent fields of view of over 80°. They are also very expensive, ranging upwards of \$150.

Whatever you get, it is generally a good idea to get two or three extra eyepieces with your telescope, making sure you get a wide range so that you have a good selection of magnifications available. When I got my 4" refractor, in addition to the 25mm eyepiece it came with, I also picked up a 17mm and a 7mm eyepiece. These gave my magnifications of 40x, 59x, and 143x. I also picked up a Barlow lens, which is highly recommended.

Barlow lenses are simple 1- to 3-element lenses that you use in conjunction with an eyepiece. Their function is to effectively increase the focal length of your telescope, thereby increasing your magnification. Most Barlow lenses double the effective focal length of your telescope, although there are some that have factors of 2.5, 3, or even 5. Barlow lenses are highly recommended because for a modest cost, usually between \$20 to \$50, you can effectively double the number of eyepieces you have.

Another common accessory is the filter. There are many different types of filters, but they all have a similar purpose: to screen out some light to enhance certain features of the object under observation. Filters are usually mounted in small cells that screw into your eyepieces. So, it is important to make sure that your filters are matched to your eyepieces. You don't want to buy 2" filters when you only have 1.25" eyepieces.

The simplest and least expensive filters are simple color filters. They are commonly available in 12 different colors, known by Wratten numbers. Their primary use is in planetary observing, because the different colors will increase the contrast of certain planetary features. For example, a light blue filter (Wratten 82a) will increase the contrast for Jupiter's Great Red Spot as well as certain Martian features. Color filters are very inexpensive; usually about \$10 each.

A kind of a variant of the color filters are two types of filters designed primarily for looking at the moon. They are called either neutral density filters or variable polarizing filters. A neutral density filter is simply a filter that reduces the overall amount of light without affecting the color. A variable polarizing filter consists of two pieces of polarized glass. By rotating them with respect to one another, you can reduce the overall amount of light passed through. These are desirable when looking at the moon because it is very bright, particularly through a telescope. In fact, the moon can be bright enough to cause you to see afterimages and to ruin your night vision. Neutral density

filters can be found for around \$20. Variable polarizing filters are more expensive, around \$50, but they are also more versatile.

Another common class of filters are called nebular, or band pass filters. They usually screen out all but certain spectral lines commonly emitted in nebulae. There are generally two classes of nebular filters. You have the multi-line filters and single-line filters. Multi-line filters try to allow as much light as possible through around the more common spectral lines. They are commonly known as broadband or ultra-high contrast filters. They are especially useful if you are observing from light-polluted sites, since they are especially designed to screen out the frequencies commonly emitted in light pollution. The single-line filters are generally designed to let only a narrow band of wavelengths through, concentrating around a common spectral line. Common types are OIII (doubly ionized oxygen, which has prominent spectral lines in the green area of the spectrum) and Hydrogen Beta (also in the green area of the spectrum). Filters such as these are best used to observe faint nebulae, since most of the light emitted by such objects is in the frequency window these filters are designed to let through. In particular, OIII filters are particularly suited to planetary nebulae, which tend to be very strong in that line. Expect to pay from \$70 to \$150 for nebular filters.

Another class of filters are solar filters. Unlike the filters discussed above, solar filters fit over the front aperture of the telescope. Telescopes used to be sold with solar filters that fit into the eyepiece like regular filters. The general recommendation of the amateur community is to destroy such filters so you don't accidentally use them. When observing the sun, you have to be very careful, because even the smallest glimpse of an unfiltered sun through a telescope can cause permanent damage to your eye. The problem with eyepiece solar filters is that the sun's light is concentrated at the place where the filter is, and therefore the filter can get very hot and can shatter without warning. A filter that fits over the aperture of your telescope is much better, because it filters out the sun's light before it gets concentrated. It is therefore much safer, and much more friendly to your telescope's optics. Standard solar filters usually let through only 1/1000 of 1% of light. This lets you observe sunspots and bright spots called faculae. Such a filter generally will cost in the area of \$50 to \$300, depending on the construction (glass or mylar) and the aperture of your telescope.

Another type of solar filter is analogous to the nebular filters and is called a Hydrogen Alpha filter. Hydrogen alpha is a spectral line in the red area of the spectrum. Views of the sun using this line show a wealth of detail including prominences and granules. Like standard solar filters, hydrogen alpha filters fit over the aperture of your telescope. However, they are considerably more expensive, usually ranging up over \$1000.

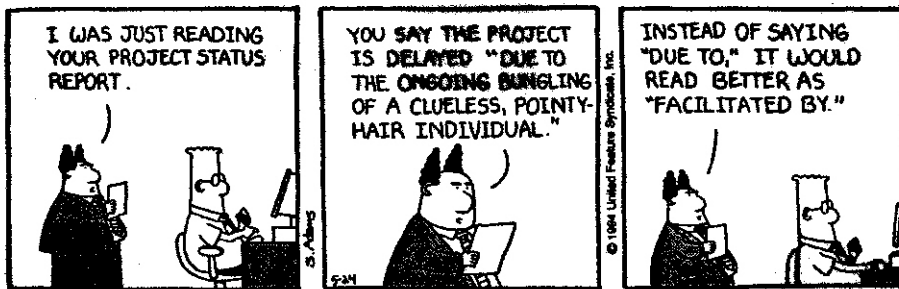
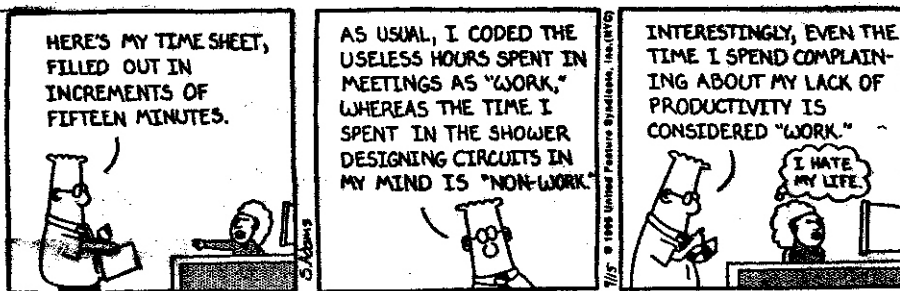
Next time, I will discuss the increasing role of computers in amateur astronomy.

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.**



Addresses

John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Murray Cowles 6 Chafford Gardens, West Horndun, Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Ward Narhi 521 Moreley Akron, OH 44320 Wenarh@aestpe.com (330) 835-4013	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@aol.col mikesmag2@juno.com (909) 899-2378
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Dan Eisenhut "Sadaukar" 2542 N Farwell Ave. #4 Milwaukee, WI 53211-4118 eisenhut@execpc.com	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@charlotte.infi.net (704) 569-4269	Sara Reichert 20805 Margaret St. Carson, CA 90745-1224	Sigourney Street "Canine Killer" PO Box 1235 Boston, MA 02130-0011
Dr. Martin Burgdorf Avenida de Espania, 135 2B-20-13 28230 Las Rozas, Spain mburgdor@iso.vilspa.esa.es burgdorf@lander.es	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freemove.co.uk	Ken Marcinonis 657 Gannet Ln. Bolingbrook, IL 60440-1245 Kmarc@mediaone.net	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands blues@chal.xs4all.nl	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 econedit@juno.com
Tom Butcher 12269 Horado Rd. San Diego, CA 92128-2713	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it	Brad Martin 15 Turo Close Willeton 6155 Western Australia Australia Westfront@hotmail.com	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbear@rnet.com	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 104547.1370@compuserve.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Jason Wilke "Rock-it Man" 2042 Dalton Ave. Deltona, FL 32725 wilke@n-jcenter.com (904) 532-4508
Joe Carl 302 38 th St. NW Canton, OH 44709 Jcarl@neo.lrun.com	Tom Howell "Whippet" 1101 W. 18 th St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@pt.olympus.net (360) 379-9697	Conrad von Metzke 4374 Donald Ave. San Diego, CA 92117	Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net Bob-rutherford@amrcorp.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 Steve_Koehler@Prodigy.com (704) 544-2849	Karl Muller 75-17 60 Place Glendale, NY 11385-6044 Pegankarl@mindspring.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 73210.3053@compuserve.com (210) 658-6066
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568				

Standbys

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

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York, Phil Reynolds **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** None

Standby Calls

Bill Scharf for London in Kennel Club