

Notes from Hades

Well, here we are again. Things are pretty quiet for me on the home front, mostly because I'm spending most of my time away from home. However, that does have some advantages. I have some relatives who live in San Jose, including my grandmother. Well, recently, she turned 90, so we had a big party for her, so I was able to fly Celeste up there and stay on in my hotel, all on my expense account.

It's looking like a few games will be ending soon. Dogpaddle has ended this turn, Lupine and Dogstar are likely to end next turn, and Coyote the turn after that. Fortunately, we have some games on deck and ready to start soon, so I won't be forced to save too much on postage.

This issue's deadline to **Tuesday, February 22 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

Off the Leash. 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 5. Need up to 3. You are signed up if this box is checked:

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Kevin Wilson, and Sara Reichert. Will take up to 2 more.

Roever. Liftoff! Have Andy York, Bill Scharf, Phil Reynolds, and Dennis Cain, will take up to 1 more. **This game will start next issue with whoever I have then.**

Dog Days. History of the World. This game will start when Dogpaddle ends. Have Andy Lewis, Chris Geggus, Kevin Wilson, and Phil Reynolds, will take up to 2 more.

Hyena. 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, Chris Geggus, Kevin Wilson, and Bob Robles, need 1 more.

Fenris. Settlers of Catan. Most of you are familiar with this game from when it ran in Andy Lewis' erstwhile subzine. Have Sara Reichert, Ward Narhi, Chris Geggus, and Kevin Wilson, will take up to 2 more.

Wish List

Outpost. This will again be the Expert rules version. Will take up to 10.

New World. This game will start after Coyote ends. Will take 6.

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.

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

Sara Reichert

I received S.O.B. #68 today. As you can see, I now have e-mail. Please update my listing on the back page of this zine to include it. I note your comments as to why DUNE will be played with six players rather than nine. I note that Settlers Of Catan is filling nicely. I now have the rules for OUTPOST, although you do not mention any new game start for this. I should add that I went out on the web, found the Mayfair Games site, and read that Silverton will soon be re-issued. Also, a computer version of Iron Dragon is in the works. Both should be great time wasters.

I guess that is all for now. Keep Smiling...

[As you can see, I now have a game opening listed for Outpost, since the current game is likely to end this upcoming turn. Hope to see your name on the list...]

Andy York

It sounds like you are keeping more than busy - between the house and work. I hope that you get the chance to take some time for yourself!

Like Joe and yourself, I had a dandy accident in 1979. I'll spare the details, but suffice to say that it was a head-on collision at an estimate 120-130mph (the other driver was a bit tipsy). I was very lucky to survive with cuts, bruises and, three days later, a ruptured intestine that was repaired by some timely surgery.

At another time, I was clipped on the front of my car by a snowplow. I ended up doing a couple doughnuts on the icy road - no injuries or other problems. Interestingly, it was witnessed by a sheriff's deputy about a 1/4 mile behind us.

I've heard a number of other close calls with members of the gaming community. I wonder if more gamers have close calls than the general population?

Nice piece on amatuer and professional sky watching. As a side note, about 5:45 tonight I stepped out on my porch and watching the Shuttle fly over enroute to Florida after fixing the Hubble. From all I've read, the successful repairs they performed will put it back into full-time service in a couple of weeks.

[Glad you enjoyed it. The Hubble seems to be fully functional again. During December, the only new picture released on the Hubble website (www.stsci.edu, and well worth a look) was the December Hubble Heritage picture. This month, in addition to the January Hubble Heritage picture, three other pictures have been released.]

Brendan Whyte

Just got SOB today. Deadline of 18 Jan seems short when the zine arrives on the 12th. Then I checked the postmark. Dec 20. Hmm..

Looked at the Address. Correct, but someone had crossed out the postcode of '3052' and written AUS 3052 in biro next to it. Weird...

Then I checked the back of the envelope. postmarks from Innermanzing 3052, dated 30/12/99 and 3/1/00. This boy was addressed by you to Australia 3052, but went to Austria 3052! Thus the Austrians wrote AUS 3052 to ensure it got to Australia, as Austria is AUT in 3-letter abbreviation!

It's ironic, that correctly addressed mail goes to the other side of the world. I've ordered maps form NOAA in Maryland, and despite my telling them my correct address several times, they keep sending my orders to Melbourne AUSTRIA, yet they get sent direct to Australia without hassle.

Must be those damn summer intern mail sorters...

Bob Robles

Happy New Year! Any Y2K problems with your work? Some book reviews. 'The First World War' by John Keegan. My personally, WWI was THE cataclysm of this century. The 20th century has been defined by WWI and its aftermath. John Keegan has written a very readable history of WWI. He clearly knows his subject and gives a vivid description of the battles as well as the greater strategic situation. The book does have several shortcomings, however. First, how can a single volume adequately describe all that WWI encompassed? Well, it can't. Each

chapter of this book has been covered by entire books. Secondly, Mr. Keegan is British and his focus is clearly on the West Front and the role the British played. That being said, I did think the description of the events leading up to the outbreak of war and the Russian Revolution were remarkably good given the constraints the book imposed. Finally, history scholars will notice the absence of the Palestine campaign, the air war, etc. All those aspects of WWI which lend personality and personalities to this vast and inhuman war. All in all, this is an excellent book for people who have an interest in the period and want an introduction to WWI. It will not satisfy those who want details. I gave this book to my father for his birthday. I haven't heard his reaction yet. The second book is 'The Nudist on the Late shift and other true tales of Silicon Valley' by Po Bronson. Mr. Bronson has prior books of fiction, 'Bombardiers' and 'The First Twenty Million Dollars is always the hardest' were works of fiction covering investment banking and a Silicon Valley start up firm, respectively. I enjoyed his prior books as well as his latest offering. The book is a series of chapters, each of which describes the different type of people populating Silicon Valley from Mr. Bronson's perspective. The writing made me care about the characters. I think Mr. Bronson did a great job describing the risk taking behavior which goes hand in hand with the opportunities the information economy offers. From programmers reluctant to take stock options on long shots (and missing a once in a lifetime payoff) to people parlaying a great idea to a multimillion dollar firm, I thought the book was great and the characters unforgettable. Finally, 'Endymion' by Dan Simmons. This is the third book in a space opera which began with 'Hyperion' and 'The Fall of Hyperion'. Whereas the prior two books were well written and could stand on their own, this book looks like a marketing ploy to make us salivate for the next book in the series. Artificial intelligences (malevolent and benign), faster than light space travel, religion, heroic figures and riddles sent from the future were all entertainingly described in the first two books of the series. 'Endymion' drags out concepts from the first two books, throws the reader a few bones to try and keep your interest, as well as build a market for the next book in the series. If you have read the first two books, I would recommend skipping this one entirely and proceed directly to the fourth book, the name of which escapes me at this time.

Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Fall 1461

Deadline/Winter-Spring 1462 2/22 Tuesday

The Northern Alliance gains a break with the outbreak of civil unrest in Venice. Rioting throughout the Venetian realm paralyzes Venice's armed forces allowing Austria and Milan to make further advances. Meanwhile, France is continuing to move against the Turks while the Turks themselves continue to maneuver against Naples and to annoy the Pope.

Summer 1461 Retreats

Venice A Carinthia retreats OTB (NRR)

Orders

Austria A AUSTRIA supports A Carinthia
A Hungary to SLAVONIA
A CARINTHIA supports Milan A Mantua to Verona

France A TYROLEA supports Austrian A Carinthia
F CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea to Palermo
F TUNIS holds
F Tyrrhenian Sea to PALERMO
F Western Mediterranean to TYRRHENIAN SEA
F LIGURIAN SEA supports Milan A Lucca
F GULF OF NAPLES to Messina
F GENOA holds

Orders (cont.)

Milan A MILAN supports Austrian A Carinthia
A TRENTO supports A Mantua to Verona
A BERGAMO supports A Mantua to Verona
A Cremona to MANTUA
A Mantua to VERONA
A MODENA supports A Lucca
A LUCCA supports A Modena

Naples A Salerno to NAPLES
F Naples to CAPUA
G BARI converts to A

Papacy A PISA holds
A PISTOIA supports A Bologna
A BOLOGNA holds
A ROME holds
F ANCONA holds
G PIOMBINO converts to F

Orders (cont.)

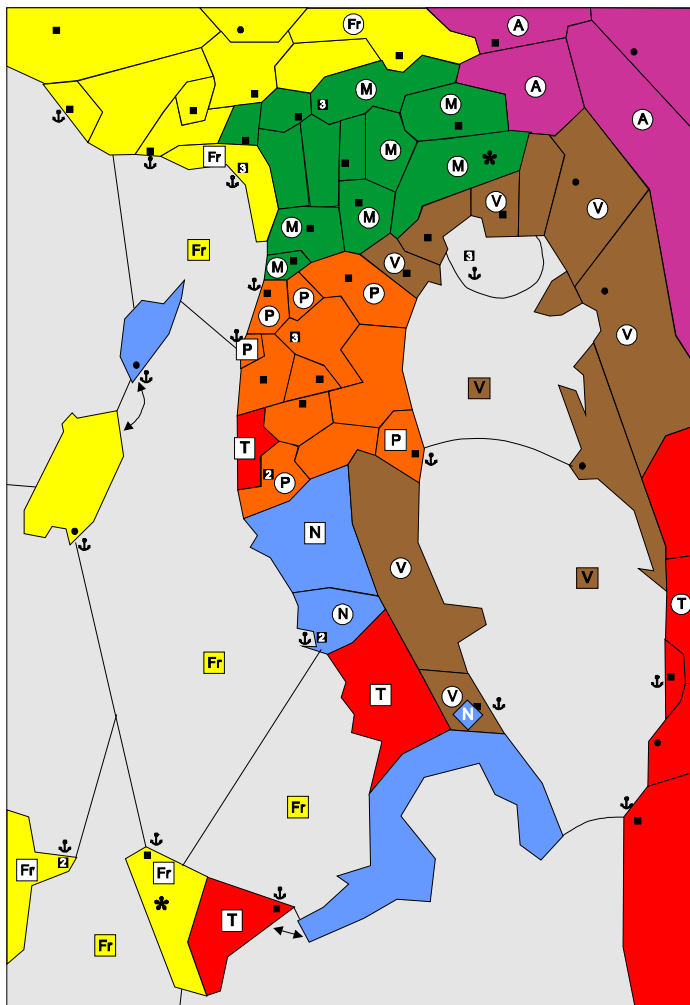
Turks

- A BOSNIA to HERZEGOVINA
- F Otranto to SALERNO
- F Palermo supports F Messina to Gulf of Naples (cut, DISLODGED, retreat Ionian Sea, garrison, OTB)
- F MESSINA to Gulf of Naples
- F PATRIMONY to Rome

Venice

- NMR! A CROATIA holds
- A CARNIOLA holds
- A TREVISO holds
- A Verona holds (DISLODGED, retreat Padua, Friuli, OTB)
- A FERRARA holds
- A AQUILA holds
- A BARI holds
- F UPPER ADRIATIC holds
- F LOWER ADRIATIC holds

"Feral Dogs"



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

Press

- Austria – Milan:** It is a pleasure for me to support you against V!
- France – Papacy:** I'm concerned about your health, too much TV isn't good for you.
- France – Milan:** Enjoy Lucca, I've supported you there.....If I get any larger Venetian claims that I'm going for a solo may appear true, so I had better not increase my size for now.

France – Venice: Wait a minute....your advice to Milan is "attack your allies, you don't have to worry about me?" That's very subtle....well for you that's being subtle.

France – Pope: I hope you recognized the black press written last turn. Someone wants to foul up our agreement.

Milan – Austria: In the case, I need again your support for my A Mantua - Verona.

Milan – Pope: I hope that you wanted peace with me; in the case we must coordinate moves.

Milan – France: If necessary, I need support for my army in Lucca.

Pope – All: I feel sandwiched between two powerful alliances France/Milan on one side and Turkey/Venice on the other. I will remain neutral unless provoked. Take a hint Turkey.

Pope – Milan: I like you and France, but feel a proper balance of power has me staying out of things right now. However if you have asked for help you can count on it being given this next turn.

Pope – France: I like you as well. I owe you debt of honor too. Let me know what you need.

Pope – Venice: Please control your Turkish ally. I'd hate to see him drag us into a war when we finally got situated. I want to remain neutral and I'm positive you'll do better with me as an ally than an enemy. Please don't think I'm stupid enough to let someone cruise to a solo by Me starting a war between us. Would you consider allying with me against Turkey? Who needs a silent ally?

Notes

If this box is checked, please submit standby orders for Venice.

Spring 1462 Income

Areas underlined do not produce income. Areas in *italics* could change hands based on a retreat.

Provinces

Aus	Austria, Hungary, Carinthia, Slavonia	(4)
Fra	Avignon, Swiss, Tyrolea, Como, Turin, Marseilles, Provence, Saluzzo, Savoy, Genoa, Sardinia, Tunis, Palermo	(13)
Mil	Montferrat, Pavia, Milan, Fornova, Parma, Cremona, Bergamo, Trent, Verona, Mantua, Modena, Lucca	(12)
Nap	Corsica, Capua, Naples, Otranto	(4)
Pap	Bologna, Pistoia, Pisa, Piombino, Sienna, Florence, Arezzo, Urbino, Ancona, Spoleto, Perugia, Rome	(12)
Tur	Patrimony, Salerno, Messina, Durazzo, Albania, Ragusa, Herzegovina, Bosnia	(8)
Ven	Ferrara, Padua, Treviso, Friuli, Croatia, Carniola, Istria, Dalmatia, Aquila, Bari	(10)

Seas

Fra	Ligurian Sea, Tyrrhenian Sea, Central Mediterranean, Gulf of Naples	(4)
Ven	Venice, Upper Adriatic, Lower Adriatic	(3)

Cities

Aus	Austria, Hungary	(2)
Fra	Avignon, Swiss, Tyrolea, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Sardinia, Tunis (2), <u>Palermo</u>	(14)
Mil	Montferrat, Pavia, Milan (3), Cremona, Trent, Mantua, Modena, Lucca	(10)
Nap	Corsica, Naples (2), <u>Bari</u>	(3)
Pap	Bologna, Pisa, Piombino, Sienna, Florence (3), Arezzo, Ancona, Perugia, Rome (2)	(12)
Tur	Messina, Durazzo, Albania, Ragusa	(4)
Ven	Ferrara, Padua, Treviso, Croatia, Carniola, Dalmatia, Venice	(9)

Totals

The variable income die roll was a 5.

	Var	Prov	Seas	Cities	Gross	Treas	Tot
Aus	4	4	0	2	10	0	10
Fra	8	13	4	14	39	0	39
Mil	4	12	0	10	26	1	27
Nap	3	4	0	3	10	2	12
Pap	5	12	0	12	27	12	39
Tur	5	8	0	4	17	2	19
Ven	8	10	3	9	30	1	31

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62
Aus	3	5	6	2	2	2	2	2	2
Flo	3	5	6	4	3	3	2	0	0
Fra	3	2	4	6	7	8	9	11	11
Mil	3	4	3	2	3	4	6	7	8
Nap	4	5	5	5	5	5	4	3	3
Pap	4	3	3	6	6	7	5	8	9
Tur	3	4	4	5	5	5	6	5	4
Ven	4	5	6	11	11	9	10	7	7

Citizen Dog

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Spring 1458**

Deadline for Summer 1458: 2/22 Tuesday

Naples suddenly changes direction just in time to meet Florence's attack. Venice and Austria adopt defensive postures while France presses his attack against Milan.

Errata

The ducat totals for Florence were wrong last turn. Corsica was under famine, and so the final total should be 19, not 21.

Fall 1457 Retreats

Venice F Venice retreats to garrison

Builds

		Treas.	Cost	Rem.
Aus	Maintains A Tyrolea, A Trent, builds A Austria, A Hungary	13	12	1
Flo	Maintains all, no new builds	19	18	1
Fra	Maintains A Turin, A Pavia, A Savoy, F Durazzo, builds Elite Mercenary F Marseilles	21	18	3
Mil	Maintains all, no new builds	18	18	0
Nap	Maintains A Ancona, F Sardinia, F Central Mediterranean, builds Elite Mercenary A Naples, A Bari, A Messina, and F Palermo	24	24	0
Ven	Maintains all, builds A Dalmatia, A Padua, A Treviso	26	24	2

Orders

AUSTRIA A Tyrolea to CARINTHIA
(Robles) A TRENT supports A Tyrolea to Carinthia
A AUSTRIA supports A Tyrolea to Carinthia
A Hungary to SLAVONIA

FLORENCE A (EM) BOLOGNA holds
(Wilson) A Lucca to PISTOIA
A SPOLETO to Capua
A ROME supports A Spoleto to Capua
F Corsica to LIGURIAN SEA

Orders (cont.)

FRANCE A TURIN supports A Pavia to Montferrat
(Scott) A SAVOY supports A Pavia to Montferrat (cut, DISLODGED, retreat Saluzzo, Provence, garrison, OTB)
A Pavia to MONTFERRAT
F DURAZZO to Ablania
F (EM) Marseilles to GULF OF LIONS

MILAN A Carinthia to Trent (DISLODGED, retreat Friuli, Verona, OTB)
(Giovine) A Milan to BERGAMO
A Cremona to PARMA
A Parma to FORNOVA
A Montferrat to SAVOY
A GENOA supports A Montferrat to Savoy

NAPLES A Messina to PALERMO
(McConnell) A (EM) NAPLES to Capua
A Bari to AQUILA
A ANCONA supports A Bari to Aquila
F Central Mediterranean to IONIAN SEA
F Palermo to TYRRHENIAN SEA
F SARDINIA supports F Palermo to Tyrrhenian Sea

VENICE A (EM) FERRARA holds
(Grib) A RAGUSA supports F Albania
A DALMATIA holds
A TREVISO supports A Padua
A PADUA supports A Treviso
F ALBANIA supports A Ragusa (cut)
G VENICE converts to F

Press

Austria – Milan: Too late to make up?

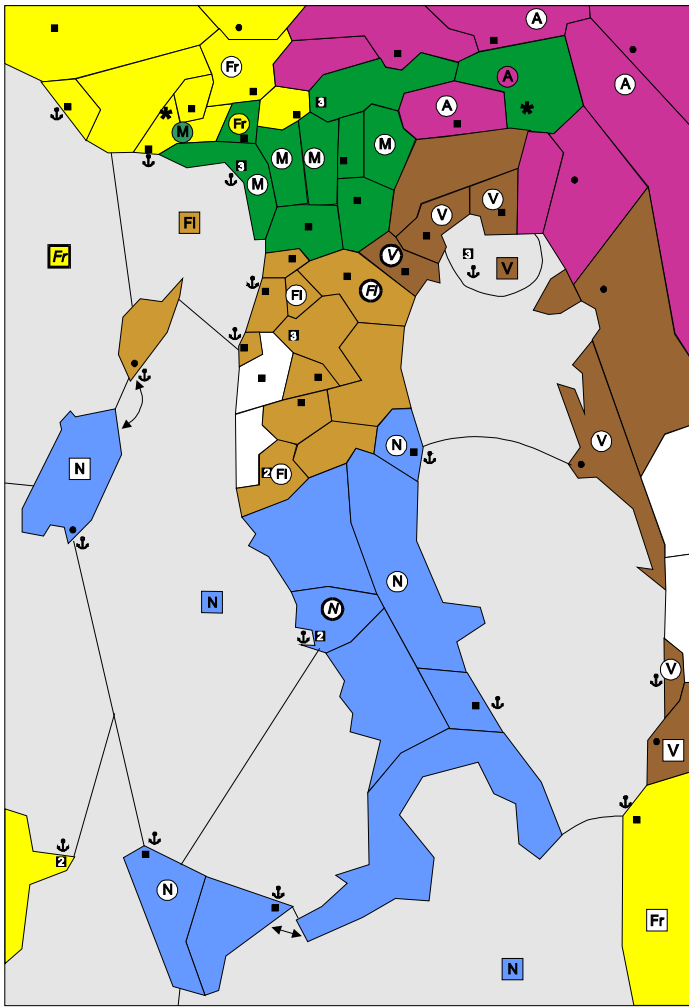
Spring 1458 Famine Losses

Florence A Spoleto

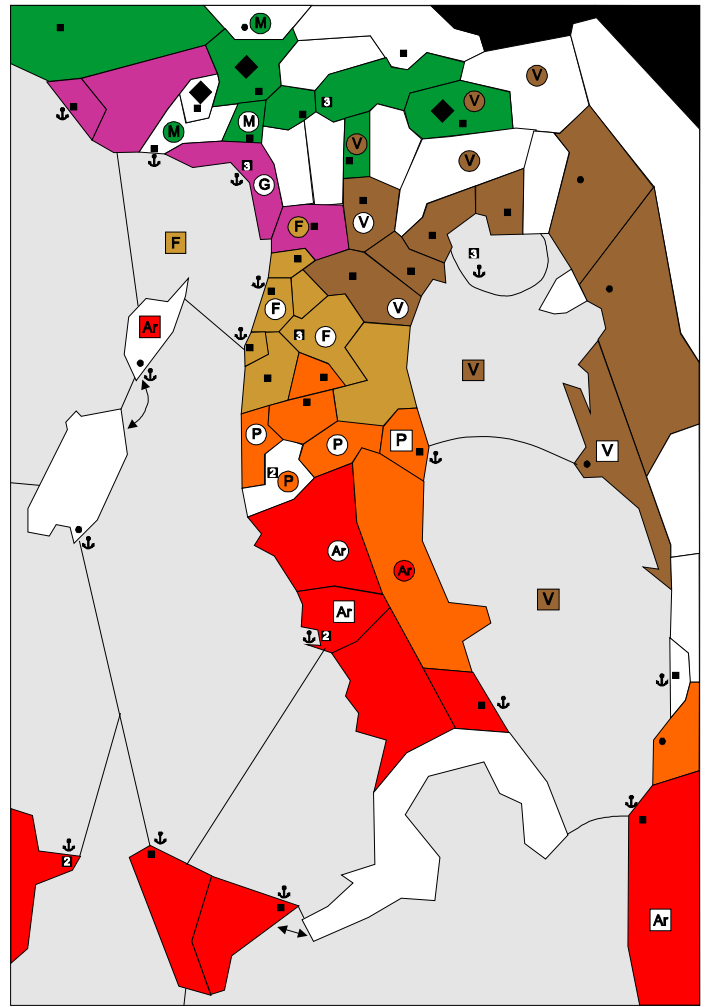
Summer 1458 Plague

Held until after retreats are received.

Citizen Dog



New Tricks



○ 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 1255**

Deadline for Fall 1255: 2/22 Tuesday

Venice discards his long-held neutrality and strikes northward at Milan. Milan, oblivious to the danger, starts working on encircling Genoa along with Florence. Meanwhile, Aragon and the Pope square off against each other.

Orders

- ARAGON A AQUILA supports Venice F Upper Adriatic to Ancona (nso)
- (Whyte) A CAPUA to Spoleto
 - F Tyrrhenian Sea to CORSICA
 - F OTRANTO supports F Durazzo to Lower Adriatic
 - F DURAZZO to Lower Adriatic
- FLORENCE A LUCCA to MODENA
- (Robles) A FLORENCE to PISA
 - A Urbino to FLORENCE
 - F LIGURIAN SEA supports A Lucca to Modena
- GENOA A MODENA to GENOA
- (Scott)
- MILAN A TURIN to SWISS
- (Street) A PAVIA to MONTFERRAT
 - A SAVOY supports A Pavia to Montferrat

Orders (cont.)

- PAPACY A PERUGIA to SPOLETO
- (Narhi) A ROME supports A Perugia to Spoleto
 - A PATRIMONY supports A Rome
 - F ANCONA supports Venice F Upper Adriatic to Lower Adriatic
- VENICE A BOLOGNA supports Genoese A Modena (nso)
- (Reynolds) A MANTUA to CREMONA
 - A Ferrara to MANTUA
 - A Slavonia to CARINTHIA
 - A Verona to TRENTO
 - A Friuli to VERONA
 - F DALMATIA supports F Upper Adriatic to Lower Adriatic
 - F Upper Adriatic to LOWER ADRIATIC
 - F Venice to UPPER ADRIATIC

Press

Papacy – Aragon: Just so you know, I am officially declaring war on you. And we all know you cannot be trusted.

Papacy – Venice: Go get him!

Venice – Milan: Not that it's any consolation to you, but I really wrestled with my decision. If nothing else, it will make this game more interesting.

Venice – Genoa: I'm still here for you ... as long as you're still here!

Venice – Florence: You need to do a better job of picking your friends and enemies.

Venice – Papacy: Are we on the same wavelength this time?

Venice – Aragon: Sorry, but the Adriatic is my surf now.

Dogpaddle

Epoch VII Britain, United States, and Germany
Deadline for End of Game Statements: 2/22 Tuesday

Epoch VII

The Triffids (Geggus) plays Disaster in *Mekong* (Monument destroyed). BRITAIN. Plays Jihad. Army and Capital *Albion* (Celtic army destroyed), fleet *North Sea* (vs. Gaming Through the Ages: T: 5, 3, 2; G: 5; wins), army *Northern Gaul* (vs. France: B: 6, 6, 4; F: 2; wins), *Western Gaul* (vs. France: B: 4, 2, 2; F: 2; wins, Capital reduced to city), *Lower Rhine* (vs. France: B: 6, 3, 1; F: 6; wins, city eliminated), *Central Europe* (vs. Russia: B: 2, 2, 1; R: 5; loses, drops to 2 dice), *Central Europe* (vs. Russia: B: 5, 3; R: 3; wins), *Central Massif* (vs. Goths: B: 6, 5; G: 4; wins), *Pyrenees* (vs. Netherlands: B: 3, 2; N: 3; wins, city eliminated), *Western Iberia* (vs. Spain: B: 2, 1; S: 4; loses, no longer wins ties), *Western Iberia* (vs. Spain: B: 5, 1; S: 3; wins, city eliminated), fleet *Western Mediterranean* (vs. Gaming Through the Ages: T: 5, 4; G: 1; wins), army *North European Plain* (vs. Russia: B: 3, 2; R: 3, 3; B: 4, 1; R: 1, 1; wins, Capital reduced to city), fleet *Atlantic Ocean*, *Indian Ocean*, army *Lower Indus* (vs. Chola: B: 6, 5; C: 5, 2; wins), *Upper Indus* (vs. Mughals: B: 5, 2; M: 2; wins), *Ganges Valley* (vs. Mughals: B: 3, 2; M: 3; B: 4, 3; M: 5; loses), *Ganges Valley* (vs. Mughals: B: 5, 5; M: 2; wins, Capital reduced to city), *Ganges Delta* (vs. Mughals: B: 1, 1; M: 2; loses). Builds Monument *Albion*. Points: Dominance in Southern Europe (4), Northern Europe (8) and Eurasia (4), Presence in Middle East (1), China (3), and India (3), 2 Capitals (4), 5 cities (5), 2 Seas (2), and 10 Monuments (10) for 44 points.

Impending Ascension (Cain) UNITED STATES. Army and Capital *Appalachia* (French army retreats to *Deep South*), army *Deep South* (vs. France:

US: 6, 1; F: 5; US: 5, 4; F: 1; wins), *Pacific Seaboard* (vs. Netherlands: US: 6, 3; N: 2, 2; wins), fleet *Caribbean Sea*, army *Guiana* (vs. Mayans: US: 2, 2; M: 3, 2; loses), *Guiana* (vs. Mayans: US: 4, 3; M: 5, 2; loses), *Guiana* (vs. Mayans: US: 6, 1; M: 4, 2; wins), *Northern Andes* (vs. Portugal: US: 5, 1; P: 4, 2; wins), *Southern Andes* (vs. Portugal: US: 4, 1; P: 2; wins), *Great Plains*. Builds Monument in *Appalachia*. Points: Dominance in North America (6), South America (4), and Sub-Saharan Africa (4), Presence in Middle East (1), China (3), Southern Europe (2), and Southeast Asia (2), 1 Capital (2), 3 cities (3), 2 Seas (2), and 2 Monuments (2) for 31 points.

Snoopy's Blanket Chasers (Eisenhut) GERMANY. Plays Naval Supremacy. Army and Capital in *Baltic Seaboard* (Russian armies eliminated), fleet *North Sea* (vs. The Triffids: SBC: 6+1, 5+1; T: 2; wins), army *Lower Rhine* (vs. Britain: G: 4, 2; B: 3; wins), *Northern Gaul* (vs. Britain: G: 3, 2; B: 5, 4; loses), *Northern Gaul* (vs. Britain: G: 6, 4; B: 6, 3; G: 6, 4; B: 3, 1; wins), *Albion* (vs. Britain: G: 6, 2; B: 5; wins, Capital reduced to city), *Western Gaul* (vs. Britain: G: 4, 2; B: 3; wins, city eliminated), *Western Iberia* (vs. Britain: G: 4, 2; B: 2, 1; wins), fleet *Western Mediterranean* (vs. The Triffids: SBC: 2+1; 1+1; T: 5; loses), *Western Mediterranean* (vs. The Triffids: SBC: 6+1, 3+1; T: 2; wins). Points: Dominance in Middle East (2) and Northern Europe (8), Presence in North Africa (1), China (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), North America (3), and Sub-Saharan Africa (2), 2 Capitals (4), 2 cities (2), 5 Seas (5), and 8 Monuments (8) for 44 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	64	197
Chris Geggus	The Triffids (Green)	82	188
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	72	174
Dennis Cain	Impending Ascension (Red)	81	167
Brad Martin	The Zircon Utopia (Blue)	71	156
Joe Carl	The Go Masters (Black)	68	151

Final Positions

Snoopy's Blanket Chasers: Fleets *Black Sea*, *Eastern Mediterranean*, *Red Sea*, *Western Mediterranean*, *North 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*. GERMANY: Army and Capital *Baltic Seaboard*, army, city, and Monument *Albion*, army and Monument *Lower Rhine*, *Western Gaul*, and *Western Iberia*, army *Northern Gaul*.

Impending Ascension: Two fleets *Caribbean Sea*, fleets *Atlantic Ocean*, *Indian Ocean*, and *Bay of Bengal*. 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 *Szechuan*, army *Tarim Basin*. ZULUS: Armies *Central Africa* and *Madagascar*. SPAIN: Army and city *Central America*, armies *Mexican Valley*, *South Africa*, and

Southern Iberia. UNITED STATES: Army, Capital, and Monument *Appalachia*, armies *Deep South*, *Great Plains*, *Pacific Seaboard*, *Guiana*, *Northern Andes*, and *Southern Andes*.

The Zircon Utopia: Fleets *Atlantic Ocean*, *Indian Ocean*, and *Sea of Japan*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA: Army *Western Ghats*. PORTUGAL: Armies *Patagonia* and *Congo Basin*. JAPAN: Armies *Honshu* and *Korea*. RUSSIA: Army *Ireland*.

The Go Masters: Fleets *South China Sea*, *Atlantic Ocean*, *Indian Ocean*, and *Pacific Ocean*. ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. GOTHs: Army *Southern Appenines*. SELJUK TURKS: Two armies *Western Steppe*, armies *Danubia*, *Dneipr*, and *Hindu Kush*. MING DYNASTY: Army and Monument *Wei River*, army *Great Plain of China*. FRANCE: Armies *Shatts Plateau*, *Great Lakes*, *East Africa*, *Chekiang*, and *Malayan Peninsula*.

The Triffids: Fleets *Atlantic Ocean* and *Indian Ocean*. GREEK CITY STATES: Army, city, and fort *Crete*. SCOTS: Army, city, and fort in

Highlands. MONGOLS: Two armies and Monument *Yangtse Kian*, armies *Eastern Steppe*, *Mongolia*, and *Manchurian Plain*. TIMURID EMIRATES: Army and Capital *Turanian Plain*, army and Monument *Eastern Anatolia*, army *Persian Plateau*. BRITAIN: Army, city, and Monument *Ganges Valley*, army and city *North European Plain*, army and Monument *Central Europe*, *Pyrenees*, and *Upper Indus*, armies *Central Massif* and *Lower Indus*.

Gaming Through the Ages: Fleets *Atlantic Ocean*, and *Pacific Ocean*. 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*, armies *Western Deccan* and *Si-Kyang*. NETHERLANDS: Army and city *Hokaido*, armies *New Guinea*, *Australia*, and *Brasil*.

Press

Triffids – Gaming Through the Ages: Well done to Andy for a phenomenal score with the old clog wearers!

Notes

Congratulations to Andy on his hard-won victory.

Lupine

Turn 7 Media Tokens and Campaign Days

Turn 7 Opinion Polls and Campaign Results due: 2/22 Tuesday

Media Tokens

No media tokens can be purchased

FDP declines to change a regional issue.

Campaign Days

FDP buys 4 campaign days.

SPD buys 4 campaign days

Grüne cannot buy any campaign days (maximum allowed already there).

CDU buys 4 campaign days.

The Parties

CDU
Player: Caleb Cousins
Campaign Days: 5
Media: 0
Platform: Freugeutliche Grundordnung
 §218 NEIN
 NATO NEIN
 Steuersenkung JA
 35-Stunden Woche JA

Grüne
Player: Brad Martin
Campaign Days: 5
Media: 5
Platform: Umweltshutz
 §218 JA
 Atomkraft NEIN
 Steuersenkung JA
 NATO NEIN

FDP
Player: Andy York
Campaign Days: 11
Media: 1
Platform: Marktwirtschaft
 35-Stunden-Woche JA
 NATO NEIN
 Steuersenkung NEIN
 Atomkraft JA

SPD
Player: Andy Lewis
Campaign Days: 5
Media: 0
Platform: Gewerkschaft
 35-Stunden-Woche JA
 Steuersenkung NEIN
 §218 JA
 Atomkraft JA

The Provinces

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	10	10	4	10
Vote Share	0	8	30	6
Media Tokens	1	1	2	1
Trend	-2	0	+2	+2

Issues: §218 JA
 Atomkraft NEIN
 NATO NEIN
 Steuersenkung NEIN
Mandate Range: 5-10
 FDP/SPD coalition in effect

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
Steuersenkung JA	35-Stunden-Woche JA
35-Stunden-Woche NEIN	

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	3
Party Bases	25	12	40	37
Votes	883	459	1270	2226

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

Order for turn 7 is: FDP, Grüne, SPD, CDU

Your cash: _____

Sun Dog

Turns 44.2 to 46.2

Turns 46.3 to 48.3 due: 2/22 Tuesday

Turn 44

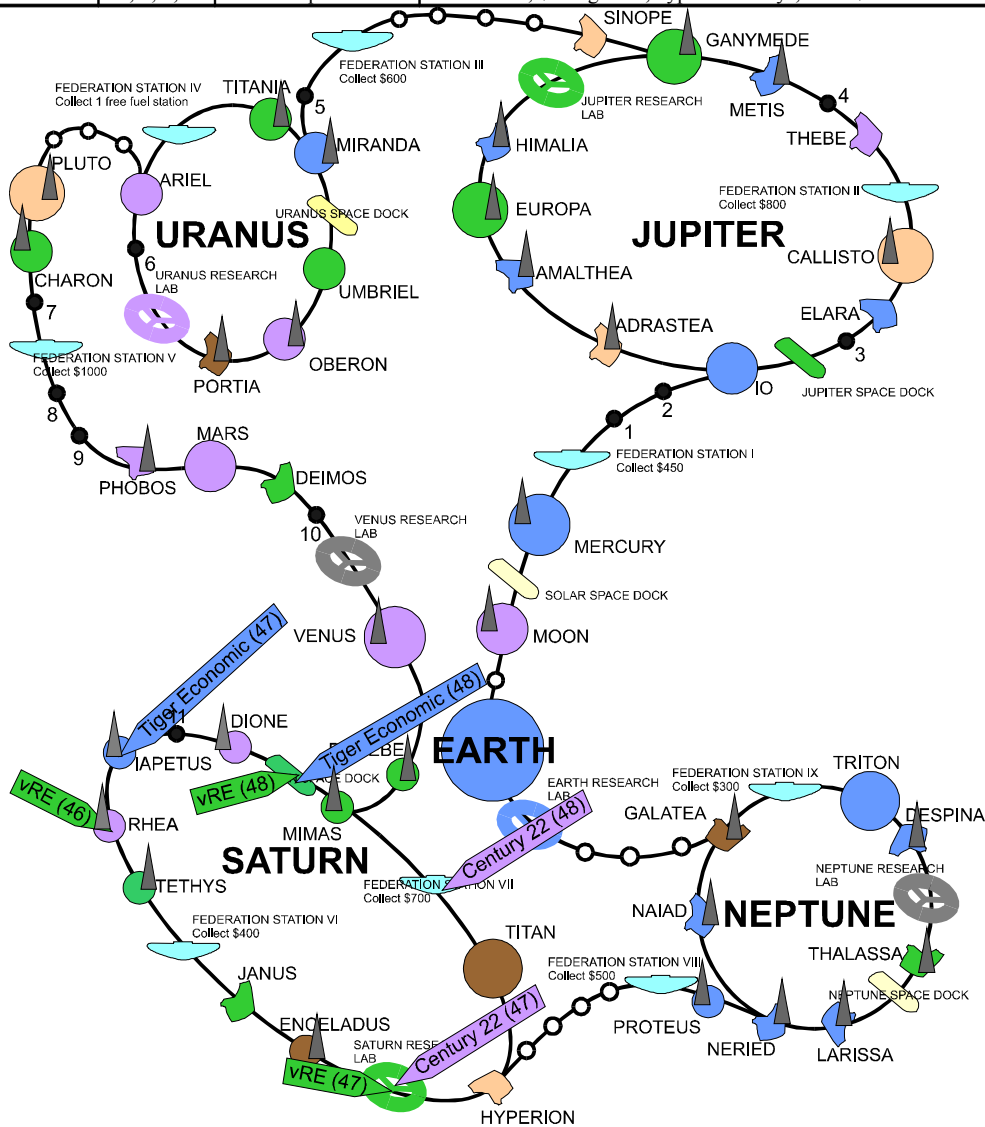
Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station V	1, 5	Blank Dot 10	
vRE	Ganymede	5, 5; 4, 6	Charon	10 fuel used, \$100 gained, bypasses Umbriel, buys Charon for \$800.
RD/RSE	Despina	1, 4	Nereid	5 fuel used, sells Pluto, pays \$1150 plus \$200 for 5 hydrons of fuel to TE

Turn 45

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Amalthea	3, 6	Blank Dot 4	9 fuel used
Century 22	Blank Dot 10	2, 5	Dione	Buys Dione for \$785
VRE	Charon	2, 6	Blank Dot 10	8 fuel used
RD/RSE	Nereid	3, 5	Triton	Bankrupt and out of the game, last \$115 to TE

Turn 46

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 4	5, 5; 1, 3	Mars	\$100 gained, bypasses Miranda, Red Shift advance to Mars, 2 fuel used, owes \$1335 to Century 22
Century 22	Dione	2, 2; 3, 9	Saturn Space Dock	4 fuel used, \$100 gained, bypasses Tethys, owes \$120 to vRE



The Players (After Turn 46.2)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa, Amalthea	3	14	7565
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione	2	21	4110
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, Ganymede, Charon	4	15	1610

Turn 46

Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Blank Dot 10	4, 5	Rhea	Owes \$175 to Century 22

Turn 47

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Mars	5, 6	Iapetus	11 fuel used, buys for \$295, places fuel station, refuels to full
Century 22	Saturn Space Dock	4, 5	Saturn Research Lab	Owes \$150 to vRE
vRE	Rhea	2, 3	Saturn Research Lab	5 fuel used

Turn 48

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Iapetus	5, 6	Saturn Space Dock	11 fuel used, owes \$120 to vRE
Century 22	Saturn Research Lab	1, 2	Federation Station VII	Gains \$700, may purchase additional fuel stations
vRE	Saturn Research Lab	1, 4	Saturn Space Dock	Refuels to full

Dogstar

Turn 14

Turn 15 due: 2/22 Tuesday

Heavenly Bodies Development Company III (Wilson) bids 160 for a Planetary Cruiser and gets it (Or2, Or3, Wa4, Wa5, Wa7, Ti9, Wa9, Ti10, Re12, Re12, Re13, Re13, Re13, Mi15, Mi16, Re17) and a population factor to man it (Re10)

The Mystery Machine (Lewis) opens the bidding on a Space Station at 120 and Dark Matter Mining Corp gets it for 130 (Or3, Or5, Wa6, Wa7, Wa8, MWa, MWa, Re11, Re14, Re16). Opens the bidding on a second Space Station at 120 and COLOSSUS gets it for 129 (Or2, Wa7, Wa10, MWa, Ti7, Re9, Re15, Re16, Mi14, Mi19). Opens the bidding on the third Space Station at 120 and Australis gets it for 121 (Wa6, Wa6, Wa6, Wa7, Ti8, MTi, MTi). Opens the bidding on the last Space Station at 120 and gets it (Or1, Or4, Or4, Or4, Wa7, Wa8, Wa8, MTi, Mi20, OM20). Moves a population factor from an ore factory to man the Space Station.

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) moves a population factor from a water factory to man the Space Station.

Australis (Martin) moves a population factor from an ore factory to man the Space Station.

2112 Corporation (Cain) buys a titanium factory (MTi) and a robot (Re15)

BarterTown III (York) opens the bidding on a Moon Base for 201 and ID gets it for 203 (Ti9, Ti10, Ti10, Ti10, Ti10, Ti11, Ti12, Ti13, MWa, MTi, MTi). Opens the bidding on a second Moon Base for 201 and gets it (Or2, Or3, Wa5, Wa8, Wa9, Re15, Re16, Mi16, Mi17, Mi17, Mi19, MWa, MTi). Buys a population factor (Ti10).

ID (Scharf) moves a population factor from an ore factory to man the Moon Base.

Basset Base Beta (Koehler) buys 2 titanium factories (MTi, MTi) and one robot (Wa4, Ti7)

Dark Matter Mining Corp. (Eisenhut) buys a population factor for 10 (Wa10)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF, ReF, ReF	4DL, 2Sc, OL, Ro, 3La, Ou, PC	62
2	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou, Ec, SS, SS	49
3	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, 2OL, Sc, Ou, MB	48
4	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF	No, Wa, 2OL, La, Ou, Ec, SS	47
5	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, 2Wa, Ro, MB	47
6	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, Ec, Ou, SS	40
7	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	DL, HE, 2Ec, No, Sc, Ro	33
8	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF	Wa, DL, 2Sc, Ro, No, SS	30
9	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ro	25

Available Upgrades

New Arrivals: Planetary Cruiser, Laboratory, Planetary Cruiser, Ecoplants,
Planetary Cruiser, Outpost, Laboratory

Upgrade	Minimum Bid	Available	Not Yet Delivered
Laboratory (La)	80	2	0
Ecoplants (Ec)	30	1	0
Outpost (Ou)	100	1	0
Space Station (SS)	120	0	1
Planetary Cruiser (PC)	160	4	1
Moon Base (MB)	200	1	3

In the warehouse: _____

New cards: _____

BarterTown III, COLOSSUS, ID, 2112 Corporation, and DMMC all take Mega Water cards. The Mystery Machine, BarterTown III, ID, Australis, and 2112 Corporation take Mega Titanium cards. Basset Base Beta takes 2 Mega Titanium cards. 2112 Corporation discards Or1 and MWa.

Press

HBDC3 to Mystery Machine: Big surprise there, closing the gap by half and getting that SS unexpectedly. I'll have to make sure the next one you get you have to pay up for.

Kennel Club

Turn 6 Phase 7 and Turn 7 Phases 1 – 3

Turn 7 Phases 4 – 6 due: 2/22 Tuesday

Turn 6, Phase 7 – Purchase Tokens

London (Scharf) buys 17 tokens. **Paris** (Burgdorf) buys 36 tokens. **Barcelona** (Koehler) buys 30 tokens. **Venice** (Cain) buys 20 tokens. **Hamburg** (Martin) buys 5 tokens. **Genoa** (Cousins) buys 23 tokens.

Turn 7, Phase 1 – Card Draw

Hamburg does not buy off a surplus

Phase 2 – Purchase Cards

Venice (Cain) buys _____

Barcelona (Koehler) buys _____

Phase 3 – Play Cards

Hamburg (Martin) plays Christopher Columbus (protected)

London (Scharf) plays Mongol Armies (receives \$10, Crusades becomes an unplayable misery burden).

Venice (Cain) plays Timber (Hamburg gets \$48, Venice gets \$12, and London gets \$3) and Grain (Hamburg gets \$36, Barcelona gets \$16, and London and Venice each get \$4)

Genoa (C. Cousins) plays Spice (Genoa, Barcelona, and Venice each gain \$36)

Barcelona (Koehler) plays Gunpowder, Bartolome de las Casas (no protection), Metal (Barcelona and Genoa each gain \$24, Hamburg, Paris, and Venice each gain \$6)

Paris (Burgdorf) plays Black Death in Area II

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	125	20	\$125	3	13	O-2	A, B, F, I, N, O, R, S, T, U, V
Steve Koehler	Barcelona	150	30	\$137	5	11	O-1	A, B, E, F, H, I, J, N, O, R, S, T, V, W
Brad Martin	Hamburg	150	5	\$219	1	19	10	A, B, C, E, F, I, J, K, N, O, R, S, V, X
Martin Burgdorf	Paris	400	29	\$15	6	5	6	A, E, F, I, N, R, V, W
Caleb Cousins	Genoa	250	23	\$126	4	12	10	A, B, E, F, I, N, O, S, X
Bill Scharf	London	350	17	\$67	2	1	4	A, E, F, I, J, N, O, R, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Stone (2)	1	3	--	--	--	4
Wool (3)	2	--	3	--	--	--
Timber (4)	4	--	--	--	2	--
Grain (5)	3	--	2	--	1	--
Cloth (6)	3	2	--	--	1	--
Wine (7)	1	2	1	1	1	--
Metal (8)	1	2	1	--	1	1

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Fur (9)	2	--	--	--	1	--
Silk (10)	--	--	2	--	4	--
Spice (11)	--	2	2	--	2	--
Gold (12)	1	--	--	--	3	--
Ivory (12)	1	1	1	--	--	--

Shortage, Surplus

Your Cards: _____

Coyote

Turn 8

Turn 9 Orders due: 2/22 Tuesday

Planning

Dutch maintains 4 ships (\$16), buys 1 ship (\$12) and 6 soldiers (\$60) for \$88.
English maintains 2 ships (\$8), buys 2 ships (\$24) and 8 soldiers (\$80) for \$112.
French maintains 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.
Portuguese maintains 4 ships (\$16), buys 4 soldiers (\$40) for \$56.
Spanish maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Swedes maintain 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

Dutch Move to O. Dice: 2, 4, 5. Drops off 2 soldiers. Move to S. Dice: 1, 2, 3, 3, 4, 5, 5. Loses 1 ship. Drops off 4 soldiers and 4 colonists. Move to O. Dice: 1, 2, 2, 3, 3, 4, 6. Loses 1 ship.
English Move to U. Dice: 3, 4, 5, 5. No losses.
French Move to D. Dice: 1, 3, 5. Loses 1 soldier, drops off 3 colonists and 2 soldiers. Move to O. Dice: 2. No losses.
Portuguese Move to U. Dice: 2, 4, 4, 5. No losses.
Spanish Move to J. Dice: 2, 2, 3, 5. No losses.
Swedes Move to K. Dice: 1, 2, 3. Loses 1 soldier.

Mining

Spain mine 1 gold bar and raid 2 gold bars in J, Dutch mine 1 gold bar in O (mine depletes), Portuguese mine 1 gold bar in R (mine depletes).

Exploration

England finds a mine in M.

Land Movement

Spanish move 3 gold bars to fleet, 4 colonists and 4 soldiers from anchorage dot to J.
Swedes move 1 colonist from K to G, 2 colonists from K to H, 1 soldier from K to J, 4 soldiers from G to J, and 3 soldiers and 4 colonists from anchorage dot to K.
Dutch move 1 gold bar to fleet, soldiers from anchorage dot to O, and 4 soldiers and 4 colonists from anchorage dot to S.
Portuguese move gold from U to fleet, 3 colonists and 3 soldiers from U to T (it's a resource rich climate 4 area with 2 natives and one site), 1 colonist from U to R, 1 colonist and 1 gold bar from R to U, and 4 colonists and 4 soldiers from anchorage dot to U.
French moves 1 soldier and 2 colonists from D to C, 2 soldiers and 3 colonists from anchorage dot to D, and 1 colonist from anchorage dot to O. Soldier in C prospects.
English moves 8 soldiers from anchorage dot to U. One colonist in M mines.

Combat

Spanish attack the **Swedes** in J. **Spanish** lose 4 soldiers and **Swedes** lose 3. **Swedes** attack **Spanish** in J. **Swedes** lose 1 soldier, **Spanish** lose 2 soldiers. **Dutch** attack the **French** in O. **French** lose 1 colonist. **English** attack **Portuguese** in U. **English** lose 3 soldiers, **Portuguese** lose 4 soldiers and 3 colonists.

Native Combat

Dutch: 2 natives and 1 soldier killed in S. **Portuguese:** 3 soldiers killed in T.

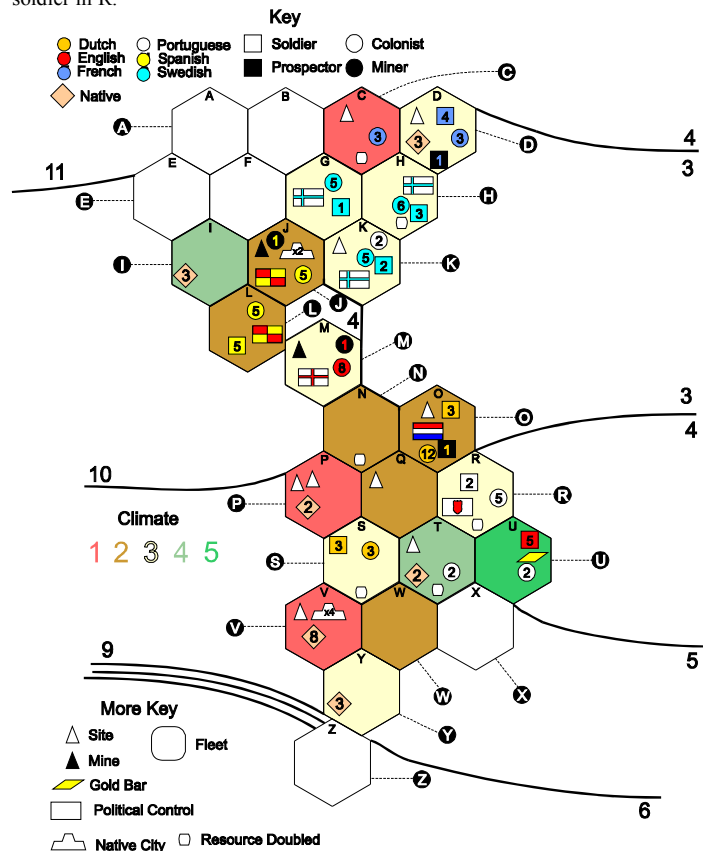
Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 3. **French** lose 2 colonists and 1 soldier in C and 1 colonist in D. **Swedes** lose 1 soldier each in G, H, J, and K. **Spanish** lose 1 colonist and 1

soldier in J, and 1 colonist in L. **Dutch** lose 1 colonist each in O and S. **English** lose 1 soldier in M. **Portuguese** lose 1 colonist each in K and T and 1 soldier in R.



Political Control

Spanish gain political control of J. **Portuguese** lose political control of U.

Homebound Naval Movement

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

Income

Spanish: Political control: \$120, gold: \$120, resources: \$30.
Swedes: Political control: \$160, resources: \$66.
Dutch: Political control: \$80, gold: \$40, resources: \$54.
Portuguese: Political control: \$80, resources: \$54.
French: Political control: \$40, resources: \$27.
English: Political control: \$80, resources \$24.

Turn 9 Initiative

Spanish, English, Swedes, French, Dutch, Portuguese

Press

Dutchies to Geezers: Neither of us is lookin' too good!
Portugeezers to Spaniels: So, count your gold lucky mi amigo.
Portugeezers to French poodles: I nominate you for running death this coming turn. No one expected the Spanish inquisition, so how much less will you expect mine!

Portugeezers to Nether-regionals: I will leave you alone. You have bled much, but shown you have more spunk in your trunk than the rest of them.

Portugeezers to Anglo Socks-on's: Hold onto your knee-highs, I've got a bone to pick from you...

Cerberus to Portugeezers: It appears he may be picking first...

Portugeezers to Portugeezers: Press speaks louder than actions. Perhaps we had better teach these nations without tongues how to use them... or lose them. Nya HA HA HA!!!!

Portugeezer to himself: I might not win, but I'll have made the most noise. And that's not bad for a nation shaped like a four-by-two cut-off.

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	\$307	16	3	4
English	Brad Martin	\$192	16	4	4
French	Martin Burgdorf	\$71	13	4	4
Portuguese	Brendan Whyte	\$299	7	4	4
Spanish	Kevin Wilson	\$570	5	4	4
Swedish	Andy Lewis	\$511	8	4	4

Dirty Dogs

Turn 6

Turn 6, Influence Declaration due: 2/22 Tuesday

Cure

Lech Schukrutoff goes to the sanatorium. Alexi ages to 80 and Tigran ages to 63.

Purge

Eduard attempts to purge Alexi (dr = 2, fails). Ages to 76.

Spy Investigation

Tigran initiates investigations on Alexi, Eduard, and Lech and closes the investigation on himself. Finally, he condemns Leonid Bungaloff (W) without a trial. Tigran ages to 69.

Health

TCC plays Flu Epidemic (1). -1 to all health rolls.

Alexi Gofebrook (dr = 20) remains very healthy.

Eduard Boremtodev (dr = 10) gets sick.

Lech Schukrutoff (dr = 4) dies.

Tigran Zenjarplan (dr = 12) remains healthy.

Sergei Eaststumuch (dr = 10) remains healthy.

Oleg Satin (dr = 9) remains healthy.

Iwan Manjak (dr = 11) remains healthy.

Ludmila Patina (dr = 17) remains healthy.

Funeral Commission

No activity.

Replacement

Alexi moves Tigran to KGB Head and Eduard to Foreign Minister. Sergei gets promoted to Defense Minister. Diwan Palavarian (G) gets promoted to Ideology Minister. Mikail Strychnin (T) and Boris Badenuff (X) get promoted to candidates.

Rehabilitation

TCC declares 1 IP on M. Sergei rehabilitates Borris Karrienko (N). Sergei ages to 69.

Parade

Alexi waves vigorously to the crowd.

Press

SODS – TI: No, it is you who is bringing down our peaceful totalitarian empire! Such rebels will not be tolerated!

STORK – RE: I hope you had enough sense to place Alexei under investigation.

STORK – PURGE: Your faction is puny and insignificant.

STORK – TCC: You have been out in the sun too long, girly-man!

Politburo

Office	Politician	Condition	Influence
Party Chief	Alexei Gofebrook (C)	80 ?	2 (SODS), 3 (TI)
KGB Head	Tigran Zenjarplan (Q)	69, weakness position	2 (PURGE), 4 (RE), 3 (STORK)
Foreign	Eduard Boremtodev (K)	76 + ?, strength position	1 (RE), 2 (SODS)
Defense	Sergei Eaststumuch (M)	69, strength position	1 (TCC)
Ideology	Diwan Palavarian (G)	70, weakness position	
Industry	Oleg Satin (O)	62	
Economy	Iwan Manjak (P)	61, strength position	
Sport	Ludmila Patina (S)	58	

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

Candidates: R, T (64 +), U, V, X (53 ++)

People: N, Y, Z

Siberia: F, I (83 ++), W

Kremlin Wall: H, D, L, E, A, J, B

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. TI have two waves.	

Doggin' It

Turn 6, Phases IV-VII, Turn 7, Phases I-III

Turn 7, Phases IV-VII, Turn 8, Phases I-III due: 2/22 Tuesday

Turn 6

Construction and Operation

Red (Scharf) gains \$1350 in passenger revenue.

Green (Whyte) operates claims #6 (\$150, ½ gold) and #15 (\$150, ½ silver), gains \$650 in passenger revenue.

Brown (Carl) passes

Gray (Cain) operates claim #10 (\$200, depletes)

Gold (Bolduc) pays \$150 to operate claim #48 in Emery (depleted), delivers 2 coal from claim #45 and 6 coal from claim #48 to Salt Lake City (\$3200 gained), gains \$100 from passenger revenue.

Blue (Martin) pays \$150 to operate claim #38 (1 lumber) and delivers 4 coal from #66 to Santa Fe for \$1200.

#	City	Owner	Goods	Type	Operation
66	Trinidad	Blue	10	Coal	\$200
67	Trinidad	Blue	4	Coal	\$150
9	Silverton	Blue	0.25	Gold	\$250
38	Taos	Blue	1	Lumber	\$150
41	El Vado	Blue	N	Lumber	\$150

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
4	A	Denver – Leadville	\$1350	Red	Discard after 3 more Leadville depletions
7	B	Denver – Leadville	\$600	Red	
5	A	Salt Lake City – Provo	\$100	Gold	
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	

Turn 7

Move Prospectors and Surveyors

Red (Scharf) surveys O to Q, prospects passenger line #7.

Green (Whyte) surveys Leadville to Aspen, prospects claim #16.

Brown (Carl) passes

Gray (Cain) prospects claim #1

Gold (Bolduc) surveys Emery to FF, prospects claim #44

Blue (Martin) surveys A to Denver, prospects claim #41

Dispute Resolution

No disputes. Red pays \$2400, Green pays \$2000, Gray pays \$1000, Gold pays \$1200, and Blue pays \$1100.

Notes

The claim deck was reshuffled. New claims listed below.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$12200	S+1, P
Brendan Whyte	Green	Denver	\$150	S, P+1
Joe Carl	Brown	Pueblo	\$250	S+1, P
Dennis Cain	Gray	Salt Lake City	\$7600	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$3350	S+1, P
Brad Martin	Blue	Santa Fe	\$450	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	1½	Silver	\$150
6	Georgetown	Green	½	Gold	\$150
16	Aspen	Green	N	Silver	\$200
42	Vallecitos	Brown	7	Lumber	\$150
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	0	Silver	\$200
1	Bingham	Gray	N	Gold	\$300
44	Scotfield	Gold	N	Coal	\$100

Available Claims

#	City	Type	Claim	Operation
17	Leadville	Silver	\$600	\$250
30	Steamboat Springs	Lumber	\$400	\$200
8	Fairplay	Gold	\$500	\$250
2	Marysvale	Gold	\$600	\$200
60	Durango	Coal	\$300	\$100
49	Hiawatha	Coal	\$300	\$100

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	
16	C	Santa Fe – Leadville	\$800	D x \$50	
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. When the music stopped, he died very suddenly. How?

A1. He was an insect sitting on a chair seat during a game of musical chairs.

No correct answers.

Q2. A man was born before his father, killed his mother, and married his sister. Yet he was considered normal by all those who knew him. How come?

A2. He was born in the presence of his father. His mother died at birth. Later, he became a minister and married his sister to her husband.

Bill Scharf receives 2 points.

Q3. An agency offered personality assessment on the basis of handwriting. How did an enterprising client show that the operation was unreliable?

A3. The man was ambidextrous. He gave two writing samples under different names – one from his left hand and one from his right. The agency gave him two completely different personality profiles.

Paul Bolduc, Dennis Cain, and Andy York each receive ½ point.

Q4. King George the Third of England suffered a temporary bout of madness. A movie was made in England on this subject. It was entitled “The Madness of George III”, but its name was changed for American audiences. Why?

A4. It was believed that movie-goers would mistakenly believe it to be the third in a series of movies, and would not see it because they had not seen the first two. It was released as “The Madness of King George.”

Ward Narhi and Dennis Cain each receive 1 point.

Q5. A travel article on Brazil observed that, in restaurants in Rio, soup was a very popular starter choice for rich ladies. Why?

A5. There had been a spate of robberies at expensive restaurants. The robbers would burst in and take jewelry and money from diners in the restaurant. If you are eating soup then you can quietly drop rings and other jewelry into the soup before the robbers reach your table.

No correct answers.

Current Scores

Chris Geggus	60½	Andy York	48
Caleb Cousins	41½	Dennis Cain	40
Paul Bolduc	36	Brendan Whyte	35
Joe Carl	32	Andy Lewis	31½
Bill Scharf	30½	Steve Koehler	27½
Ward Narhi	20½	Dan Eisenhut	19½
Berry Renken	19	Brad Martin	16
Bob Robles	15	Tom Howell	11½
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	½		

Ward Narhi, Bill Scharf, and Dennis Cain each receive a free issue.

New Questions

Topic: Brain Teasers

1. A man cheated a woman out of the sum of \$5. When she found out, she killed him. They were not poor. Her defense lawyer argued that she was justified in her actions, and many people agreed with him. Why?
2. A young family went out to a fireworks display. When they got back, the parents were very sad. Why?
3. A mountain climber in the Himalayas took along with him two mountain guides. After a few hours, one of the guides fell into a deep crevasse. The climber and the other guide continued climbing and did not raise the alarm. Why?
4. A yacht is found floating in the middle of the ocean and around it in the water are a dozen human corpses. Why?
5. An eminent firm of publishers had a manuscript for a novel. It was written by a very well known author and was sure to sell very well. However, they chose not to publish it. Why?

Pedagoguery

This issue, I am going to try an experiment. I am going to provide a glossary of terms commonly used in astronomy.

Airy Disk. An Airy Disk is the appearance that a star takes under high magnification in a diffraction-limited telescope. It is a round disk surrounded by a series of progressively fainter rings. Generally, only one or two rings are visible.

Altitude. Altitude is the angular distance of an object above the local horizon. An object that is directly overhead would be at an altitude of 90°.

Aperture. Aperture is the diameter of the objective of a telescope.

Apo-. This prefix indicates the furthest point in the orbit of an object from its primary. For example, the Moon’s furthest point from Earth is its apogee. The Earth’s furthest point from the Sun is the aphelion. Io’s furthest point from Jupiter is its apojoove. In each case the root word refers to the primary.

Arc Minute. One sixtieth of a degree.

Arc Second. One sixtieth of an arc minute, or 1/3600 degrees.

Asterism. This is a pattern of stars that is not in itself a constellation. For example, the Big Dipper is not a constellation, it is an asterism. It forms part of the constellation of Ursa Major.

Astigmatism. Astigmatism is an optical distortion which lies more on one axis than another. For example if you have a telescope that has astigmatism, the view toward the top and bottom of your eyepiece could be distorted relative to the sides.

Axial Precession. This is the phenomenon by which the rotational axis of any body changes over time. In the case of the Earth, the poles follow a circle that takes 24,000 years to repeat. Mars has an axial precession period of about 100,000 years, but Mars could change its axis chaotically because it does not have the stabilizing influence of a large satellite like the Moon.

Azimuth. This is the angle along the horizon measured clockwise from due north.

Binary Star. Any pair of stars that are gravitationally bound to each other.

Binary, Eclipsing. A binary star where the stars pass in front of each other in our line of sight. Algol in the constellation of Perseus is the prototypical example.

Binary, Spectroscopic. A binary star where the components are close enough to each other that we can detect them only by the Doppler shift in the spectral lines of the stars. This shift betrays the orbital motion of the stars and makes it clear that what we see as a single star is really a pair of stars.

Black Hole. A collapsed star that is so dense that the escape velocity exceeds that of light. Stellar sized black holes are the result of massive stars going supernova. Supermassive black holes (from 1000 to several million times more massive than our sun) are thought to lie at the centers of most large galaxies.

Brown Dwarf. An object with less than about 5% of the mass of our sun. Such an object is not massive enough to start the process of fusion in its core, so it would be dark once the heat from its formation was radiated away. There are probably more brown dwarfs in the galaxy than there are stars.

Catadioptric. An optical system that uses both lenses and mirrors is said to be catadioptric. The most common catadioptric telescopes are Schmidt-Cassegrains and Maksutov-Cassegrains.

Chromatic Aberration. A property of lenses where some frequencies of light are refracted more than others. This results in a halo of blue or red light outlining objects.

Collimation. The process by which the different optical elements of a telescope are brought into alignment.

Conjunction. A conjunction occurs whenever two or more solar system objects appear in the same small region of the sky. For example, the February, Jupiter and Mars are going to pass very close to each other from our viewpoint. At that time, they will be in conjunction.

Conjunction, Inferior. An inferior conjunction occurs when one of the inner planets (Mercury or Venus) passes between us and the sun.

Conjunction, Superior. A superior conjunction occurs when one of the inner planets (Mercury or Venus) passes on the far side of the sun from us.

Constellation. One of the 88 recognized and cataloged configurations of stars. Each constellation has a specified boundary and is used to locate certain objects in the sky. In addition, many stars are named according to their constellation (e.g. Alpha Centauri).

Coma Distortion. A property of parabolic mirrors whereby objects toward the edges of the field of view are distorted into comet-like shapes with the tails pointing away from the center of the field.

Dark Matter. Many studies of the motion of stars in galaxies indicate that there is much more matter in those galaxies than that which gives off light. That matter is referred to as "dark matter". The exact nature of the matter is still a mystery, but there are several candidates. One possibility is that the galactic halo (the region of the galaxy outside the disk) contains a number of white and brown dwarfs. Since these are massive and compact, they have been termed MACHOs (MASSIVE Compact Halo Objects). Another potential candidate is an exotic subatomic particle that does not interact with normal matter very much. These have been given the name WIMPs (Weakly Interacting Massive Particle).

Declination. The celestial coordinate that measures the angle from the celestial equator. The celestial equator is the projection of the Earth's equator on the sky. The north pole is thus at 90° and the south pole is at -90°.

Diffraction. Diffraction is a consequence of the wave nature of light. When light passes in a confined space, it interacts with the surrounding material, causing subtle distortions. For example, the X or + patterns around bright stars in photographs are called diffraction spikes and are caused by the struts that support the secondary mirror of the telescope used to take the photo. The Airy disk is a result of diffraction. Diffraction limits how sharp images in a telescope can be, with the amount of sharpness being proportional to the aperture of the telescope.

Diffraction Limited. Diffraction limited simply means that the sharpness of images obtained from an optical system are limited only by the diffraction of the telescope and not by any other factor such as poor collimation or atmospheric seeing.

Eccentricity. This is a measure of how elliptical an orbit is. A perfectly circular orbit would have an eccentricity of 0, while an object in a parabolic orbit would have an eccentricity of 1. The Earth has an eccentricity of about 0.02 while Pluto has an eccentricity of 0.17.

Eclipse. An eclipse occurs when one object moves into the shadow of another object. Usually, this is used with reference to a planet and its moon.

Ecliptic. The Ecliptic is the plane of the Earth's orbit around the sun. Most planets lie within a few degrees of the ecliptic, with Pluto being inclined the furthest at 17°.

Elongation. Elongation is defined as the angle between the sun and another object as seen from the Earth. Most objects have an elongation that ranges from 0° at conjunction through 90° at eastern quadrature to 180° at opposition, to 270° at western quadrature and back to 0°. The inner planets, however, never get more than a certain angle from the sun. They move from 0° at superior conjunction to their greatest western elongation, back to 0° at inferior conjunction, and through the greatest eastern elongation back to superior conjunction.

Ephemeris. An ephemeris is a reference manual that gives the positions of solar system objects. These are "ephemeral" because the positions change on short time scales as the planet or asteroid moves in its orbit relative to the background stars.

Epoch 2000.0. Any star atlas that you buy these days will advertise itself as being in Epoch 2000.0 coordinates. This is because the right ascension and declination of stars gradually changes. There are two reasons for this change. The first is the proper motion of the stars themselves. Naturally, this varies by how fast the star is moving and by how close it is to us. The second effect is the precession of the Earth's axis. The celestial north pole is gradually moving over time, tracing a complete circle every 24,000 years. These two effects combine to make star positions inaccurate after a while. Usually, new positions are calculated every 50 years for commercial star atlases.

Equation of Time. The Equation of Time is a result of the fact that the Earth's orbit is not circular. Since the Earth is slightly closer to the sun in December and farther away in June, the sun appears to move slightly faster in December and slower in June. This effect is called the Equation of Time. The value of the Equation of Time is never more than a few minutes, but the result is that the earliest sunset is actually after the December solstice instead of actually on that day.

Equinox. The equinoxes are those points in Earth's orbit where the sun is directly over the equator at local noon. In other words, they are the days when day and night are precisely the same length.

Focal Length. Focal length is simply the distance from an optical element that the light rays that bounce off of it or refract through it come together. The same term can also be applied to a combination of optical elements, which together can have a different focal length than any of the individual elements has.

That's all for now. I will present the remainder of the glossary next issue.



Yes, it's that time again! Time to really start thinking about all those zines you get, what you like and don't like about them – AND PUT IT INTO WRITING!

Just come up with a hundred-words-or-so review of each zine you saw regularly in 1999, then mail or e-mail them to your eager and ambitious editor and publisher: Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344, preyno@yahoo.com.

⇒ **THE DEADLINE FOR REVIEWS IS MARCH 1, 2000** ⇐

Besides detailed descriptions of zines, the Zine Register 2000 will feature articles by Diplomacy designer Allan Calhamer and longtime hobbyists John Boardman, Conrad von Metzke and Jim Burgess, who will reflect on the past, present and future of the play-by-mail Diplomacy hobby and its impact on the game itself. This also will be the first Zine Register posted on the Web!

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Standbys

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

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York **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 **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

You (if checked) for Venice in Feral Dogs.