

Notes from Hades

In the past month, there has been good news and bad news for me. The good news is that my company is more successful than ever, with no end in sight. The bad news is that because of this, I've spent the majority of the last month in Sacramento. Don't get me wrong, Sacramento is not that bad of a place. It's just that I don't really enjoy living out of a suitcase. But the work is interesting and pays very well, so I guess I can put up with it for now.

However, the success of the Sacramento contract caused a great deal of friction with an existing client. That client resented the fact that I was pulled off their project, but since they were only willing to pay one third of what the Sacramento client was willing to pay, we really didn't have too difficult a decision. Unfortunately, they threatened legal action, so the upshot of it all is that we agreed to provide me to them for 80 hours from the 24th to November 2nd. So basically, I've been working my ass off for the last week. I did make sure that I had this weekend free though, so I could get my zine out on time. And since I recently got a new HP LaserJet 4L printer, I don't have to borrow the office printer anymore, so it will be easier for me to get the games out faster. At least, it will when I'm in town. Sigh.

Anyway, considering how busy my professional life has been this last month, not much else of note has happened. I do apologise for the slow turnaround time of the flier games, but since I have my new printer, that should improve.

One final note. Pete Gaughan is gathering materials for the next issue of *Zine Register* and has put out a general call for help. So, write reviews of the zines you get and send them to him. Also, comment on this issue's discussion question: "Should DipCon be called the North American Championship, and should it use a standardized scoring system?" Until next time, ack.

This issue's deadline will be **Friday, December 3.**

Current GamesMachiavelli

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Flier Games

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Game Openings

"Anubis" New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley, Andy Lewis(pd.), Ron Johnson (pd.), and Bill Scharf (pd.). Need 2 more. I'll wait on this until I get at least one more.

"Doghouse" Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis(pd.), Dave Anderson(pd.), Shaun Johnston, and Bob Robles. Need 4 more.

"Prairie Dog" Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler. Need 3 more. This will be a barroom brawl. Note that despite the fact that the particular showdown has only five sides, it has seven characters. If I get one more player, I'll go ahead and run it, with each player playing one side in the conflict.

"Fenris Wolf" History of the World. The game fee is \$5.00. Have Dave Anderson, Kevin Kinsel, Shaun Johnston, and Caleb Cousins. Need 2 more.

Game fees can always be deducted from your subscription balance, at your request.

Wish List

Outpost is a game of industrial growth and exploitation to be run in the zine. Each player plays the part of the commander of a new colony on a newly discovered world. Players upgrade their production and capabilities while competing for limited resources. Have Sean Cousins, Bill Scharf, and Kevin Kinsel. Need 5 more players.

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson and Sean Cousins. Need 4 more.

Mustangs is a game of WWII dogfights. The game would be run by flier. Currently have Eddie Campisano and Chris Hurley. Need two more.

Stellar Conquest is a game of interstellar exploration and colonization. I have a substantial set of variants that I plan to use for this one, some of which I have come up with myself, based on a prior experiment running this by mail. The game will be a fog-of-war style game run by flier. Have Dave Anderson and Bob Robles. Need 2 more.

Note that a subscription to S.O.B. is not required to play in a game run by flier.

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
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Whittier, CA 90604
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Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

The Gates of Hades / MGN# O/B/8/ABC/1**More End of Game Statements****Kevin Kinsel, Milan:**

1454 - 1455: The Archduke's forces ally with France to overthrow Austria. While only partially successful, Milan also makes inroads versus the Pope and Florence with Venetian help.

1456: The fateful year. France viciously betrays the homeland while signing treaty papers with Naples. The Archduke's popularity tumbles...

early 1457: Chaos in Austria and Venice, but the Archduke is paralyzed. The country cries out for a successor as the French capture the capital.

late 1457: From an obscure northern province a political movement is formed. It's leader, gaining country-wide popularity assumes the mantle of leadership and promises glory and power.... This individual becomes named only as "the E.C."

early 1458: The E.C. flexes some political muscles early and cements an alliance with the new regime of Venice. To France, promises of a cease-fire gain room for insidious maneuver....

late 1458: E.C.'s army strikes into France. Territory that the French coveted become part of the Coyote's expanding kingdom.

1459-1460: Again, E.C. promises honor with the French. But even the people want more...much more.... Meanwhile E.C. continues to allay the fears of his Venetian friend. The demilitarization widens noticeably over northern Italy. Gaining assistance from Florence and Naples, E.C.'s forces grab more French territory -- pushing France further back.... An old Austrian outpost is taken in the Tyrol.... reparation begins for the

1460-61: "Stab of Venice." The Milanese people are now in a feeding frenzy under E.C.'s engorging dictatorship. Trent, more of France and then the entire country of Austria fall into Milan's grasp. E.C. takes a walk on the beaches of Carniola....

Spring 1462: The news of pathetic Neapolitan victories elsewhere are reported to the Coyote in his field HQ, but the "insidious" plans on....

Postscript: Somewhere in an obscure northern village in Italy, a withered excuse of an existence wanders the countryside selling Amway and claiming dukedom to an unbelieving populace....

Mastiff / MGN# O/B/8/ABC/2**End of Game Statements***Game Summary*

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	4	4	4	5	6	6	6	7
Flo	3	3	4	6	6	7	7	7	8
Fra	4	5	6	7	8	8	9	9	8
Mil	3	3	2	1	0	0	0	0	0
Nap	4	4	4	4	2	2	3	3	5
Pap	4	4	4	4	5	5	4	4	3
Tur	3	3	3	3	4	3	3	0	0
Ven	4	4	4	6	6	8	9	10	11

Coun	1457			1458		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus	5	7	9	11	11	12
Flo	8	9	10	10	11	9
Fra	9	8	5	3	2	3
Mil	0	0	0	0	0	0
Nap	3	4	4	3	3	3
Pap	3	1	1	1	0	0
Tur	0	0	0	0	0	0
Ven	14	14	14	15	15	17

Pack of Curs / MGN# O/B/8/ABCG/1**Summer 1456****Deadline/Fall 1456 12/3 Friday**

In a bold stroke, Milan and Austria combine to eliminate Venice. Austria continues to advance as well against the undermanned French regime. The assassins find more work as the leaders of Florence and Naples are past due on their debts. The Pope makes some ground against the Florentine republic in chaos, while the Turks fails to take advantage of the rebellion in Durazzo to retake it.

Players

Austria:	Shaun Johnston	2nd	9.000
Florence:	Bob Robles	3rd	7.000
France:	Steve Koehler	4th	5.500
Milan:	Dave Anderson (out, Sum 1455)	6th	2.333
Naples:	Jack McHugh (drop, Sum 1455), Kevin Kinsel	4th	5.500
Papacy:	Brian Lewis (drop, Fal 1455), Steve Sulzby (drop, Sum 1456), Gary Pomeroy (out, Sum 1458)	6th	2.333
Turks:	Vicki Joubert (drop, Fal 1454), Ron Johnson (out, Sum 1456)	6th	2.333
Venice:	BILL SCHARF	1ST	10.000

Statements

Chris Hassler, GM: This was a good game. Aside from the persistent problems with the Papacy, the level of play was pretty consistent. Austria and France got off to an early lead by dismantling Milan while Florence slowly grabbed up all of the neutral areas he could. Venice started out quietly, but quickly developed into an unstoppable juggernaut. By that time, Austria and France were too busy fighting each other to offer any resistance and Florence was occupied with his attack on the Papacy. Naples was the only one in a position to do anything to stop Venice, and he was too weak to make a difference, so he settled with helping him out and insuring his survival.

More statements in later issues...

Retreats

Austria A2 retreats to garrison
Florence A3 retreats OTB (NRR)

Expenditures

Austria spends 18 ducats to buy Venice F1
Austria spends 18 ducats to buy Venice A3
Florence is unable to repay his debt and is assassinated. Rebellions occur in Lucca, Bologna, Sienna, Perugia, Spoleto, and Ancona.

Expenditures (cont.)

Milan borrows 10 ducats from the moneylenders for 1 year. (12 ducats due Summer 1457)

Milan gives 23 ducats to Austria.

Naples is unable to pay back his debt and is assassinated. Rebellions occur in Aquila, Otranto, Tunis, Messina, and Durazzo.

Venice repays 3 ducats to the moneylenders.

Orders

- AUSTRIA: A1 Friuli to VENICE
- (Johnson) A2 Treviso to PADUA
- A3 Croatia to DALMATIA
- A4 Swiss to AVIGNON
- A5 (EM) Tyrolea to TURIN
- A6 Hungary to AUSTRIA
- F1 VENICE LAGOON transports A1
- G1 TREVISO converts to A7
- FLORENCE: A1 Bologna holds (DISLODGED, retreat Ferrara, Pistoia, Lucca, Modena, OTB)
- (Koehler) A2 ANCONA holds
- A4 PERUGIA holds
- A5 (EM) SIENNA holds
- FRANCE: A2 Turin holds (DISLODGED, retreat Swiss, Como, Pavia, Montferrat, Savoy, Saluzzo, Provence, OTB)
- (Anderson) F2 EASTERN GULF OF LYON holds
- MILAN: A2 Pavia to MILAN
- (Scharf) A3 Parma to MANTUA
- NAPLES: A1 NAPLES holds
- (Lewis) A2 DURAZZO holds
- F1 PALERMO holds
- F2 TUNIS holds
- F3 BARI holds
- PAPACY: A3 ROME holds
- (Robles) A4 FLORENCE supports F1
- F1 Romagna to BOLOGNA
- TURKS: NMR/CD F1 ALBANIA holds
- (Johnston?)
- VENICE: A1 Vicenza to TARENT
- (Pomeroy) A2 Padua to VICENZA
- A3 Treviso beseiges (nsu)
- F1 RAGUSA to Albania
- F2 Venice Lagoon to Upper Adriatic (nsu)

OUT!

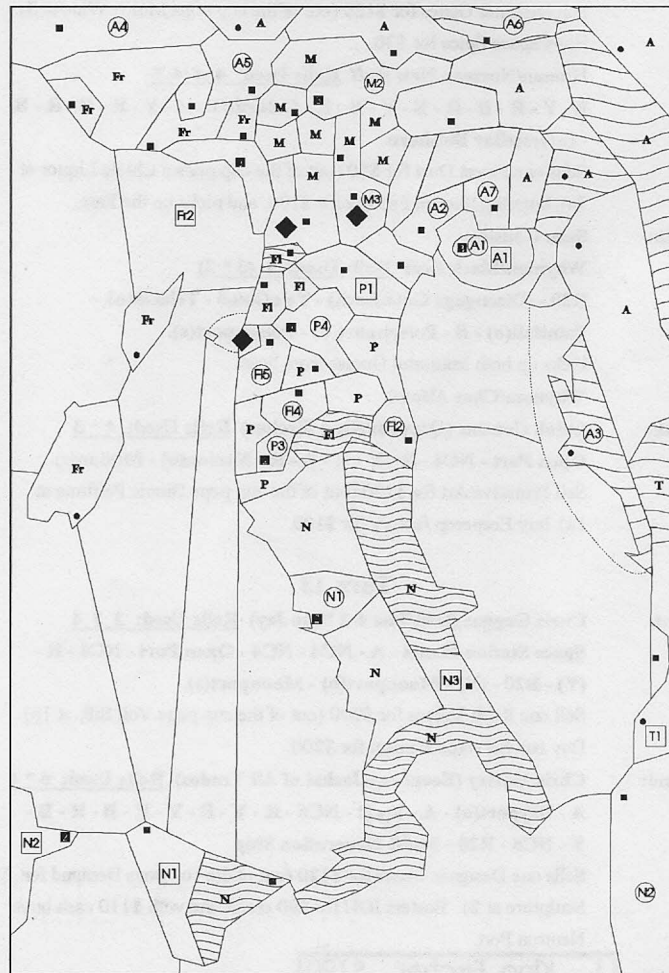
Notes

Since Venice has lost his home cities, he has been eliminated. Also, since Florence and Naples have been assassinated by the moneylenders, they cannot borrow from them anymore. The rebellion in Bologna has been liberated. The rebellions in Sienna, Perugia, Ancona, Tunis, and Durazzo have been put down.

Press

Pope - Florence: This will teach me to beggar my neighbor.

Cerberus - Pope: Not as much as it will teach him not to pay his debts. **"Pack of Curs"**



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison

Machiavelli Stock Exchange

Turn 8

Notes

The concession to Ron Johnson has passed, so there is really no point in playing this turn out. Congratulations to Ron. I am applying the \$6.00 credit toward your subscription.

Dingo's Delight

Turns 12 and 13

Deadline Turns 14 and 15: 12/3 Friday

The Players

Turn 12

1st: **Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 3 3 Remains at Space Station Planet.**

Buy one Rock Videos for \$120. Move the Fare to the hull.

S.O.B.

- 2nd:** Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 4 * 4
Desolation Landing(s) - Desolation Landing(o) - B - ? (It's the Relic Spy Eye).
Stops and picks up relic.
- 3rd:** Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 3 6 6
Asteroid City East - B20 - R - Airhome(o) - Y - B - R - A - Y10 - R - A - TeleGate 5 - TeleGate 3 - R - B - NC3.
- 4th:** Andy York
Human/Dr. Pepper 2-4-10 Rolls Used: 4 4 6
Y30 - NC4 - Multi-Generation Ship.
Sell Designer Genes for \$120 (out of the cup pops Mulch Wine at 3).
Buys Space Spice for \$30.
Human/Norman New Ruff Rolls Used: 4 4 4 5
B - Y - R - B - R - B - Y - B - R - Galactic Base - Y - R - B - R - B - Interstellar Bioshere.
Sells one Finest Dust for \$50 (out of the cup pops a Chicle Liquor at 7a), buys the Shenna Factory for \$100, and picks up the Fare.
- 5th:** Sean Cousins
Whynom/Black Bear Rolls Used: 1 (3 * 2)
R20 - (Disengage Gate Lock) - TeleGate5 - TeleGate3 - Paintfall(o) - B - Poisonport(o) - Poisonport(s).
Picks up both Immortal Grease from base.
Whynom/Chez Alfond
- 6th:** Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3
Open Port - NC4 - R - Y - R - A - R - Minion(o) - Minion(s).
Sell Primitive Art for \$160 (out of the cup pops Bionic Perfume at 1a), buy Eepeeep factory for \$100.

Turn 13

- 1st:** Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 3 3 4
Space Station Planet - A - NC4 - NC4 - Open Port - NC4 - R - (Y) - B20 - (Y) - Moonport(o) - Moonport(s).
Sell one Rock Videos for \$200 (out of the cup pops Voll Silk at 1b).
Buy one Servomechanism for \$200.
- 2nd:** Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 6 * 4
A - Dryport(o) - A - Y - R - NC6 - R - Y - B - Y - R - B - R - B - Y - NC6 - R20 - Multi-Generation Ship
Sells one Designer Genes for \$120 (out of the cup pops Demand for Sculpture at 2). Barter IOU for \$90 credit and with \$110 cash buys Neutron Port.

- 3rd:** Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 3 4 6
NC6 - Open Port - NC6 - A - Wet Landing(o) - Wet Landing(s).
Sell Living Toys for \$180 (out of the cup pops Chicle Liquor at 7a).
Agent buys a Transport.
- 4th:** Andy York
Human/Norman New Ruff Rolls Used: 2 3 3 5
Interstellar Bioshere- B - R - B - R - Y - Galactic Base.
Drops off Fare for \$140 (out of the cup pops Demand for Pelts at 6).
Picks up Fare.
Human/Dr. Pepper 2-4-10 Rolls Used: 4 4 6
Remains at Multi-Generation Ship.
Buys Graw Factory for \$200. Buys Glorious Junk for \$100 (receives \$50 commission).
- 5th:** Sean Cousins
Whynom/Black Bear Rolls Used: 4 (5 * 2)
Poisonport(s) - Poisonport(o) - R - B - Y - B - R - B - Y - R20 - Terror Station(o) - Terror Station(s).
Sell 2 Immortal Grease for \$100 each (out of the cup pops Demand for Grease at 9a and Demand for Dust at 5), buys two Impossible Furniture for \$220.
Whynom/Chez Alfond
No activity.
- 6th:** Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3
Minion(s).
Sell Rock Videos for \$200 (out of the cup pops Finest Dust at 4a).
Buy Pedegree Bolts for \$100 (gets \$50 commission), Servo-Mechanism for \$200, and a Red Drive for \$120.

Notes

The following question has been posed: Can a base buy a factory (or space port)? The answer is that a base can buy anything that a ship can buy. The only thing it cannot do is take aboard Fares or move.

Press

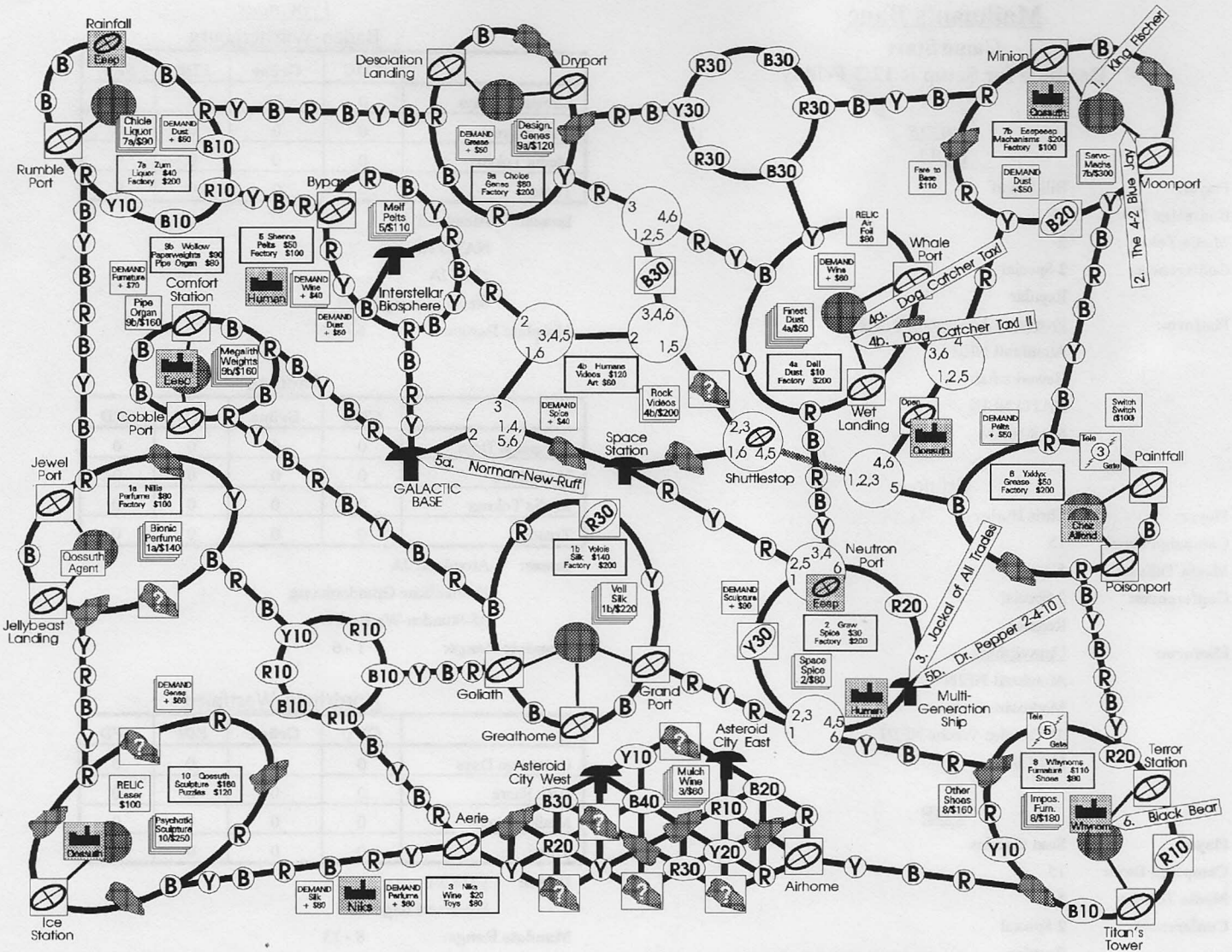
Dog Catcher Taxi - Black Bear: Thanks for totally messing up my plans with that dang base!
4-2 Blue Jay - All: With die rolls like these, who needs enemies?

1. King Fischer \$190 Torch Scout 14: 4 // 15: 4 (times 3) Hold1 Hold2 Hull		
Pedegree Bolts 7b/\$200	Servo-Mech. 7b/\$300	500
	Red Drive (\$120)	100
Human \$100	Shield (\$60)	
Qossuth \$200	Eepeeep \$100	Relic Auto Pilot (\$80)

2. The 4-2 Blue Jay \$170 Scow Clipper 14: 1 2 5 6 // 15: 1 2 3 4 (Use 3) Hold1 Hold2 Hull		
Servo-Mech. 7b/\$300	Rock Videos 4b/\$200	Relic Yellow Drive (\$80)
	FARE 2 to 10 \$120	

3. Jackal of All Trades \$26 Rocket Scout 14: 1 5 // 15: 3 5 (Use 1 x 4) Hold1 Hold2 Hull		
Design'r Genes 9a/\$120	Wallow \$100	Rainfall \$200
	Neutron Port \$200	Shield (\$60)
		Spy Eye (\$80)

4a. Dog Catcher Taxi \$5 Sports Scout 14: 3 4 6 6 // 15: 3 4 5 5 (Use 3) Hold1 Hold2 Hull		
Finest Dust 4a/\$50	Niks \$200	Mulligan Gear (\$120)
		500
		Relic Shield (\$60)



4b. Dog Catcher Taxi II
Transport

14: 1 1 3 5 // 15: 2 4 6 6 (Use 3)

Hold1	Hold2	Hold3	Hull

5a. Norman-New-Ruff \$60
Clipper

14: 1 1 3 6 // 15: 2 4 4 5

Hold1	Hold2	Hull

Fare to 9a \$110	Voll Silk 1b/\$220
Graw \$200	Shenna \$100

5b. Dr. Pepper 2-4-10
Transport

14: 2 3 6 // 15: 2 4 6

Hold1	Hold2	Hold3	Hull
Space Spice 2/\$80	Glorious Junk 2/\$200		Shield (\$60)

6a. Black Bear \$40
Fast Scout

14: 3 3 // 15: 1 3 (Double 1)

Hold1	Hold2	Hull
Impossible Furniture 8/\$180	Impossible Furniture 8/\$180	Gate Lock (\$100)
Whynom \$100		Shield (\$60)

6b. Chez Alford Base

Hold1	Hold2	Hold3	Hull
Hold4	Hold5	Hold6	Hold7

Sand Dog

Turn 10 Nexus - Bidding

Players

Atreides: Sean Cousins
Bene Gesserit: Andy Lewis
Emperor: Ken Goldstien
Fremen: Bill Scharf
Guild: Chris Hurley
Harkonnens: Tom Swider

Nexus

The Atreides and Bene Gesserit renew their alliance.
 The Bene Gesserit use the Truthtrance to ask the Guild if they have any poison weapons. The answer is yes.

Spice Blow (cont.)

8 spice in the Minor Erg
 Worm in the Great Flat (3 Harkonnen tokens and 4 spice destroyed)
 10 spice in the South Mesa

Bidding

Atreides: 1 token
Bene Gesserit: 2 tokens, 2 spice paid
Emperor: 3 tokens (1 Elite Sadaukar), 4 spice paid
Fremen: 3 tokens (1 Fedaykin)
Guild: 1 token
Harkonnens: 3 tokens, 2 spice paid

Shipping

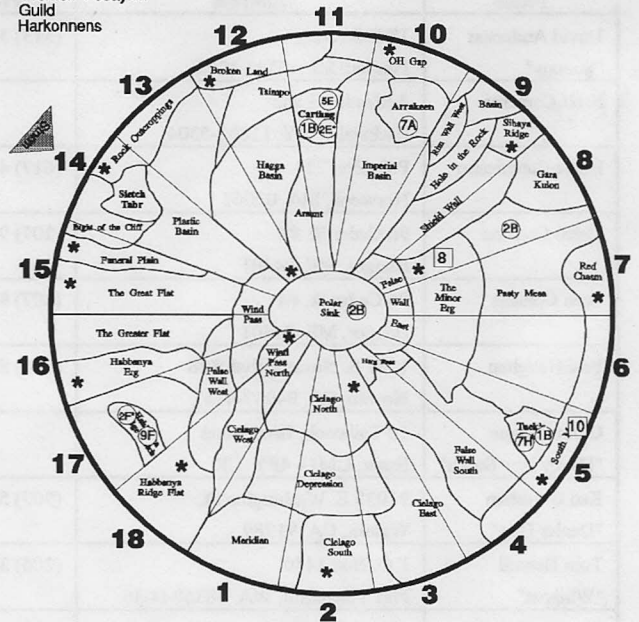
CHOAM Charity recipients: Bene Gesserit and Harkonnens
 6 cards are up for bid. All players are eligible

Final Positions

Atreides: 13 tokens off-planet, 7 tokens Arrakeen
Bene Gesserit: 2 tokens Pasty Mesa, 2 tokens Polar Sink, 1 token Carthag, 1 token Tuek's Sietch, 3 tokens off-planet, 10 tokens in the tanks.

Emperor: 13 tokens (3 Elite Sadaukar) in the tanks, 7 tokens (2 Elite Sadaukar) in Carthag
Fremen: 8 tokens in the tanks, 1 Fedaykin in the Southern Hemisphere, 11 tokens (2 Fedaykin) Habbanya Ridge Sietch
Guild: 2 tokens in the tanks, 18 tokens off-planet
Harkonnens: 7 tokens Tuek's Sietch, 12 tokens in the tanks, 1 token off-planet

Key
 ○ Tokens
 □ Spice
 A Atreides
 B Bene Gesserit
 E Emperor
 S Elite Sadaukar
 F Fremen Fedaykin
 G Guild
 H Harkonnens



Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
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 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.

S.O.B.

- 14. Treasuries are open to inspection only during income calculation and the Winter campaign.
- 15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
- 16. 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.
- 17. 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.
- 18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
- 19. 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.

20. 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. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.

21. 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.

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

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Standbys

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

- Machiavelli:** Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann
- Dune:** Steve Koehler
- New World:** Steve Koehler
- Merchant of Venus:** None
- Machiavelli Stock Exchange:** Steve Koehler
- Die Macher:** Tom Swider

Standby Calls

None this issue!

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