

Notes from Hades

The last few weeks have been very hectic. In addition to the fact that I am currently working in San Jose during the week, my wife and I have also been trying to get a considerable amount of work done on our yard. You see, one of the terms we agreed upon when we bought the house was that all areas visible from the street would be landscaped within six months of the time we moved in. The association is not obsessive about enforcing this rule, but we wanted to get it done just the same. So, we have spent the last several weekends (and she has spent considerable time during the week when I am away) working on the yard. This involves digging trenches and running pipe for the irrigation system, carting around topsoil and fertilizer, digging holes and planting plants. We finally got the front done last weekend, so we can relax and take care of the back at a somewhat more leisurely pace.

This issue sees the completion of three games and the start of two more. Lupine is over with an unsurprising victory for Andy Lewis, Dogstar completes with an equally unsurprising victory for Kevin Wilson, and Andy Lewis manages to squeak out a surprise victory in Coyote. Congratulations to both of them on their victories. We also have the start of Rover, the Liftoff! game, and Dog Days, the History of the World game this issue. Several other games are close to being filled, and with the additional space that the completed games have given me, I will be starting more up soon.

One last item. One of you (and you know who you are) faxed orders at 11:00 p.m. in defiance of my request below. This woke my wife out of a sound sleep, and it took her another hour before she was able to get back to sleep. The intended effect to get the orders in to me faster did not work, since I am up here in San Jose and thus did not get the orders until the following day. The most prominent side effect was to annoy both of us. Therefore, I am instituting the following policy: **any orders phoned or faxed to me after 10:00 p.m. Pacific Time will be discarded.** No exceptions. Since I have generally stopped working on the zine for the night by then, it will not get your game done any faster, and if I have already finished your game, the orders are too late anyway.

This issue's deadline to **Tuesday, March 28 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.

Contents

Howling at the Moon	Letter Column	Page 2
Feral Dogs	Machiavelli	Page 2
Citizen Dog	Machiavelli	Page 3
New Tricks	Machiavelli	Page 5
Dogpaddle	History of the World	Page 6
Lupine	Die Macher	Page 6
Sun Dog	SolarQuest	Page 6
Dogstar	Outpost	Page 8
Kennel Club	Age of Renaissance	Page 8
Coyote	New World	Page 10

Contents (cont.)

Dirty Dogs	Kremlin
Page 10	
Doggin' It	Silverton
Rover	LIFTOFF! GAMESTART
Dog Days	HISTORY OF THE WORLD GAMESTART
Trivia Quiz	Page 13
Pedagogy	Page Error: Reference source not found

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.

Rover. Liftoff! Have Andy York, Bill Scharf, Phil Reynolds, Dennis Cain, and Joe Carl. **This game starts this issue!**

Dog Days. History of the World. This game will start when Dogpaddle ends. Have Andy Lewis, Chris Geggus, Kevin Wilson, Phil Reynolds, Ward Narhi, and Caleb Cousins. **This game starts this issue!**

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.

Feris. 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. **This game will start next issue with whomever is signed up then.**

Wish List

Outpost. This will again be the Expert rules version. Have Sara Reichert, Andy York, Phil Reynolds, and Andy Lewis. Will take up to 6 more.

New World. This game will start after Coyote ends. Have Phil Reynolds and Andy Lewis. Will take 4 more.

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

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

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

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

Andy York

What's up on the west coast? Things are going along normally here, though it has been a tad chilly the last few days (dipping below freezing). No snow, as of yet!

Of course, you can add me to the Outpost opening list!

I've seen a couple of the Hubble pictures since it has been placed on-line again. I really liked the shot of the Eskimo Nebula! I'm hoping to make that the "trademark" of my unit on our agency intranet.

Thanks for the glossery of astronomy terms. I'll definitely keep it handy!

[The Hubble site is one of my favorites. I have been downloading most of the pictures, and in the case of the Heritage pictures, they get printed out on photo paper, framed, and hung on the wall of my game room. I've accumulated quite a collection so far.]

Ward Narhi

I keep lobbying for training out in CA but my company doesn't like the idea for some reason. Things have settled down nicely after the holidays. It seemed my

home life and work life became a little too hectic for a while there. Now I can finally take some time to catch up.

I know my track record for non-Machiavelli games has not been all that great but I have been getting better organized lately. I ordered Merchant of Venus from Amazon.com (\$15) so I could play it in the zine sometime soon. I am tempted to place it up on Ebay since it is selling there for \$25-\$40 but will pass on becoming a games procurer. I also got Circus Maximus for \$7. We got a group of 8 together the other day and played a game which proved quite fun. Any chance that will be offered in SOB?

[I would consider it if I owned the game. Right now, I don't feel like getting into a tangle of looking for games online, either. I do like the game, however, and will probably run it eventually. I have no idea when that eventually will be, however. I do know that Paul Bolduc has run it in the past in his zine Boris the Spider. You might want to contact him to see when he is likely to offer it again.]

Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Spring 1462

Deadline/Summer 1462 3/28 Tuesday

A change in leadership brings a change in strategy as Venice abandons his attack on Naples. Naples, with the pressure now off, is looking able to reclaim his homeland. Milan loses his newly won acquisition, along with the army holding it, while the naval concentration of France and the Turks continues to build in the seas off Sicily. The Pope continues to play his waiting game, while Austria continues to be stuck in his corner.

Fall 1461 Retreats

Turks retreat F Palermo to garrison
Venice retreats A Verona to Friuli

Winter 1462 Builds

		Treas	Cost	Rem
Aus	Maintains all, no new builds	10	9	1
Fra	Maintains all, buys F Marseilles	38	27	11
Mil	Maintains all, no new builds	27	21	6
Nap	Maintains all, builds G Naples	12	12	0
Pap	Maintains all, no new builds	39	18	21
Tur	Maintains all, builds F Durazzo	20	15	5
Ven	Maintains all but A Aquila, builds A Padua, F Venice	31	30	1

Orders

Austria A AUSTRIA supports A Carinthia
A CARINTHIA supports A Slavonia to Carniola
A SLAVONIA to Carniola

France A TYROLEA holds (u)
F Marseilles to GULF OF LIONS
F GENOA supports F Ligurian Sea
F LIGURIAN SEA supports Milan A Lucca
F TYRRHENIAN SEA supports Naples A Naples (nso)
F TUNIS to WESTERN MEDITERRANEAN
F CENTRAL MEDITERRANEAN supports F Gulf of Naples to Messina
F PALERMO supports F Gulf of Naples to Messina (cut)
F GULF OF NAPLES to MESSINA

Orders (cont.)

Milan A MILAN supports Austrian A Carinthia
A Verona to Ferrara (DESTROYED)
A MANTUA supports A Verona to Ferrara
A BERGAMO to Vernoa
A TRENTO supports A Bergamo to Vernoa
A LUCCA supports A Modena
A MODENA supports A Lucca

Naples A NAPLES to AQUILA
F CAPUA supports G Naples convert to A
G NAPLES convert to A
G BARI converts to F

Papacy A PISA supports F Piombino to Sienna
A PISTOIA supports A Bologna
A BOLOGNA holds
A ROME holds
F PIOMBINO to SIENNA
F ANCONA hold

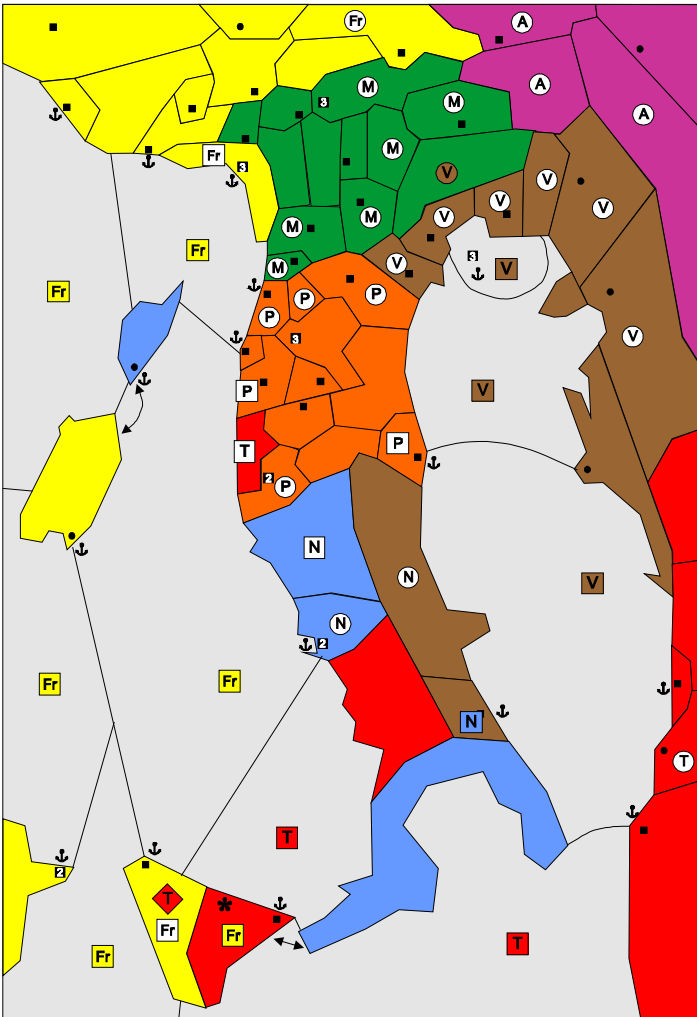
Turks A Herzegovina to ALBANIA
F DURAZZO to IONIAN SEA
F MESSINA supports F Durazzo to Ionian Sea (cut, DISLODGED, retreat Otranto, garrison, OTB)
F SALERNO to GULF OF NAPLES
F PATRIMONY to Rome
G PALERMO convert to F

Orders (cont.)

Venice

- A Bari to FERRARA
- A PADUA supports A Bari to Ferrara
- A Ferrara to VERONA
- A TREVISO supports A Ferrara to Verona
- A FRIULI supports A Ferrara to Verona
- A CARNIOLA supports A Friuli (cut)
- A CROATIA supports A Carniola
- F LOWER ADRIATIC transports A Bari to Ferrara
- F UPPER ADRIATIC transports A Bari to Ferrara
- F VENICE supports A Friuli

"Feral Dogs"



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

Notes

We have a new Venetian player, as you will no doubt gather from the press below. Naturally, names are withheld until after the game, to protect the guilty.

Press

Austria – Milan: Congratulations to your conquest of VER. I shall support an attack of yours on FRI, if you want.

France – Papacy: Have Venetian NMR's convinced you to join the side of good?

France – Venice: I miss your press...offensive insults aren't the same without you...come back Shane, come baaacckk!

Milan – Austria: If I am in Verona yet, I can support you in Friuli.

Milan – Pope: If at all possible, I need your support in Ferrara, or for my move A Verona - Ferrara, unless you have some other suggestions.

Milan – France: I suggest no belligerence with the Pope, so I could dedicate to Venice and you two to your southern neighbours.

Naples – France: Any requests? I want to see the Turkish dog crushed.

Naples – Papacy: You still owe me. How about supporting my A Nap - Aqu next turn?

Pope – France: I did miss the fact that there was black press aimed at destroying our alliance. Thanks for alerting me to that possibility. I also noticed it again this time. Oddly Venice NMR'd so I suspect it is someone else up to the foul deed.

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?

New Venice – All: If this harebrained convoy to Ferrara appears in the adjudication, then you know there's a new Venetian in town -- and that means some new outlooks, as follows....

New Venice – Papacy: If we don't stick together and actively support each other, the northern flood of France-Milan-Austria is going to sweep over us. Nobody but me is keeping them in check right now, and if someone else doesn't support my cuase, this game will be over and they will be the victors. Throw in with them and you will extend your life only momentarily. Throw in with me and we can hold them off, at the very least, and perhaps turn the tide if we get the backing of others. We need to hold our current line of armies from Ferrara to Pisa. Support yourself and me to hold if nothing else, or take a shot to push back Milan, as long as it doesn't open you up to a fatal counterblow.

New Venice – Turks: We need to stick together if France is to be stopped. I'll move my fleets around the boot once I get my A Bari redeployed. I suggest your A Herz move south for a future convoy, but don't block your ports to keep you from building much-needed fleets!

New Venice – Naples: I see no reason to fight you when I have more pressing concerns in the north. If your garrison in Bari hasn't converted to an army this turn, please consider converting it to a fleet and lending a hand in turning back the onslaught of French fleets headed your way.

New Venice – Austria, France, and Milan: Although I am always open to a change in strategy, right now I see you guys as my biggest threat, and so I will act accordingly. If you think having a new Venetian player who is open-minded and experienced might make you want to try something different than what you're doing, then mull it over and do the right thing.

Citizen Dog

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

Deadline for Fall 1458: 3/28 Tuesday

Naples presses the attack against Florence while France and Austria still circle around Milan. Venice maneuvers for position.

Spring 1458 Retreats

France retreats A Savoy to Provence
 Milan retreats A Carinthia to Verona

Summer 1458 Plague

Poor year – Column Only: Friuli, Sienna, Albania (Venetian F destroyed),
 Modena, Parma (Milan A destroyed), Urbino, Pistoia (Florence A destroyed)

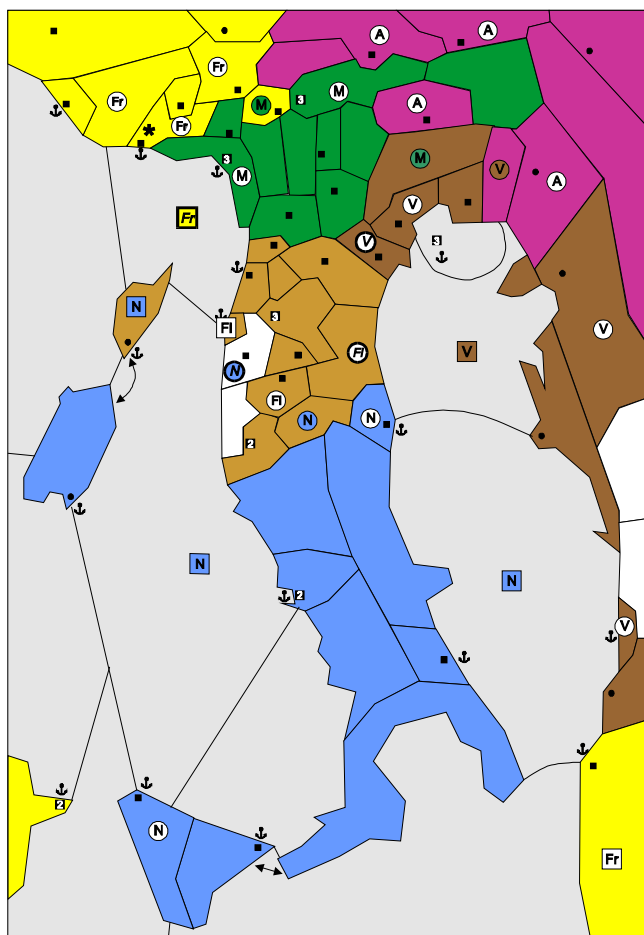
Orders

AUSTRIA A Austria to TYROLEA
 (Robles) A Slavonia to CARNIOLA
 A Trent holds
 A Carinthia to AUSTRIA
 FLORENCE A (EM) Bologna to URBINO
 (Wilson) A Rome to PERUGIA
 F Ligurian Sea to PIOMBINO
 FRANCE A PROVENCE supports A Montferrat to Savoy
 (Scott) A TURIN supports A Montferrat to Savoy
 A Montferrat to SAVOY
F DURAZZO to Albania
 F (EM) Gulf of Lions to LIGURIAN SEA

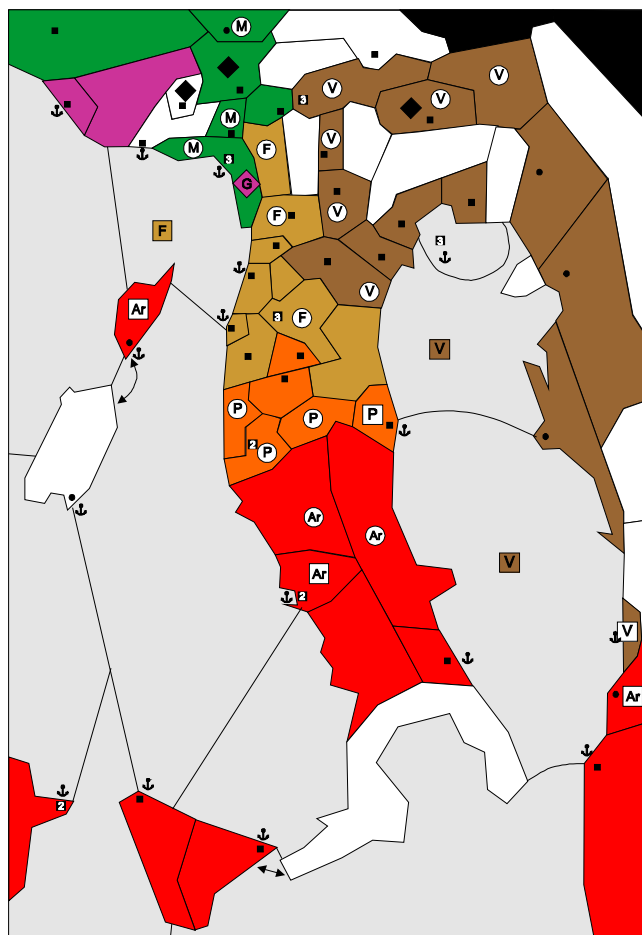
Orders (cont.)

MILAN A Bergamo to MILAN
 (Giovine) A VERONA to Trent
 A Fornova to PAVIA
A Savoy supports A Genoa (cut, DISLODGED, retreat Saluzzo, garrison, OTB)
 A GENOA supports A Savoy
 NAPLES A (EM) Naples to SIENNA
 (McConnell) A PALERMO holds
 A Aquila to SPOLETO
 A ANCONA supports A Aquila to Spoleto
 F TYRRHENIAN SEA transports A Naples to Sienna
 F Sardinia to CORSICA
 F Ionian Sea to LOWER ADRIATIC
 VENICE A (EM) FERRARA holds
 (Grib) A RAGUSA to Albania
 A Dalmatia to CROATIA
 A Treviso to FRIULI
A PADUA to Verona
 F Venice to UPPER ADRIATIC

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 Fall 1255

Deadline for Winter-Spring 1256: 3/28 Tuesday

Venice is the big winner this year, as much of the Milan's territory falls into his hands. Milan and Florence are busy mopping up Genoa, while Aragon and the Pope square off.

Orders

ARAGON A CAPUA supports A Aquila to Spoleto (cut)
(Whyte) A AQUILA to Spoleto
F CORSICA holds
F NAPLES supports A Capua
F DURAZZO to ALBANIA

FLORENCE A Modena to FORNOVA
(Robles) A FLORENCE holds
A PISA to MODENA
F LIGURIAN SEA transports A Pisa to Modena

GENOA A Genoa holds (DISLODGED, retreats to garrison)
(Scott)

MILAN A SAVOY to GENOA
(Street) A MONTFERRAT supports A SAVOY to Genoa
A SWISS to Tyrolea

PAPACY A SPOLETO supports A Rome to Capua
(Narhi) A ROME to Capua
A PATRIMONY to Rome
F ANCONA supports Venetian F Dalmatia to Lower Adriatic

VENICE A CARINTHIA to Tyrolea
(Reynolds) A Verona to TRENT
A Trent to MILAN
A CREMONA supports A Trent to Milan
A MANTUA supports A Bologna
A BOLOGNA supports A Mantua
F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic
F Dalmatia to LOWER ADRIATIC
F Lower Adriatic to RAGUSA

Press

Milan – Venice: A pox on you! And plague and famine too!

Milan – World: There's nothing like a couple of natural disasters to tell you who your real enemies are!

Pope – Venice: I think the Aragon is starting to sweat.

Pope – Milan: You are in a world of hurt!

Pope – Aragon: Trust is like glass, once broken it hurts you a hell of a lot trying to put it back together.

Venice – Papacy: I did, but it's not who you thought!

Venice – Milan: Ahh, free housing for my troops. Thanks!

Venice – Genoa: Good news and bad news. Sorry, but politics makes strange bedfellows.

Venice – Florence: That's a step in the right direction.

Venice – Aragon: I've got the Lower Adriatic – and I intend to hold it.

Spring 1256 Famine

Good Year – No famine!

Spring 1256 Income

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

Provinces

ARA Corsica, Capua, Aquila, Naples, Bari, Albania, Durazzo, Palermo, Messina, Tunis (10)

FLO Fornova, Modena, Lucca, Pisa, Pistoia, Florence, Urbino, Sienna, Piombino (9)

GEN Marseilles, Provence (2)

MIL Avignon, Swiss, Turin, Pavia, Montferrat, Genoa (6)

PAP Arezzo, Perugia, Patrimony, Rome, Spoleto, Ancona (6)

VEN Milan, Trent, Carinthia, Cremona, Mantua, Bologna, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa (13)

Seas

FLO Ligurian Sea (1)

VEN Venice, Upper Adriatic, Lower Adriatic (3)

Cities

ARA Corsica, Naples (2), Bari, Albania, Durazzo, Palermo, Messina, Tunis (2) (10)

FLO Modena, Lucca, Pisa, Florence (3), Sienna, Piombino (8)

GEN Marseilles, Genoa (3) (4)

MIL Avignon, Swiss, Pavia, Montferrat (4)

PAP Arezzo, Perugia, Rome (2), Ancona (5)

VEN Milan (3), Cremona, Mantua, Bologna, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Venice (3) (16)

Totals

Variable income die roll was 3.

	Var.	Prov.	Seas	Cities	Gross	Treas.	Total
ARA	3	10	0	10	23	0	23
FLO	3	9	1	8	21	1	22
GEN	2	2	0	4	8	0	8
MIL	3	6	0	4	13	2	15
PAP	3	6	0	5	14	4	18
VEN	3	13	3	16	35	0	35

Game Summary

	1253	1254	1255	1256
Aragon:	3	4	5	8
Avignon:	4	4	0	0
Florence:	3	4	5	6
Genoa:	3	3	3	2
Milan:	3	4	5	4
Papacy:	3	5	4	4
Venice:	3	6	9	12

Dogpaddle**End of Game Statements**

Andy Lewis So much has gone on since this game started that it's hard to remember my strategy. I do remember that I tried to whenever possible insure that I stayed near the beginning of selecting empires each turn. This gave me the ability to at least look at one empire and maybe pass if it was too much in the same area. This game is definitely about spreading out so I wanted to insure that as much as possible. I must say thanks to all my opponents for such a hard fought game. I never thought that I'd pull it out. Thanks to Chris for running

this. There's definitely a lot of effort in working the conditional orders in this one. I really appreciate the opportunity to play a game that's fun which I don't get to play in person.

Dennis Cain. After getting Persia AND Arabs AND Spain, I just knew I would get the United States. I was hoping to get I&A on turn 6. As a result of having the big guys early, I used my cards and had nothing left for the end game.

Lupine**Turn 7 Opinion Polls and Campaign Results****End of Game Statements due: 3/28 Tuesday**Opinion Polls

SPD wins it at 10,600 DM and buys 1. Does not publish the results.

Campaign ResultsSchleswig-Holstein

FDP turns in 4 campaign days for 24 vote share (maxed out at 50).

Grüne turns in 10 campaign days for 10 vote share.

SPD turns in 10 campaign days for 60 vote share (maxed out at 50)

CDU turns in 10 campaign days for 5 vote share.

The **FDP/SPD** coalition wins with an overall majority. Each moves a media token into Bonn. None of the issues moved up change the overall opinions in Bonn.

FDP gains 4 party bases, **Grüne** gains 1, **SPD** gains 4, and **CDU** gains 3.

Campaign Results

FDP has $(10 + 3) * 50 = 650$ votes in Bonn

Grüne has $(6 + 2) * 18 = 144$ votes in Bonn

SPD has $(10 + 3) * 50 = 650$ votes in Bonn

CDU has $(5 + 1) * 5 = 30$ votes in Bonn

Federal Election

FDP has $(30 + 40 + 47) * 1920 = 224,640$ federal votes

Grüne has $(0 + 10 + 18) * 603 = 16,884$ federal votes

SPD has $(40 + 40 + 47) * 2876 = 365,252$ federal votes

CDU has $(10 + 30 + 29) * 913 = 62,997$ federal votes

SPD wins in a landslide

The PartiesCDU

Player: Caleb Cousins

Platform: Freugeutliche

Grundordnung

§218 NEIN

NATO NEIN

Steuersenkung JA

35-Stunden Woche JA

Grüne

Player: Brad Martin

Platform: Umweltshutz

§218 JA

Atomkraft NEIN

Steuersenkung JA

NATO NEIN

FDP

Player: Andy York

Platform: Marktwirtschaft

35-Stunden-Woche JA

NATO NEIN

Steuersenkung NEIN

Atomkraft JA

SPD

Player: Andy Lewis

Platform: Gewerkschaft

35-Stunden-Woche JA

Steuersenkung NEIN

§218 JA

Atomkraft JA

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	3	4
Party Bases	29	18	47	47
Votes	913	603	1920	2876

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

Final Standings

SPD 365,252 federal votes

FDP 224,640 federal votes

CDU 62,997 federal votes

Grüne 16,884 federal votes

Sun Dog

Turns 46.3 to 48.3

Turns 49.1 to 51.1 due: 3/28 Tuesday

Turn 46

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

Turn 47

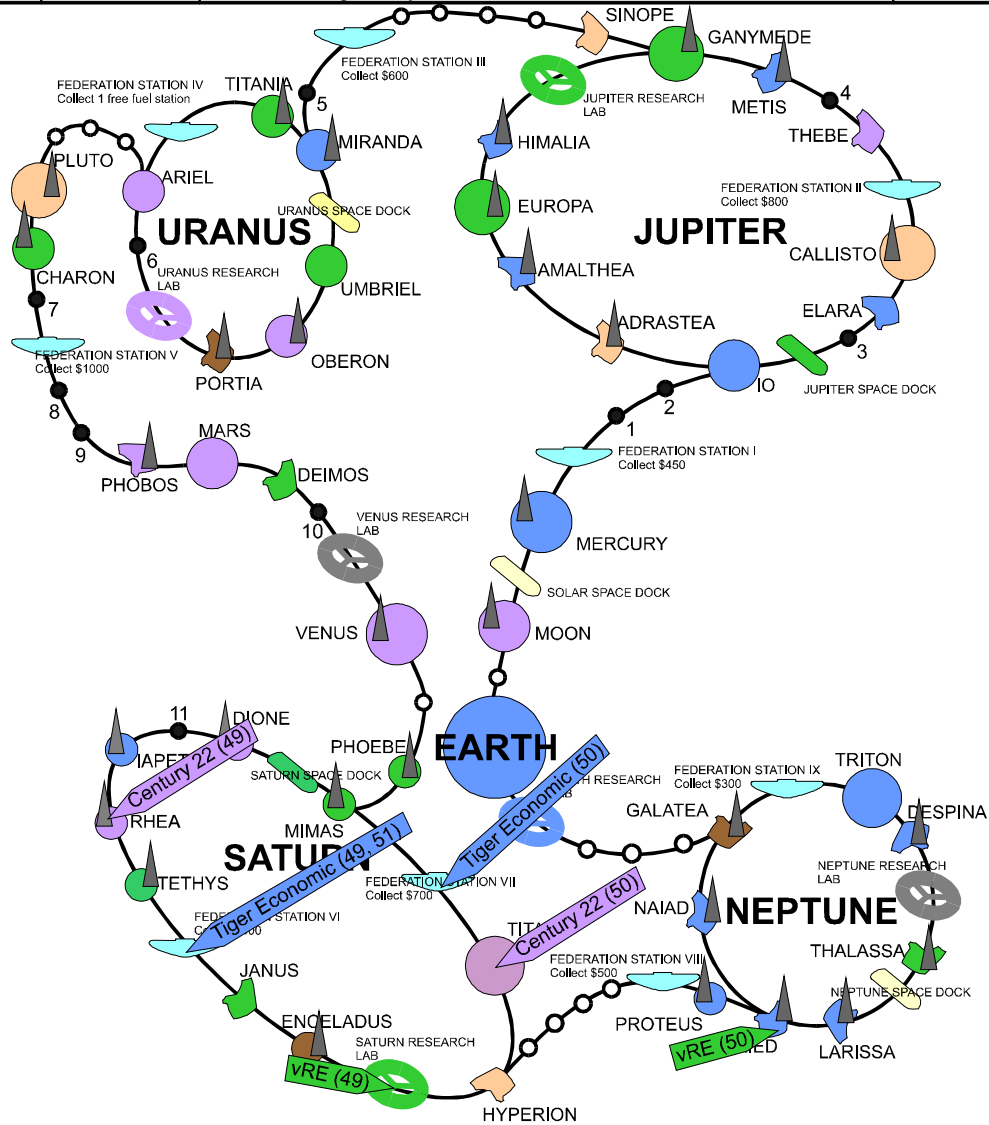
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Mars	5, 6	Iapetus	11 fuel used, buys for \$295, places fuel station, refuels to full
Century 22	Saturn Space Dock	4, 5	Saturn Research Lab	Pays \$150 to vRE
vRE	Rhea	2, 3	Saturn Research Lab	5 fuel used

Turn 48

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Iapetus	5, 6	Saturn Space Dock	11 fuel used, pays \$120 to vRE
Century 22	Saturn Research Lab	1, 2	Federation Station VII	Gains \$700, buys 1 fuel station for \$500
vRE	Saturn Research Lab	1, 4	Saturn Space Dock	Refuels to full

The Players (After Turn 48.3)

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, Amalthea, Iapetus	2	14	7150
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione	3	21	4335
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	25	1705



S.O.B.

Turn 49

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Saturn Space Dock	1, 5	Federation Station VI	Gains \$400, may purchase additional fuel stations
Century 22	Federation Station VII	2, 4	Rhea	Refuels to full
vRE	Saturn Space Dock	3, 6	Saturn Research Lab	

Turn 50

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	3, 3	Federation Station VII	\$100 gained, \$700 gained, may purchase additional fuel stations
Century 22	Rhea	1, 6	Titan	7 fuel used, buys Titan for \$350
vRE	Saturn Research Lab	3, 5	Neried	\$1150 rent owed to TE

Turn 51

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VII	3, 5	Federation Station VI	Gains \$400, may purchase additional fuel stations

Dogstar**Turn 15****End of Game Statements due: 3/28 Tuesday**

Heavenly Bodies Development Company III (Wilson) opens the bid on a Planetary Cruiser at 160 and gets it for 170 (Or3, Wa5, Wa7, Wa9, Ti7, Re9, Re11, Re11, Re12, Re14, Re14, Re15, Mi18, RO35). He transfers a population factor from an ore factory to man it.

The Mystery Machine (Lewis) opens the bidding on a Planetary Cruiser at 160 and gets it (Wa5, Wa7, Wa7, MTi, Mi15, Mi17, OM30, OM35). Buys a population factor for 5 (Or5)

BarterTown III (York) opens the bidding on a Planetary Cruiser at 164 gets it (MWa, MTi, Re10, Mi17, Mi18, MO45). Moves a population factor from an ore factory to man it.

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on Ecoplants at 30 and gets it for 48 (Wa8, MWa, Ti10). Buys 2 research factories (Re13, Re13, Re13, OM25) and 4 population factors (Mi16, Mi18)

ID (Scharf) buys 3 titanium factories (Ti9, Ti11, MWa, MO40) and 4 robots (MTi)

Australis (Martin) opens the bidding on an Outpost at 100 and 2112 Corporation gets it for 109 (MWa, MTi, HE discount, Ec discounts). Buys 4 titanium factories (Wa5, Wa6, Wa6, Ti9, Ti13, MTi) and 4 population factors (Or3, Wa7, OM30)

2112 Corporation (Cain) buys three population factors (Or4, Re12)

Dark Matter Mining Corp. (Eisenhut) opens the bidding on a Laboratory at 80 and gets it (Wa8, Wa9, MWa, Re11, Re12, DL discount). Buys a research factory (OM35) and 2 robots (Or3, Or3, Re14).

Basset Base Beta (Koehler) passes

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, PC	76
2	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou, Ec, SS, SS, PC	64
3	BarterTown III	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, 2OL, Sc, Ou, MB, PC	62
4	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, Wa, 2OL, La, Ou, 2Ec, SS	58
5	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, 2Wa, Ro, MB	54
6	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, Ec, Ou, SS	48
7	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	DL, HE, 2Ec, No, Sc, Ro, Ou	42
8	DMMC	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, ReF, ReF	Wa, DL, 2Sc, Ro, No, La, SS	39
9	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, Wa, Ro	25

We have a winner! Congratulations to Kevin Wilson.

Kennel Club

Turn 7 Phases 4 – 6

Turn 7 Phase 7 and Turn 8 Phases 1 – 3 due: 3/28 Tuesday

Phase 4 – Purchase or Pass

Hamburg buys Ocean Navigation (T) for \$30 (\$40 credit for Christopher Columbus, \$10 credit for Institutional Research, and \$40 credit for other Exploration advances), New World (U) for \$70 (\$40 credit for Christopher Columbus, \$10 credit for Institutional Research, and \$40 credit for other Exploration advances), Interest & Profit (L) for \$40 (\$10 credit for Institutional Research, \$30 credit for other Commerce advances), and Cosmopolitan (Y) for \$70 (\$40 credit from Bartolome de las Casas, \$40 credit from other Civics advances). Pays \$3 for stabilization. Misery is reduced to 100.

London buys Improved Agriculture (K) for \$30 (\$20 credit for other Commerce advances, misery decreased to 300). Pays \$1 for stabilization.

Venice buys Institutional Research (X) for \$90 (\$10 credit from other Civics) and Patronage (E) for \$10 (\$20 credit from other Religion advances, misery increases to 150). Pays \$3 for stabilization.

Genoa buys Cathedral (H) for \$80 (\$40 credit for other Religion advances, misery increases to 300), Overland East (R) for \$10 (\$10 credit for Institutional Research), Nationalism (W) for \$30 (\$30 credit from other Civics), and Urban Ascendancy (V) for free (\$30 credit from other Civics). Pays \$3 for stabilization.

Barcelona buys a ship upgrade for \$10, Cosmopolitan (Y) for \$80 (\$40 credit from Bartolome de las Casas, \$30 credit from other Civics), and Improved Agriculture (K) for \$30 (\$20 credit from other Commerce advances, misery reduced to 125). Pays \$3 for stabilization. Misery reduced to 90.

Paris buys a ship upgrade for \$10. Pays \$3 for stabilization. Turn 7, Phase 1 – Card Draw

Hamburg does not buy off a surplus

Phase 5 – Expansion

Hamburg expands to India (5).

London expands to Bergen (2), Edinburgh (1), Waterford (1), York (2), Portsmouth (4), London (4), and buys _____ (3).

Venice expands to North America (6), Budapest (5, DR = 4, 4, 1; wins), Kaffa (2, DR = 5, 3, 1; wins), Kiev (4, DR = 3, 6, 1; wins), Venice (3)

Genoa expands to Grenoble (4, Cathedral victory), Constantinople (5, Cathedral victory), Chester (4, DR = 1, 1, 6; loses), Chester (4, DR = 4, 3, 5; loses), Stockholm (6, DR = 4, 4, 4; loses).

Barcelona expands to Iceland (1), Chester (2), Angora (3, DR = 1, 5, 4; wins), Smyrna (3, DR = 3, 2, 5; loses), Smyrna (3, DR = 3, 1, 2; loses), Smyrna (3, DR = 5, 2, 6; loses), Smyrna (3, DR = 3, 6, 2; wins), Fez (3, DR = 5, 3, 5; loses), Fez (3, DR = 1, 5, 2; wins), Bordeaux (5, Cathedral victory)

Paris expands to Konigsberg (1), Shetland (1), Armagh (1), Wales (1), Cornwall (1), Iceland (5, Cathedral loss), Portsmouth (7, DR = 5, 3, 4; loses), Chester (6, DR = 6, 6, 5; wins), York (5, DR = 2, 3, 3; loses)

London receives the bonus card of _____

Phase 3 – Income

Hamburg gains \$6 from Interest & Profit.

Hamburg (Martin) gains \$93

London (Scharf) gains \$57

Venice (Cain) gains \$111

Genoa (C. Cousins) gains \$99

Barcelona (Koehler) gains \$111

Paris (Burgdorf) gains \$51

Hamburg reduces misery to 90 and **Venice** reduces misery to 125

Shortage of grain (Barcelona gains _____) and

Shortage of spice (Venice gains _____)

Turn 8, Phase 1 – Card Draw

Your card is _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	125	0	\$133		16	O-2	A, B, E, F, I, N, O, R, S, T, U, V, X
Steve Koehler	Barcelona	90	0	\$125		16	O-2	A, B, E, F, H, I, J, K, N, O, R, S, T, V, W, Y
Brad Martin	Hamburg	90	0	\$105		13	O-1	A, B, C, E, F, I, J, K, L, N, O, R, S, T, U, V, X, Y
Martin Burgdorf	Paris	400	0	\$53		6	8	A, E, F, I, N, R, V, W
Caleb Cousins	Genoa	300	0	\$102		14	10	A, B, E, F, H, I, N, O, R, S, V, W, X
Bill Scharf	London	300	0	\$93		7	4	A, E, F, I, J, K, 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)	--	--	5	4	--	--
Timber (4)	2	--	2	1	2	--
Grain (5)	2	--	4	1	1	--
Cloth (6)	2	2	2	--	1	--
Wine (7)	1	2	1	1	1	--

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Metal (8)	--	4	--	--	1	2
Fur (9)	2	--	1	--	1	--
Silk (10)	--	--	2	--	4	--
Spice (11)	1	2	2	--	2	--
Gold (12)	2	--	--	--	3	--
Ivory (12)	1	1	1	--	--	--

Shortage, Surplus

Your Cards: _____

Press

London – Paris: You gave me the Black Death?!? I must be doing a lot better than I though!

London – Barcelona/Hamburg: I had thought you guys were way ahead of me...try not to be too envious of my success.

Coyote

Turn 9

End of Game Statements due: 3/28 Tuesday

Planning

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

English maintains 4 ships (\$16), buys 2 ships (\$24) and 8 soldiers (\$80) for \$120.

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

Portuguese maintains 3 ships (\$12), buys 3 ships (\$36) and 4 soldiers (\$40) for \$88.

Spanish maintains 4 ships (\$16), buys 2 ships (\$24) and 5 soldiers (\$50) for \$90.

Swedes maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

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

English Move to U. Dice: 3, 4, 5, 5. No losses.

French Move to D. Dice: 4, 4, 4. No losses, drops off 2 colonists. Move to C. Dice: 3, 6. No losses.

Portuguese Move to K. Dice: 1, 4, 6. Loses 1 ship (including 1 colonist and 1 soldier) plus an additional soldier.

Spanish Move to J. Dice: 2, 5, 6, 6. No losses.

Swedes Move to Y. Dice: 1, 2, 2, 3, 4. Loses 1 soldier.

Mining

Spain mine 1 gold bar in J (mine depletes), English mine 1 gold bar in M.

Exploration

French find a mine in D, Dutch find a mine in O.

Land Movement

Spanish move 1 gold bar to fleet, 1 soldier from L to J (raids), 4 colonists and 5 soldiers from anchorage dot to J.

English moves 1 gold bar in U to fleet, 1 gold bar in M to anchorage dot, 4 colonists and 8 soldiers from anchorage dot to U.

Swedes move 4 colonists and 1 soldier from G to F (it's a climate 4 area with 3 natives), 2 colonists and 1 soldier from H to G, 1 colonist from K to G, and 4 colonists and 3 soldiers from anchorage dot to Y.

French moves 2 colonists from anchorage dot to D and 2 colonists and 4 soldiers from anchorage dot to C. 1 soldier in C prospects and 1 colonist in D mines.

Dutch move 12 colonists and 4 soldiers from O to Q, 3 soldiers from S to V, and 4 colonists and 6 soldiers from anchorage dot to Z (It's a climate 3 area with 1 native).

Portuguese move 2 colonists from U to T, 5 colonists and 2 soldiers from R to T, and 3 colonists and 2 soldiers from anchorage dot to K.

Combat

Swedes attack the **Portuguese** in K. **Portuguese** lose 2 soldiers and 3 colonists.

Native Combat

Dutch: 3 natives V, 1 native and 1 soldier in Z.

Native Uprisings

Climate is a 6. Uprisings in F (no losses) and T (2 colonists lost).

Survival

Climate is a 4. **French** lose 1 colonist and 1 soldier in C and 1 soldier in D.

Swedes lose 1 soldier in Y. **Spanish** lose 1 colonist each in J and L. **Dutch** lose 1 colonist each in Q and S, 2 soldiers in V, and 1 soldier in Z. **English** lose 1 colonist in M. **Portuguese** lose 1 colonist in K.

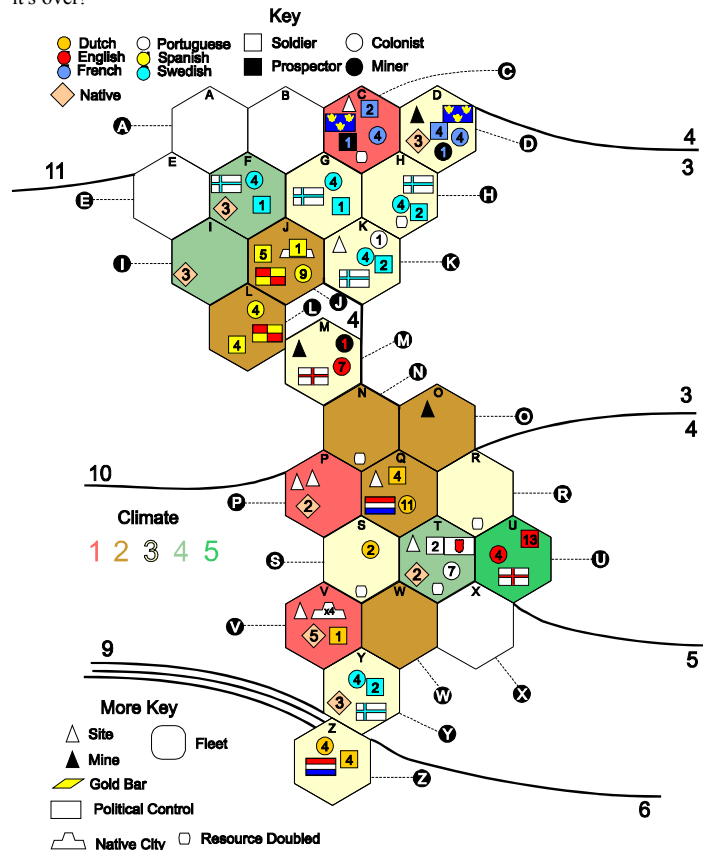
Political Control

French gain political control in C and D, **Swedes** gain political control in F and Y, **English** gain political control of U. **Portuguese** lose political control of R and gain political control of T, **Dutch** lose political control of O and gain political control of Q and Z.

With that, the Swedes have gained 5 political controls, and victory. Congratulations to Andy Lewis on his narrow victory.

Press

French to Portuguese: In the immortal words of Lenny Kravitz: It ain't over 'til it's over!



Players

Dutch	Bob Robles	English	Brad Martin
French	Martin Burgdorf	Portuguese	Brendan Whyte
Spanish	Kevin Wilson	Swedish	Andy Lewis

Dirty Dogs

Turn 6, Influence Declaration

Turn 7 due: 3/28 Tuesday

The California Connection declares 2 IP on Ludmila Padina (S)

Reform Expansionists draws 2 cards

Party Urging Rigorous Government Efficiencies declares 2 IP on Tigran Zenjarplan (Q)

Socialist Team of Reformed Tyranny declares 1 on Tigran Zenjarplan (Q) and 2 on Sergei Eaststumuch (M)

Society of Old Depraved Socialists draws 2 cards

Trotskyite Internationalists declare 1 on Diwan Palavarian (G) and 1 on Ludmila Patina (S)

Your card draw was: _____

Press

STORK – All: Whoever controls KGB must try to purge Goferbok as he can win this turn.

SODS – ALL BUT TI: We have to throw everything we can against TI or the game will be over. I will attempt a purge, trial or Intrigue Card play if I am able. Hope you will do the same. We cannot let this Sharflatan win!

SODS – TI: I'm clenching my fists and stomping my feet as hard as I can!

Politburo

Office	Politician	Condition	Influence
Party Chief	Alexei Goferbok (C)	80 ?	2 (SODS), 3 (TI)
KGB Head	Tigran Zenjarplan (Q)	69, weakness position	4 (PURGE), 4 (RE), 5 (STORK)
Foreign	Eduard Boremtodev (K)	76 + ?, strength position	1 (RE), 2 (SODS)
Defense	Sergei Eaststumuch (M)	69, strength	1 (TCC), 1

Office	Politician	Condition	Influence
		position	(STORK)
Ideology	Diwan Palavarian (G)	70, weakness position	1 (TI)
Industry	Oleg Satin (O)	62	
Economy	Iwan Manjak (P)	61, strength position	
Sport	Ludmila Patina (S)	58	2 (TCC), 1 (TI)

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 7, Phases IV-VII, Turn 8, Phases I-III

Turn 8, Phases IV-VII, Turn 9, Phases I-III due: 3/28 Tuesday

Turn 7

Construction and Operation

Red (Scharf) gains \$1950 in passenger revenue.

Green (Whyte) operates claim #15 (\$150, ½ silver), gains \$650 in passenger revenue, delivers 2 silver to Denver for \$8000.

Brown (Carl) passes

Gray (Cain) operates claim #1 (\$300, 1 gold)

Gold (Bolduc) operates claim #44 (\$100, 3 coal), delivers 3 coal to Salt Lake City for \$1200, gains \$100 from passenger revenue.

Blue (Martin) operates claim #38 (\$150, 2 lumber) and #66 (\$200, 3 coal), delivers 13 coal from #66 to Denver for \$5200 and 2 lumber from #38 to Denver for \$1200.

Turn 8

Move Prospectors and Surveyors

Red (Scharf) surveys Q to BB, prospects claim #17.

Green (Whyte) surveys Denver to Boulder, prospects passenger line #8.

Brown (Carl) passes

Gray (Cain) passes

Gold (Bolduc) surveys JJ to Marysvale, prospects claim #2

Blue (Martin) surveys K to South Fork, prospects passenger line #6

Dispute Resolution

No disputes. Red pays \$900, Green pays \$2050, Gold pays \$1100, and Blue pays \$2150.

Notes

The current turn is a winter turn. All purple track is shut down due to snow.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$13250	S+1, P
Brendan Whyte	Green	Denver	\$6600	S, P+1
Joe Carl	Brown	Pueblo	\$250	S+1, P
Dennis Cain	Gray	Salt Lake City	\$7300	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$3450	S+1, P
Brad Martin	Blue	Santa Fe	\$4350	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	N	Silver	\$250
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	0	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	1	Gold	\$300
44	Scofield	Gold	N	Coal	\$100
2	Marysvale	Gold	N	Gold	\$200
66	Trinidad	Blue	13	Coal	\$200
67	Trinidad	Blue	4	Coal	\$150
9	Silverton	Blue	0.25	Gold	\$250
38	Taos	Blue	2	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	
8	B	Denver – Aspen	\$650	Green	
6	A	Pueblo – Santa Fe	\$600	Blue	

Available Claims

#	City	Type	Claim	Operation
30	Steamboat Springs	Lumber	\$400	\$200
8	Fairplay	Gold	\$500	\$250
60	Durango	Coal	\$300	\$100
49	Hiawatha	Coal	\$300	\$100
23	Ouray	Silver	\$500	\$200
27	Silverton	Silver	\$300	\$150

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
12	B	Salt Lake City – Grand Jct.	\$1250	D x \$75	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
16	C	Santa Fe – Leadville	\$800	D x \$50	
1	A	Denver – Boulder	\$100	D x \$75	
18	C	Salt Lake City – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

Rover**Gamestart Announcement****1956 due: 3/28 Tuesday**1956Draw Event Cards

Andy York: Rocket Fuel Explosion: Only one launch this turn. +10MB to budget.

Joe Carl: Espionage: May increase safety factor of one program to that of the same program in another country (no effect). +7MB to budget.

Phil Reynolds: Test Failure: -25% to most advanced rocket (no effect). +5MB to budget.

Dennis Cain: Minor Problem: Pay 10MB or lose 3% on safety factor of most advanced capsule on next mission (no effect). -2MB to budget.

Bill Scharf: Diplomatic Breakthrough: Next mission must be joint mission (choose partner). +1MB to budget.

Final Positions

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
Country	?	?	?	?	?
1956 Budget	60	60	60	60	60
1957 Budget	58	67	65	61	70
Cash	60	60	60	60	60

Dog Days

Gamestart

Deadline for Epoch I Empire Selection: 3/28 Tuesday

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	?	0	0
Kevin Wilson	?	0	0
Phil Reynolds	?	0	0
Ward Narhi	?	0	0
Andy Lewis	?	0	0
Caleb Cousins	?	0	0

Initial Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

Epoch I Empire Draw

Event Cards

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue's questions:

Q1. A man 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?

A1. For five weeks in a row, the woman had given the man a dollar to buy a lottery ticket on her behalf. Feeling that her chances were nil, he kept the money. Her numbers came up on the fifth week, scooping the \$10 million jackpot. She told all her friends and neighbors that she had won.

No correct answers.

Q2. A young family went out to a fireworks display. When they got back, the parents were very sad. Why?

A2. The parents discovered that their baby son was deaf. The child reacted to the sight of fireworks but not to loud bangs of fireworks which were out of site.

No correct answers.

Q3. 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?

A3. One of the guides was a book.

No correct answers.

Q4. A yacht is found floating in the middle of the ocean and around it in the water are a dozen human corpses. Why?

A4. All of the people on the yacht went swimming. No one put a rope ladder over the side. They were unable to get back on board again.

No correct answers.

Q5. 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?

A5. The manuscript was for the book of the famous play *The Mousetrap* by Agatha Christie. She had requested that for as long as it ran as a play in London's West End, it should not be published as a novel (for fear of giving away the play's secret). Little could she have foreseen that the play would set a world record for the longest run of over 40 years' continuous performances.

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		

New Questions

Topic: Brain Teasers

1. A nobleman was very displeased when he received an expensive gift from the king. Why?

2. Benjamin Franklin was a well-educated man. Why did he deliberately misspell Philadelphia?

3. A man making over \$10 million a year drives a small car, lives in a modest house, and insists that he can't afford luxuries. Why not?

4. A man undressed to go to bed and hundreds of people lost their jobs. Why?

5. An art collector went into the art dealer, Sotheby's. He asked to have two items valued. One was an old violin and the other was an oil painting. The experts studied them for days before confirming their remarkable findings. The collector was told that the two items were an original Stradivarius and a previously unknown work by Vincent van Gogh. At first, the collector was thrilled, but later he became very dejected. Why?

Pedagoguery

This is part two of the astronomical glossary.

Focal Ratio. Focal ratio is the ratio between the focal length and the aperture of an optical system. It is usually expressed as f/x , where the x is some number, such as $f/6$. In photography, this number is commonly called the f -stop, because to create a higher f -stop, the aperture is stopped down to a narrower value.

Galactic Cluster. Galactic clusters are clusters of young stars, generally in the plane of our galaxy. Also known as open clusters.

Galaxy. A galaxy is a large collection of stars, generally composed of millions, billions, or trillions. By convention, the word is capitalized when referring to our galaxy.

Galaxy, Dwarf. A dwarf galaxy is thought to be the most common type of galaxy in the universe. Our Galaxy alone has 11 satellite galaxies, and 9 of those are dwarf galaxies. Dwarf galaxies, as their name implies, are very small, usually only a few million stars. They are so small that they generally are unable to hold onto interstellar gas and so after the first wave of supernovae go off, that pretty much ends new star formation in such a galaxy.

Globular Cluster. A globular cluster is a large cluster of stars, usually numbering from a few tens of thousands to a few hundreds of thousands. They generally are found orbiting the centers of galaxies.

Libration. Libration is the phenomenon by which slightly more than half the surface of the moon is visible from the earth. Since the moon has a slightly elliptical orbit, it is sometimes closer to the earth than at other times. When it is closer than average, it moves slightly faster in its orbit and so the eastern limb of the moon is turned a bit toward us. Conversely, when the moon is farther away than average, it moves more slowly in its orbit and so the western limb is turned slightly toward us.

Light Year. This is the distance that light travels in one year in a vacuum: About 5.88 trillion miles or 9.46 trillion kilometers.

Magnitude, Absolute. Magnitude is a measure of the brightness of a star. Absolute magnitude is how bright a star would appear if it were 10 parsecs (32.6 light years) away.

Magnitude, Apparent. Apparent magnitude is a measure of how bright stars appear. It is a logarithmic scale, with each whole number being 2.5 times fainter than the next lower number. Lower numbers are therefore brighter. The brightest star in the nighttime sky, Sirius, shines at apparent magnitude -1 , while the dimmest stars that can be seen with the unaided eye at a dark site are about 6.5.

Magnitude, Limiting. Limiting magnitude is the faintest magnitude object that can be seen with the unaided eye for given conditions. At dark sites it is generally about 6.5. In highly light-polluted sites it can be as high as 3.5.

Main Sequence Star. A main sequence star is a star during the normal, hydrogen burning part of its life cycle. It is so called because on a diagram that plots color versus luminosity (brightness), such stars appear in a line across the diagram from bright and blue to faint and red.

Nebula. A region of dust and gas in space, like the Orion Nebula, the Ring Nebula, and the Lagoon Nebula.

Neutron Star. A dead, collapsed star that consists mostly of neutrons and is only about 20 kilometers across. Neutron stars are much denser than white dwarfs, nearly as dense as atomic nuclei.

Nova. An exploding star, but one that never attains the enormous luminosity of a supernova. A nova usually arises from a double-star system in which one member is a white dwarf. The other star dumps material onto the white dwarf, and the nova occurs when this material catches nuclear fire and explodes. The explosion does not destroy either star.

Occultation. Occultation is when one object passes in front of another from our point of view. The most common occultations are of stars by asteroids.

Opposition. Opposition occurs when an object is opposite the sun in the sky.

Parsec. A standard distance of 3.26 light years. At this distance, a star would have a parallax of exactly one arc second. Parallax is a tiny shift in position of an object when viewed from different angles. In this case, the star is viewed from opposite points on the Earth's orbit.

Planetary Nebula. A planetary nebula is a bubble of gas surrounding a hot, dying star. The star is so hot that it makes the nebula glow, which allows us to see it. The star was once the core of a red giant, which ejected its outer atmosphere and created the planetary. A planetary nebula has nothing to do with a planet, but it can resemble Uranus or Neptune in a telescope, hence the misleading name.

Proper Motion. Proper motion is the apparent movement of a star, year after year, caused by the star's velocity across the line of sight. If the star's distance is known, this velocity – called the tangential velocity – can be computed. The star with the largest proper motion is Barnard's Star, whose proper motion is 10.3 arc seconds per year.

Quadrature. The position of a planet when it is 90° in front of or behind the sun. It is usually at this time that the shadows of the planet are most noticeable.

Reflector. A telescope whose primary means of focusing light is through a mirror.

Refractor. A telescope whose primary means of focusing light is through a lens.

Right Ascension. One of the celestial coordinates. It corresponds to longitude on the Earth's surface. It is measured in hours, minutes, and seconds, and there are 24 hours of right ascension in a full circle. The zero point for right ascension is the vernal equinox, where the plane of the ecliptic crosses the celestial equator.

Seeing. This is a term that refers to the stability of the Earth's atmosphere. It is measured in arc seconds and it tells you the smallest angle that can be resolved. If the upper atmosphere is very turbulent, seeing is poor.

Solstice. A solstice occurs when one pole of the Earth is inclined most closely to the sun.

Supernova. A titanic explosion that destroys a star. Type Ia supernovae are explosions of white dwarfs that receive material from a companion star and exceed the Chandrasekhar limit, whereas type Ib, Ic, and II supernovae are explosions of high-mass stars – those born with more than eight solar masses – that run out of fuel. Type Ia, Ib, and Ic supernovae have no hydrogen in their spectra, whereas type II supernovae do have hydrogen in their spectra.

Universal Time. This is the same as Greenwich Mean Time. Astronomical events are commonly cited in Universal Time, or UT.

Variable Star. A variable star is a star whose intrinsic brightness varies from time to time. The variation can be regular, such as in stars like Mira, Delta Cephei, and RR Lyrae, or irregular, such as T Tauri.

Vignetting. This is a gradual darkening toward the edges of the field of view brought on by poor optics.

White Dwarf. A small, faint, dense, dying star that has used up its nuclear fuel and is slowly fading from view. A typical white dwarf has 60% of the mass of the sun, but is a little larger than the Earth. White dwarfs are common, accounting for 10% of the stars in the Galaxy; the nearest is Sirius B, just 8.6 light years away. No white dwarf is visible to the naked eye.

Zodiac. The band of constellations that cross the ecliptic. Traditionally, there are twelve zodiacal constellations, but there are actually thirteen that fit the criteria. In addition to the traditional constellations, Ophiuchus also crosses the ecliptic.

Next issue, I will talk about how the various elements are formed.

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.**

THE
ZINE
REGISTER
2000
!!!

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!

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@juno.com (909) 899-2378
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freereserve.co.uk	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 sarareichert@aol.com	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	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@mail.dm.unipi.it	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 674 Roanoke Ave. Coyahoga Falls, OH 44221- 1242	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867 Ray.Grib@hboc.com	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.a u
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbear@rnet.com	Tom Howell "Whippet" 1101 W. 18 th St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@olympus.net (360) 417-9255	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 104547.1370@compuserve.co m	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.rr.com	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 Steve_Koehler@Prodigy.com (704) 544-2849	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 caleb_cousins@umit.maine.e du		Karl Muller 75-17 60 Place Glendale, NY 11385-6044 Pegankarl@mindspring.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 73210.3053@compuserve.com (210) 658-6066

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, 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

None this issue.