

**Notes from Hades**

**A**s most of you all probably know, I have spent since last December working up in San Jose at least 4 days a week. I've been helping Santa Clara County design and build a system that will automate the production of the agenda for the county board of supervisors meetings. Well, my involvement in the project originally was supposed to be over last May, but I allowed myself to be extended through the end of August. Now, given the substantial investment they have in my knowledge of their business process, they want me to extend further. On the plus side, they are making arrangements for me to telecommute much of the time. I will still have to travel there periodically, but I should be able to keep it to a day or two every other week or so. Naturally, the prospect is rather attractive to me. Who wouldn't want to work from home?

The Zine Register is out! I have received my copy, and with the change in publishers, the focus has changed somewhat. It is limited to North American zines offering Diplomacy or Diplomacy variants. *S.O.B.* sneaked in under the wire since Phil considers Machiavelli a Diplomacy variant (a designation I will not argue with, since it does have some merit). In any event, if you don't have a copy for yourself, you should definitely send \$2 to Phil Reynolds (his address is on the back page). Also, I would like to thank Phil, as well as Ward Narhi, Michael Lowrey, and Paul Bolduc for their kind reviews. I'll do my best to live up to their statements.

This issue's deadline to **Tuesday, September 19 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 the next Machiavelli game ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 8. This game is closed. 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, and Kevin Wilson. Will take up to 3 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.

**Hounds of Tindalos.** New World. Have Andy Lewis, Kevin Wilson, Bill Scharf, and Bob Robles. Will take 2 more.

Wish List

**Age of Renaissance.** This game will start when Kennel Club ends. Have Bob Robles, Paul Bolduc, and Caleb Cousins, will take up to 3 more.

**Kremlin.** This game will start when Dirty Dogs ends. Have Joe Carl and Kevin Wilson, will take up to 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:

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

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

**Joe Carl**

Since your last 'zine, I've been to Origins and DipCon and had a good time at both. Origins wasn't as good this year as it has been in the past. It didn't seem like there were many new game releases this year. Silverton was re-released by Mayfair, but it's clear that it's got different rules than the version you are running in this 'zine. I'd be interested in playing the Mayfair advance rules version sometime in your 'zine. Even though it is mostly a game of luck, it's still a fun game. I couldn't find Liftoff! but I have Crazy Egor's on the case looking for a copy. Hopefully he'll find a copy for me.

*[I do intend to get the Mayfair version of Silverton sometime soon. The next game of Silverton that I run will probably use those rules, since they expand on the Two Wolf version, and because that version is more readily available.]*

As for DipCon, I got creamed in all three of my games. My only satisfaction was that everyone that stabbed me ended up losing as well.

*[Better luck next year.]*

**Bob Robles**

Latest orders. How is the LA area putting up with the Democratic National Convention? How is the press coverage of the convention where you live? The SF area press has been pretty uninspiring in the coverage of either convention. Then again, the SF area press is pretty mediocre with the exception of the San Jose Mercury News (on some days) and some of the more local dailies.

*[Right now, my main source of news about the convention is the brief snippets I get on the way to and from work here in San Jose from an all-news radio*

station. *I think that both conventions are worthy of the poor press coverage they have been getting.]*

Some book reviews: First, 'The Bluest Eye' by Toni Morrison. This is her first novel (and another choice of Oprah's Book Club. I seem to be reading a lot of the books on Oprah's list lately) and demonstrates her celebrated writing skills. I read 'Tar Baby' a number of years ago and was captivated by her writing. A beautifully written novel and a book which I feel may provoke some soul seaching. My wife also read the book and felt it was beautifully written and utterly devoid of content. Second, 'Cryptonomicon' by Neal Stephenson. A massive tome from one of the heirs to William Gibson's cyberpunk throne. 918 pages including the appendix. A tad slow at the start but an ultimately well written story linking World War 2 and the present which really picks up momentum in short order. A nice blend of cryptography, hacking, geeks-in-love, conspiracies, and startup politics all set in the present time. If you've read any of Mr. Stephenson's other works, 'Snow Crash' or 'The Diamond Age', this book is for you. If you haven't read any of his works, this book will send you back to the book store to find some of his earlier works. You'll never look at your crazy ex-college roomates the same way after reading this book! Highly recommended.

### Chris Geggus

It's strange that I am actually writing this having spent part of today looking at telescopes, both modern and ancient, large and small. I took the day off work to take Andrew, my 9 year old to the National Maritime Museum at Greenwich and i also took in the Cutty Sark and the Royal Observatory. I regret to say that the Royal Observatory got the quickest visit in it's entire history as Andrew was not impressed with " boring old telescopes ". Sorry about that, I even thought of you as I was being dragged around and out of it at a fair rate of knots. I don't know if you saw it when you came over, but it did look very good - I think. I am now sitting down to write my turns absolutely exhausted. Obviously he isn't, but I guess that is age in both of its guises!

*[We weren't able to get to London when we were there. We figured we could easily spend our entire vacation in London, but we wanted to see more of the country, so we just skipped London entirely. I do eventually want to see the city at some point, however.]*

### Caleb Cousins

Congratulations to my brother Sean on his recent wedding to the former Christina Hebert.

*[Congratulations, Sean.]*

## Feral Dogs

### Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Fall 1463

#### Deadline/Winter-Spring 1464 9/19 Tuesday

*Milan and Venice continue to fight over Austria's remains, while France gives out small boons to Milan, Naples, and the Pope. The Pope's crusade against Islam leaves the Turks unlikely to survive the coming year.*

#### Summer 1463 Retreats

Venice A Carinthia retreats to Carniola

#### Orders

France : A SWISS supports Milan A Tyrolea  
A PROVENCE holds  
A TURIN holds  
F GENOA supports Milan A Modena  
F LIGURIAN SEA to Gulf of Lions  
F WESTERN MEDITERRANEAN to Gulf of Lions  
F IONIAN SEA to Durazzo  
F PALERMO supports F Messina to Ionian Sea  
F MESSINA to Ionian Sea

Milan : A TYROLEA supports A Carinthia to Austria  
A COMO supports A Tyrolea  
A MILAN to Carinthia  
A CARINTHIA to Austria  
A TRENTO supports A Milan to Carinthia  
A BERGAMO to Verona  
A MANTUA supports A Bergamo to Verona  
A MODENA supports A Mantua

Naples : A NAPLES holds  
A BARI to Otranto  
F OTRANTO to Bari  
G NAPLES support A Naples

Papacy : A PIOMBINO holds  
A BOLOGNA holds  
A ANCONA to ALBANIA  
A HERZEGOVINA supports A Ancona to Albania  
F PISA holds  
F TYRRHENIAN SEA holds  
F LOWER ADRIATIC transports A Ancona to Albania

#### Orders (cont.)

Turks : A ALBANIA supports A Durazzo (cut, DESTROYED!)  
A DURAZZO supports A Albania

Venice : A AUSTRIA supports A Carniola to Carinthia  
A HUNGARY supports A Austria  
A CARNIOLA to Carinthia  
A VERONA supports A Carniola to Carinthia (cut)  
A FRIULI supports A Verona  
A FERRARA supports A Verona  
F PADUA supports A Ferrara  
F Upper Adriatic to DALMATIA  
F RAGUSA supports Papal A Herzegovina to Albania (nso)

#### Press

**France – All:** I'm sending to ducats to Naples...he is the weakest of our group. I'm sending one each to the Papacy and Milan...just to prove that unlike Venice, I am a man of my word.

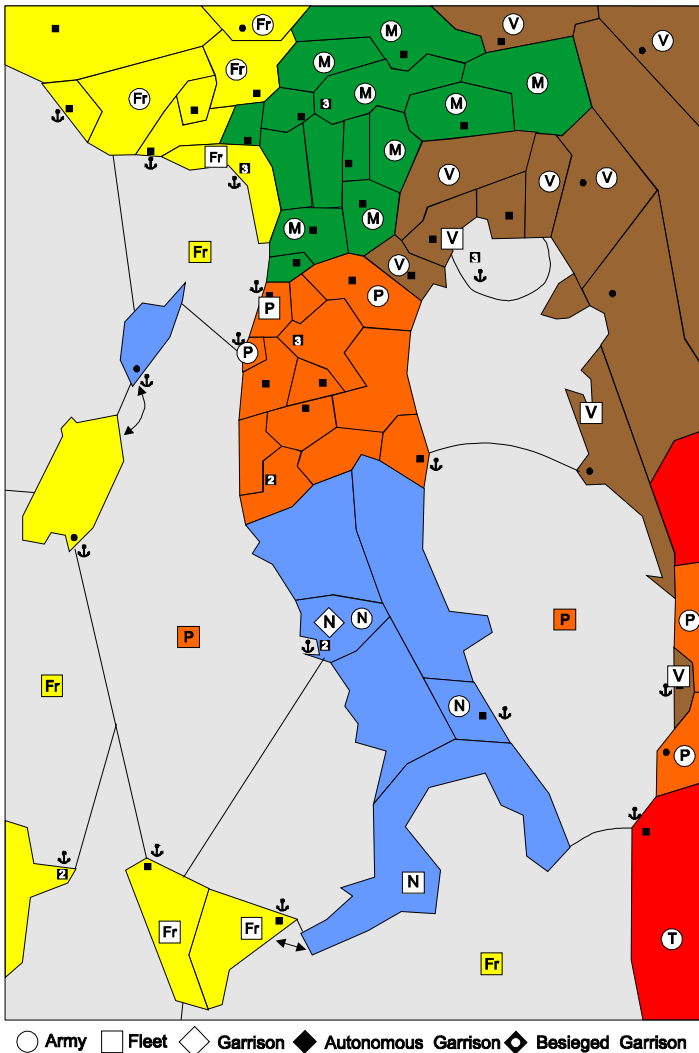
**France – Papacy:** You're in a dilemma for sure. Attacking my would get you some short term gains...but only at the cost of leaving yourself open to Venice... which he's made adequately clear, would be a BIG mistake. Right now he's holding off attacking you because he needs you off balance before launching an all out offensive...plus I think your treasury is making him nervous. Once you attack me, or others of our group...and enjoy some successes against us – is when he'll strike. You'll be fighting on two fronts and gone...but only after the side Venice is on has the upper hand...until then you're relatively safe.

**France – Milan:** I'll de-militarize our front again...you don't need my units as much as my ducats.

**Milan – France:** Now in the north I can proceed alone and I shall disband also Como, if you move away Turin; Swiss could support Tyrolea. In the middle I hope that you would help me, if necessary for an agreement Venice/Papacy; for the moment the support of Genoa is welcomed.

**Milan – Pope:** No-belligerence at all between us, for me.

**"Feral Dogs"**



**Venice – Everyone Else:** You guys are handing France a victory on a silver platter. It's sickening.

Spring 1463 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

FRA	Avignon, Swiss, Marseilles, Provence, Turin, Saluzzo, Savoy, Genoa, Sardinia, Tunis, Palermo, Messina	12
MIL	Tyrolea, Como, Montferrat, Pavia, Fornova, Modena, Lucca, Mantua, Parma, Milan, Cremona, Bergamo, Trent, Carinthia	14
NAP	Corsica, Capua, Aquila, Naples, Bari, Salerno, Otranto	7
PAP	Pisa, Pistoia, Bologna, Urbino, Florence, Sienna, Piombino, Arezzo, Patrimony, Rome, Perugia, Spoleto, Ancona, Herzegovina, Albania	15
TUR	Bosnia, Durazzo	2
VEN	Austria, Hungary, Slavonia, Ragusa, Dalmatia, Croatia, Istria, Carniola, Friuli, Verona, Treviso, Padua, Ferrara	13

Seas

FRA	Ligurian Sea, Western Mediterranean, Ionian Sea	3
PAP	Tyrrhenian Sea, Lower Adriatic	2
VEN	Venice	1

Cities

FRA	Avignon, Swiss, Marseilles, Turin, Saluzzo, Savoy, Genoa (3), Sardinia, Tunis (2), Palermo, Messina	14
MIL	Tyrolea, Montferrat, Pavia, Modena, Lucca, Mantua, Milan (3), Cremona, Trent	11
NAP	Corsica, Naples (2), Bari	4
PAP	Pisa, Bologna, Florence (3), Sienna, Piombino, Arezzo, Rome (2), Perugia, Ancona, Albania	13
TUR	Durazzo	1
VEN	Austria, Hungary, Ragusa, Dalmatia, Croatia, Carniola, Treviso, Padua, Ferrara, Venice (3)	12

Totals

Variable income die roll was 3.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
FRA	5	12	3	14	34	1	35
MIL	3	14	0	11	28	2	30
NAP	2	7	0	4	13	4	17
PAP	3	15	2	13	33	20	53
TUR	3	2	0	1	6	1	7
VEN	6	13	1	12	32	2	34

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63
Aus:	3	5	6	2	2	2	2	2	3	0
Flo	3	5	6	4	3	3	2	0	0	0
Fra	3	2	4	6	7	8	9	11	10	11
Mil	3	4	3	2	3	4	6	7	8	9
Nap	4	5	5	5	5	5	4	3	3	3
Pap	4	3	3	6	6	7	5	8	9	10
Tur	3	4	4	5	5	5	6	5	3	1
Ven	4	5	6	11	11	9	10	7	8	10

**Milan – Venice:** I don't like your presence in Austria city and Carinthia also, hence I shall continue with my action until old Austrian provinces are precisely divided between us (or as for the equivalent incomes). I think that Carinthia and Austria to me and Hungaria and Slavonia to you are a rightly balanced request.

**Milan – Papacy:** I'll support your movement from Bologna to Ferrara. If you cut support in Upper Adriatic, then you'll get in. I think it's time you dropped Venice. He's not helping you at all.

**Pope – Venice:** You are fighting France and Milan in the north. Don't you think it would be a good idea to have a friendly power on your southern flank rather than opening another front? I'm taking Alb from Turkey (fingers crossed). I'd rather not have to coordinate my front with you, as that would pit me in a war between you and France, and I don't want to get involved in that spat. Besides the long lines of communication are impossible to manage jointly. I really would appreciate you leaving the UA sometime soon.

**Pope – France:** Hopefully you cut the Turkish support in Dur. If you have and I've captured Alb, then once turkeys unit is destroyed, I'll help you take Dur.

**Venice – Papacy:** Here, take Alb. Take Dur. I don't want any squabbles with you.

**Venice – Milan:** I am fighting only to hold what was mine before you attacked last turn. I do not wish to battle you further, but I will not stand by idly if my line collapses.

**Citizen Dog****Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory  
Spring 1460****Deadline for Summer 1460: 9/19 Tuesday***Austria and Milan press the attack against France while Naples and Venice square off against each other.*Fall 1459 Errata

Naples moved successfully from Tyrrhenian Sea to Piombino. This was incorrectly listed on both the map and in the orders.

Fall 1459 Retreats

Florence retreats A Pisa OTB

France retreats A Savoy to garrison

Builds

		Treas	Cost	Rem
<b>Aus</b>	Maintains A Swiss, A Tyrolea, A Austria, and A Carinthia, no new builds	12	12	0
<b>Fra</b>	Maintains A Avignon, A Turin, A Genoa, and G Savoy, builds A (Elite Mercenary) Marseilles	20	18	2
<b>Mil</b>	Maintains all, builds G Pavia	29	27	2
<b>Nap</b>	Maintains all, builds A Palermo	30	30	0
<b>Ven</b>	Maintains all, builds F Venice, A Padua	34	30	4

Orders

AUSTRIA A SWISS supports A Tyrolea to Turin  
(Robles) A Tyrolea to TURIN  
A AUSTRIA to TYROLEA  
A CARINTHIA supports A Austria to Tyrolea

FRANCE A GENOA to Modena  
(Scott) A AVIGNON supports A Turin  
A TURIN supports A Avignon (cut, DISLODGED, retreat Saluzzo, garrison, OTB)  
A (EM) MARSEILLES to Provence  
G SAVOY converts to A

MILAN A COMO supports Austrian A Tyrolea to Turin  
(Giovine) A MILAN supports G Pavia convert to A  
A PARMA to FORNOVA  
A PAVIA to MONTFERRAT  
A MODENA to Genoa  
A (EM) SAVOY to Provence  
G GENOA supports A Modena to Genoa  
G PAVIA convert to A

NAPLES A (EM) AREZZO to URBINO  
(McConnell) A SPOLETO supports A Arezzo to Urbino  
A FLORENCE supports A Arezzo to Urbino  
A PERIGUA supports A Arezzo to Urbino  
A PALERMO holds  
F PIOMBINO to TYRRHENIAN SEA  
F LUCCA supports French A Genoa to Modena  
F IONIAN SEA to OTRANTO  
F LOWER ADRIATIC to AQUILA

VENICE A PADUA to Verona  
(Grib) A BOLOGNA holds  
A VERONA holds  
A DALMATIA to BOSNIA  
A HERZEGOVINA to RAGUSA

Orders (cont.)

F Venice to UPPER ADRIATIC

F Upper Adriatic to DALMATIA

F ALBANIA supports A Herzegovina to Ragusa

F (EM) Ancona to AQUILA

Press

**Austria – Naples:** Sorry guy. No can do at this time.

**Florence – Everyone but France and Naples:** Death to France & Naples!!

Spring 1460 Famine Losses

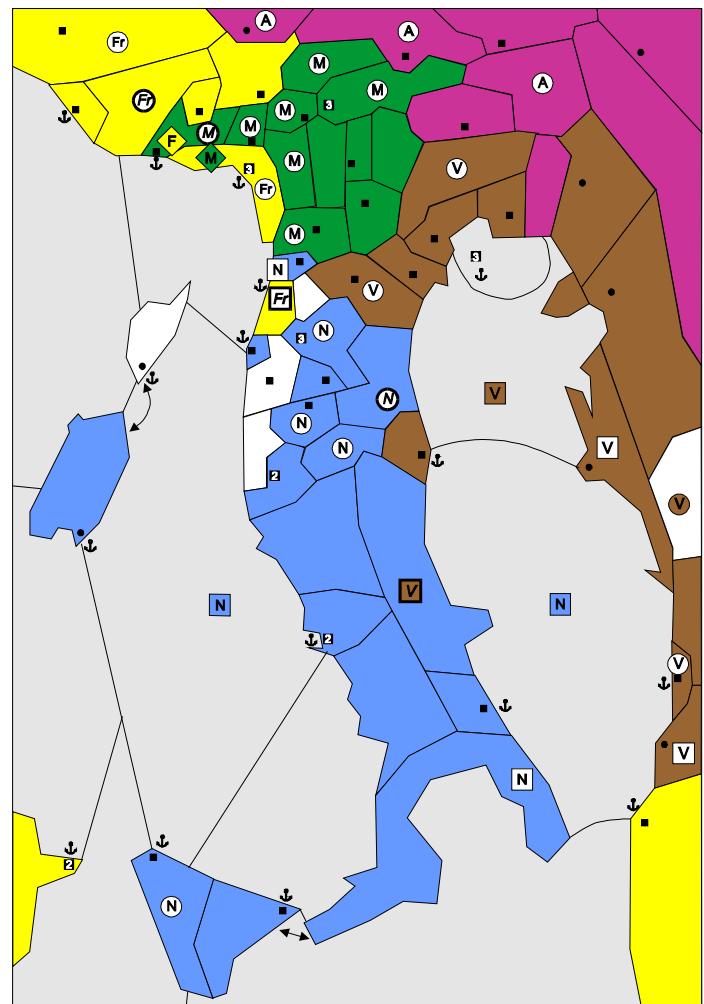
Frence A Saluzzo (if A Turin retreats there).

Summer 1460 Plague

**Poor Year – Row Only:** Turin (Austrian A, and possibly French G), Sienna, Messina, Padua (Venetian A), Austria, Ferrara

Notes

Since the French army retreating from Turin will be eliminated no matter where it ends up, don't worry about the retreat.

**Citizen Dog**

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

## New Tricks

### Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory Summer 1257

**Deadline for Fall 1257: 9/19 Tuesday**

*Things look bad for Milan as Florence joins Venice in the assault. Venice also amuses himself along Aragon's southern periphery while the Pope slowly pushes Aragon away.*

#### Spring 1257 Retreats

Aragon retreats A Perugia OTB

Milan retreats A Pavia to garrison

Venice retreats A Tyrolea to Carinthia

#### Orders

ARAGON A Spoleto to ANCONA

(Bolduc) F GULF OF NAPLES to Ionian Sea

F MESSINA supports F Gulf of Naples to Ionian Sea

FLORENCE A GENOA supports A Fornova to Montferrat

(Robles) A Saluzzo to TURIN, A Fornova to MONTFERRAT

A Pisa to PROVENCE

A Florence to URBINO

A (EM) Provence to SAVOY

F Marseilles to GULF OF LIONS

F LIGURIAN SEA transports A Pisa to Provence

F Piombino to TYRRHENIAN SEA

MILAN A Turin to PAVIA

(Street) A Tyrolea to Milan (DISLODGED, retreat Swiss, garrison, OTB)

A Savoy to Montferrat (DISLODGED, retreat Saluzzo, garrison, OTB)

G PAVIA supports A Turin to Pavia

PAPACY A Patrimony to PERUGIA

(Narhi) A ROME supports A Perugia to Spoleto

A Perugia to SPOLETO

VENICE A Pavia to COMO

(Reynolds) A MILAN supports A Carinthia to Tyrolea

A TRENTO besieges (garrison destroyed)

A Mantua to PARMA

A Ferrara to BOLOGNA

A Carinthia to TYROLEA

F UPPER ADRIATIC supports A Ferrara to Bologna

F LOWER ADRIATIC to Ionian Sea

F BARI supports F Otranto

F OTRANTO supports F Lower Adriatic to Ionian Sea

F Ionian Sea to CENTRAL MEDITERRANEAN

#### Press

**Florence – Milan:** Ah, the Hell with neutrality.

**Venice – GM:** Ouch, that plague really hurt! Gotta get my people to improve their sanitation....

**Cerberus – Venice:** Twas nothing. I've seen (and done) much worse...

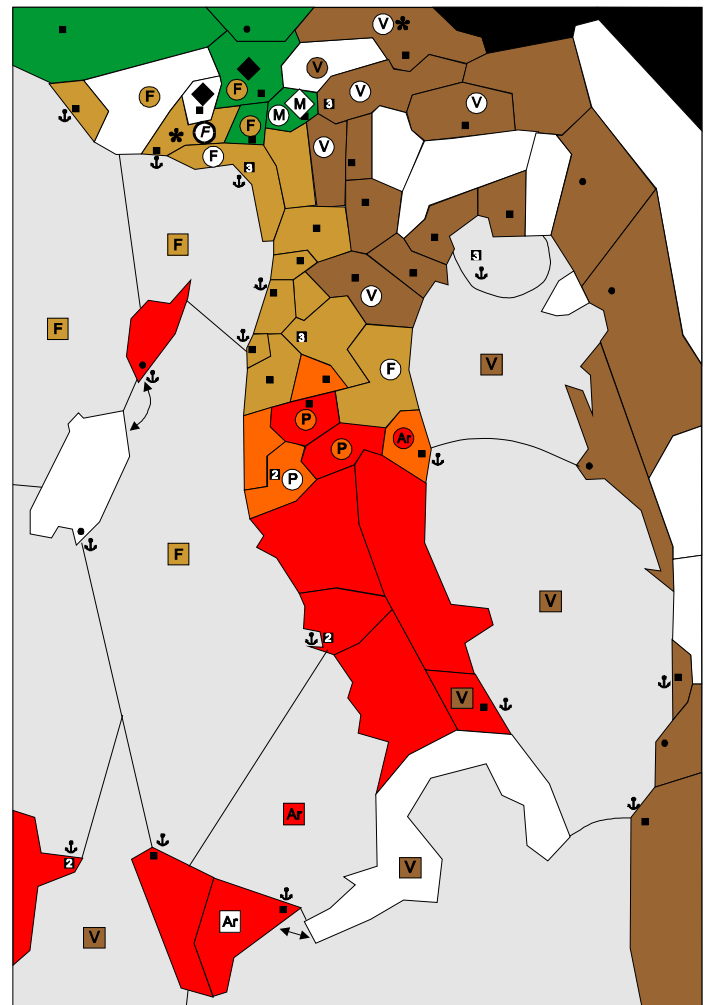
**Venice – Florence:** I know, you bribed Chris to get rid of my A Urbino, didn't you? Just couldn't stand for it, I suppose, but I was only trying to help out against Aragon -- really!

**Venice – Papacy:** I know you believe me!

**Venice – Aragon:** Ah, such a nice, soft, exposed underbelly you have!

**Venice – Milan:** You aren't going down easily – I admire that – but you are going down nonetheless.

#### New Tricks



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

## Sun Dog

Turns 62.2 to 66.2

Turns 66.3 to 70.3 due: 9/19 Tuesday

#### Turn 62

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station VI	1, 6	Mimas	\$210 paid to vRE
vRE	Proteus	1, 3	Earth	Red Shift, 3 fuel used, gains \$1000, refuels to full

Turn 63

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Deimos	1, 2	Venus	3 fuel used, pays \$1200 to Century 22
Century 22	Mimas	1, 6	Federation Station VI	7 fuel used, gains \$400
vRE	Earth	2, 3	Federation Station I	5 fuel used, gains \$450

Turn 64

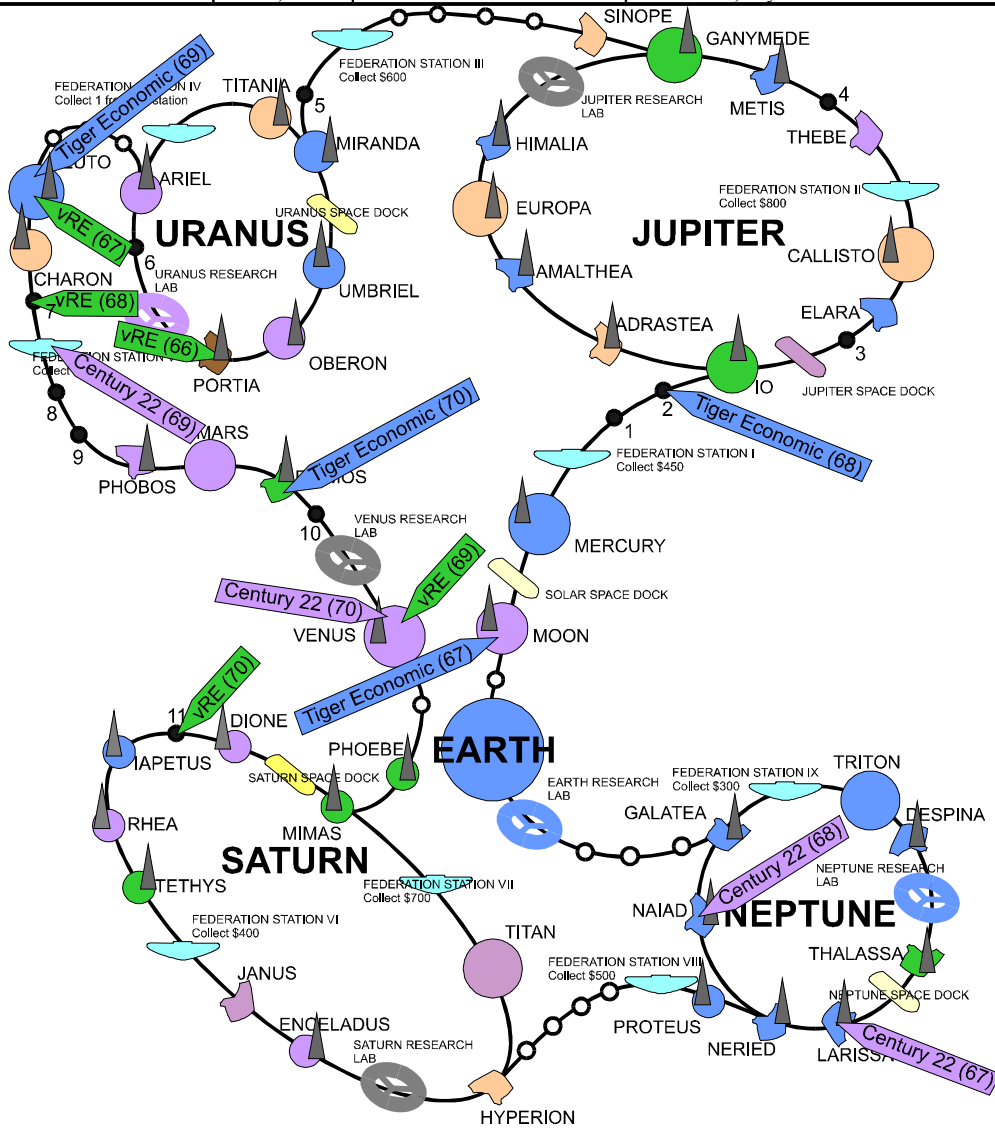
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Venus	4, 6	Federation Station VI	10 fuel used, gains \$400
Century 22	Federation Station VI	2, 3	Titan	
vRE	Federation Station I	1, 4	Blank Dot 3	

Turn 65

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	5, 6	Nereid	Refuels to full
Century 22	Titan	2, 5	Rhea	7 fuel used, refuels to full
vRE	Blank Dot 3	1, 6	Ganymede	Refuels to full

Turn 66

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	2, 6	Galatea	8 fuel used, refuels to full
Century 22	Rhea	1, 2	Janus	3 fuel used, buys for \$210



*The Players (After Turn 66.2)*

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa, Amalthea, Iapetus, Neptune Research Lab, Galatea, Umbriel, Pluto	4	25	10595
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock, Janus	5	22	6620
van Rijn Enterprises (Green)	Andy York	Diemos, Mimas, Tethys, Phoebe, Thalassa, Ganymede, Io	2	25	2330

*Turn 66*

Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Ganymede	6, 6	Portia?	\$100 gained, 12 fuel used, may bypass Portia, or buy it for \$685

*Turn 67*

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Galatea	1, 6	Moon	7 fuel used, gains \$500 from passing Earth, owes \$1000 to Century 22
Century 22	Janus	5, 6	Larissa	11 fuel used, owes \$1700 to TE
vRE	Portia?	1, 6	Pluto?	7 fuel used, owes \$500 to TE

*Turn 68*

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Moon	2, 3	Blank Dot 2	5 fuel used
Century 22	Larissa	2, 6	Naiad	8 fuel used, owes \$1250 to TE, buys 9 fuel from TE for \$360
vRE	Pluto?	1, 1	Blank Dot 7?	2 fuel used, may bypass blank dot

*Turn 69*

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 2	1, 3	Pluto	Red Shift, advance to Pluto, 2 fuel used, refuels to full
Century 22	Naiad	1,3	Federation Station V	Red Shift, advance to any Federation Station, collect 1 extra fuel station, gains \$1000 from the station, \$500 from passing Earth, 1 fuel station, 5 fuel used
vRE	Blank Dot 7?	4, 5	Venus?	Owes \$1200 to Century 22

*Turn 70*

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Pluto	3, 5	Diemos	8 fuel used, owes \$90 to vRE
Century 22	Federation Station V	2, 5	Venus	Refuels to full
VRE	Venus?	1, 6	Blank Dot 11?	7 fuel used

**Kennel Club**

**Final Card Play**

**Endgame Statements due: 9/19 Tuesday**

*Play Cards*

**Hamburg** no cards

**Paris** plays Wool (\$8 to Venice, \$32 each to Barcelona and London)

**Barcelona** plays Enlightened Ruler, Wine (\$20 to Hamburg, \$125 to Barcelona), Wine (\$20 to Hamburg, \$125 to Barcelona), Wool (\$8 to Venice, \$32 each to Barcelona and London), and Andreas Vesalius (gains \$40 in rebates)

**London** plays Fur (\$63 each to Venice and London)

**Genoa** plays Silk (\$32 to Venice, \$200 to Genoa)

**Venice** plays War on Hamburg. Venice: 3 + 1; Hamburg: 1 + 1. Venice misery increases to 300, Hamburg misery increases to 60. (Provinces are irrelevant at this point.)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	300	7	\$276	6	13	O-3	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y
Steve Koehler	Barcelona	80	27	\$490	3	14	O-2	A, B, C, D, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X, Y, Z
Brad Martin	Hamburg	60	0	\$285	1	12	O-1	All
Bob Robles	Paris	700	15	\$82	2	4	8	A, B, E, F, I, J, N, R, V, W, X
Caleb Cousins	Genoa	300	30	\$361	5	15	O-2	A, B, C, D, E, F, H, I, J, K, L, N, O, P, Q, R, S, T, U, V, W, X
Bill Scharf	London	450	23	\$237	4	11	10	A, B, C, E, F, I, J, K, N, O, R, S, V

Players are listed in reverse tie breaking order

Final Tally

Player	Advances	Cash	Misery	Total
Brad Martin	2,100	285	60	2,325
Steve Koehler	1,660	490	80	2,070
Dennis Cain	1,930	276	300	1,906
Caleb Cousins	1,580	361	300	1,641
Bill Scharf	610	237	450	397
Bob Robles	490	82	700	- 128

Congratulations to Brad Martin for his victory.

**Dirty Dogs****Turn 9 Influence Declaration****Turn 10 due: 9/19 Tuesday**Influence Declaration

**RE** (Geggus) declares 1 IP each on G and V

**PURGE** (Martin) passes

**STORK** (Narhi) declares 2 IP on G

**SODS** (Reynolds) draws \_\_\_\_\_

**TI** (Scharf) declares 1 IP on X and 1 IP on Y

**TCC** (Scott) declares 2 IP on X

Press

**SODS – All:** This last turn should be quite interesting (I can only hope)!

**Cerberus – SODS:** If it does turn out to be the last turn. Remember, we go to turn 11 if no-one has three waves by the end of turn 10, and whoever controls the Party Chief at the end of Turn 11 wins.

Politburo

Office	Politician	Condition	Influence
Party Chief	Turi Nikotin (R)	64	1 (RE)
KGB Head	Boris Karrienko (N)	65	4 (TCC), 5 (RE)
Foreign	Oleg Satin (O)	68	2 (SODS), 3 (RE)
Defense	Natasha Nogoodnik (V)	55 ?	1 (RE)
Ideology	Diwan Palavararian (G)	71, weakness position	1 (RE), 2 (STORK)
Industry	Boris Badenuff (X)	53 ++	1 (TI), 2 (TCC)
Economy	Ulan Putschnik (Y)	52	1 (TI)
Sport	Viktor Wasolin (Z)	50	

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

**Candidates:**

**People:** Q (68 +)

**Siberia:** F, I (83 ++), W, K (77 +), C (82), U (59 ++), S (59 +), M (75)

**Kremlin Wall:** H, D, L, E, A, J, B, T, P

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. TCC has two waves. RE has one wave.



## Doggin' It

Turn 12, Phases IV-VII, Turn 13, Phases I-III

Turn 13, Phases IV-VII, Turn 14, Phases I-III due: 9/19 Tuesday

### Turn 12

#### Construction and Operation

**Red** (Scharf) passes.

**Green** (Andruschak) Collects \$750 in passenger revenue.

**Brown** (Carl) passes.

**Gray** (Cain) passes.

**Gold** (Bolduc) operates claims #44 (\$100, 4 coal), #39 (\$250, 3 lumber), and #49 (\$100, 3 coal). Delivers 6 coal from Hiawatha to SLC for \$2400. Gains \$100 in passenger revenue.

**Blue** (Martin) operates claims #66 (\$200, 2 coal), #67 (\$150, 4 coal), #41 (\$150, 2 lumber), #5 (\$100, depletes), #26 (\$250, 1 silver), and #25 (\$200, ½ silver).

### Turn 13

#### Move Prospectors and Surveyors

**Red** (Scharf) surveys P to Steamboat Springs, prospects #37.

**Green** (Andruschak) surveys Q to BB, prospects the deck.

**Brown** (Carl) surveys W to Valecitos

**Gray** (Cain) surveys R to Ouray to T, prospects #23

**Gold** (Bolduc) surveys Provo to Eureka, prospects #12

**Blue** (Martin) surveys Pagosa Spings to Lumberton, prospects #37.

#### Dispute Resolution

Red and Blue have a dispute over #37. Red = 2, Blue = 9 + 3. Blue wins. Green draws claim #29, silver at Lake City. Harry has first option to take or pass. Red pays \$800, Green pays \$300, Brown pays \$400, Gray pays \$1200, Gold pays \$1200, and Blue pays \$600.

#### Notes

Since the fourth Leadville claim has depleted, passenger line #4 has been removed.

#### The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$9,300	S+1, P
Harry Andruschak	Green	Denver	\$36,000	S, P+1
Joe Carl	Brown	Pueblo	\$200	S+1, P
Dennis Cain	Gray	Salt Lake City	\$12,800	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$7,300	S+1, P
Brad Martin	Blue	Santa Fe	\$16,550	S, P+1

#### Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	Depleted
30	Steamboat Springs	Red	6	Lumber	Depleted
18	Leadville	Red	1	Silver	Depleted
56	Aspen	Green	4	Coal	Depleted
58	Crested Butte	Green	N	Coal	\$100
42	Vallecitos	Brown	7	Lumber	\$150
64	Walsenburg	Brown	4	Coal	\$250
24	Ouray	Brown	0	Silver	\$200
1	Bingham	Gray	¼	Gold	Depleted
23	Ouray	Gray	N	Silver	\$200

#	City	Owner	Goods	Type	Operation
44	Scofield	Gold	6	Coal	\$100
39	Lumberton	Gold	8	Lumber	\$250
49	Hiawatha	Gold	0	Coal	\$100
12	Eureka	Gold	N	Silver	\$250
66	Trinidad	Blue	3	Coal	\$200
67	Trinidad	Blue	17	Coal	\$150
41	El Vado	Blue	2	Lumber	\$150
5	Leadville	Blue	½	Gold	Depleted
26	Silverton	Blue	2½	Silver	\$250
25	Silverton	Blue	½	Silver	\$200
37	South Fork	Blue	N	Lumber	\$100

#### Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
7	B	Denver – Leadville	\$600	Red	
9	B	Denver – Grand Jct.	\$1350	Red	Discard when 15 is taken. Good for \$1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	\$750	Red	Discard when 17 is taken. Good for \$750 toward card 17 or 18
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
1	A	Denver – Boulder	\$100	Green	
12	B	Salt Lake City – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
5	A	Salt Lake City – Provo	\$100	Gold	
6	A	Pueblo – Santa Fe	\$600	Blue	

#### Available Claims

#	City	Type	Claim	Operation
60	Durango	Coal	\$300	\$100
68	Raton	Coal	\$400	\$200
54	Bowie	Coal	\$400	\$200
29	Lake City	Silver	\$300	\$150
47	Sunnyside	Coal	\$500	\$100
7	Cripple Creek	Gold	\$1600	\$400
63	Alamo	Coal	\$300	\$150

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
13	C	Denver – Santa Fe	\$2100	D x \$75	
17	C	Salt Lake City – Pueblo	\$3000	D x \$75	
15	C	Denver – Salt Lake City	\$4000	D x \$100	
16	C	Santa Fe –	\$800	D x \$50	

#	Type	Route	Payoff	Cost	Notes
		Leadville			
11	B	Salt Lake City – Grand Jct.	\$700	D x \$50	Discard when 17 is taken. Good for \$700 toward card 17 or 18
18	C	Salt Lake City – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

**Rover**

1960

1961 due: 9/19 Tuesday

**1960**

Errata

**Cinnabar** did not spent the R&D on Liquid Fuel Strap Ons and so should have 10MB additional.

Saved Cards

**Moonshooter Unlimited** fortunate accident (satellite or probe)

Purchases

**Moonshooter Unlimited** (Bolduc) buys one one stage rocket for 3MB, one one person capsule for 2MB, EVA Suit program for 18MB, and a second launch facility for 30MB.

**Republic of Texas** (York) buys Docking Module program for 18MB, EVA Suit program for 18MB, 3 one stage rockets for 9MB and 2 one person capsules for 4MB.

**Penny Pines** (Scharf) buys an astronaut for 2MB (Clifford Russell), 3 one stage rockets for 9MB, and 3 one person capsules for 6MB.

**Cinnabar** (Carl) buys Two Stage Rocket program for 60MB.

**SCIFI** (Cain) buys Docking Module program for 18MB and 2 one person capsules for 4MB.

Research and Development

**Moonshooter Unlimited** (Bolduc) 2: 8 dice (1, 1, 2, 2, 2, 5, 5, 6) = 24%. 24MB spent. B: 8 dice (1, 1, 1, 1, 1, 5, 5, 6) = 21%. 32MB spent. EVA: 5 dice (1, 1, 2, 5, 6) = 15%. 8MB spent.

**Republic of Texas** (York) a: 8 dice (1, 2, 4, 4, 5, 5, 6, 6) = 33% to Max R&D. 8MB spent. F: 8 dice (2, 2, 3, 3, 4, 5, 5, 5) = 29%. 8MB spent. 3: 6 dice (1, 2, 3, 3, 4, 4) = 17%. 24MB spent. EVA: 5 dice (1, 3, 3, 5, 6) = 18%. 5MB spent.

**Penny Pines** (Scharf) a: 1 die (2) = 2% to Max R&D. 1MB spent. EVA: 8 dice (3, 3, 4, 4, 5, 5, 6, 6) = 36%. 8MB spent.

**Cinnabar** (Carl) B: 8 dice (1, 3, 4, 4, 4, 4, 5, 6) = 31%. 32MB spent.

**SCIFI** (Cain) a: 8 dice (1, 2, 2, 3, 3, 3, 5, 6) = 25%. 8MB spent. EVA: 8 dice (1, 2, 2, 4, 5, 5, 6, 6) = 31%. 8MB spent. 1: 8 dice (1, 1, 1, 2, 3, 3, 5, 6) = 22%. 8MB spent.

Declare Future Missions

**Moonshooter Unlimited** (Bolduc) declares 2 missions. **Republic of Texas** (York) declares 3 missions. **Penny Pines** (Scharf) declares 2 missions. **Cinnabar** (Carl) declares 1 mission. **SCIFI** (Cain) declares 1 mission.

Your mission(s) is(are): \_\_\_\_\_

\_\_\_\_\_

Missions

No rushing. Launch Order: SCIFI, Cinnabar, Penny Pines, Republic of Texas, Republic of Texas, Republic of Texas, Moonshooter Unlimited.

**SCIFI** scrubs a Manned Orbital mission with Arthur C. Clark. -10MB to budget.

**Cinnabar** launches a Lunar Flyby mission. -6% to all safety factors due to skipping Manned Sub-Orbital and Manned Orbital mission. Liftoff: 42%<51%, Earth Orbital Burn: 13%<84%, Earth Mission Burn: 57%<84%, Lunar Orbital Burn: 06%<84%, Lunar Orbital Activities: 87%>84%. Mission failure. +1% to B and 2, -3MB to budget.

**Penny Pines** launches Manned Sub-Orbital mission with Clifford Russell. Liftoff: 12%<87%, Earth Orbital Burn: 63%<80%, Earth Orbital Activities: 31%<80%, Earth De-Orbital Burn: 66%<80%, Reentry: 72%<80%, Recovery: 83%>80%, touchdown is off-target, crew ill, but OK. Mission success. +1% to A and a, Clifford Russell to 10%, +18MB to budget.

**Republic of Texas** launches a Manned Sub-Orbital mission with Ocnaschek. Liftoff: 69%<89%, Reentry: 74%<80%, Recovery: 33%<80%. Mission success. +1% to A and a, Ocnaschek to 10%, +6MB to budget.

**Republic of Texas** launches an Manned Orbital mission with Simmons. Liftoff: 84%<90%, Earth Orbital Burn: 04%<81%, Earth Orbital Activities: 75%<81%, Earth De-Orbital Burn: 71%<81%, Reentry: 84%>81%, heat shielf fails, catastrophic mission failure. +1% to A, a to 10%, -10MB to budget.

**Republic of Texas** scrubs a Manned Orbital mission with Spenny. -10MB to budget.

**Moonshooter Unlimited** launches a Manned Orbital with Matt Helm. Liftoff: 85%<86%, Earth Orbital Burn: 81%=81%, Earth Orbital Activities: 96%>81%, communications failure, permanent communications loss with ground control, mission scurbbed, Earth De-Orbital Burn: 03%<81%, Re-entry: 27%<81%, Recovery: 23%<81%. Mission failure. +1% to A and a, Matt Helm to 10%, -10MB to budget.

## Players

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1960 Budget	69	81	103	90	92
Cash	8	11	1	23	2
1-Orbital Satellite	1 / 87%	1 / 96%	2 / 95%	0 / 96%	0 / 98%
2-Interplanetary Satellite		0 / 91%	1 / 80%		
3-Lunar Probe					1 / 70%
4-Docking Module	1 / 45%				1 / 45%
A-One Stage Rocket	1 / 86%	2 / 77%	1 / 87%	3 / 88%	4 / 91%
B-Two Stage Rocket		0 / 58%	1 / 65%		
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons		2 / 62%			
F-Kicker				2 / 50%	1 / 85%
G-"Mega" Stage Rocket					
EVA Suits	84%		45%	89%	48%
a-One Person Capsule	3 / 35%	1 / 10%	1 / 82%	2 / 81%	3 / 10%
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	3	1	2	1	3
Astronauts	4		2	1	4

Astronauts are: **SCIFI** (Arthur C. Clarke, Frank Herbert, 20%; Roger Zelazny, 0%), **Moonshooter Unlimited** (James Bond, 20%; Matt Helm, 10%), **Republic of Texas** (Ocnaschek, 10%; Spenny, Clark, Milbourn, 0%), **Penny Pines** (Tom Corbett, Clifford Russell, 10%)

## 1961

### Draw Event Cards

**Bill Scharf:** Defection. -1% to all R&D rolls this year, +1% to another player's (your choice which). +5MB to budget.  
**Paul Bolduc:** Major Media Event. Impassioned plea by your country's leader results in a 30MB budget increase for 1962.  
**Joe Carl:** Government Order. Place a man on the moon in 3 years. +30MB to budget if accepted, -17MB if declined.  
**Andy York:** Increase government spending on social programs results in a 50% budget decrease. -41MB to budget.  
**Dennis Cain:** Military buildup results in a 30% budget decrease. -21MB to budget.

### Final Positions

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1961 Budget	69	83	98	106	81
Cash	31	0	0	87	0
1962 Budget	48	113 or 67	128	111	40

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

## Dog Days

### Epoch II Scytheans, Carthaginians, and Persia Deadline for Epoch III Empire Selection: 9/19 Tuesday

**Amorphous, Cadaverous, and Nebulous** (Reynolds) plays Civil War in *Wei River* (vs. Chou Dynasty: CW: 2, 1; CD: 6; loses), *Szechuan* (vs. Chou Dynasty: CW: 6, 1; CD: 1; wins), and *Irrawaddy* (vs. Chou Dynasty: CW: 3, 2; CD: 6; loses). SCYTHEANS: Plays Population Explosion. Army *Caucuses*, *Eastern Anatolia*, *Upper Tigris* (vs. Assyria: S: 5, 3; A: 3; wins, Capital reduced to city), *Zagros* (vs. Assyria: S: 2, 1; A: 3; loses), *Zagros* (vs. Assyria: S: 5, 4; A: 3 wins), *Persian Salt Desert* (vs. Indus Valley: S: 4, 1; I: 4; S: 6, 3; I: 2; wins), *Lower Indus* (vs. Vedic City States: S: 5, 1; V: 5; S: 1, 1; V: 5; loses), *Lower Indus* (vs. Vedic City States: S: 3, 1; V: 1; wins), *Upper Indus* (vs. Vedic City States: S: 6,

2; V: 5; wins, Capital reduced to city). Builds Monument *Zagros*. Points: Dominance in Middle East (6), Presence in India (2), China (2), and North Africa (2), 2 cities (2), 3 Monuments (3), and 1 Sea (1) for 18 points. CARTHAGINIA is absent.

**Peoples Who Need Peoples** (Cousins) plays Rebellion in *Morea* (vs. Greek City States: R: 4, 1; G: 2; wins, Capital reduced to city). Plays Barbarians in *Plateau of Tibet*. *Hindu Kush* (vs. Assyria: B: 4, 3; A: 2; wins), *Tarim Basin* (vs. Aryans: B: 6, 4; B: 1; wins), *Turanian Plain* (vs. Aryans: B: 2, 1; A: 1; wins), *Upper Indus* (vs. Scytheans: B: 3, 2; S: 1; wins, city eliminated), *Ganges Delta* (vs.

**S.O.B.**

Chou Dynasty; B: 6, 5; C: 1; wins), *Wei River* (vs. Chou Dynasty; B: 2, 1; C: 2, 2; B: 2, 1; C: 4, 3; loses). PERSIA: Army and Capital *Persian Plateau* (Assyrian army eliminated), army *Hindu Kush*, *Upper Indus*, *Lower Indus* (vs. Schytheans; P: 6, 2; S: 3; wins), *Turanian Plain*, *Tarim Basin*, fort *Tarim Basin*, army *Zagros* (vs. Schytheans; P: 3, 2; S: 1; wins), *Upper Tigris* (vs. Schytheans; P: 5, 2; S: 5; P: 2, 1; S: 2; P: 6, 4; S: 3; wins, city eliminated), *Levant* (vs. Phoenicia; Pe: 3, 1; Ph: 4; loses), *Levant* (vs. Phoenicia; Pe: 2, 2; Ph: 5; loses), *Levant* (vs. Phoenicia;

Pe: 5, 2; Ph: 2; wins, Capital reduced to city), *Palestine*, *Nile Delta* (vs. Greek City States; P: 5, 4; G: 1; wins, city eliminated). Last army forfeited due to no fleet build. Builds Monuments *Persian Plateau* and *Levant*. Points: Dominance Middle East (6) and India (4), Presence China (2), North Africa (2), and Southern Europe (2), 1 Capital (2), 2 cities (2), and 6 Monuments (6) for 26 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ward Narhi	Kibbles and Bits (Orange)	10	15
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	11	25
Andy Lewis	Gaming Through the Ages (Purple)	11	14
Chris Geggus	The Triffids (Green)	12	26
Kevin Wilson	Royal Manticoran Historical Society (Blue)	13	24
Caleb Cousins	Peoples who Need Peoples (Red)	19	32

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

**Amorphous, Cadaverous, and Nebulous.** Fleet *Red Sea*. EGYPT: Two armies *Nubia*, army *Arabian Peninsula*. CIVIL WAR: Army *Szechuan*. SCYTHEANS: Armies *Caucuses*, *Eastern Anatolia*, and *Persian Salt Desert*.

**The Triffids.** MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. ASSYRIA: Army *Middle Tigris*.

**Peoples Who Need Peoples.** INDUS VALLEY: Armies *Western Deccan*, *Western Ghats*, *Persian Salt Desert*. REBELLION: Army, city, and Monument *Morea*. PERSIA: Army, Capital, and Monument *Persian Plateau*, army, city, and Monument *Levant*, army and Monument *Upper Tigris*, *Zagros*, and *Upper Indus*, army and fort *Tarim Basin*, armies *Turanian Plain*, *Hindu Kush*, *Lower Indus*, *Palestine*, and *Nile Delta*.

**Royal Manticoran Historical Society.** Two fleets *Eastern Mediterranean*, fleets *Western Mediterranean* and *Black Sea*. GREEK CITY STATES: Armies *Pindus*, *Dalmatia*, *Central Europe*, *Southern Iberia*, and *Shatts Plateau*.

**Kibbles and Bits SHANG DYNASTY:** Two armies, fort, and Capital *Yellow River*, army *Great Plain of China*. VEDIC CITY STATES: Army, Capital, and Monument *Upper Indus*, armies *Lower Indus*, *Ganges Valley*, *Eastern Deccan*, *Eastern Ghats*, and *Ceylon*.

**Gaming Through the Ages NILE KINGDOM:** Army, city, and fort *Upper Nile*. CHOU DYNASTY: Army and Capital *Wei River*, army *Irrawaddy*.

Event Cards

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Epoch III Empire Draw

Press

ACN to All: Just wreaking as much havoc as I can with a crappy power.

**Feris**

Turns 2.2 to 3.2

Deadline for Turns 3.3 to 4.3: 9/19 Tuesday

Turn 2

**Ward** Die roll = 6, Harry and Steve each receive a wheat and an ore, and Chris and Kevin each receive a lumber. Ward trades a lumber to Steve for a Brick. Builds a road at F8/P11, and a settlement at F8/P11/?. During the special build turn, Steve buys a development card (Ritter), Kevin builds a road at W5/M10.

**Steve** Die roll = 6, Harry and Steve each receive a wheat and an ore, and Chris and Kevin each receive a lumber. Steve builds a road at W6/P5.

**Chris** Die roll = 5, Bill receives 2 wool, Ward and Steve each receive 1 wool, and Kevin receives 1 wheat.

**Kevin** Die roll = 3, Harry receives 1 brick and Chris receives a wheat. Upgrades settlement at

H4/M10/L6 to a city. During the special build turn, Bill buys a development card (Erfindung).

**Bill** Die roll = 3, Harry receives 1 brick and Chris receives a wheat. Bill plays a Ritter card and relocates the Robber to L6 and steals a wheat from Chris.

Turn 3

**Harry** Die roll = 6, Harry and Steve each receive a wheat and an ore. Upgrades the settlement at M6/H3/OP to a city.

**Ward** Die roll = 7, moves the Robber to F6 and steals a wool from Harry.

Open Trade Offers

**Steve** will trade 2 ore for 1 lumber and 1 other

**Chris** will trade 1 wheat or 1 lumber for 1 wool

**Kevin** will trade 1 wheat for 1 brick

Turn 3 Dice Rolls

**Steve** 11                      **Chris** 7                      **Kevin** 4                      **Bill** 6

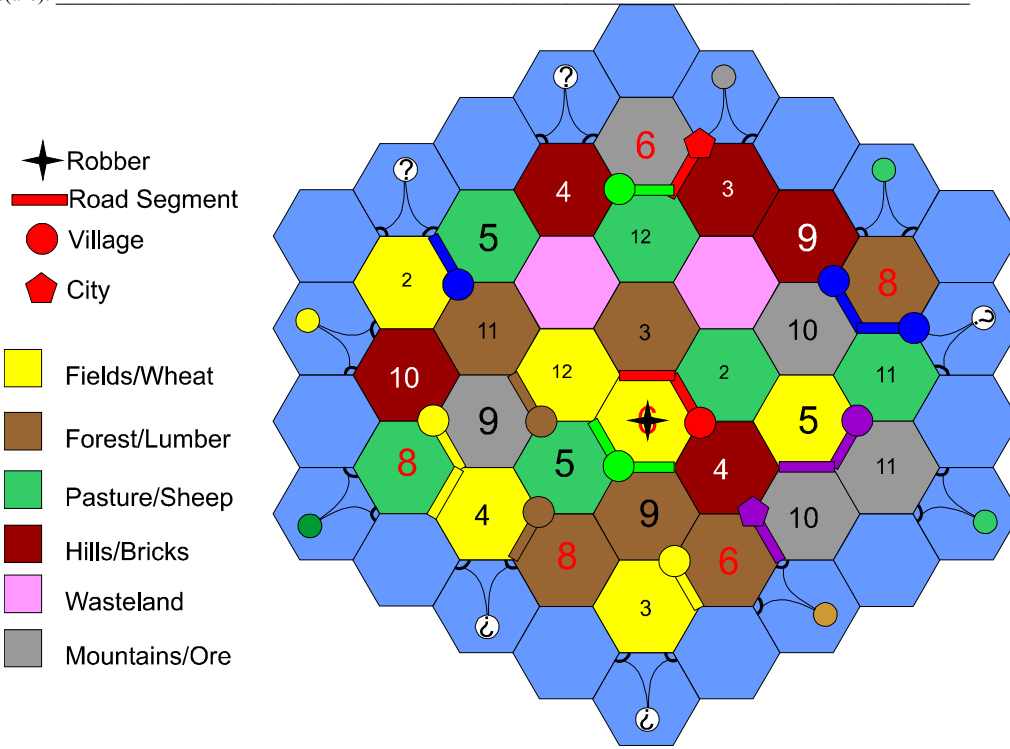
Turn 4 Dice Rolls

**Harry** 8                      **Ward** 7                      **Steve** 9

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Harry Andruschak	Red	2		3				3
Ward Narhi	Blue		2			1		3
Steve Koehler	Green	2	1			3	1 Unplayed	2
Chris Geggus	Yellow	3			2	1		2
Kevin Wilson	Purple		2		2			3
Bill Sharf	Brown	1	1	1			Ritter, 1 Unplayed	2

Your unplayed card(s) is(are): \_\_\_\_\_



**Canes Venatici**

Turn 1

Deadline for Turn 2: 9/19 Tuesday

Notes

Phil Reynolds has decided to resign due to unfamiliarity with the game. Because all of my standbys for Outpost are in this game, I am converting it to a seven player game. The net result is that Phase 3 begins when a player has reached 40 victory points, and there will be one fewer each of the Space Station, Planetary Cruiser, and Moon Base cards.

Commander Actions

**SUPERB** (Lowrey) buys a water factory (Or3, Or4, Or4, Wa9) and moves a population from an ore factory to man it.

**BarterTown V** (York) opens the bidding on Heavy Equipment at 30 and gets it (Or4, Or5, Or5, Wa6, Wa10).

**Unnamed** (Cain) buys a water factory (Or2, Or3, Wa6, Wa9) and moves a population from an ore factory to man it.

**Mystery Machine 2** (Lewis) opens the bidding on a Data Library for 15 and Miller's gets it for 22 (Or2, Or3, Or5, Wa5, Wa7). Buys a water factory (Or3, Or3, Wa7, Wa7) and moves a population from an ore factory to man it.

**HBDC V** (Wilson) buys a water factory (Or2, Or3, Or5, Wa10) and moves a population factor from an ore factory to man it.

**Miller's** (Scharf) passes.

**S.A.R.A.** (Andruschak) buys a water factory (Or3, Or4, Wa6, Wa7) and a population factor (Or5, Or5)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	S.A.R.A.	Harry Andruschak	OrF, OrF, WaF, WaF		4
2	BarterTown V	Andy York	OrF, OrF, WaF	HE	4
3	Miller's	Bill Scharf	OrF, OrF, WaF	DL	4
4	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF		3
5	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF		3

	Outpost Name	Commander	Factories	Upgrades	VP
6	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF		3
7	Unnamed	Dennis Cain	OrF, OrF, WaF, WaF		3

SUPERB is Space Urchin Planetary Evaluation and Recovery Board. HBDC V is Heavenly Bodies Development Company V. S.A.R.A. is Space Associates Rehabilitating Asteroids

**Available Upgrades**

New Arrivals: 1 Warehouse, 1 Heavy Equipment

Your Production Cards:

Upgrade	Minimum Bid	Available	TBD
Data Library (DL)	15	0	4
Warehouse (Wa)	25	2	3
Heavy Equipment (HE)	30	2	2
Nodule (No)	25	3	2

**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 was on the run from the police. He was relaxing, watching a play in a crowded theater. Suddenly, he noticed that detectives were closing in on him from all directions and were covering all exits. How did he escape?

A1. The fugitive leapt up and shouted, “Fire, fire.” Pandemonium broke out and the audience all rushed for the exits. He easily escaped in the confusion.

Caleb Cousins receives 2 points.

Q2. There is a place that if you liked it, you would rather stay for a day than a year, and if you didn’t like it you would rather stay for a year than a day. Where is it?

A2. The place is Venus, where the day is longer than the year. Venus takes 225 days to complete one circuit around the sun, but 243 days to revolve once around its axis.

Bill Scharf receives 2 points.

Q3. A manufacturer states that if middle-aged people told the truth more often he would sell a great deal more of his products. What does he manufacture?

A3. He made the candles that go on birthday cakes.

Joe Carl and Bob Robles each receive 1 point.

Q4. Deep in the forest, a forest ranger found the body of a man dressed only in swimming trunks, snorkel and facemask. The nearest lake was 8 miles away and the sea was 100 miles away. How did he die?

A4. During a forest fire some months earlier, a fire-fighting plane had scooped up water from the lake to drop on the fire. The plane had accidentally picked up the unfortunate swimmer.

Andy York, Joe Carl, and Bob Robles each receive ½ point.

Q5. Removing an appendix is called an appendectomy, and removing tonsils is called a tonsillectomy. What is it called when they remove a growth from your head?

A5. A haircut.

Bill Scharf, Joe Carl, and Chris Geggus each receive ½ point.

*Current Scores*

Chris Geggus	66½	Andy York	52
Caleb Cousins	46	Paul Bolduc	44½
Dennis Cain	44	Bill Scharf	40
Joe Carl	38	Brendan Whyte	37
Andy Lewis	33½	Steve Koehler	27½
Ward Narhi	24	Bob Robles	19
Brad Martin	16	Tom Howell	13
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	½		

Bill Scharf receives a free issue.

*New Questions*

**Topic: Brain Teasers**

1. Why are U.S. soldiers forbidden to carry rifles any longer?
2. If a farmer raises wheat in dry weather, what does he raise in wet weather?
3. What would you call a person who did not have all his fingers on one hand?
4. What’s the best way to get down from a camel?
5. If a ton of coal costs \$30, and a ton of coke costs \$25, what will a ton of firewood come to?

**Pedagoguery**

Physics in the Twentieth Century has been marked by three major theoretical conflicts. In each case, two theories, each of which were virtually unquestioned in its own right, yielded nonsensical results when put together with the second theory. Each resulted in a dramatic revision of our view of the universe.

The first conflict occurred early in the century as it pitted James Clerk Maxwell’s theory of electromagnetism versus Isaac Newton’s laws of motion. Maxwell’s equations specify that the speed of light is invariant. That is, all observers should get the same value for the speed of light, regardless of their circumstances. Newton’s laws of motion, however, do not allow this to happen. Let us take for example two observers and a light source. The first observer is

not moving with respect to the light source, while the second observer is moving 100,000 kilometers per second away from it. The light source emits a pulse of light and both observers are given the task of measuring the speed of the pulse. The first observer measures 300,000 kilometers per second. Now, by Maxwell’s theory, the second observer should also measure 300,000 kilometers per second, but by Newton’s equations, he will only measure 200,000 kilometers per second. Both results cannot be right, so something in one or both of the theories must be wrong.

The answer came in 1905 when a patent clerk in Bern, Switzerland named Albert Einstein published what came to be known as the Special Theory of Relativity. Einstein came up with two vital insights – the first being that all

non-accelerated reference frames can be treated equivalently. Take our prior example. It is equally valid to say the observer two is stationary and observer one and the light source are travelling away from him at 100,000 km/s. The second insight was even more revolutionary. Both Maxwell and Newton had made a subtle, almost unnoticed assumption that *time* was invariant and passed at the same rate for all observers. It was Einstein that recognized that the passage of time depended on your speed of travel, and that the faster you are travelling, the slower time passes for you.

The Special Theory of Relativity showed that Newton's equations are simply approximations, good only when the speed of travel was low relative to the speed of light. Using his equations, all observers who are not being accelerated will measure precisely the same value for the speed of light. However, it completely shook the well-worn notions of time and space that were held at the time. But at the same time that the theory solved on major theoretical conflict, it set the stage for another.

Newton's Laws of Gravity adequately explain most gravitational phenomena, but there were aspects of it that bothered Newton himself. Foremost among these was the fact that according to his equations, gravity

traveled at infinite speed. Einstein's Special Theory of Relativity, however, put an absolute speed limit on the universe – the speed of light. How could these two contradictory laws be reconciled? Once again, Einstein stepped in to resolve the issue. He had a significant insight. Much like he realized that anybody in a non-accelerated reference frame could not tell if he or she were moving, he realized that anybody in an accelerated reference frame would not be able to tell whether or not he was being accelerated or simply in a gravitational field. From this, he eventually arrived at the General Theory of Relativity. The General Theory of Relativity is Einstein's theory of gravity. Like his Special Theory of Relativity, it demonstrates that Newton's gravity is an approximation, good when the gravitational forces are small. However, the biggest conceptual leap Einstein made was equating gravity with the geometry of spacetime. Where spacetime is sharply curved, gravity is strong. However, Einstein resolved this conflict once again only to start another – and this conflict he spent the rest of his life trying unsuccessfully to resolve.

Next issue, I will discuss the last great conflict of Twentieth Century physics: Quantum Mechanics versus the General Theory of Relativity.

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### **Machiavelli House Rules**

1. The 1995 edition rules will be used, unless otherwise specified.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
  14. Treasuries are open to inspection only during income calculation and the Winter campaign.
  15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
  16. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
  17. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
  18. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
  19. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
  20. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
  21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.
- Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**
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Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, 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 **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:** Harry Andruschak **Settlers of Catan:** None

Standby Calls

None this issue!