

Notes from Hades

Just got back from vacation out east. We first were able to have a nice dinner with Andy and Carrie Lewis and their two sons (yes, Chris, I counted). It was an enjoyable time. We then spent a couple of days with a college friend of Celeste's and his wife. He took us into Manhattan to the American Museum of Natural History with the newly remodeled Hayden Planetarium. Quite spectacular. The next day, they took us sailing on their 38 foot sailboat. It was my first time sailing, and I quite enjoyed it.

After that, we spent the rest of the time with Celeste's aunt and uncle in Martinsburg, West Virginia. We used that as a home base for explorations around the area. Among the sites we saw was the Piano 300 exhibit at the Smithsonian, commemorating the 300th anniversary of the invention of the Piano. Given Celeste's occupation as a piano teacher, this was of course a must see. It was a small exhibit, but very interesting. In addition, we toured the Fredricksberg and Chancellorsville battlefields. On another trip, we visited the Frank Lloyd Write house Fallingwaters. Very interesting, although I'm not sure I would want to live ther.

The possibility exists that two of the current Machiavelli games will end soon. While I have a replacement for one on tap, I don't have a replacement for the other. So, if you have been waiting for the opportunity, you now have one. Also, Dirty Dogs will be finished next issue, and I need only two more people to complete its replacement. Finally, one more person will complete the next New World game. So, if you have any interest, please sign up.

This issue's deadline to **Tuesday, October 24 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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Howling at the Moon
The S.O.B. Letter Column

Andy York

The new job situation sounds great! They apparently think you're doing a wonderful job.

[So far, it's turned out rather well. I'm hoping that continues into the longer term.]

We had the annual ArmadilloCon (a Literary Science Fiction Convention) last weekend. Quite a bit of fun, excellent panels (as always) and lots of thought provoking conversation. You would have especially enjoyed the panel on Nanotech, it devolved for a time into a discussion of nanotubes, buckyballs and quantum computers. There were also panels on the "Future of NASA", a slide

Canes Venatici

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Outpost

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Trivia Quiz

Pedagogy

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, Bob Robles, and Dennis Cain. Will take 1 more.

Dog Tired. Kremlin. This game will start when Dirty Dogs ends. Have Joe Carl, Kevin Wilson, Chris Geggus, and Mike Scott, will take up to 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.

Machiavelli. This game will start when the next game ends after Off the Leash begins. Scenario and specific rules to be determined at game start by player vote, as usual. Will take up to 8.

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).

presentation from the Galileo probe and one on NASA's research into interstellar travel and breakthrough propulsion.

Kevin Wilson

If you remember a while back I asked you for some advice on telescopes as I was considering buying one. I just thought you might like to know I finally finished that process and my new NexStar 5 arrived on the front-step this week. I've already set it up, aligned it and spent one evening staring at the sky. It has been a little overcast in St. Louis this week so not much to see but I'm looking forward to clearer weather soon.

[Congratulations. I think you'll enjoy it very much.]

Ward Narhi

I thought I might share some of my joy derived from the recent birth of my son with you folks. Alden Gabriel Narhi arrived Sept 8th, 12:18 PM after a fairly quick labor. Both he and Elissa have recovered from the experience nicely and life will never be the same for us. The little nipper weighed in at 7.5 lbs and was 21" in length.

Since she was induced there are no wild stories to tell. But it certainly was an event that will be remembered by us forever. You know, those nurses should get paid a hell of a lot more money, don't you think?

Just thought I would make an announcement to my Dip friends. All is going swimmingly here and I learned something already - I really don't need to sleep, do I?

Cheers!

[Congratulations!]

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Spring 1464**

Deadline/Summer 1464 10/24 Tuesday

The Papacy moves against Venice! This surprise action threatens the Venetian heartland, while helping Milan eliminate a Venetian army. France receives a helping hand into Durazzo from the Pope, while moving away from Milan and continuing his war of words with Venice. Finally, Naples turns inward and swears off worldly concerns.

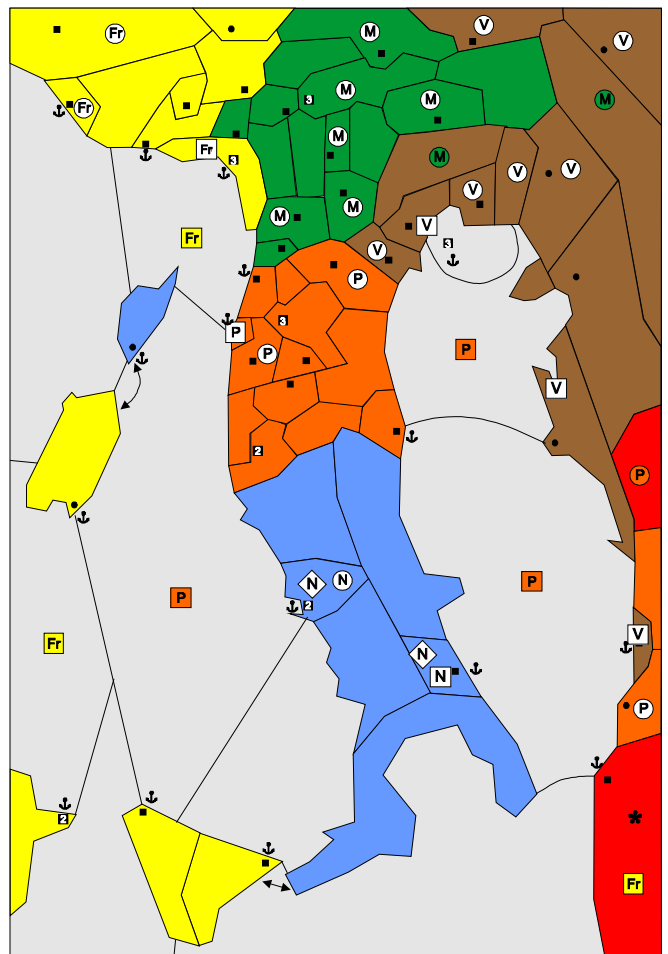
Builds

		Treas	Cost	Rem
Fra	Maintains armies Swiss and Provence, fleets Genoa, Ligurian Sea, Western Mediterranean, and Ionian Sea	35	18	17
Mil	Maintains armies Tyrolea, Milan, Carinthia, Trent, Bergamo, Mantua, and Modena, builds army Cremona	30	24	6
Nap	Maintains all, no new builds	17	12	5
Pap	Maintains all, builds F Ancona	53	24	29
Tur	Maintains all, no new builds	7	3	4
Ven	Maintains all, builds A Treviso	34	30	4

Orders

- France :
 - A SWISS to AVIGNON
 - A PROVENCE to MARSEILLES
 - F GENOA supports Milan A Mantua
 - F LIGURIAN SEA holds
 - F WESTERN MEDITERRANEAN holds
 - F IONIAN to DURAZZO
- Milan :
 - A CARINTHIA to SLAVONIA
 - A MILAN to Carinthia
 - A TRENT supports Milan to Carinthia
 - A TYROLEA supports A Milan to Carinthia
 - A CREMONA to Milan
 - A BERGAMO to VERONA
 - A MANTUA supports A Bergamo to Verona
 - A MODENA supports A Mantua
- Naples :
 - A NAPLES holds
 - A BARI converts to G
 - F Otranto to BARI
 - G NAPLES supports A Naples
- Papacy :
 - A PIOMBINO to SIENNA
 - A BOLOGNA to Ferrara
 - A HERZEGOVINA to BOSNIA
 - A ALBANIA support French F Ionian Sea to Durazzo
 - F PISA to PIOMBINO
 - F TYRRHENIAN SEA holds
 - F ANCONA to UPPER ADRIATIC
 - F LOWER ADRIATIC supports F Ancona to Upper Adriatic
- Turks :
 - A DURAZZO to ALBANIA (DISLOGED, retreat garrison or OTB)

"Feral Dogs"



Orders (cont.)

- Venice :
 - A FERARRA supports A Verona (cut)
 - A VERONA supports A Friuli to Carinthia (DESTROYED!)
 - A FRIULI to Carinthia
 - A TREVISO to Friuli
 - A CARNIOLA supports A Friuli to Carinthia
 - A AUSTRIA supports A Friuli to Carinthia
 - A HUNGARY supports A Austria
 - F RAGUSA holds
 - F DALMATIA to Upper Adriatic

F PADUA supports A Ferrara

Notes

A France/Milan/Papacy/Venice draw has been proposed. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Press

France – Venice: You're an idiot... if I'm disbanding units and giving away money how in the heck can people be throwing the game away to me!?! I think our friendly rivalry has unbalanced the logic circuits in your brain. Get a grip buddy.

France – Papacy: Cutting Durazzo support was logical...and hence I did it...glad you made it to Albania. This is my only press item to you.

France – GM: Man...it's tougher to trust people than I thought...still...I'm tough enough to keep my word...and I want to show Venice that expediency isn't an end in itself.

France – Milan: I could support Tyrolea but to be honest you don't need it. I'd rather demilitarize our front...let me know if you think differently.

Milan – France: Your demilitarization of boundaries will be welcomed by me.

Milan – Venice: Sorry, but it seems to me that I didn't attack what was yours the turn before last, but what was Austrian before your raid, hence the proposed division of old Austrian provinces are yet actual: Carinthia and Austria to me and Hungary and Slavonia to you, if you agree.

Naples – All: Naples declares its neutrality whilst wishing France all the best.

Pope – France: You have always been a faithful ally to me, I have no intentions of attacking you. Why would you think that? Have I done something wrong? I hope my moves this turn demonstrate who's side I'm on. Welcome to Dur (I hope)

Pope – Milan: Thanks for the eased border between us. I will move my units away from our joint front as well where they are not working in concert with you. I'm not sure if I'll be in Fer as you suggested but I'll try it.

Pope – Venice: After the way you said one thing to Austria then did a completely different thing, I don't trust you much. I get the impression you'll only be my ally as long as I'm a buffer between France you, but not much longer than that.

Pope – Naples: Maybe we can establish a Naples embassy in Venice someplace.

Venice – Papacy: I have relinquished any claim on Alb or Dur, so would you please move A Her south or back to the mainland (but not to any area of mine)?

Venice – Milan: I'm not going to give up Austrian centers to you that I fought for, just to let you encircle me more. First come, first served. I outsmarted Austria, not you. To the victor goes the spoils. So here's a counterpunch until you yield on all claims to former Austrian areas.

Venice – France: Oh, yeah, like they have me to worry about, you who has units at both ends of the map! You're sick!

Citizen Dog

Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Summer 1460

Deadline for Fall 1460: 10/24 Tuesday

We appear to have a solid Austria/Milan/Venice alliance to counter the rampaging French and Neapolitans. They have made some gains against the Franco-Neapolitans, but can they keep the gains they have made?

Spring 1460 Errata

The French elite mercenary fleet shown on the map in Pisa was simply a shadow of something happening in a parallel universe. The shadow has been removed.

Orders

AUSTRIA A SWISS supports A Tyrolea to Turin
(Robles) A Tyrolea to TURIN
A Carinthia to TYROLEA
FRANCE A Genoa to SAVOY
(Scott) A AVIGNON to Swiss
A (EM) PROVENCE supports A Genoa to Savoy
G SAVOY holds (u)
MILAN A (EM) Savoy to SALUZZO
(Giovine) A MONTFERRAT to Savoy
A Pavia to PARMA
A Como to PAVIA
A MILAN holds
A FORNOVA supports G Genoa convert to F
A MODENA supports Venice A Bologna to Lucca
G GENOA convert to F

Orders (cont.)

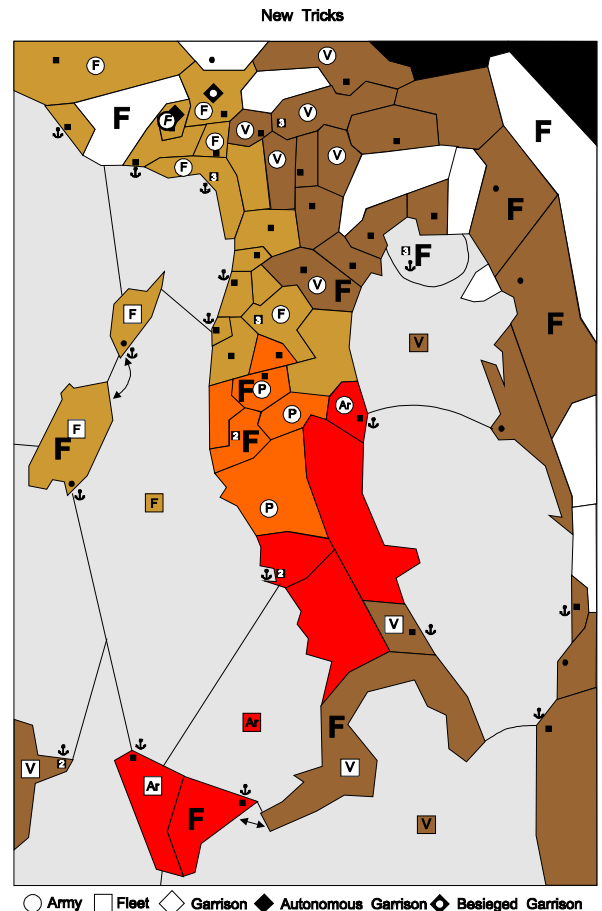
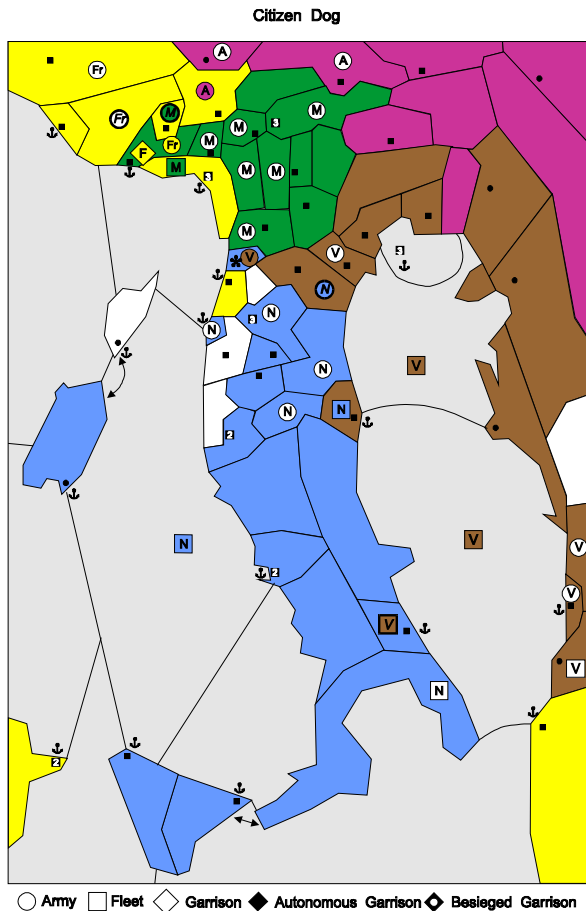
NAPLES A (EM) Urbino to BOLOGNA
(McConnell) A FLORENCE supports A Urbino to Bologna
A Perugia to URBINO
A SPOLETO supports F Lower Adriatic to Ancona
A Palermo to PIOMBINO
F TYRRHENIAN SEA transports A Palermo to Piombino
F Lucca to Modena (DISLODGED, retreat Pisa, Ligurian Sea, OTB)
F OTRANTO to Bari
F Lower Adriatic to ANCONA
VENICE A Verona to FERRARA
(Grib) A Bologna to LUCCA
A Bosnia to HERZEGOVINA
A RAGUSA holds
F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic
F Dalmatia to LOWER ADRIATIC
F (EM) Aquila to BARI
F ALBANIA supports F Dalmatia to Lower Adriatic

Notes

Will Ward Narhi please submit standby orders for Venice. Ray is about to let his subscription expire.

Press

None.



New Tricks

**Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Fall 1257**

Deadline for Winter-Spring 1258: 10/24 Tuesday

Florence and Venice complete the destruction of Milan, while significantly cutting into Aragon territory. The Pope starts to recover some territory from Aragon as well, but he and Venice are both hit hard by famine.

Summer 1257 Retreats

MILAN A Tyrolea retreats to Swiss

MILAN A Savoy retreats to Saluzzo

Orders

ARAGON A ANCONA holds

(Bolduc) F GULF OF NAPLES to Naples

F Messina to PALERMO

FLORENCE F Messina to PALERMO

(Robles) A (EM) Savoy to SALUZZO

A Provence to AVIGNON

A TURIN besieges

A MONTFERRAT supports A Turin

A GENOA supports A Montferrat

F Ligurian Sea to CORSICA

F Gulf of Lions to SARDINIA

F TYRRHENIAN SEA to Naples

MILAN A SWISS supports A Pavia to Turin (cut)

(Street) A Saluzzo to Savoy (DISLODGED, retreat Provence, OTB)

G Pavia supports A Pavia to Turin (imp.)

A Pavia to Turin (DISLODGED, retreat Fornova, OTB)

PAPACY A Rome to CAPUA

(Narhi) A SPOLETO supports A Rome to Capua

A PERUGIA holds

Orders (cont.)

VENICE A BOLOGNA holds

(Reynolds) A Trent to BERGAMO

A Como to PAVIA

A MILAN supports A Como to Pavia

A PARMA supports A Como to Pavia

A TYROLEA to SWISS

F Central Mediterranean to TURIN

F Lower Adriatic to IONIAN SEA

F OTRANTO supports F Lower Adriatic to Ionian Sea

F BARI supports F Otranto

F UPPER ADRIATIC to Ancona

Press

Aragon – Venice and Florence: We who are about to die offer you a one-finger salute.

Venice – Milan: You're smelling pretty toasty right about now!

Venice – Florence: Just keeping you from becoming complacent, that's all!

Venice – Aragon: Hey, what's the idea of sacking Ancona? You need to be exterminated from the mainland!

Venice – Papacy: Exterminator to the rescue!

Notes

Since Milan has lost control over Pavia, Milan is eliminated. If Milan retreats A Pavia to Fornova, Florence loses 1 ducat. Also, a Florence/Venice draw has

been proposed. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Spring 1258 Famine

Bad Year – Row and Column. Venice, Carniola, Messina, Perugia, Provence, Otranto, Bologna, Slavonia, Rome, Croatia, Sardinia

Spring 1258 Income

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

Provinces

ARA Ancona, Aquila, Naples, Salerno, Messina, Palermo 5
 FLO Avignon, Marseilles, Turin, Saluzzo, Savoy, Montferrat, 17
 Genoa, *Fornova*, Modena, Lucca, Pistoia, Florence, Urbino,
 Pisa, Piombino, Sienna, Corsica, Sardinia
 PAP Arezzo, Patrimony, Rome, Perugia, Spoleto, Capua 4
 VEN Tyrolea, Milan, Pavia, Parma, Cremona, Bergamo, Mantua, 18
Bologna, Ferrara, Padua, Treviso, Trent, Carinthia, Carniola,
Croatia, Dalmatia, Ragusa, Albania, Durazzo, Bari, Otranto,
 Tunis

Seas

FLO Tyrrhenian Sea 1
 VEN Venice, Ionian Sea, Upper Adriatic 2

Cities

ARA Ancona, Naples (2), Messina, Palermo 4

FLO Avignon, Marseilles, Savoy, Montferrat, Genoa (3), Modena, 16
 Lucca, Florence (3), Pisa, Piombino, Sienna, Corsica, Sardinia
 PAP Arezzo, Rome (2), Perugia 1
 VEN Tyrolea, Milan (3), Cremona, Mantua, Bologna, Ferrara, 17
 Padua, Treviso, Trent, Carniola, Croatia, Dalmatia, Ragusa,
 Albania, Durazzo, Bari, Tunis (2), Venice (3)

Totals

Variable income die roll was 4.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
ARA	3	5	0	4	12	2	14
FLO	7	17	1	16	41	6	47
PAP	4	4	0	1	9	2	11
VEN	4	18	2	18	42	2	44

Game Summary

	1253	1254	1255	1256	1257	1258
Ara	3	4	5	8	7	4
Avi	4	4	0	0	0	0
Flo	3	4	5	6	9	13
Gen	3	3	3	2	0	0
Mil	3	4	5	4	4	0
Pap	3	5	4	4	3	3
Ven	3	6	9	12	15	19

Sun Dog

Turns 66.3 to 70.3

Turns 71.1 to 75.1 due: 10/24 Tuesday

Turn 66

Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Ganymede	6, 6; 1, 2	Ariel	\$100 gained, 12 fuel used, bypasses Portia, pays \$285 rent to Century 22

Turn 67

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Galatea	1, 6	Moon	7 fuel used, gains \$500 from passing Earth, pays \$1000 to Century 22
Century 22	Janus	5, 6	Larissa	11 fuel used, pays \$1700 to TE
vRE	Ariel	1, 6	Federation Station V	7 fuel used, gains \$1000

Turn 68

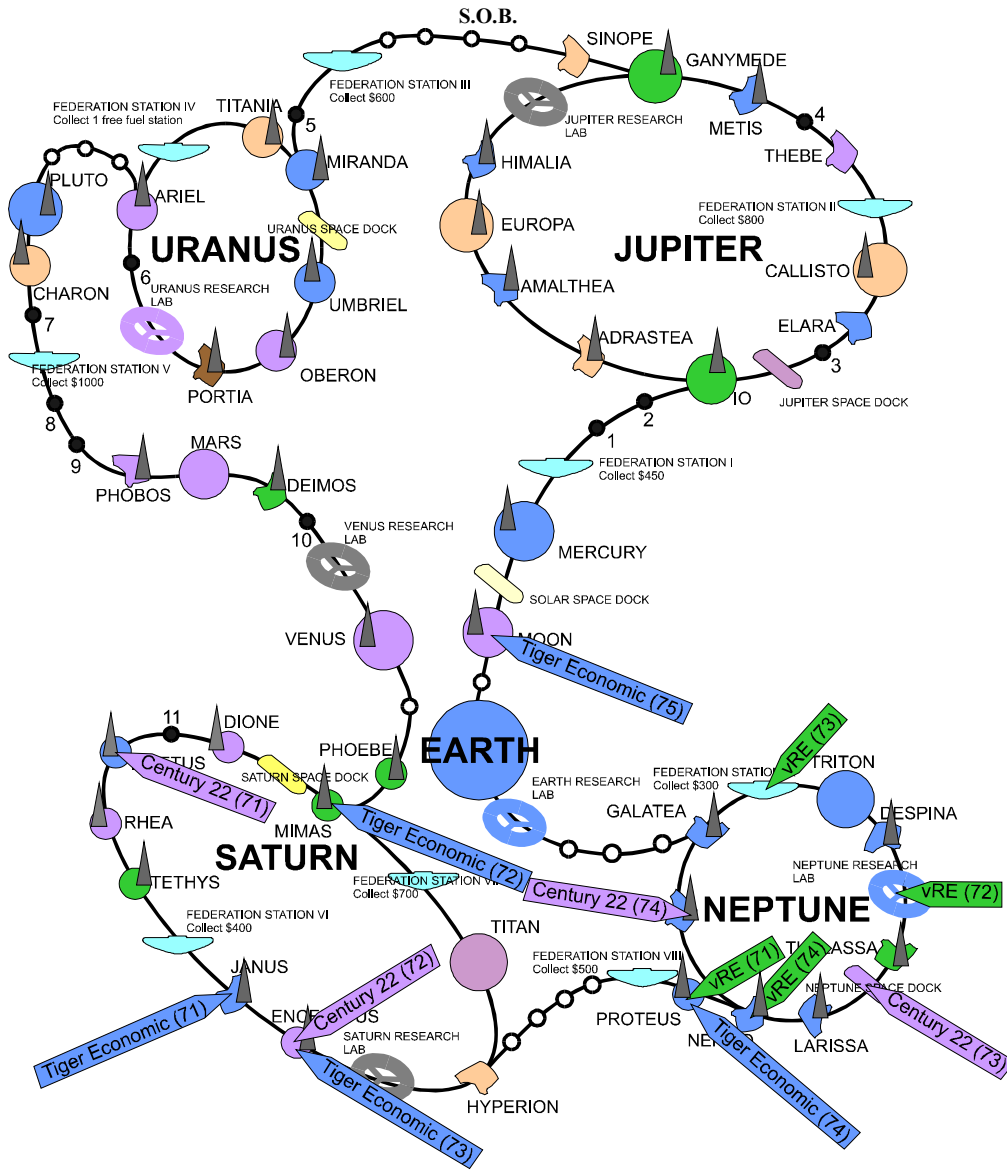
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Moon	2, 3	Blank Dot 2	5 fuel used
Century 22	Larissa	2, 6	Naiad	8 fuel used, pays \$1250 to TE, buys 9 fuel from TE for \$360
VRE	Federation Station V	1, 1	Blank Dot 9	\$100 gained

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 9	4, 5	Mimas	Refuels to full

Turn 70

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Pluto	3, 5	Dimos	8 fuel used, pays \$90 to vRE
Century 22	Federation Station V	2, 5	Venus	Refuels to full
VRE	Mimas	1, 6	Federation Station VI	7 fuel used, \$400 gained



The Players (After Turn 70.3)

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	17	14315
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock, Janus	6	25	6095
van Rijn Enterprises (Green)	Andy York	Diemos, Mimas, Tethys, Phoebe, Thalassa, Ganyমেদে, Io	2	18	3635

Turn 71

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Diemos	3, 3; 2, 8	Janus	6 fuel used, \$100 gained, owes \$590 to Century 22, forces sale for \$210, places fuel station, refuels to full
Century 22	Venus	3, 4	Iapetus	7 fuel used, owes \$170 to TE
vRE	Federation Station VI	4, 6	Proteus	10 fuel used, owes \$1950 to TE, may purchase additional fuel for \$60 each

Turn 72

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Janus	2, 4	Mimas	6 fuel used, \$210 owed to vRE
Century 22	Iapetus	1, 4	Enceladus	5 fuel used, refuels to full
vRE	Proteus	2, 3	Neptune Research Lab	5 fuel used, owes \$250 to TE

Turn 73

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Mimas	3, 6	Enceladus	9 fuel used, \$320 owed to Century 22
Century 22	Enceladus	5, 6	Neptune Space Dock	11 fuel used, buys for \$425, refuels to full
vRE	Neptune Research Lab	1, 2	Federation Station XI	\$300 gained, may purchase additional fuel stations

Turn 74

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Enceladus	2, 6	Proteus	8 fuel used, refuels to full
Century 22	Neptune Space Dock	3, 4	Naiad	7 fuel used, owes \$1250 to TE
vRE	Federation Station XI	1, 2	Nereid	Owes \$1870 to TE, must sell something to comply

Turn 75

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Proteus	1, 3	Moon	Red Shift 4, 4 fuel used, gains \$500 from passing Earth, owes \$1000 to Century 22

Kennel Club

Endgame Statements

Brad Martin (Hamburg) That is the first time that I have seen Hamburg win, I'm unsure what I did to make it happen - just tried to keep the Misery Level down and not to antagonise too many other players. Thanks all for playing and Chris for Gming.

Caleb Cousins (Genoa) Congratulations Brad!! I love seeing Hamburg played well. I think it is underrated by most people, but you gave us a good lesson. Good game.

Bill Scharf (London) Not much for me to say about this one. I took over from a London that was running on next to last place (by a lot!) and I kept him there. It looked like Hamburg had shellacked Paris rather effectively...and as the game went on he pulled away from the Mediterranean group.

I like playing this game a lot...there are a lot of nuances to keep a gamer interested. It's only problem is stopping the leader. Without a concerted effort

from the other players – or very careful play of the few “directional” disaster cards the game often has a runaway winner...and believe me...it takes some practice to recognize when this is occurring.

Congratulations to Brad Martin on his well-orchestrated win.

Chris Hassler (GM) This game went fairly well as a pbm effort. It is a fairly richly layered game, with many different strategies available. Brad played a good game. He took advantage of some early good fortune – an early deal of Timber and Metal cards to him – both reasonably available commodities for Hamburg. The totally one-sided war with Paris likewise helped him out considerably. However, even the best fortune can be squandered by poor play, and Brad managed to avoid that. A well deserved victory.

Dirty Dogs

Turn 10

Turn 11 due: 10/24 Tuesday

Cure Phase

No politicians go to the sanatorium. Turi Nikotin (R) ages to 65, Natasha Nogoodnik (V) ages to 56, Diwan Palavarian (G) ages to 72, and Boris Badenuff (X) ages to 55.

Purge

Boris Karrienko (N) attempts to purge Ulan Putschnik (Y). DR = 2. Attempt fails, Boris ages to 68.

Spy Investigation

Natasha removes the investigation from herself and starts an investigation on Diwan. Ages to 58.

Health

Turi Nikotin (R). (dr = 20). Remains healthy.
Boris Karrienko (N). (dr = 4). Gets sick.
Oleg Satin (O). (dr = 1). Falls ill.
Natasha Nogoodnik (V). (dr = 17). Remains healthy.
Diwan Palavarian (G). (dr = 15). Remains healthy.
Boris Badenuff (X). (dr = 19). Recovers to sick.
Ulan Putschnik (Y). (dr = 6). Remains healthy.
Viktor Wasolin (Z). (dr = 13). Remains healthy.

Funeral Commission

None

Replacement

Q rises to the rank of candidate.

Rehabilitation

Ulan rehabilitates C, F, I, K, M, S, U, and W. Ages to 92.

Parade

Turi successfully waves.

Notes

Since the game has gone to turn 10 and nobody has three waves, we continue on to turn 11, and whoever controls the Party Chief then wins.

Press

SODS – Cerberus: I was trying to make everyone think that I didn't know the game would go an eleventh turn. It's all part of my grand strategy of winning by.... OOPS! Uh, Guess you'll have to wait and see!

Politburo

Office	Politician	Condition	Influence
Party Chief	Turi Nikotin (R)	65	1 (RE)
KGB Head	Boris Karrienko (N)	68 +	4 (TCC), 5 (RE)
Foreign	Oleg Satin (O)	68 ++	2 (SODS), 3 (RE)
Defense	Natasha Nogoodnik (V)	58	1 (RE)
Ideology	Diwan Palavarian (G)	72 ?, wp	2 (STORK)
Industry	Boris Badenuff (X)	55 +	1 (TI), 2 (TCC)

Office	Politician	Condition	Influence
Economy	Ulan Putschnik (Y)	92	1 (TI)
Sport	Viktor Wasolin (Z)	50	1 (RE)

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

Candidates: Q (68 +)

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

Siberia:

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 two waves.

Doggin' It

Turn 13, Phases IV-VII, Turn 14, Phases I-III

Turn 14, Phases IV-VII, Turn 15, Phases I-III due: 10/24 Tuesday

Turn 13

Construction and Operation

Red (Scharf) delivers 6 lumber from Steamboat Springs to Denver for \$6000 and collects \$2100 in passenger revenue.

Green (Andruschak) buys claim #29 for \$300, operates claim #56 (\$100, 5 coal), delivers 4 coal from Aspen to Denver for \$2000, collects \$1400 in passenger revenue.

Brown (Carl) operates claim #42 (\$150, 2 lumber), delivers 6 lumber to Santa Fe for \$4800 and 4 coal to Santa Fe for \$2400,

Gray (Cain) operates claim #23 (\$200, 1½ silver), delivers ¼ gold to Salt Lake City for \$1250 and 1½ silver to Salt Lake City for \$3600.

Gold (Bolduc) operates claims #44 (\$100, 3 coal), #49 (\$100, depletes), and #12 (\$250, 1 silver). Delivers 9 coal from Scofield to SLC for \$3600 and 1 silver to Salt Lake City for \$2400. Gains \$100 in passenger revenue.

Blue (Martin) operates claims #66 (\$200, 2 coal), #67 (\$150, 4 coal), #41 (\$150, depletes), #26 (\$250, 2 silver), #25 (\$200, 1 silver), and #37 (\$100, 2 lumber), delivers 6 silver to Denver for \$18,000. Gains \$600 in passenger revenue.

Turn 14

Move Prospectors and Surveyors

Red (Scharf) surveys Colorado Springs to B, prospects #7.

Green (Andruschak) surveys Canon City to Cripple Creek, prospects #7.

Brown (Carl) surveys Walsenburg to Alamo, prospects #60

Gray (Cain) surveys S to Bowie, prospects #54

Gold (Bolduc) surveys Dolores to Durango, prospects #60

Blue (Martin) surveys Lumberton to El Vado, prospects #60.

Dispute Resolution

Red and Green have a dispute over #7. Red = 9, Green = 6 + 1. Red wins. Brown, Gold, and Blue have a dispute over #60. Brown = 10 + 2, Gold = 9, Blue = 6 + 3. Brown wins. Red pays \$1500, Green pays \$800, Brown pays \$600, Gray pays \$900, Gold pays \$900, and Blue pays \$400.

Notes

In order to make the winter track more obvious, I have modified the map so that the track that is shut down in the winter is now dashed. Please let me know if this helps.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$15,900	S+1, P
Harry Andruschak	Green	Denver	\$36,200	S, P+1

Player	Color	Starting Location	Money	Personnel
Joe Carl	Brown	Pueblo	\$6,650	S+1, P
Dennis Cain	Gray	Salt Lake City	\$16,550	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$12,050	S+1, P
Brad Martin	Blue	Santa Fe	\$34,100	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	Depleted
18	Leadville	Red	1	Silver	Depleted
7	Cripple Creek	Red	N	Gold	\$400
58	Crested Butte	Green	5	Coal	\$100
29	Lake City	Green	N	Silver	\$150
42	Vallecitos	Brown	3	Lumber	\$150
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	N	Silver	\$200
60	Durango	Brown	N	Coal	\$100
23	Ouray	Gray	0	Silver	\$200
54	Bowie	Gray	N	Coal	\$200
44	Scofield	Gold	0	Coal	\$100
39	Lumberton	Gold	8	Lumber	\$250
12	Eureka	Gold	0	Silver	\$250
66	Trinidad	Blue	5	Coal	\$200
67	Trinidad	Blue	21	Coal	\$150
41	El Vado	Blue	2	Lumber	Depleted
5	Leadville	Blue	½	Gold	Depleted
26	Silverton	Blue	0	Silver	\$250
25	Silverton	Blue	0	Silver	\$200
37	South Fork	Blue	2	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

#	Type	Route	Payoff	Owner	Notes
					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	SLC – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
5	A	SLC – Provo	\$100	Gold	
6	A	Pueblo – Santa Fe	\$600	Blue	

Available Claims

#	City	Type	Claim	Operation
68	Raton	Coal	\$400	\$200
47	Sunnyside	Coal	\$500	\$100
63	Alamo	Coal	\$300	\$150

#	City	Type	Claim	Operation
55	Bowie	Coal	\$400	\$200
34	Dolores	Lumber	\$700	\$200
21	Westcliffe	Silver	\$600	\$150

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
13	C	Denver – Santa Fe	\$2100	D x \$75	
17	C	SLC – Pueblo	\$3000	D x \$75	
15	C	Denver – SLC	\$4000	D x \$100	
16	C	Santa Fe – Leadville	\$800	D x \$50	
11	B	SLC – Grand Jct.	\$700	D x \$50	Discard when 17 is taken. Good for \$700 toward card 17 or 18
18	C	SLC – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

Rover

1961

1962 due: 10/24 Tuesday

1961

Saved Cards

Moonshooter Unlimited fortunate accident (satellite or probe)

Cinnabar Government order: Man on moon by 1964.

Event Card Actions

Penny Pines (Scharf) defector goes to SCIFI

Cinnabar (Carl) accepts the government order

Purchases

Penny Pines (Scharf) buys second launch facility for 30MB, Two Stage Rocket Program for 60MB, Two Person Capsule Program for 24, and the Docking Module Program for 18MB.

Moonshooter Unlimited (Bolduc) buys 1 astronaut (Austin Powers) for 2MB, 1 one stage rocket (A) for 3MB, 1 two stage rocket (B) for 12MB, 1 interplanetary satellite (2) for 4MB, and 1 one person capsule (a) for 2MB.

Cinnabar (Carl) buys 1 two stage rocket (B) for 12MB, Astronaut Training Program and one additional astronaut (Jesse and James) for 20MB, second launch facility for 30MB, 1 interplanetary satellite (2) for 4MB, and 1 one person capsule (a) for 2MB.

Republic of Texas (York) buys 1 docking module (4) for 2MB, 3 one person capsules (a) for 6MB, and 3 one stage rockets (A) for 9MB.

SCIFI (Cain) buys 2 one stage rockets (A) for 6MB.

Research and Development

Penny Pines (Scharf) B: 8 dice (1, 2, 2, 2, 3, 4, 5, 5) –8% = 16%. 32MB spent. b: 8 dice (1, 1, 2, 2, 2, 3, 6, 6) –8% = 15%. 16MB spent.

Moonshooter Unlimited (Bolduc) 2: 3 dice (1, 1, 3) = 5%. 9MB spent. EVA: 8 dice (1, 2, 2, 4, 5, 6, 6, 6) = 32%. 8MB spent. B: 8 dice (1, 1, 2, 3, 5, 5, 5, 5) = 27% to Max R&D. 32MB spent.

Cinnabar (Carl) a: 8 dice (1, 1, 3, 3, 3, 4, 5, 5) = 25%. 8MB spent. B: 1 die (4) = 4%. 4MB spent.

Republic of Texas (York) a: 8 dice (1, 1, 2, 4, 5, 6, 6, 6) = 31%. 8MB spent. F: 3 dice: (2, 2, 5) = 9%. 3MB spent. 3: 5 dice (3, 3, 4, 4, 5) = 19% to Max R&D. 20MB spent. EVA: 8 dice (1, 1, 1, 2, 2, 3, 5, 6) = 21%. 8MB spent.

SCIFI (Cain) 1: 2 dice (6, 6) +2% = 14% to Max R&D. 2MB spent. a: 8 dice (1, 1, 2, 2, 4, 4, 4, 5) +8% = 31%. 8MB spent. EVA: 3 dice (2, 4, 6) +3% = 15% to Max R&D. 3MB spent.

Declare Future Missions

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

Your missions are:

Missions

Moonshooter Unlimited rushes his Mars Flyby mission by 1 month. 1MB spent, -2% to safety factors. Launch Order: Moonshooter Unlimited, SCIFI, Republic of Texas, Republic of Texas, Republic of Texas, Cinnabar, Moonshooter Unlimited, Penny Pines, Penny Pines

Moonshooter Unlimited launches a Mars Flyby. Liftoff: 32%<88%, Earth Orbital Burn: 86%>83%. Mission failure. +1% to B and 2, -3MB to budget.

SCIFI launches an Orbital Satellite. Liftoff: 47%<86%, Earth Orbital Burn: 07%<95%, Earth Orbital Activities: 33%<95%. Mission success. +1MB to A and 1, +2MB to budget.

Republic of Texas launches a Docking Module. Liftoff: 41%<91%, Earth Orbital Burn: 93%<98%, Earth Orbital Activities: 97%<98%. Mission success. +1% to A, +2MB to budget.

Republic of Texas scrubs a Manned Orbital with Docking and Spacewalk (Clark). -10MB to budget.

Republic of Texas scrubs a Manned Orbital with Docking and Spacewalk (Milbourn). -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: 15%<56%, Earth Orbital Burn: 35%<85%, Earth Mission Burn: 44%<85%, Lunar Orbital Burn: 24%<85%, Lunar Orbital Activities: 27%<85%. Mission success. +1% to B and 2, +5% to Photo Recon, +6MB to budget.

Moonshooter Unlimited launches a Manned Orbital with Spacewalk (Austin Powers). Liftoff: 92%>87%, negative ignition, Powers rescued safely, however

S.O.B.

subsequent explosion kills ground crew and damages launch site. 15MB must be spent to make the site serviceable. -10% to A, Powers to 10%. -10MB to budget.

Penny Pines launches a Manned Orbital mission with Spacewalk (Tom Corbett). Liftoff: 81%<88%, Earth Orbital Burn: 60%<81%, Earth Orbital Activities: 48%<81%, Spacewalk: 71%<89%, Earth De-Orbital Burn: 60%<81%, Reentry:

13%<81%, Recovery: 19%<81%. Mission success. +1% to A, a, and EVA, Tom Corbett to 20%, +15MB to budget.

Penny Pines launches a Manned Orbital mission with Spacewalk (Clifford Russell). Liftoff: 74%<89%, Earth Orbital Burn: 02%<92%, Earth Orbital Activities: 50%<82%, Spacewalk: 69%<90%, Earth De-Orbital Burn: 31%<82%, Reentry: 57%<82%, Recovery: 81%<82%. Mission success. +1% to A, a, and EVA, Clifford Russel to 20%, +5MB 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
1961 Budget	69	83	98	106	81
Cash	31	0	0	87	0
1-Orbital Satellite	0 / 96%	1 / 96%	2 / 95%	0 / 96%	0 / 98%
2-Interplanetary Satellite		0 / 92%	1 / 86%		
3-Lunar Probe					1 / 85%
4-Docking Module	1 / 45%			1 / 45%	1 / 45%
A-One Stage Rocket	2 / 87%	2 / 77%	1 / 77%	1 / 90%	6 / 92%
B-Two Stage Rocket		0 / 63%	1 / 91%	1 / 41%	
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons		2 / 62%			
F-Kicker				2 / 50%	1 / 94%
G-"Mega" Stage Rocket					
EVA Suits	98%		77%	91%	69%
a-One Person Capsule	3 / 66%	2 / 35%	1 / 82%	0 / 83%	6 / 41%
b-Two Person Capsule				1 / 35%	
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	65%	65%	65%
Launch Facilities	3	2	2	2	3
Astronauts	3	2	3	2	4

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

1962**Draw Event Cards**

Bill Scharf: Storms damage launch facility. Pay 15MB to repair it. -7MB to budget.

Dennis Cain: R&D Bonus. +1% to all dice this year. +25MB to budget.

Andy York: Engineering Error. Next launch has 50% chance of exploding on pad. +15MB to budget.

Joe Carl: R&D Bonus. +1% to all dice this year. -3MB to budget.

Paul Bolduc: R&D Bonus. +1% to all dice this year. +1MB 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
1962 Budget	50	119	115	131	22
Cash	91	3	25	13	25
1963 Budget	75	116	116	124	37

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

Dog Days**Epoch III Empire Selection****Deadline for Epoch III Celts, Macedonia, and Maurya: 10/24 Tuesday**

Kibbles and Bits (Narhi) keeps

The Triffids (Geggus) passes to Gaming Through the Ages

Amorphous, Cadaverous, and Nebulous (Reynolds) passes to The Triffids

Royal Manticoran Historical Society (Wilson) passes to Peoples Who Need

Gaming Through the Ages (Lewis) passes to the Royal Manticoran Historical Society

Society

Peoples Who Need Peoples (Cousins) passes to Amorphous, Cadaverous, and Nebulous

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 *Caucases*, *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

Epoch III Empire

Feris

Turns 3.3 to 4.3

Deadline for Turns 4.4 to 5.4: 10/24 Tuesday

Turn 3

Steve Die roll = 11, Ward receives a wool and a lumber, Kevin receives a wool and an ore. Plays a Ritter card to move the robber to L6, stealing a wheat from Chris. Uses 3 ore and 2 wheat to upgrade F6/P5/L9 to city.

Chris Die roll = 7, Chris moves the robber to M6 and steals a brick from Harry. Buys road at H10/P8.

Kevin Die roll = 4, Kevin receives 2 brick, Harry and Steve receive a brick, and Bill receives a

wheat. Builds roads at H4/M10 and F5/P11, receiving longest trade route.

Bill Die roll = 6, Harry and Steve each receive a wheat, Chris receives a brick, and Kevin receives 2 brick.

Turn 4

Harry Die roll = 8, Ward receives 2 lumber, Bill receives a lumber, and Chris receives a wool. Harry trades 2 brick for 2 lumber with

Ward. Builds a road in M6/OP. During the special build turn, Bill builds a road at L8/?P.

Ward Die roll = 7, declines to move the robber.

Steve Die roll = 9, Ward receives a brick, Steve and Chris receive a lumber, and Bill and Chris receive an ore. Builds a road at W6/W12.

Open Trade Offers

Chris will trade 1 wheat and 1 lumber for 2 ore

Turn 4 Dice Rolls

Chris	8	Kevin	4	Bill	6
Harry	11	Ward	11	Steve	6
				Chris	7

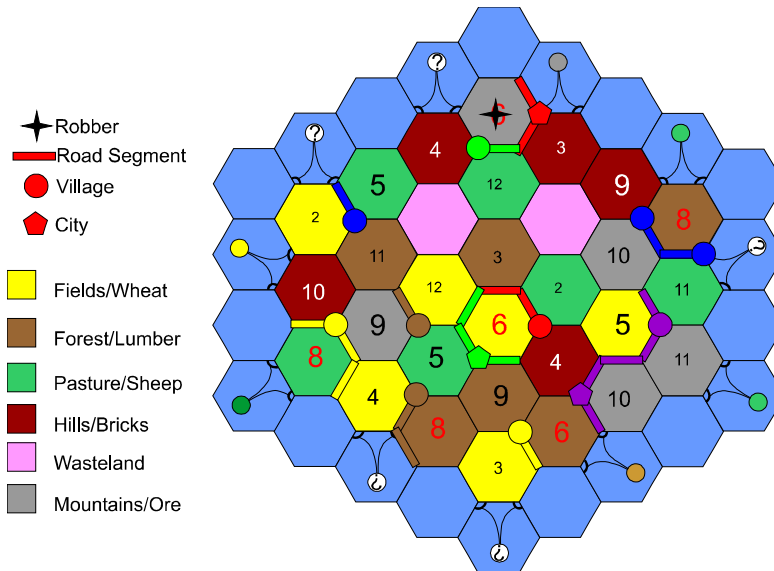
Turn 5 Dice Rolls

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Harry Andruschak	Red	3			1			3
Ward Narhi	Blue		3	3	1	1		3
Steve Koehler	Green	2	1				Soldier	3
Chris Geggus	Yellow	2	1	1	2	2		2
Kevin Wilson	Purple		3	2		1		5*
Bill Sharf	Brown	2	1			1	Soldier, 1 Unplayed	2

Your unplayed card(s) is(are): _____

* Longest Trade Route



Canes Venatici

Turn 2

Deadline for Turn 3: 10/24 Tuesday

Commander Actions

S.A.R.A. (Andruschak) passes

BarterTown V (York) passes

Miller's (Scharf) passes.

HBDC V (Wilson) buys a population factor (Wa4, Wa6).

Mystery Machine 2 (Lewis) buys a population factor (Or5, Wa5).

SUPERB (Lowrey) buys a population factor (Or1, Or2, Wa7)

2113 Corporation (Cain) buys a water factory (Or3, Or5, Wa6, Wa7) and moves a population from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown V	Andy York	OrF, OrF, WaF	HE	4
2	S.A.R.A.	Harry Andruschak	OrF, OrF, WaF, WaF		4
3	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF		4
4	Miller's	Bill Scharf	OrF, OrF, WaF	DL	4
5	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF		4
6	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF		4
7	2113 Corporation	Dennis Cain	OrF, OrF, WaF, 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: None

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. Why are U.S. soldiers forbidden to carry rifles any longer?

A1. The rifles are long enough already.

Paul Bolduc and Bill Scharf each receive 1 point.

Q2. If a farmer raises wheat in dry weather, what does he raise in wet weather?

A2. An umbrella.

Chris Geggus, Bob Robles, and Caleb Cousins each receive $\frac{1}{2}$ point.
 Q3. What would you call a person who did not have all his fingers on one hand?
 A3. Normal. Most people have their fingers evenly divided between their hands.
 Andy York, Bill Scharf, Paul Bolduc, Chris Geggus, Joe Carl, Bob Robles, and Caleb Cousins each receive $\frac{1}{2}$ point.

Q4. What's the best way to get down from a camel?
 A4. You can't get down from a camel. You get down from a duck or goose.
 Andy York, Caleb Cousins, and Bob Robles each receive $\frac{1}{2}$ point.

Q5. If a ton of coal costs \$30, and a ton of coke costs \$25, what will a ton of firewood come to?

A5. Ashes.
 Chris Geggus receives 2 points.

Current Scores

Chris Geggus	69½	Andy York	53
Caleb Cousins	47½	Paul Bolduc	46
Dennis Cain	44	Bill Scharf	41½
Joe Carl	38½	Brendan Whyte	37
Andy Lewis	33½	Steve Koehler	27½
Ward Narhi	24	Bob Robles	20½

Brad Martin	16	Tom Howell	13
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	$\frac{1}{2}$		

Bob Robles receives a free issue.

New Questions

Topic: Brain Teasers

- To divide a cake equally between two people, one person cuts the cake and let's the other person choose. How can you divide a cake between three or more people fairly? No protractors, rulers, or measuring devices are involved, just a knife.
- A total of 213 people enter a knockout tennis tournament. What is the least number of matches that must be played to decide an overall winner?
- While Harry was working in his garage, he made something travel at over 3000 miles (4800 kilometers) per hour. What was it?
- In Australia, a perfectly good building was demolished and an almost identical one built on exactly the same site. The original building was in good condition, was free of defects, and there was no issue of safety or planning permission. Why was it demolished?
- A terse weather report once stated that the temperature in a certain place at midnight on June 1st was a certain number of degrees. Where was the place?

Pedagogy

The General Theory of Relativity and the Theory of Quantum Mechanics are both incredibly successful. Each has made predictions that have been tested to the full ability the modern technology allows. The problem lies in the fact that they cannot both be correct.

General Relativity generally rules on very large scales while quantum mechanics rules on very small scales. Usually, the two don't meet, so physicists can use the equations of General Relativity or quantum mechanics as circumstances dictate. However, there are certain problems that involve extreme curvatures of spacetime, which requires General Relativity to resolve, on very small scales, which requires quantum mechanics. This is where the fundamental incompatibilities of the two theories emerge.

General Relativity makes one great assumption – spacetime is smooth. On macroscopic scales, this is a good assumption. It only turns wrong when combined with the Heisenberg Uncertainty Principle. Essentially, it means that the curvature of a particular point of spacetime cannot be determined with infinite precision. Furthermore, since the energy level at a particular time are a pair of quantities ruled by the Uncertainty Principle, when we look at spacetime on smaller and smaller scales, the energy fluctuations, and hence curvature, fluctuate more and more wildly. Eventually, when you get to the Planck scale at 10^{-43} cm, the fluctuations of spacetime are so wild that it has been described as a foam. The concept of a spacetime foam is actually meaningless. It requires a quantum theory of gravity to make it meaningful. So far, such a theory has failed to materialize.

Quantum mechanics also has its flaws. The current basis of particle theory is a quantum mechanical theory called the Standard Model. The Standard Model describes the various fundamental particles. It divides particles into two types – Fermions, which have half-integer spins ($\frac{1}{2}$, $\frac{3}{2}$, etc.) and Bosons, which have whole integer spins (0, 1, 2, etc.). In general, fermions are the particles of which matter is made, while bosons carry forces. The Standard Model describes three families of fermions, each composed of a lepton, a neutrino, and two quarks. The lowest, and most common family, is composed of the electron, the electron neutrino, and the up and down quarks. The other families contain the muon, the muon neutrino, the strange and charmed quarks, and the tauon, tauon neutrino, and top and bottom quarks. All of these particles have a spin of $\frac{1}{2}$. Of the bosons, the first is the photon, with spin 0. It carries the electromagnetic force. Next are the three weak gauge bosons, W^+ , W^- , and Z^0 . These carry the weak nuclear force and have a spin of 1. Finally, the Standard Model has identified 8 gluons, all with spin 1. These carry the strong nuclear force. To complete the picture, there should also be a graviton with spin 2, but no quantum theory has yet been able to describe it. Another weakness of the Standard Model is the fact that the masses and force charges of all of these particles have to be determined by experiment. In a more complete theory, these should be predictable by the theory.

Next issue, I will introduce String Theory.

The results of the 2000 Hobby Awards balloting are in. The Committee would like to thank all publishers for promoting the Awards and all hobby members who participated.

The winner of the Don Miller Award for Meritorious Service for 2000 is EDI BIRSAN.

The winner of the Rod Walker Award for Literature for 2000 is PAUL WINDSOR.

The winner of the John Koning Award for Player Performance for 2000 is MARK FASSIO.

The winner of the Fred Wyatt Award for GM Performance for 2000 is MICHAEL LOWREY.

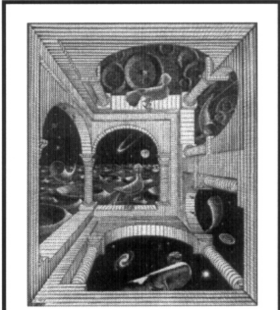
I would like to say that everyone who was nominated received at least 1 vote. Also, in 3 of the 4 categories, the winner was decided by 1 vote. In the 4th category, the winner was decided by 2 votes.

Also, I would like to thank several generous donors to the fund this year. With their very generous help, we are able to provide the winners with plaques again this year. Thanks go to Jim Burgess, Paul Milewski, and Paul Kenny.

The Committee extends our congratulations to not only the winners but the nominees as well. The winners will receive their plaques as soon as Fred Davis can get them engraved, etc.

The Hobby Awards Committee consists of Melinda Holley (Chairperson), Fred Davis (Treasurer), Gary Behnen, Jim Burgess, Paul Kenny, and Robert Lesco.

On a personal note, I would like to thank my fellow Committee members. Melinda Holley
Their assistance has been invaluable on this project.



Interested in learning more about zines in the North American Postal Diplomacy Hobby? Want to know where you can play Diplomacy, Diplomacy variants and other games by mail? Curious about how other zines are doing, including which are new and which have folded?

Then you need Zine Register #29, a listing of North American Postal Diplomacy zines accompanied by reviews from hobby members. Full descriptions are given of each zine, including their cost, the games being run in them and other features. Zine Register #29 also lists other hobby-related publications that are available and hobby services.

As a bonus, Zine Register #29 presents articles by Diplomacy inventor Allan Calhmer on postal Diplomacy and by longtime hobbyist Jim Burgess on the future of North American Postal Diplomacy in the new millennium.

To purchase Zine Register #29, send U.S. \$2 to Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344, preyno@yahoo.com.

ZINE BANK: Send U.S. \$3 to Phil Reynolds and receive a big envelope stuffed with samples of North American Postal Diplomacy zines.

Zine Register #29

Addresses

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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
Liftoff!: Dennis Cain, Andy York
SolarQuest: Andy York, Phil Reynolds
Age of Renaissance: Bob Robles
Kremlin: Kevin Wilson, Joe Carl, Andy York
Silverton: Harry Andruschak
Settlers of Catan: None

Standby Calls

Ward Narhi for Venice in Citizen Dog.

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