

Notes from Hades

Not much going on this time around. I've been doing the telecommuting thing over the past several weeks, and I've decided: I can get used to this. Going up to San Jose two days every other week is a lot more palatable now that I can spend the rest of the time at home working. It means a lot of time on the phone, but the nature of my job is that I don't need to have constant interaction with the rest of the team. It has made the assignment much more enjoyable.

Sun Dog may finally be ending next turn, depending on the concession vote. If so, the way will be cleared for Hyena, the Merchant of Venus game. There is only one more position left in the game, so if you are interested please sign up.

As expected, Dirty Dogs ended this turn. Congratulations to Chris Geggus on his devious victory.

This issue's deadline to **Tuesday, November 28 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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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, Bob Robles, and Dennis Cain. Will take 1 more. **This game will start next issue with whomever is signed up then.**

Dog Tired. Kremlin. This game will start when Dirty Dogs ends. Have Joe Carl, Kevin Wilson, Chris Geggus, Mike Scott, Bill Scharf, and Steve Koehler. **Starts this issue!**

Dog Show. Age of Renaissance. Have Bob Robles, Paul Bolduc, Caleb Cousins and Ward Narhi, will take up to 2 more.

Wish List

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.

Kremlin. This game will start when Dog Tired ends. Have Any York and Pasquale Giovine, will take 4 more.

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

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

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

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

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

Bob Robles

Book Review: Cthulu 2000, edited by Jim Turner. This is a collection of short stories by various fantasy and scifi writers which revolve around the Cthulu mythos first promulgated by HP Lovecraft. I'm a huge fan of Lovecraft and have read the vast majority of his work (good and bad, or all bad if you really don't

like him). This is a really fun collection to read. The stories range from utter camp, excellent original writing only tangentially related to the Lovecraftian theme, and imaginative reworkings of stories you would swear were straight from HP Lovecraft himself. Highly recommended, especially with Halloween just around the corner.

Feral Dogs

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

Deadline/Fall 1464 11/28 Tuesday

The Venetian empire starts to crumble under the combined assault of Milan and the Pope. With France keeping to the west and finishing off the Turks, and Naples turning inward, can the end be much further away?

Spring 1464 Retreats

Turks retreat A Durazzo to garrison

Orders

- France : A AVIGNON holds
 A Marseilles to PROVENCE
 F GENOA to Ligurian Sea
 F LIGURIAN SEA to Gulf of Lions
 F WESTERN MEDITERRANEAN to Gulf of Lions
 F DURAZZO besieges
- Milan : A SLAVONIA supports A Milan to Carinthia (cut)
 A Milan to CARINTHIA
 A TRENT supports A Verona
 A TYROLEA supports A Milan to Carinthia
 A Cremona to BERGAMO
 A VERONA supports Papal A Bologna to Ferrara
 A MANTUA supports A Verona
 A MODENA supports A Mantua
- Naples : A NAPLES holds
 F BARI holds
 G NAPLES supports A Naples
 G BARI supports F Bari
- Papacy : A Sienna to FLORENCE
 A Bologna to FERRARA
 A BOSNIA to DALMATIA
 A ALBANIA to RAGUSA
 F Piombino to TYRRHENIAN SEA
 F Tyrrenian Sea to GULF OF NAPLES
 F UPPER ADRIATIC supports A Bosnia to Dalmatia
 F LOWER ADRIATIC supports A Albania to Ragusa
- Turks : G DURAZZO converts to F
- Venice : A Ferrara to Bologna (DISLODGED, retreat garrison, OTB)
 A FRIULI holds
 A Treviso to PADUA
 A Carniola to CROATIA
 A AUSTRIA to Carinthia
 A HUNGARY to Slavonia
 F Ragusa to Lower Adriatic (DISLODGED, retreat Herzegovina, garrison, OTB)
 F Dalmatia supports F Ragusa to Lower Adriatic (cut, DISLODGED, retreat Herzegovina, OTB)
 F Padua to VENICE

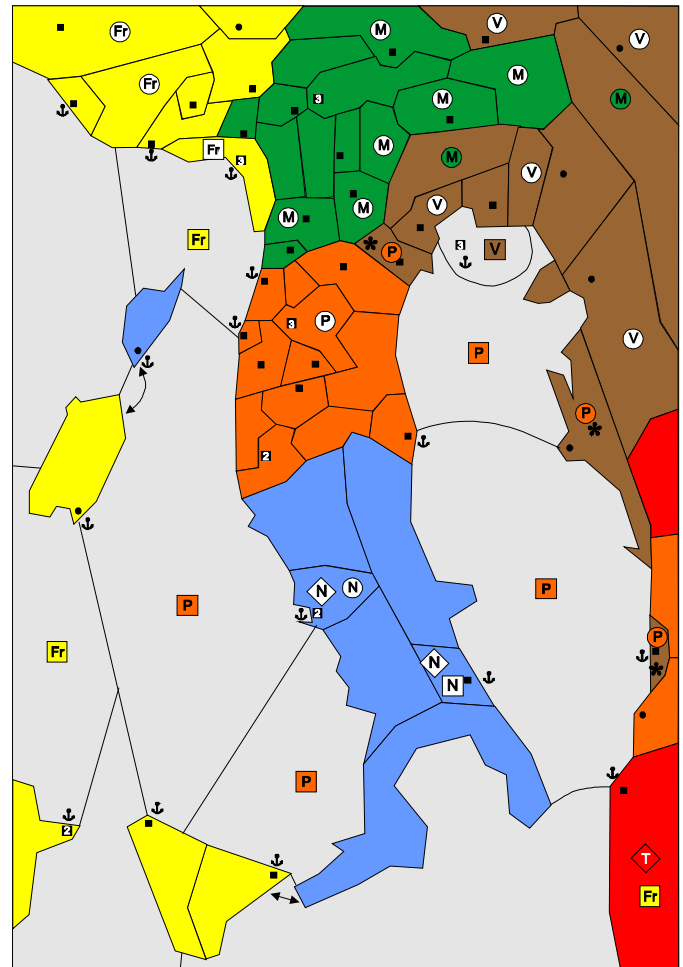
Notes

The proposed draw fails with 5 no votes.

Press

Milan – France: Your demilitarization was welcomed by me. Also if Papacy continues to cooperate with me, your very fierce venetian enemy will have bad times.

Milan – Pope: Sorry for haven't support your entry in Ferrara, but I wasn't too sure of your move and preferred to force Verona (with good results). This time I shall support your A Bologna - Ferrara with Verona and in fall with Mantua also, if you won't have it yet. Also, we must begin to think to cooperate on the east coast in Croatia and Carniola: if I am in Carinthia, I can support your Bosnia – Croatia from Slavonia, if you want; but, if you are just there, I ask for your to my Slavonia - Carniola, if it is possible for you.

"Feral Dogs"

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

Milan – Venice: If you don't want give me the Austrian provinces that are due to me, I shall take them. Also, it seems to me that your counterpunch hadn't any effect: you prove again or give me what I ask.

Papacy - All: This is my only press item. I'm keeping quiet for now...which I assume Venice appreciates. If you're getting angry for the show that's fine...that's part of the game. But it is just a game. As for me, I use all my anger up at work – lucky me.

Pope – Venice: I may have handed a solo to France, but that really depends on Milan now doesn't it. It could be a 3 way or 4 way draw. Depending on if France decided to make a run for it and take out Naples or attack anyone.

Pope – Milan: Would you please support Bol - Fer, if I manage to get in then I will be besieging the site next. Thanks for your help in advance.

Pope – France: Welcome to Durazzo, as you can see I'm steadfastly loyal to you and always have been. Could you do me a favor and please leave LS so you aren't bordering 2 of my SC's? I would be comfortable that you won't make a run for a solo if you were to back off a bit. Thanks in advance.

Pope – Turks: Try talking next time.

Venice – Milan: I can't expect to survive now, so I will do my best to throw as many of my centers to you as possible. Next turn, I will try moving out of cities that you are adjacent to. Come the winter, I will disband all units except those which can be used vs. Papacy.

Venice – Papacy: Let's see if your treachery ultimately hurts you more than it helps you.

Citizen Dog

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

Deadline for Winter-Spring 1461: 11/28 Tuesday

Milan and Austria are on the verge of eliminating France, but Naples is shifting his attention north to Milan. Naples, however, may have to divert some attention to take care of Venice.

Summer 1460 Retreats

Naples retreats F Lucca to Ligurian Sea

Orders

AUSTRIA A Turin to AVIGNON
(Robles) A SWISS supports A Turin to Avignon
A Tyrolea to TURIN

FRANCE A (EM) PROVENCE supports Naples A Piombino to Savoy
(Scott) A AVIGNON supports A Provence (cut, DISLODGED, retreat Marseilles, garrison, OTB)
G SAVOY supports Naples A Piombino to Savoy

MILAN A (EM) SALUZZO supports A Montferrat to Savoy
(Giovine) A MONTFERRAT to Savoy
A Parma to MANTUA
A PAVIA supports Austrian A Tyrolea to Turin
A MILAN holds
A FORNOVA to Genoa
A Modena supports A Parma to Mantua (cut, DISLODGED, retreat Parma, garrison, OTB)
F GENOA to Ligurian Sea

NAPLES A Florence to PISA
(McConnell) A Urbino to BOLOGNA
A SPOLETO supports F Ancona
A Piombino to SAVOY
A (EM) Bologna to MODENA
F Tyrrhenian Sea to PATRIMONY
F LIGURIAN SEA transport A Piombino to Savoy
F Otranto to GULF OF NAPLES
F ANCONA holds

VENICE A FERRARA holds
(Grib) A LUCCA holds
A Herzegovina to BARI
A Ragusa to ALBANIA
F UPPER ADRIATIC to Ancona
F LOWER ADRIATIC transports A Herzegovina to Bari
F (EM) Bari to OTRANTO
F Albania to DURAZZO

Press

France – All: On last legs.... come on Aust, get with it, and you too Venice...you guys are next to go....

Notes

Naples has completed the conquest of the Papacy, and therefore gains the Papal income die roll and can build in Rome, Bologna, Ancona, and Perugia.

Spring 1461 Famine

Bad Year, Row and Column – Savoy, Sardinia, Parma, Bosnia, Tyrolea, Naples, Dalmatia, Corsica, Milan, Spoleto, Arezzo, Mantua, Lucca

Spring 1461 Income

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

Provinces

AUS Avignon, Turin, Swiss, Tyrolea, Austria, Carinthia, Hungary, Slavonia, Trent, Friuli 9

FRA Marseilles, Provence, Tunis 3

MIL Saluzzo, Genoa, Montferrat, Fornova, Pavia, Como, Milan, Bergamo, Mantua, Cremona, Parma 8

NAP Savoy, Modena, Bologna, Urbino, Florence, Pisa, Piombino, Arezzo, Patrimony, Rome, Perugia, Spoleto, Ancona, Aquila, Capua, Naples, Salerno, Messina, Palermo, Sardinia 15

VEN Ferrara, Verona, Padua, Treviso, Carniola, Croatia, Istria, Dalmatia, Herzegovina, Ragusa, Albania, Durazzo, Lucca, Bari, Otranto 13

Seas

NAP Ligurian Sea, Gulf of Naples 2

VEN Upper Adriatic, Venice, Lower Adriatic 3

Cities

AUS Avignon, Turin, Swiss, Tyrolea, Austria, Hungary, Trent 6

FRA Marseilles, Tunis (2), Savoy 3

MIL Saluzzo, Genoa (3), Montferrat, Pavia, Milan (3), Mantua, Cremona 7

NAP Modena, Bologna, Florence (3), Pisa, Piombino, Arezzo, Rome (2), Perugia, Ancona, Naples (2), Messina, Palermo, Sardinia 13

VEN Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Lucca, Bari, Venice (3) 12

Totals

Variable income die roll was 5.

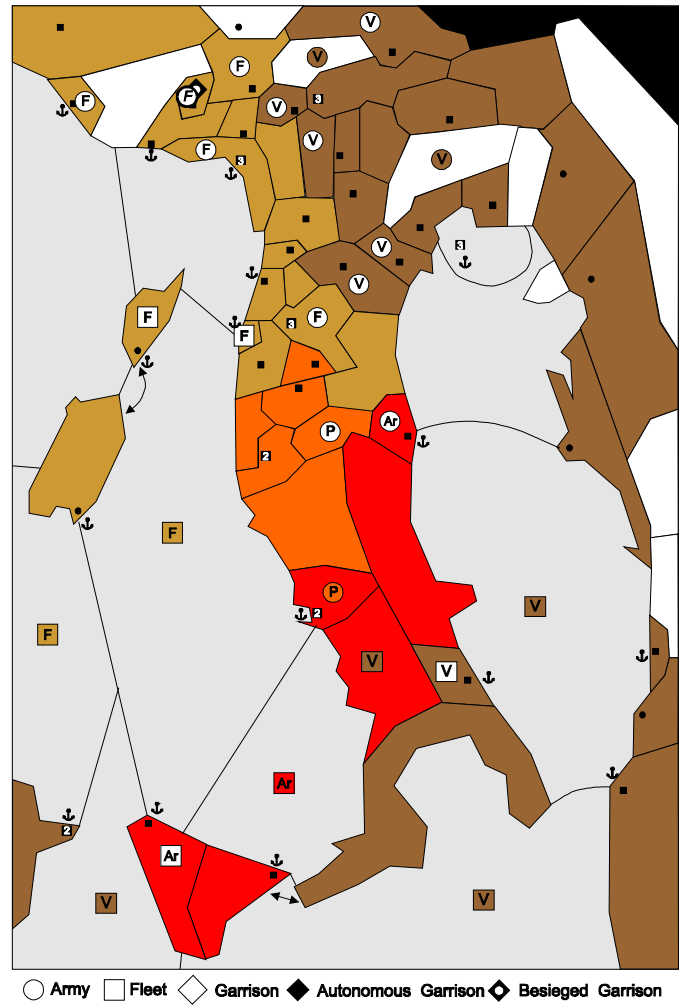
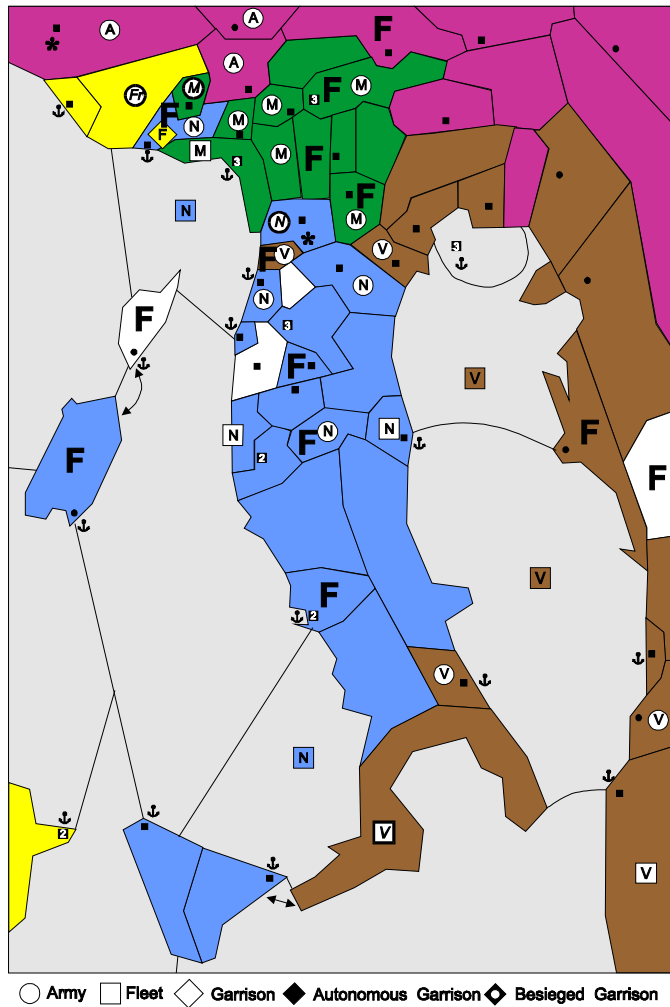
	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	4	9	0	6	19	0	19
FRA	5	3	0	3	11	2	13
MIL	7	8	0	7	22	2	24
NAP	8	15	2	13	38	0	38
VEN	8	13	3	12	36	4	40

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461
Aus	3	4	5	4	5	5	5	7
Flo	3	3	4	6	9	7	0	0
Fra	3	5	7	7	9	6	8	3
Mil	3	5	7	8	6	6	7	7
Nap	4	4	6	7	6	8	10	13
Pap	4	3	0	0	0	0	0	0
Tur	3	6	7	3	0	0	0	0
Ven	4	5	6	6	8	9	11	12

Citizen Dog

New Tricks



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

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

New Tricks

**Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Spring 1258**

Deadline for Summer 1258: 11/28 Tuesday

The world seems clearly divided between the big guys and the little guys. Will the big guys dismember the little guys and split Italy between them, or will they fight each other?

Fall 1258 Retreats

Milan retreats A Pavia to Fornova

Builds

		Treas	Cost	Rem
Ara	Maintains all, <u>builds A Naples (not a home center)</u>	14	12	2
Flo	Maintains all except A Montferrat, builds F Piombino	46	30	16
Pap	Maintains all, no new builds	11	9	2
Ven	Maintains all, builds A Padua	44	36	8

Expenditures

Venice spends 3 ducats for Famine Relief in Bologna.

Orders

ARAGON A ANCONA holds
(Bolduc) F GULF OF NAPLES supports F Palermo
F PALERMO supports F Gulf of Naples

Orders (cont.)

FLORENCE A FLORENCE holds
(Robles) A (EM) SALUZZO besieges
A AVIGNON to MARSEILLES
A TURIN besieges (garrison destroyed)
A GENOA supports A Turin (imp.)
F CORSICA supports F Piombino to Tyrrhenian Sea
F Sardinia to WESTERN MEDITERRANEAN
F TYRRHENIAN SEA to Central Mediterranean
F PIOMBINO to Tyrrhenian Sea

PAPACY A Capua to NAPLES
(Narhi) A SPOLETO to Aquila
A PERUGIA to Spoleto

VENICE A BOLOGNA holds
(Reynolds) A Padua to FERRARA
A Bergamo to VERONA
A PAVIA supports A Milan to Como
A Milan to Como
A TYROLEA supports A Milan to Como

Orders (cont.)

- A PARMA supports A Pavia
- F TUNIS TO CENTRAL MEDITERRANEAN
- F IONIAN SEA supports F Tunis to Central Mediterranean
- F Otranto to SALERNO
- F BARI to Aquila
- F Upper Adriatic to LOWER ADRIATIC

Notes

The draw fails with 2 no votes. It has been re-proposed. Also, since the Income & Military Unit Adjustment Phase takes place well before the Ducat

Expenditure Phase in the turn, Famine Relief does not allow you to build in a province hit by famine.

Spring 1258 Famine Losses

Papal army Perugia

Summer 1258 Plague

Good Year, no plague!

Press

Milan – Florence: I'm retreating to Pavia because it is the most active thing I can do and I don't owe you anything anyway.

Papacy – Venice: How about supporting me to Ancona next turn?

Papacy – Florence: How about supporting me to Naples next turn?

Sun Dog

Turns 71.1 to 75.1

Turns 75.2 to 79.2 due: 11/28 Tuesday

Turn 71

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Diemos	3, 3; 2, 8	Janus	6 fuel used, \$100 gained, pays \$590 to Century 22, forces sale for \$210, places fuel station, refuels to full
Century 22	Venus	3, 4	Iapetus	7 fuel used, pays \$170 to TE
vRE	Federation Station VI	4, 6	Proteus	10 fuel used, pays \$1950 to TE in rent, buys 11 fuel for \$660

Turn 72

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

Turn 73

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Mimas	3, 6	Enceladus	9 fuel used, \$320 paid 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

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, pays \$1250 to TE
vRE	Federation Station XI	1, 2	Nereid	Owes \$1870 to TE, sells Diemos for \$590 and a fuel station for \$500

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

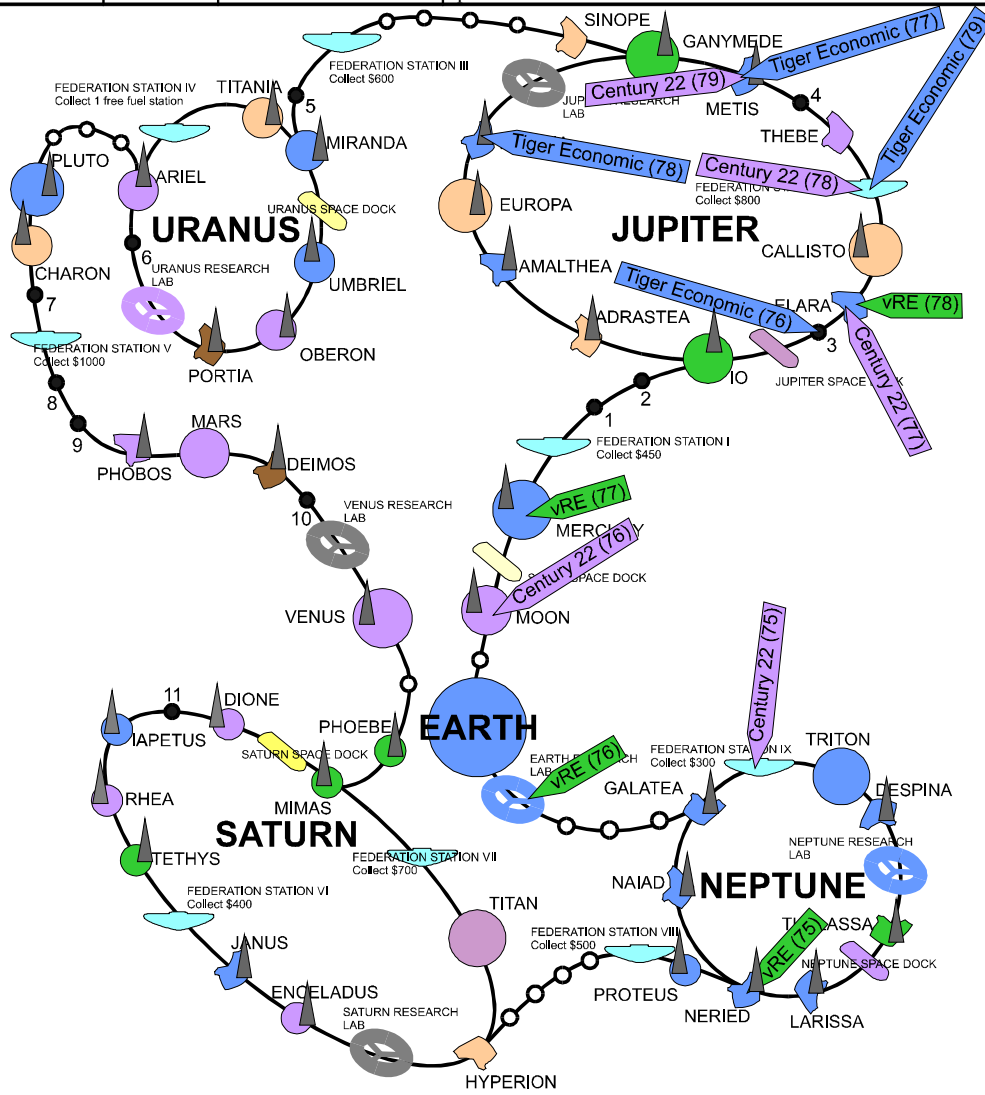
The Players (After Turn 75.1)

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, Janus	3	21	18735
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock, Neptune Space Dock	6	18	6370
van Rijn Enterprises (Green)	Andy York	Mimas, Tethys, Phoebe, Thalassa, Ganymede, Io	1	14	405

Turn 75

Company	Starting Location	Die Roll	Ending Location	Notes
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Century 22	Naiad	2, 6	Federation Station IX	8 fuel used, \$300 gained
vRE	Nereid	4, 6	Nereid	10 fuel used, owes \$1870 to TE must sell something to pay, may buy fuel at \$55 per



Turn 76

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Moon	4, 4	Blank Dot 3	8 fuel used, gains \$100
Century 22	Federation Station IX	3, 5	Moon	8 fuel used, gains \$500 from passing Earth, refuels to full
vRE	Nereid	5, 6	Earth Research Lab	11 fuel used, owes \$300 to TE

Turn 77

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 3	2, 4	Metis	Refuels to full
Century 22	Moon	4, 5	Elara	9 fuel used, owes \$190 to TE
vRE	Earth Research Lab	2, 3	Mercury	\$500 gained from passing Earth, owes \$1050 to TE, must sell something to pay, may buy fuel at \$20 each

Turn 78

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Metis	1, 2	Himalia	3 fuel used, refuels to full
Century 22	Elara	1, 1	Federation Station II	\$100 gained, 2 fuel used, \$800 gained
vRE	Mercury	1, 6	Elara	7 fuel used, owes \$190 to TE, may be able to force sale, depending on fuel situation

Turn 79

Company	Starting Location	Die Roll	Ending Location	Notes
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TE	Himalia	4, 5	Federation Station II	9 fuel used, gains \$800
Century 22	Federation Station II	1, 2	Metis	Owes \$155 to TE (or \$110, if vRE bought Elara)

Notes

A concession to Tiger Economic has been proposed. Please vote with your next set of orders. NVR = no, NMR = yes.

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 11

End of Game Statements due: 11/28 Tuesday

Cure Phase

STORK reveals 6 IP on G, 13 IP on Q, 7 IP on S, 4 IP on I, and 1 IP on O, SODS reveals 10 IP on G, 1 IP on X, and 2 IP on K. No politicians go to the sanatorium. Turi Nikotin (R) ages to 66, Boris Karrienko (N) ages to 69, Oleg Satin (O) ages to 70, Diwan Palavarian (G) ages to 74, and Boris Badenuff (X) ages to 56.

Purge

No purges.

Spy Investigation

No activity.

Health

Turi Nikotin (R). (dr = 6). Gets sick.
 Boris Karrienko (N). (dr = 10). Remains sick.
 Oleg Satin (O). (dr = 19). Remains ill.
 Natasha Nogoodnik (V). (dr = 16). Remains healthy.
 Diwan Palavarian (G). (dr = 19). Remains healthy.
 Boris Badenuff (X). (dr = 19). Remains sick.
 Ulan Putschnik (Y). (dr = 1). Dies.
 Viktor Wasolin (Z). (dr = 14). Remains healthy.

Funeral Commission

None

Replacement

Q is promoted by age to Economy Minister. C, F, I, K, and M are promoted by age to Candidates.

Rehabilitation

None.

Parade

Turi successfully waves.

Notes

That's all folks. The Reform Expansionists successfully retain control of the Politburo. Congratulations to Chris Geggus on his well deserved victory.

Politburo

Office	Politician	Condition	Influence
Party Chief	Turi Nikotin (R)	66 +	1 (RE)
KGB Head	Boris Karrienko (N)	69 +	4 (TCC), 5 (RE)
Foreign	Oleg Satin (O)	70 ++	2 (SODS), 3 (RE), 1 (STORK)
Defense	Natasha Nogoodnik (V)	58	1 (RE)
Ideology	Diwan Palavarian (G)	74 ?, weakness	8 (STORK), 10 (SODS)
Industry	Boris Badenuff (X)	56 +	1 (TI), 2 (TCC), 1 (SODS)
Economy	Tigran Zenjarplan (Q)	68 +	10+ (STORK)
Sport	Viktor Wasolin (Z)	50	1 (RE)

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

Candidates: C (82), F, I (83 ++, 4 STORK), K (77 +, 2 SODS), M (75)

People: S (59 +, 7 STORK), U (59 ++), W

Siberia:

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

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

Doggin' It**Turn 14, Phases IV-VII, Turn 15, Phases I-III****Turn 15, Phases IV-VII, Turn 16, Phases I-III due: 11/28 Tuesday****Turn 14**Construction and Operation

Red (Scharf) operates claim #7 (\$400, 1½ gold) and collects \$2700 in passenger revenue.

Green (Andruschak?) NMRs! Gains \$1400 in passenger revenue.

Brown (Carl) operates claims #60 (\$100, 5 coal) and #42 (\$150, 4 lumber)

Gray (Cain) operates claims #24 (\$200, ½ silver) and #60 (\$200, 3 coal), delivers 3 coal to Salt Lake City for \$1500, gains \$1250 in passenger revenue.

Gold (Bolduc) operates claims #44 (\$100, 4 coal) and #12 (\$250, ½ gold), delivers 4 coal to Salt Lake City for \$2000, collects \$100 in passenger revenue.

Blue (Martin) operates claims #66 (\$200, 3 coal), #67 (\$150, depletes), #26 (\$250, 2 silver), #25 (\$200, depletes), and #37 (\$100, depletes), delivers ½ gold and 2 lumber to Denver for \$4500. Gains \$600 in passenger revenue.

#	City	Owner	Goods	Type	Operation
54	Bowie	Gray	0	Coal	\$200
55	Bowie	Gray	N	Coal	\$200
44	Scofield	Gold	0	Coal	\$100
39	Lumberton	Gold	8	Lumber	\$250
12	Eureka	Gold	½	Silver	\$250
34	Dolores	Gold	N	Lumber	\$200
66	Trinidad	Blue	8	Coal	\$200
67	Trinidad	Blue	21	Coal	Depleted
26	Silverton	Blue	2	Silver	\$250
37	South Fork	Blue	2	Lumber	\$100
68	Raton	Blue	N	Coal	\$200

Turn 15Move Prospectors and Surveyors

Red (Scharf) surveys B to Cripple Creek, prospects #21.

Green (Andruschak?) NMRs

Brown (Carl) surveys Pueblo to Canon City, prospects #21

Gray (Cain) surveys R to N, prospects #55

Gold (Bolduc) surveys Durango to V, prospects #34

Blue (Martin) surveys Trinidad to Raton, prospects #68.

Dispute Resolution

Red and Brown have a dispute over #21. Red = 5, Brown = 8. Brown wins. Red pays \$300, Brown pays \$1100, Gray pays \$1200, Gold pays \$1200, and Blue pays \$1000.

Notes

Harry Andruschak has NMRed. **Will Ward Narhi please submit standby orders for Green.**

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$17,900	S+1, P
Harry Andruschak?	Green	Denver	\$37,600	S, P+1
Joe Carl	Brown	Pueblo	\$5,300	S+1, P
Dennis Cain	Gray	Salt Lake City	\$17,700	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$12,600	S+1, P
Brad Martin	Blue	Santa Fe	\$37,300	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	1½	Gold	\$400
58	Crested Butte	Green	5	Coal	\$100
29	Lake City	Green	N	Silver	\$150
42	Vallecitos	Brown	7	Lumber	\$150
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	N	Silver	\$200
60	Durango	Brown	5	Coal	\$100
21	Westcliffe	Brown	N	Silver	\$150
23	Ouray	Gray	½	Silver	\$200

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	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
47	Sunnyside	Coal	\$500	\$100
63	Alamo	Coal	\$300	\$150
19	Leadville	Silver	\$1000	\$250
35	Dolores	Lumber	\$300	\$200
28	Lake City	Silver	\$500	\$200
53	Craig	Coal	\$200	\$100

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

#	Type	Route	Payoff	Cost	Notes
					toward card 17 or 18

#	Type	Route	Payoff	Cost	Notes
18	C	SLC – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

Rover

1962

1963 due: 11/28 Tuesday

1962

Saved Cards

Moonsooter Unlimited fortunate accident (satellite or probe)

Cinnabar Government order: Man on moon by 1964.

Event Card Actions

Penny Pines (Scharf) repairs launch facility for 15MB.

Purchases

Penny Pines (Scharf) buys 2 one-stage rockets for 6MB, 3 one-person capsules for 6MB, Liquid Fuel Strap-Ons Program for 12MB, and 1 docking module for 2MB.

Cinnabar (Carl) buys the Docking Module program for 18MB, Kicker program for 12MB, 1 two-stage rocket for 12MB, 1 interplanetary satellite for 4MB, and Two-Person Capsule program for 24MB.

Moonsooter Unlimited (Bolduc) repairs his launch pad for 15MB, buys 1 one-person capsule for 2MB, 1 one-stage rocket for 3MB, 1 interplanetary satellite for 4MB, 1 two-stage rocket for 12MB, and the Two-Person Capsule program for 24MB.

SCIFI (Cain) buys Three-Stage Rocket program for 84MB and 1 one-stage rocket for 3MB.

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

Research and Development

Penny Pines (Scharf) b: 8 dice (1, 1, 2, 2, 3, 5, 6, 6) = 26%. 16MB spent. B: 8 dice (1, 2, 2, 3, 4, 4, 5, 6) = 27%. 32MB spent. D: 8 dice (1, 1, 1, 1, 2, 2, 3, 4) = 15%. 16MB spent. F: 8 dice (1, 2, 3, 3, 4, 4, 5, 6) = 28%. 8MB spent. EVA: 3 dice (2, 3, 3) = 8% to Max R&D. 3MB spent.

Cinnabar (Carl) a: 8 dice (2, 3, 3, 4, 4, 5, 6, 6) = 33% + 8% = 41%. 8MB spent. B: 8 dice (1, 2, 2, 2, 2, 3, 5, 6) = 23% + 8% = 31% to Max R&D. 32MB spent. F: 4 dice (2, 3, 3, 4) = 12% + 4% = 16%. 4MB spent.

Moonsooter Unlimited (Bolduc) A: 5 dice (1, 4, 4, 5, 5) = 19% + 5% = 24% to Max R&D. 10MB spent. 2: 2 dice (1, 4) = 5% + 2% = 7% to Max R&D. 6MB spent. EVA: 8 dice (1, 1, 2, 2, 3, 4, 5, 5) = 23% + 8% = 31% to Max R&D. 8MB spent. b: 8 dice (1, 2, 2, 3, 4, 4, 5, 6) = 27% + 8% = 35%. 16MB spent.

SCIFI (Cain) a: 4 dice (1, 3, 3, 4) = 11% + 4% = 15% to Max R&D. 4MB spent. C: 1 die (2) = 2% + 1% = 3%. 6MB spent.

Republic of Texas (York) a: 8 dice (1, 2, 2, 4, 5, 5, 6, 6) = 31%. 8MB spent.

Declare Future Missions

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

Your missions are:

Missions

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

Moonsooter Unlimited launches a Venus Flyby. Liftoff: 86%<89%, Earth Orbital Burn: 98%>88%. Mission failure. +1% to B and 2, -3MB to budget.

Republic of Texas launches an Unmanned Orbital mission. Liftoff: 18%<92%, Earth Orbital Burn: 88%>72%. Mission failure. +1% to A and a.

Republic of Texas launches an Unmanned Orbital. Liftoff: 26%<93%, Earth Orbital Burn: 06%<73%, Earth Orbital Activities: 96%>73%. Mission failure. +1% to A and a.

Republic of Texas launches an Unmanned Orbital. Liftoff: 16%>94%, Earth Orbital Burn: 81%>74%. Mission failure. +1% to A and a.

SCIFI launches a Docking Module. Liftoff: 78%<87%, Earth Orbital Burn: 60%<96%, Earth Orbital Activities: 33%<96%. Mission success. +1MB to A and 1, +2MB to budget.

SCIFI launches a Manned Orbital with Docking (Frank Herbert). Liftoff: 11%<88%, Earth Orbital Burn: 91%>80%, engine burn failure, craft out of control on reentry, heat shield fails, catastrophic failure. +1% to A, a drops to 10%, -10MB to budget.

SCIFI scrubs a Manned Orbital with Spacewalk (Arthur C. Clarke). -10MB to budget.

Moonsooter Unlimited launches a Manned Orbital with Spacewalk (Matt Helm). Liftoff: 11%<87%, Earth Orbital Burn: 46%<82%, Earth Orbital Activities: 44%<82%, Spacewalk: 94%<98%, Earth De-Orbital Burn: 64%<82%, Re-entry: 21%<82%, Recovery: 87%>82%, touchdown off-target, crew OK, just long wait. Mission successful. +1% to A and a, Helm to 20%. +19MB to budget.

Cinnabar launches a Lunar Flyby mission. Liftoff: 76%<90%, Earth Orbital Burn: 15%<92%, Earth Mission Burn: 10%<92%, Lunar Orbital Burn: 05%<92%, Lunar Orbital Activities: 65%<92%. Mission success. +1% to B and 2, +5% to Photo Recon, +2MB to budget.

Cinnabar launches a Manned Orbital (Jesse). Liftoff: 04%<77%, Earth Orbital Burn: 39%<76%, Earth Orbital Activities: 58%<76%, Earth De-Orbital Burn: 54%<76%, Re-entry: 75%<76%, Recovery: 64%<76%. Mission success. +1% to a and A, Jesse to 10%, +8MB to budget.

Penny Pines launches a Docking Module. Liftoff: 36%<90%, Earth Orbital Burn: 67%<96%, Earth Orbital Activities: 01%<96%. Mission success. +1% to A and 1, +2MB to budget.

Penny Pines launches a Manned Orbital mission with Docking (Clifford Russell). Liftoff: 89%<91%, Earth Orbital Burn: 54%<83%, Earth Orbital Activities: 49%<83%, Docking Module Power-up: 23%<97%, Docking: 18%<45%, Earth De-Orbital Burn: 97%>83%, Russell saves, Reentry: 42%<83%, Recovery: 34%<83%. Mission success. +1% to A and a, and +15% to docking, Clifford Russel to 30%, +15MB to budget.

Players

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonsooter Unlimited	Penny Pines	Republic of Texas

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
1962 Budget	50	119	115	131	22
Cash	91	3	25	13	25
1-Orbital Satellite	0 / 97%	1 / 96%	2 / 95%	0 / 97%	0 / 98%
2-Interplanetary Satellite		0 / 93%	1 / 91%		
3-Lunar Probe					1 / 85%
4-Docking Module	0 / 45%	1 / 45%		1 / 60%	2 / 45%
A-One Stage Rocket	1 / 89%	1 / 78%	2 / 88%	1 / 92%	6 / 95%
B-Two Stage Rocket		0 / 91%	1 / 92%	1 / 68%	
C-Three Stage Rocket	1 / 18%				
D-Liquid Fuel Strap-ons		2 / 62%		1 / 45%	
F-Kicker		1 / 41%		2 / 78%	1 / 94%
G-"Mega" Stage Rocket					
EVA Suits	98%		98%	98%	69%
a-One Person Capsule	2 / 10%	1 / 77%	2 / 83%	2 / 84%	5 / 75%
b-Two Person Capsule		1 / 10%	1 / 55%	1 / 61%	
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, 20%; Roger Zelazny, 0%), **Moonshooter Unlimited** (James Bond, Matt Helm, 20%; Austin Powers, 10%), **Republic of Texas** (Ocnaschek, 10%; Spenny, Clark, Milbourn, 0%), **Penny Pines** (Clifford Russell, 30%; Tom Corbett, 20%), **Cinnabar** (Jesse, 10%; James, 0%)

1963

Draw Event Cards

Bill Scharf: Fortunate Accident: Rocket. -10MB to budget.

Dennis Cain: Minor problem. Pay 10MB or lose 5% on safety factor of next three-stage rocket launch. +3MB to budget.

Paul Bolduc: Major Media Event: No new astronauts this year. -10MB to budget.

Andy York: Fortunate Accident: Capsule. +5MB to budget.

Joe Carl: Sabotage. Pay another player 10MB or 10% on safety factor of two-person capsule on next mission. +5MB 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
1963 Budget	57	126	132	141	37
Cash	44	8	39	28	24
1964 Budget	60	131	122	131	42

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

Dog Days

Epoch III Celts, Macedonians, and Mauryans

Deadline for Epoch III Han Dynasty, Hsiung-Nu, Romans, and Sassanids: 11/28 Tuesday

Amorphous, Cadaverous, and Nebulous (Reynolds) plays Rebellion in *Ceylon* (vs. Vedic City States: R: 5, 4; V: 1; wins). CELTS: Army *Central Europe* (Greek army retreats to *Dalmatia*), *Northern Gaul*, *Albion*, *Highlands*, *Ireland*, and *Central Massif*, forts *Albion* and *Ireland*. Builds Monument *Albion*. Points: Dominance in Northern Europe (2), Presence in North Africa (2), Middle East (3), China (3), India (3), and Southern Europe (3), 1 Monument (1), and 1 Sea (1) for 18 points.

The Triffids (Geggus) MACEDONIA: Plays Fanaticism. Army and Capital *Pindus* (Greek army retreats to *Dalmatia*), army *Morea* (vs. Rebellion: M: 6, 2; R: 4; wins, city eliminated), fleet *Eastern Mediterranean* (vs. RMHS: T: 3, 1; R: 4; loses), fleet *Eastern Mediterranean* (vs. RMHS: T: 6, 5; R: 4; T: 5, 2; R: 5; wins, fleet *Black Sea* unsupported), army *Libya*, *Nile Delta* (vs. Persia: M: 6, 2; P: 4; wins), fleet *Red Sea* (vs. ACN: T: 6, 1; A: 5; wins), army *Palestine* (vs.

Persia: M: 3, 3; P: 6; loses), *Palestine* (vs. Persia: M: 4, 1; P: 3; wins), *Levant* (vs. Persia: M: 4, 4; P: 4; wins, city eliminated), *Upper Tigris* (vs. Persia: M: 5, 5; P: 5; wins), *Zagros* (vs. Persia: M: 6, 3; P: 2, 1; wins), *Persian Plateau* (vs. Persia: M: 6, 4; P: 4; wins, Capital reduced to city), *Hindu Kush* (vs. Persia: M: 4, 3; P: 2; wins), *Nubia* (vs. Egypt: M: 6, 1; E: 6; M: 6, 1; E: 3; wins). Builds Monument *Pindus*. Points: Dominance in North Africa (4), Middle East (6), and Southern Europe (6), Presence in India (3), 2 Capitals (4), 1 city (1), 6 Monuments (6), and 2 Seas (2) for 32 points.

Gaming Through the Ages (Lewis) plays Mayans. Two armies and a Capital *Central America*. MAURYANS: Army and Capital in *Ganges Delta*, army *Ganges Valley* (vs. Vedic City States: M: 4, 1; V: 4; M: 5, 1; V: 2; wins), *Upper Indus* (vs. Persia: M: 4, 3; P: 1; wins), *Lower Indus* (vs. Persia: M: 4, 2; P: 6; loses), *Lower Indus* (vs. Persia: M: 3, 2; P: 3; M: 4, 2; P: 3; wins), *Malayan*

Peninsula, Persian Salt Desert (vs. Scythians: M: 6, 5; S: 6, 3; M: 5, 5; S: 1, 1; wins), Mekong, Si-Kyang, and Chekiang. Builds Monument Ganges Delta. Points: Dominance in China (6), India (6), and Southeast Asia (2), Presence in North Africa (2) and Middle East (3), 3 Capitals (6), 1 city (1), and 2 Monuments (2) for 28 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ward Narhi	Kibbles and Bits (Orange)	10	15
Kevin Wilson	Royal Manticoran Historical Society (Blue)	13	24
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	19	43
Caleb Cousins	Peoples who Need Peoples (Red)	19	32
Andy Lewis	Gaming Through the Ages (Purple)	21	42
Chris Geggus	The Triffids (Green)	27	58

Final Positions

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

Amorphous, Cadaverous, and Nebulous. EGYPT: Army *Arabian Peninsula*. CIVIL WAR: Army *Szechuan*. SCYTHIANS: Armies *Caucuses*, and *Eastern Anatolia*. REBELLION: Army *Ceylon*. CELTS: Army, fort, and Monument *Albion*, army and fort *Ireland*, armies *Central Europe*, *Northern Gaul*, *Highlands*, and *Central Massif*.

The Triffids. Fleets *Eastern Mediterranean* and *Red Sea*. MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. ASSYRIA: Army *Middle Tigris*. MACEDONIA: Army, Capital, and Monument *Pindus*, army, city, and Monument *Persian Plateau*, army and Monument *Morea*, *Levant*, *Upper Tigris*, and *Zagros*, armies *Libya*, *Nile Delta*, *Nubia*, *Palestine*, and *Hindu Kush*.

Peoples Who Need Peoples. INDUS VALLEY: Armies *Western Deccan*, *Persian Salt Desert*. PERSIA: Army and fort *Tarim Basin*, army *Turanian Plain*. **Royal Manticoran Historical Society.** Fleet *Western Mediterranean*. GREEK CITY STATES: Three armies *Dalmatia*, armies *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: Armies *Eastern Deccan* and *Eastern Ghats*.

Gaming Through the Ages NILE KINGDOM: Army, city, and fort *Upper Nile*. CHOU DYNASTY: Army and Capital *Wei River*, army *Irrawaddy*. MAYANS: Two armies and a Capital *Central America*. MAURYANS: Army, Capital, and Monument *Ganges Delta*, army and Monument *Upper Indus*, armies *Ganges Valley*, *Lower Indus*, *Persian Salt Desert*, *Malayan Peninsula*, *Mekong*, *Si-Kyang*, and *Chekiang*.

Event Cards

Epoch III Empire

Ferriis

Turns 4.4 to 5.4

Deadline for Turns 5.5 to 6.5: 11/28 Tuesday

Turn 4

Chris Die roll = 8, Chris gains a wool, Bill gains a lumber, and Ward gains two lumber. Chris trades 1 lumber for 2 wheat with Steve. Buys road at W4/Sea. Attempts to build a city, but needs 3 ore and 2 wheat to do so, and only has 2 ore. During the special build turn, Ward builds roads at M10/P11 and M10/F5

Kevin Die roll = 4, Kevin receives 2 brick, Harry and Steve receive a brick, and Bill receives a wheat. No activity.

Bill Die roll = 6, Harry receives a wheat, Steve receives 2 wheat, Chris receives a lumber, and Kevin receives 2 lumber. Plays Erfendung card to gain a brick and an ore. Builds a settlement at L8/?

P/Sea. During the special build phase, Steve builds a settlement at W12/L3/W6 and Kevin builds roads at L6/LP and L6/Sea.

Turn 5

Harry Die roll = 11, Ward receives lumber and wool and Steve receives an ore. NMR.

During the special build turn, Chris buys a development card (_____).

Ward Die roll = 11, Ward receives lumber and wool and Steve receives an ore. Ward trades 3 sheep for a wheat and builds a settlement at M10/F5/P2.

Steve Die roll = 6, Harry receives a wheat, Steve receives 3 wheat and a lumber, and Kevin receives 2 lumber.

Chris Die roll = 7, Kevin discards 2 wool, 1 brick, and 1 lumber, Chris moves the robber to H6 and steals a wool from Kevin.

Open Trade Offers

None.

Turn 5 Dice Rolls

Kevin 3 **Bill** 6

Turn 6 Dice Rolls

Harry 7 **Ward** 6 **Steve** 4 **Chris** 10 **Kevin** 7

The Players

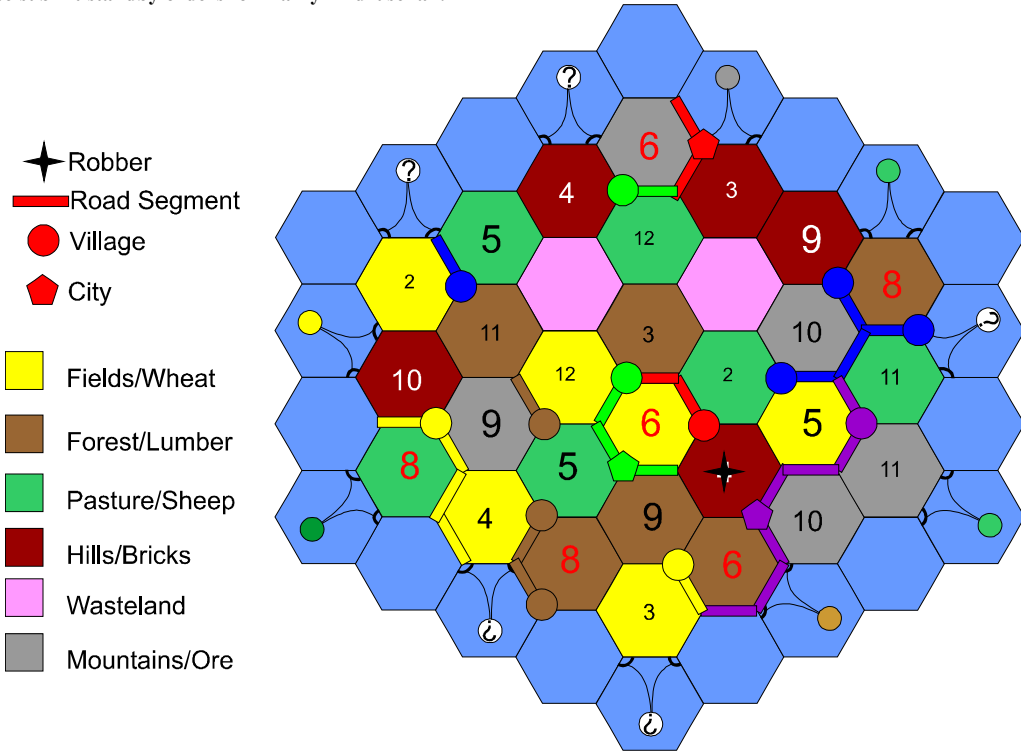
Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Harry Andruschak	Red	5			1			3
Ward Narhi	Blue		1	1	2	1		3
Steve Koehler	Green	4			1	2	Soldier	3
Chris Geggus	Yellow	3	2		1	1	1 Unplayed	2
Kevin Wilson	Purple			1	1	1		5*
Bill Sharf	Brown	2				2	Soldier	2

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

* Longest Trade Route

Notes

Will Paul Bolduc please submit standby orders for Harry Andruschak!



Canes Venatici

Turn 3

Deadline for Turn 4: 11/28 Tuesday

Commander Actions

BarterTown V (York) opens the bidding on a Nodule at 25 and gets it for 26 (Or1, Or3, Or3, Or3, Or3, Wa8, HE discount)

S.A.R.A. (Andruschak) NMRs **Will Caleb Cousins please submit standby orders!**

HBDC V (Wilson) buys a water factory (Or5, Wa7, Wa8) population factor (Or1, Or4, Or5).

Miller's (Scharf) buys a water factory (Or2, Or3, Wa6, Wa9) and a population factor (Or5, Or5).

Mystery Machine 2 (Lewis) opens the bidding on Heavy Equipment at 30 and gets it (Or4, Or4, Wa5, Wa7, Wa10)

SUPERB (Lowrey) buys a water factory (Wa5, Wa6, Wa9) population factor (Or5, Wa6)

2113 Corporation (Cain) passes.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown V	Andy York	OrF, OrF, WaF	HE, No	6
2	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF	HE	5
3	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF		5
4	Miller's	Bill Scharf	OrF, OrF, WaF, WaF	DL	5
5	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF		5
6	S.A.R.A.	Harry Andruschak?	OrF, OrF, WaF, WaF		4

	Outpost Name	Commander	Factories	Upgrades	VP
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: Warehouse and Heavy Equipment

Upgrade	Minimum Bid	Available	TBD
Data Library (DL)	15	0	4
Warehouse (Wa)	25	3	2
Heavy Equipment (HE)	30	2	1
Nodule (No)	25	3	2

Your Production Cards:

S.A.R.A. discards two Or1.

Dog Tired

Gamestart

Initial Influence Declaration and Turn 1 due: 11/28 Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Tigran Zenjarplan (Q)	60, weak	
Foreign	Mikail Strychnin (T)	57	
Defense	Petr Niewitko (D)	73	
Ideology	Igor Doberman (L)	65	
Industry	Diwan Palavarian (G)	70	
Economy	Boris Badenuff (X)	53, weak	
Sport	Andrej Purgemoff (F)	71	

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

Candidates: E, H, M, S, Z

People: B, C, I, J, K, N, O, P, R, U, V, W, Y

Siberia: None (yet)

Kremlin Wall: None (yet)

Your cards: _____

Players

Joe Carl Chris Geggus Bill Scharf
 Kevin Wilson Mike Scott Steve Koehler

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. 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.

A1. Suppose there are a number of people. Select one person, A, by lot if necessary. Tell A to cut a piece of the cake that he would be happy with as his share. Now go around the group. If B objects then ask B to cut a bit off of A's piece so that he (B) would be happy with what remains. If B does not object then ask C and so on. If nobody objects, then let A have the piece. Continuing this process will give a division which satisfies everybody.

Joe Carl receives 2 points.

Q2. 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?

A2. The answer is 212 matches including the final. There is an easy way to solve this seemingly difficult problem. Each match must produce one winner and one loser. Everyone except the tournament winner loses exactly once, so the number of matches is exactly the same as the number of losers. So to have 212 losers there must be 212 matches.

Bill Scharf receives 2 points.

Q3. While Harry was working in his garage, he made something travel at over 3000 miles (4800 kilometers) per hour. What was it?

A3. Harry broke a pane of glass. A crack starts in one place and travels across the glass at over 3000 miles (4800 kilometers) per hour.

No correct answers.

Q4. 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?

A4. The building was the Australian National Mint. Over many years, so much gold dust had been absorbed into the fabric of the building that it was well worthwhile to demolish the building, extract the gold, and rebuild.

No correct answers.

Q5. 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?

A5. Since the weather report did not specify degrees in Fahrenheit or Celsius, the temperature must have been the same in both scales. Only the temperature of -40 is the same in both scales. That temperature for June must surely make that place Antarctica.

Bill Scharf receives 2 points.

Current Scores

Chris Geggus	69½	Andy York	53
Caleb Cousins	47½	Paul Bolduc	46
Bill Scharf	45½	Dennis Cain	44
Joe Carl	40½	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	½		

*New Questions***Topic: Brain Teasers**

1. What do these animals have in common: koala bear, prairie dog, firefly, silkworm, jackrabbit, and guinea pig?
2. How did a change in state traffic regulations lead to an increase in trade for local sex shops? (The answer is not obscene!)

3. When Archduke Ferdinand was shot in 1914, his attendants could not undo his coat to stem his bleeding wound. Why not?
4. During WWII, why did German soldiers have to shoot the dogs they had carefully trained?
5. A man is driving in a war zone when he is attacked by a sniper. His car skids and turns over. He manages to crawl out and get behind his car, but he is still under fire from the sniper. He has no gun. All he has is a bottle of water, a handkerchief, and a cigarette lighter. How does he escape?

Pedagoguery

In the last issue, I described the last remaining fundamental conflict in modern physics. While there are several possible resolutions to the conflict, many people believe that the one that offers the best chance at a resolution is string theory.

String theory postulates that fundamental particles are not dimensionless points, as is currently assumed in physics, but instead they are one dimensional lines or strings. These lines can be either closed in the form of loops, or open. These strings are fundamental, and as such are not made up of anything else, they simply are. However, making this apparently simple change brings on some very unexpected consequences.

The universe with which we are familiar has four dimensions; three of space and one of time. If string theory is true, then there are 10 (or possibly 11) other spatial dimensions curled up at every point in the universe. What does this mean? Well, consider a hose strung across a small ravine. From a distance, it appears one-dimensional. However, on closer inspection, you notice a second dimension, curled back upon itself. If an ant were on the hose, it could move indefinitely along the length of the hose without encountering a place it had been before. However, if it travels perpendicular to the length, within a short distance, it is back where it started from. The curled up dimensions of string theory are like this. They are each looped back on themselves in a space on the order of the Planck length of 10^{-33} cm. In theory, you could move in one of those directions, but by the time you moved 10^{33} cm, you would be back where you started.

These extra dimensions form a very central part of string theory. Strings, you see, vibrate. It is through the vibration of those strings that they take on the properties of the “fundamental” particles we observe. The vibration takes place both in the familiar three extended physical dimensions as well as the curled up dimensions. So, if a string vibrates in one particular way, it has the properties of an electron. If it vibrates in a different way, it has the properties of an up quark, or a photon, or a neutrino. One of the vibrational modes even corresponds to a graviton.

So, how does this help solve the disparity between quantum mechanics and General Relativity? Well, it stems from the fact that strings have dimension. In order to probe very small spaces, you need a probe that is smaller than the space you want to explore. Strings have a length on the order of the Planck length, and since anything you want to use as a probe (say, for example,

a photon) is made up of strings, you cannot probe anything smaller than the Planck length. In fact, you could say that the Planck length is the fundamental unit of length because anything smaller than that really has no meaning, since you could never discover it. Since the smooth-space assumption of General Relativity breaks down at scales smaller than the Planck length, string theory then magically removes the need to resolve General Relativity at such small scales, so it remains consistent.

String theory also has the potential of solving some of the problems with the Standard Model. If you will recall from last issue, the Standard Model describes the families of fundamental particles. It has a major drawback, however, in that it cannot predict the masses, spins, and force charges of those particles. Those properties must be discovered through experimentation. String theory, however, can predict those properties. The precise way in which a string vibrates through the curled up dimensions determines the which particle it appears as. The precise topology of those extra dimensions determines the properties of the particle.

It would seem easy then, to determine the topology of the curled up dimensions by working backwards; by first applying the properties of the particles we do know to the equations, then determining what other vibrational modes there are, and therefore what other particles to look out for. Here is where the fundamental flaw in string theory is. The equations of string theory are so incredibly complex and difficult to solve, that no-one has yet even developed the mathematical tools that would allow us to solve them. It is like trying to solve a differential equation without knowing calculus. Until those tools are available, many physicists, including Stephen Hawking, believe that string theory is just a nice mathematical model with no necessary relation to our physical world. This is because until the equations can be solved, string theory can make no predictions, and it is through testable predictions that a theory comes to be accepted.

For those of you who want to know more about this subject, I highly recommend a book called *The Elegant Universe* by Brian Greene. It is very well written at a level that is accessible to those who don't have an advanced degree in physics. The author avoids mathematics and does a great job of presenting analogies that get the concepts across.

Next issue, I will start a series of columns on planetary nebulae.

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.

Best of Show

This is the complete list of all games that have finished in this zine, as well as who won.

Name	Game	Winner	Notes
The Gates of Hades	Machiavelli	Chris Hurley	
Mastiff	Machiavelli	Bill Scharf	
Pack of Curs	Machiavelli	Bill Scharf	
Dingo's Delight	Merchant of Venus	Caleb Cousins	
Sand Dog	Dune	Chris Hurley	
Mailman's Bane	Die Macher	Andy Lewis	
Dog Breath	Outpost	Andy York	
Fenris Wolf	History of the World	Dave Anderson	
Doghouse	Machiavelli	Dave Anderson	
Prairie Dog	Gunslinger	Paul Bolduc	
Rude Dog	Machiavelli	Ward Narhi	
Canine	Dune	Paul Bolduc	
Anubis	New World	Bill Scharf	
Dog Food	Merchant of Venus	Andy Lewis	
Mongrel	History of the World	Andy Lewis	
The River	Machiavelli	Ken Marcionis	Rehoused from Jason Wilke's <i>Won if by Land</i>
Not Guilty	Machiavelli	Dave Anderson	Rehoused from Jason Wilke's <i>Won if by Land</i>
Rabid Dog	Machiavelli	Ward Narhi	
Wolfpack	History of the World	Sean Cousins	
Dog Biscuit	Slapshot	Dave Anderson	GMed by Andy Lewis
Rin Tin Tin	Settlers of Catan	Brendan Whyte	GMed by Andy Lewis
Mutt	Outpost	Kevin Kinsel	
Chihuahua	New World	Bill Scharf	
Fleabag	Machiavelli	Berry Renken/Ray Grib/Pasquale Giovine	
Rockhound	2038	Caleb Cousins	
Running Dogs	Dune	Andy York	
Hair of the Dog	Modern Art	Andy Lewis	
Dogged	Merchant of Venus	Dennis Cain	
Astro	Liftoff!	Andy Lewis	
Benji	Settlers of Catan	Brad Martin	GMed by Andy Lewis
Lassie	Wembley	Chris Geggus	GMed by Andy Lewis
Dogpaddle	History of the World	Andy Lewis	
Lupine	Die Macher	Andy Lewis	

Name	Game	Winner	Notes
Pooch	New World	Bill Scharf	
Dogstar	Outpost	Kevin Wilson	
Kennel Club	Age of Renaissance	Brad Martin	
Dog Pound	Liftoff!	Dennis Cain	
Coyote	New World	Andy Lewis	
Dirty Dogs	Kremlin	Chris Geggus	

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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, Andy Lewis, Pasquale Giovine **Silverton:** Harry Andruschak **Settlers of Catan:** None

Standby Calls

Ward Narhi for Green in Doggin' It.
Paul Bolduc for Harry Andruschak in Fenris.
Caleb Cousins for S.A.R.A. in Canes Venatici.