

Notes from Hades

I hope everyone had happy holidays and a good new year. Celeste and I had a quite Christmas, probably the last one we'll have in quite a while, so we decided to enjoy it. On New Years, we had a few friends over for our usual New Years celebration. It was very enjoyable. Celeste is still doing fine, although she is becoming increasingly uncomfortable. Erik and Scott are almost 3 pounds apiece and we expect them to double in weight over the next eight weeks, so they are right on target.

In honor of the new Lord of the Rings movie, I am opening a game of Downfall XIII. I suppose I could call it Downfall XIV, because I am making a few modifications, but I'll keep the variant name just the same. I have posted my modifications to the Houserules website, as well as a link to the original variant rules.

Feral Dogs and Citizen Dog are both winding down, but they could continue to wind for quite a while. For that reason, I may end up starting up Wild Dog early. So, keep alert to announcements to that effect. Also, Canes Venatici and Dog Days will be ending soon, so their replacements should be starting up within the next couple of issues.

The next deadline is **Tuesday, February 12 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

Contents

Howling at the Moon	Letter Column	Page 2
Feral Dogs	Machiavelli	Page 2
Citizen Dog	Machiavelli	Page 3
Off the Leash	Machiavelli	Page 4
Dog Days	History of the World	Page 5
Canes Venatici	Outpost	Page 7
Dog Tired	Kremlin	Page 7
Hounds of Tindalos	New World	Page 8
Hyena	Merchant of Venus	Page 8
Dog Show	Age of Renaissance	Page 10
Wolfhound	Seafarers of Catan	Page 10
Doggerel	NEW WORLD GAMESTART	Page 12
Trivia Quiz		Page 12
Pedagoguery		Page 13

Game Openings

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Ward Narhi, Kevin Wilson, and Cary Nichols. Will take up to 1 more.

Wild Dog. Machiavelli. This game will start when the next game ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have Dave Partridge, Joe Carl, Bob Robles, Brendan Whyte, Ward Narhi, Kevin Wilson, John Biehl, and Lee McConnell. This game is currently closed.

Guard Dog. Kremlin. This game will start when Dog Tired ends. Have Any Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, Bob Robles, and Chris Geggus. This game is currently closed.

Watchdog. Liftoff! Have Joe Carl, Andy York, Bill Scharf, and Cary Nichols, need up to 1 more. **This game will start next issue with whoever is signed up then.**

Dogface. History of the World. This will start after Dog Days has ended. Have Chris Geggus, Andy Lewis, Kevin Wilson, Dennis Cain, Cary Nichols, and Paul Bolduc. This game is closed.

Doggerel. New World. This will start after Hounds of Tindalos ends. Have Andy York, Andy Lewis, Kevin Wilson, Bob Robles, and Cary Nichols, will take up to 1 more. **Starts this issue!**

Dogged. Silverton. This will use the Mayfair rules and map. Have Joe Carl, Bill Scharf, Cary Nichols, and Paul Bolduc, need 2 more.

Wolfbane. Outpost. This will start after Cannes Venatici ends. Have Dave Partridge, Michael Lowrey, Dennis Cain, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, and Andy Lewis, will take up to 2 more.

Wish List

Machiavelli. This will start when the next game ends after Wild Dog begins. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols, Lee McConnell, Bob Robles, and Pasquale Giovine. Need up to 4 more.

Downfall XIII. This is a Diplomacy variant set in Tolkien's Middle Earth. It takes 8 players: the Dwarves, the Elves, Gandalf, Gondor, Mordor, Rohan, Saruman, and Umbar. Need 8 players. The variant rules can be found at www.diplomacy-archive.com/resources/variants/rules/downfall13.htm.

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.

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

Andy York

Wow - 15 folks for Turkey Day. Must have been quite an operation to coordinate it all!! Now, let me guess, for Christmas it's going to be 30?

For the holiday, I went down to a friend's house in San Antonio. He had a bunch of folks over that had served together in the USAF in the mid-80s (Randolph AFB) or were police officers together afterwards. A number of the people had remained in the reserves and have been activated so we made a "family away from family" for them.

I'd been down to visit some of them prior to Turkey Day (early November). It was really odd seeing the base on a real alert. When I was there, the base was entirely open - anyone could drive through the gate and drive around (restricted areas, flight lines, etc excepted). The day we bombed Libya we went from an open base to a closed base overnight. It was a heck a thing to register all the cars, etc.

However, now it is really locked down. There is a concrete bunker on the manicured median just inside the main gate. It has an M-60 machine gun crew in it 24/7. All of the parking near buildings are blocked off and there are many more security posts around. When I was there, you only saw things like this (without the bunker) during short exercises or evaluations.

[For Christmas, it will be just the two of us, although we will have a quiet get together with about 8 friends for New Years.

Sounds like things have really changed there. Hardly surprising, though.]

Enjoy your Christmas - it will be the last one with "just the two of us" for quite some time!

I'm not sure what I'll be doing, right now. If nothing else, I'll cook up a couple of Cornish Game Hens and RELAX!

Bob Robles

Hope your wife's pregnancy continues to go well. Orders and a several book reviews. First, "First Contract" by Greg Costikyan. Some of you may recognize Mr. Costikyan as a wargame designer. I thought the name sounded familiar when I read the book, the liner notes filled me in. This is a straight forward "humanity's first encounter with aliens" story. The aliens are friendly and come in search of...a bargain. I won't spoil any of the plot except to say it's riches to rags and back to riches for the book's hero. A quick and entertaining read. Second, "Modern Manners; An Etiquette Book for Rude People" by PJ O'Rourke. Mr. O'Rourke continues to be one of my favorite humor writers after 20-odd years. He characterizes modern manners for almost every situation in which one might find themselves stuck. Rude, irreverent, and very funny. Finally, for the more serious readers out there, "Deus Lo Volt! Chronicle of the Crusades" by Evan S. Connell. This is a "historical novel" written by a chronicler travelling with Louis IX (I think) in the last organized crusade to the Holy Land. The novel covers the crusades from start to finish and describes, at least from the Christian side, the trials, tribulations, and politics which characterized this period of medieval life. All I can say after reading this book is that the crusaders did not know how to play nicely with others! A long read, but very informative.

Joe Carl

Late Doggin' It endgame statement. The new Mayfair version is better balanced, and I look forward to trying it out in this venue. I had no idea how to play this game when I got started thinking it was similar to other train game with tiles I had tried at the time. I was way wrong and was very disappointed that everyone but me knew Leadville was so important to winning :)

Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Spring 1468

Deadline/Summer 1468 2/12 Tuesday

The fighting continues as France and the Pope each spend considerable resources to disrupt the other's units. The Franco-Milanese alliance appears to remain strong, but will the Pope be able to drive a wedge between them?

Expenditures

France spends 18 ducats each to buy Papal A Rome and A Capua, spends 12 ducats to disband Papal A Patrimony, and 3 ducats to counterbribe F Tyrrenian Sea.

The Pope spends 24 ducats to buy French F Tyrrenian Sea

Orders

FRANCE : A AVIGNON to Marseilles, A SWISS to Avignon, A Provence to SAVOY, A ROME supports A Capua to Spoleto, A Capua to SPOLETO, F Genoa to LIGURIAN SEA, F GULF OF LIONS to Western Mediterranean, F Tyrrenian Sea holds (nsu), F MARSEILLES to Gulf of Lions

MILAN : A MILAN to Tyrolea, A MODENA supports A Ferrara to Bologna, A PARMA supports A Modena, A MANTUA supports A Ferrara to Bologna, A Ferrara to BOLOGNA, A Verona to FERRARA, A CARINTHIA to Tyrolea, A Carniola to SLAVONIA, A Istria to CROATIA, A Dalmatia to HERZEGOVINA, F VENICE to Upper Adriatic

PAPACY : A PISA to Lucca, A FLORENCE to Bologna, A PISTOIA to Lucca, A PERUGIA holds, A URBINO to Bologna, A Patrimony to Sienna (nsu), A Capua to Aquila (nsu), A Bari to OTRANTO, A Rome to Spoleto (nsu), F ANCONA to Upper Adriatic, F Ionian Sea to CENTRAL MEDITERRANEAN, F Durazzo to Ionian Sea

Notes

France/Milan/Papacy draw failed with 1 no vote and France/Milan draw failed with 1 no vote. The France/Milan draw has been re-proposed. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Press

France – Milan: The Papacy kept enough money to dissolve 2 units...I wonder which two.... I will, of course support you against the Papacy...I'm moving to the LS....

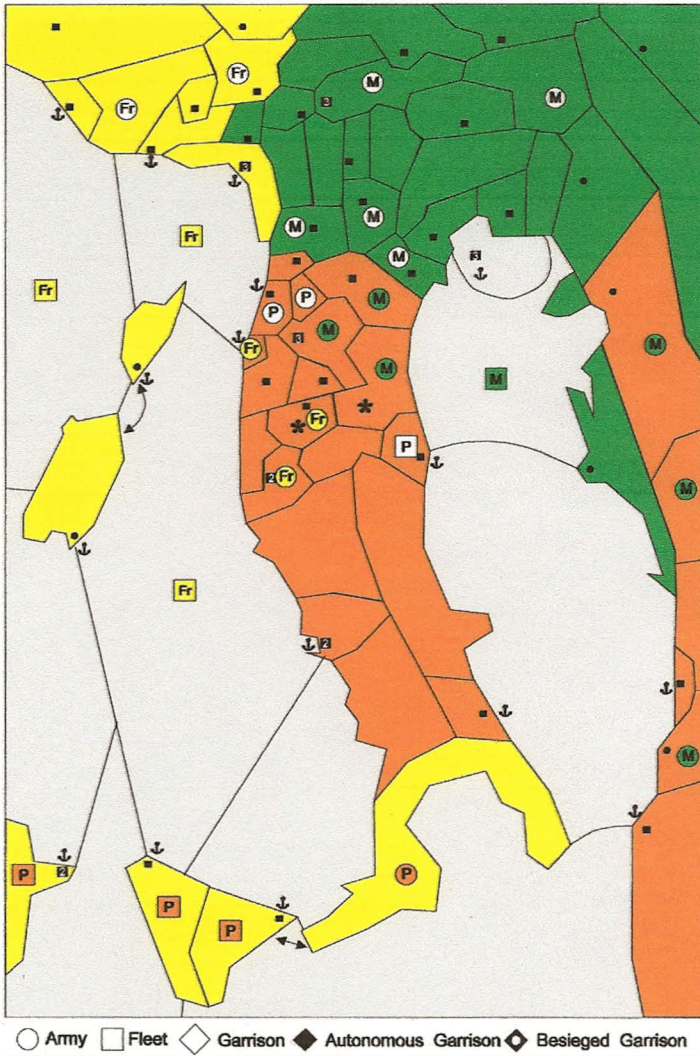
Milan – France: Dear friend, you remember to defend Tunis and Sicily and, if possible, to counterbribe the TyrSea fleet. I shall wait your suggestions for your landing in Middle Italy (Pisa?) and ask, in the case, a support from Genoa to Modena, or from LS to my Modena - Lucca.

Milan – Pope: After the recapture of my cities of Lucca, Ferrara and Croatia, we shall discuss. Any way I must listen to my French ally, a very good and trustworthy friend.

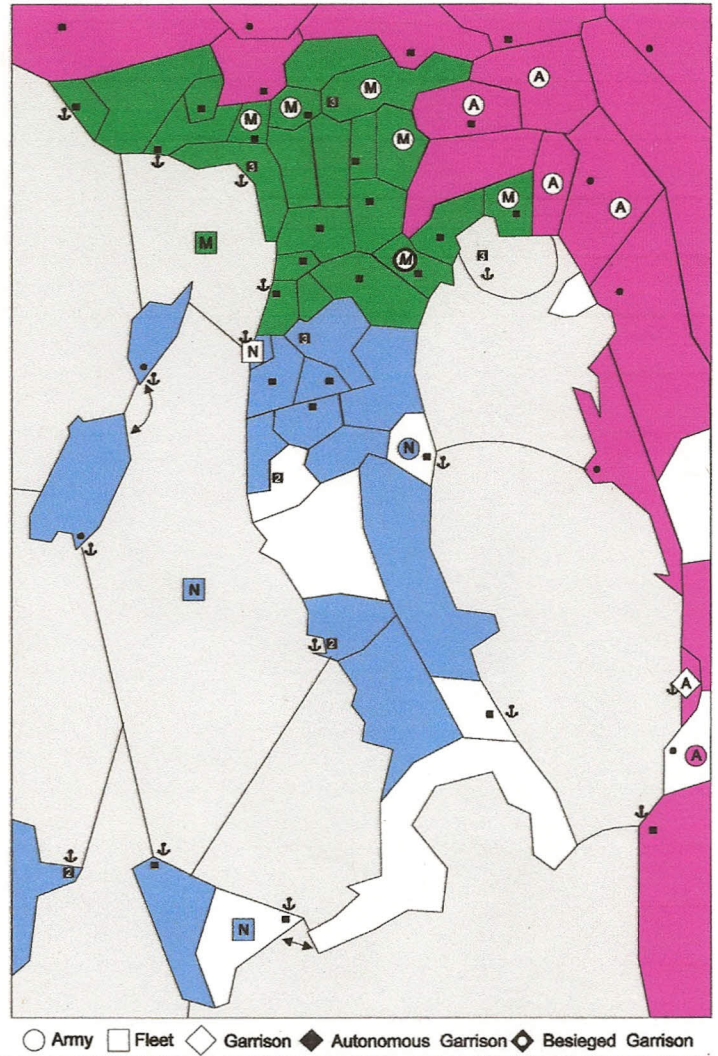
Papacy – France: One of you is trying get a sol by voting no last turn. I suspect it's you, Milan wasted his wallet to be trying for a solo, while you saved your cash for a rainy day.

Papacy – Milan: You deserve the solo -- take it before France tries to you are very vulnerable to his forces and his big wallet.

"Feral Dogs"



Citizen Dog



Citizen Dog

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Spring 1464**

Deadline for Summer 1464: 2/12 Tuesday

Somebody doesn't want peace, but nobody has made any overtly aggressive moves on anyone else. Between whom will warfare erupt, or will the diplomats be able to negotiate a peace treaty?

Orders

- AUSTRIA (Robles): A Tyrolea to CARINTHIA, A Carinthia to TRENT, A Verona to FRIULI, A Friuli to CARNIOLA, A Herzegovina to ALBANIA, A RAGUSA converts to G, A (EM) DURAZZO converts to G
- MILAN (Giovine): A (EM) Padua to FERRARA, A Milan to BERGAMO, A Pavia to MONTFERRAT, A TREVISO holds, A Pistoia to LUCCA, F Savoy to LIGURIAN SEA, F VENICE supports A Treviso, G MILAN converts to A, G PAVIA converts to A
- NAPLES (Narhi): A Urbino to FLORENCE, A Spoleto to ANCONA, F PIOMBINO holds, F Central Mediterranean to TYRRHENIAN SEA, F Palermo to MESSINA

Press

Austria – All: I think I got it right this time.

Notes

Austria/Milan/Naples draw fails with 1 no vote. It has been re-proposed. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Summer 1464 Plague

Bad Year –Row and Column: Durazzo (Austrian EM garrison destroyed), Naples, Modena, Perugia, Cremona, Venice (Milan F destroyed), Florence (Naples A destroyed), Rome, Lucca (Milan A destroyed), Padua, Tunis

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Fall 1455**

Deadline for Winter-Spring 1456: 2/12 Tuesday

The Pope is on the ropes as Florence joins with Naples in an attack. Venice attacks Milan while France sets himself up to join in and Austria manages some gains. The Turks head north, but against whom will they move? Finally, loans are coming due in the year ahead, and it looks like the assassins will be getting some work.

Summer 1455 Retreats

Florence F Ligurian Sea retreats to Pisa

Expenditures

Florence borrows 5 ducats for 2 years (8 ducats due Fall 1457) and disbands the Papal army at Modena for 12 ducats.

The Pope borrows 12 ducats for 2 years (18 ducats due Fall 1457) and disbands Neapolitan army Rome for 12 ducats.

Outstanding Debt

Spring 1456: 9 ducats due from Milan

Summer 1456: 14 ducats due from Austria, 9 ducats due from Florence, 29 ducats due from Milan

Fall 1456: 18 ducats due from Austria, 14 ducats due from Florence, 21 ducats from France

Fall 1457: 7 ducats due from France, 8 ducats due from Florence, 18 ducats due from the Pope

Orders

- AUSTRIA : A Treviso to PADUA, A SLAVONIA to Austria, A TYROLEA supports A Slavonia to Austria (cut)
- FLORENCE : A Arezzo to PERUGIA, A FLORENCE supports A Pistoia to Bologna, A Pistoia to BOLOGNA, A LUCCA to Modena, F PIOMBINO supports F Sienna to Tyrrhenian Sea, F Sienna to TYRRHENIAN SEA, F PISA to Ligurian Sea
- FRANCE : A Turin to SWISS, A SALUZZO supports A Provence to Turin, A Provence to TURIN, A SAVOY supports Genoa, A GENOA besieges (garrison destroyed), F GULF OF LIONS to Ligurian Sea, F LIGURIAN SEA to Modena
- MILAN : A CARINTHIA to Austria, A (EM) TRENT supports A Carinthia (nso), A COMO to Tyrolea, A Pavia to PARMA, A FORNOVA supports A Montferrat, A MONTFERRAT supports A Fornova
- NAPLES : A AQUILA supports A Capua to Spoleto, A Capua to SPOLETO, A Rome to Perugia (nsu), A ANCONA supports A Capua to Spoleto, F Lower Adriatic to IONIAN SEA, F Tyrrhenian Sea to Rome (DISLOADED, retreat Corsica, Patrimony, Capua, Naples, Gulf of Naples, Palermo, OTB), F Palermo to CENTRAL MEDITERRANEAN
- PAPACY : A Modena to Bologna (nsu), A URBINO supports A Spoleto, A Spoleto supports G Rome convert to A (cut, DESTROYED), G ROME convert to A
- TURKS : A Herzegovina to BOSNIA, F Ragusa to LOWER ADRIATIC, F SARDINIA supports Naples F Tyrrhenian Sea (nso), F Durazzo to ALBANIA, F Central Mediterranean to WESTERN MEDITERRANEAN
- VENICE : A VERONA to Trent, A Mantua to CREMONA, F Upper Adriatic to DALMATIA, F CARNIOLA holds

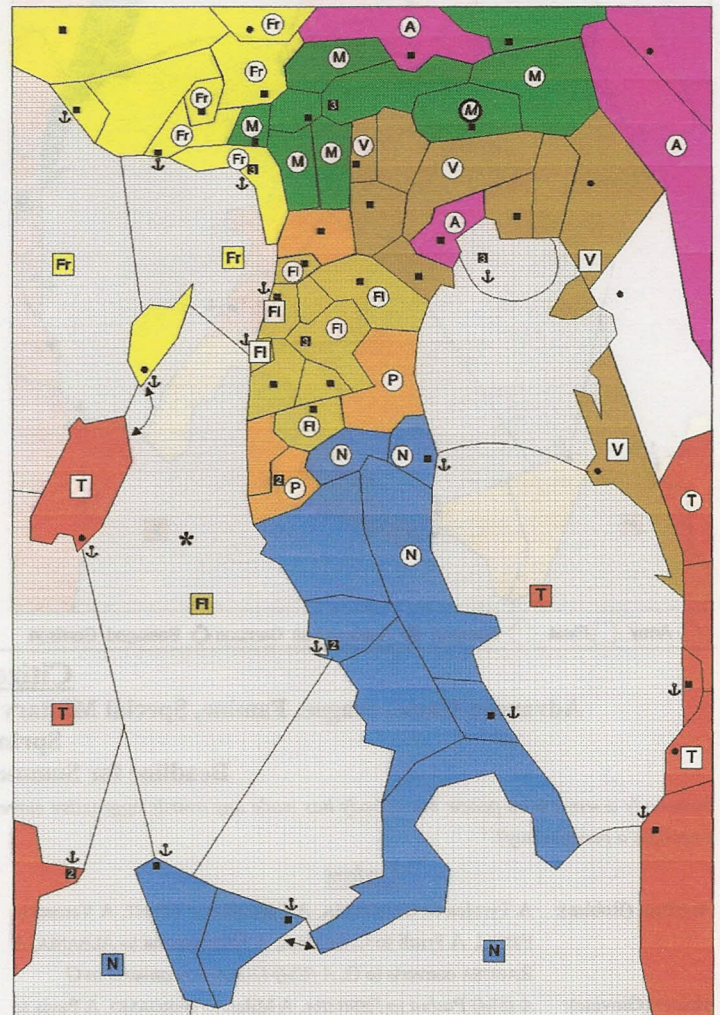
Notes

I have a request by one player for a separation of seasons. If two more of you agree, then I will only run the winter turn next time. You should still probably submit orders for both, just to be safe.

Press

France – Austria: It seems that the hostile Milanese campaign against us doesn't stop in any manner. Thus, next turn, I shall be ready to cooperate with you in the North against the common enemy. I shall support your Tyrol from Swiss and shall need your support for my Turin - Como. The city of Milan must be yours as soon as possible. I hope that you just conquered Austria also.

Off the Leash



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

France – Florence: Sorry, but I need LS to defend myself from Milan. ANY WAY, I don't intend to attack you or support anyone against your provinces in any manner. Also, after the resolution of my questions with Milan, I shall be happy to propose you that LS remain free of navies: ours and yours, as of anyone.

France – Milan: Again I must suggest you to dedicate Austria only; with two fronts you are destined to perish. Moreover next Spring you probably will be assassinated and it is preferable that you have some friend around you and not only enemies. Thus, please, let it stops fights against France.

France – Papacy: Dear Pope, my move in Modena without any support was done only to eliminate a possible support for Milan and not to conquer your properties: if I took it, I shall leave immediately to you again. Also, if you want to expand North.

S.O.B.

5

to expand North, I shall be happy to support your Modena - Fornova in Spring from Genoa itself. Finally, I wish to ask you to intercede with your Florentine ally for the Ligurian Sea, that I need to use only for defense against Milan.

Naples – All: Sorry for the lack of Communication last turn, I was ill and didn't get to it later as I had thought to. I was lucky to send in early orders that covered the moves, but wanted to change a couple which did not happen.

Naples – Florence: I know, I know. It's just that I'm not the normal Nap, and this friendly Turk is one I feel I can work with. I am going to be quite involved here for a while, so do what you must up north, protect your south borders as you will, and maybe we can get the Turk to help you against France.

Naples – Turkey: Since the Austrian is starting to take bits out of our friendly Venice neighbor, you must decide if you want to grab pieces of Venice, or aid him. I will do neither, which in itself is of aid to Venice.

Papacy – Naples: Hmmm...I guess we're not going to get along.

Turkey – Austria: Hang on, I'm trying to get there!

Turkey – France: Salut!

Turkey – Milan: I hate to say it...

Turkey – Naples: Your lack of communication is disturbing.

Turkey – Venice: Looks like you have more to worry about than lil' ol' me. Keep talkin', though.

Venice – Austria: OK, get off my doorstep already. I have attacked Milan as per your wishes. Now it is your turn. Disband the army in my lands or I will use all forces and \$ against you. If you disband, I will consider you my faithful ally and work to help you regain your lands and take a share out of Milan.

Venice – France: Now is your chance to make huge gains against Milan. He is weak and a quick death is a mercy.

Venice – Turkey: I don't know what you are planning with all those armies on my border. Hope they are just sightseeing. I want peace with you.

Spring 1456 Famine

Good Year – No Famine!

Spring 1456 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	Tyrolea, Padua, Slavonia, Hungary	4
Flo	Lucca, Bologna, Pisa, Pistoia, Florence, Arezzo, Perugia, Sienna, Piombino	9
Fra	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, <i>Corsica</i>	9
Mil	Austria, Carinthia, Trent, Milan, Como, Pavia, Montferrat, Fornova, Parma	9
Nap	Spoletto, Ancona, Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo	10

Pap	Modena, Urbino, Rome, <i>Patrimony</i>	4
Tur	Sardinia, Tunis, Durazzo, Albania, Ragusa, Herzegovina, Bosnia	7
Ven	Cremona, Bergamo, Mantua, Ferrara, Verona, Treviso, Friuli, Istria, Dalmatia	9

Seas

Flo	Tyrrhenian Sea	1
Fra	Gulf of Lions, Ligurian Sea	2
Nap	Central Mediterranean, Ionian Sea	2
Tur	Western Mediterranean, Lower Adriatic	2
Ven	Venice	1

Cities

Aus	Tyrolea, Padua, Hungary	3
Flo	Lucca, Bologna, Pisa, Florence (3), Arezzo, Perugia, Sienna, Piombino	10
Fra	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), <i>Corsica</i>	10
Mil	Austria, Trent, Milan (3), Pavia, Montferrat	7
Nap	Ancona, Aquila, Naples (2), Bari, Messina, Palermo	7
Pap	Modena, Rome (2)	3
Tur	Sardinia, Tunis (2), Durazzo, Albania, Ragusa	6
Ven	Cremona, Mantua, Ferrara, Treviso, Dalmatia, Venice (3)	8

Totals

Variable income die roll was 1.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	1	4	0	3	8	1	9
FLO	2	9	1	10	22	0	22
FRA	2	9	2	10	23	0	23
MIL	2	9	0	7	18	0	18
NAP	1	10	2	7	20	0	20
PAP	2	4	0	3	9	0	9
TUR	1	7	2	6	16	2	18
VEN	4	9	1	8	22	23	45

Game Summary

	1454	1455	1456
Austria:	3	2	3
Florence:	3	6	8
France:	3	7	8
Milan:	3	5	5
Naples:	4	4	5
Papacy:	4	3	2
Turks:	3	5	5
Venice:	4	6	7

Dog Days

Epoch VII Empire Selection

Deadline for Epoch VII Russia, Manchu Dynasty, Netherlands, and France: 1/8 Tuesday

The Triffids (Geggus) plays Disaster in *Mexican Valley* (Monument destroyed, Capital reduced to city). Plays Plague in *Tarim Basin* (army eliminated).
RUSSIA. Army and Capital *North European Plain* (Hsuing-nu army eliminated), army *Western Steppe* (vs. Franks; R: 4, 2; F: 2; wins), *Turanian Plain* (vs. Ottoman Turks; R: 6, 1; O: 2; wins, city eliminated), *Tarim Basin*, *Hindu Kush* (vs. Ottoman Turks; R: 5, 3; O: 5, 2; R: 1, 1; O: 4, 1; loses), *Hindu Kush* (vs. Ottoman Turks; R: 3, 1; O: 6, 5; loses), *Hindu Kush* (vs. Ottoman Turks; R: 5, 2; O: 5, 2; R: 6, 1; O: 4, 1; wins), fleet *North Sea*, army *Persian Salt Desert* (vs. Safavids; R: 4, 4; S: 4; R: 6, 6; S: 1; wins, Capital reduced to city), *Upper Indus* (vs. Mughals; R: 6, 3; M: 2; wins), *Ganges Valley* (vs.

Mughals; R: 6, 5; M: 6; R: 5, 4; M: 1; wins, Capital reduced to city), *Zagros* (vs. Ottoman Turks; R: 3, 3; O: 1; wins). Builds Monument *North European Plain*. Points: Dominance in Middle East (2), Southern Europe (4), Northern Europe (8), and Eurasia (4), Presence in China (3), India (3), South America (2), and Sub-Saharan Africa (2), 3 Capitals (6), 3 cities (3), 9 Monuments (9), and 4 Seas (4) for 50 points.

Royal Manticoran Historical Society (Wilson) **MANCHU DYNASTY.** Army and Capital *Manchurian Plain* (Mongol army retreats to *Korean Peninsula*), army *Hokkaido*, *Great Plain of China* (vs. Ming Dynasty; Ma: 5, 5; Mi: 6, 2; loses), *Great Plain of China* (vs. Ming Dynasty; Ma: 2, 1; Mi: 6, 5; loses),

Great Plain of China (vs. Ming Dynasty; Ma: 4, 2; Mi: 2, 1; wins), *Chekiang* (vs. Ming Dynasty; Ma: 5, 1; Mi: 3; wins, Capital reduced to city), fleet *South China Sea* (vs. Kibbles and Bits; RMHS: 5, 4; KB: 3; wins), army *Yangtse Kian* (vs. Ming Dynasty; Ma: 6, 6; Mi: 5; wins), *Szechuan* (vs. Ming Dynasty; Ma: 6, 3; Mi: 4; wins), *Wei River* (vs. Ming Dynasty; Ma: 4, 2; Mi: 2; wins), *Tarim Basin* (vs. Russia; M: 3, 1; R: 5; loses), *Tarim Basin* (vs. Russia; M: 6, 5; R: 5; wins). Builds Monument *Manchurian Plain*. Points: Control of Nippon (6), Dominance in China (6) and India (6), Presence in North Africa (1), Middle East (1), Northern Europe (4), and Eurasia (2), 1 Capital (2), 3 cities (3), 8 Monuments (8), and 3 Seas (3) for 42 points.

Kibbles and Bits (Narhi) plays Japan. Army and Capital *Hokkaido* (Manchu army destroyed), fleet *Sea of Japan* (vs. Royal Manticoran Historical Society; KB: 5, 3; RMHS: 3; wins), army *Honshu* (vs. Mongols; J: 6, 6; M: 1+1; wins, city eliminated), *Korean Peninsula* (vs. Mongols; J: 2, 2; M: 5+1; loses), *Korean Peninsula* (vs. Mongols; J: 6, 2; M: 1+1; J: 3, 1; M: 5+1; loses). NETHERLANDS: Plays Leader. Army and Capital *Lower Rhine* (Viking army destroyed), army *Northern Gual* (vs. Holy Roman Empire; N: 5, 3, 3; H: 4, 3; wins), *Western Gual* (vs. Anglo-Saxons; N: 5, 5, 5; A: 2; wins, leader dies), *Central Europe* (vs. Holy Roman Empire; N: 1, 1; H: 4; loses), *Central Europe* (vs. Holy Roman Empire; N: 3, 3; H: 2; wins, Capital reduced to city), fleet

Atlantic Ocean, army *Appalachia*, *Great Lakes*. Points: Dominance in Northern Europe (8), Presence in Middle East (1), China (3), Southeast Asia (2), North America (3), and Nippon (2), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 2 Monuments (2) for 29 points.

Gaming Through the Ages (Lewis) FRANCE: Plays Weaponry and Jihad. Army and Capital *Western Gaul* (Dutch army retreats to *Northern Gaul*), fleet *Atlantic Ocean*, *Pacific Ocean*, army *Guiana Highlands*, *Brasil*, *Patagonia*, *West Indies*, *New Guinea*, *Australia*, *Pacific Seaboard* (vs. Aztecs; F: 2+1, 1+1, 1+1; A: 6, 5; loses), *Pacific Seaboard* (vs. Aztecs; F: 6+1, 4+1; A: 6, 3; wins), *Northern Gaul* (vs. Netherlands; F: 6+1, 5+1, N: 1; F: 3+1, 2+1; N: 4; wins), *Lower Rhine* (vs. Netherlands; F: 6+1, 4+1; N: 6; wins, Capital reduced to city), *Chekiang* (vs. Manchu Dynasty; F: 4+1, 2+1; M: 4, 2; wins, city eliminated), *Congo Basin* (vs. Sub-Saharan Migrants; F: 3+1, 1+1; M: 3, 2; wins). Builds Monuments *Western Gaul* and *Australia*. Points: Control of Australia (3), Dominance in Northern Europe (8), North America (6), South America (4), Presence in North Africa (1), China (3), India (3), Southern Europe (2), Eurasia (2), and Sub-Saharan Africa (2), 2 Capitals (4), 3 cities (3), and 5 Monuments (5) for 46 points.

GREAT BRITAIN is absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Peoples who Need Peoples (Red)	51	133
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	51	131
Andy Lewis	Gaming Through the Ages (Purple)	64	181
Ward Narhi	Kibbles and Bits (Orange)	72	167
Chris Geggus	The Triffids (Green)	76	175
Kevin Wilson	Royal Manticoran Historical Society (Blue)	87	165

Final Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*.

Amorphous, Cadaverous, and Nebulous. Fleet *Black Sea*. CELTS: Three armies, fort, and Monument *Albion*, army and fort *Ireland*, army *Central Massif*.

SOUTHERN IBERIAN KINGDOM: Army, fort, and city *Southern Iberia*.

GUPTAS: Two armies *Irrawaddy*, and army *Sumatra*. SUNG DYNASTY: Army *Mekong*. OTTOMAN TURKS: Army and Monument *Persian Plateau*, army *Eastern Anatolia*.

The Triffids. Fleets *Atlantic Ocean*, *North Sea* (2), *Western Mediterranean*, *Eastern Mediterranean*, and *Caribbean Sea*. SUB-SAHARAN MIGRANTS: Army *South Africa*. HUNS: Army *Caucases*. HOLY ROMAN EMPIRE: Army and Monument *Southern Apennines*, armies *Dalmatia* and *Northern Apennines*.

SPAIN: Army and Capital *Pyrenees*, army, city, and Monument *Western Anatolia*, army and Monument *Levant*, armies *Scandinavia*, *Baltic Seaboard*, *Western Iberia*, and *Southern Andes*. RUSSIA: Army, Capital, and Monument *North European Plain*, army, city, and Monument *Ganges Valley*, army and Monument *Upper Indus*, *Turanian Plain*, and *Zagros*, army and city *Persian Salt Desert*, armies *Hindu Kush* and *Western Steppe*.

Peoples Who Need Peoples. Fleet *Atlantic Ocean*. BYZANTINES: Army and Capital *Balkans*, armies *Shatts Plateau*, and *Libya*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. CRUSADERS: Army, city, and fort *Palestine*, army *Arabian Peninsula*. VIKINGS: Army *Deep South*. INCAS & AZTECS: Two armies and Capital *Northern Andes*, army and city *Mexican Valley*.

Royal Manticoran Historical Society. Fleets *Red Sea* and *South China Sea*. SCOTTS: Army, city, and fort *Highlands*. ARABS: Army, fort, and Monument *Nubia*, and *Upper Tigris*, army *Nile Delta*. MONGOLS: Army and fort *Korean*

Peninsula, army *Mongolia*. MUGHALS: Army and Monument *Ganges Delta*, armies *Western Deccan*, *Eastern Deccan*, *Western Ghats*, *Eastern Ghats*, and *Ceylon*. MANCHU DYNASTY: Army, Capital, and Monument *Manchurian Plain*, army and Monument *Great Plain of China*, *Yangtse Kian*, and *Szechuan*, armies *Wei River*, and *Tarim Basin*.

Kibbles and Bits Fleets *Atlantic Ocean*, *Sea of Japan*, and *Bay of Bengal*. ROMANS: Army *Middle Tigris*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. T'ANG DYNASTY: Army *East Indies*. MING DYNASTY: Armies *Si-kyang* and *Yellow River*. JAPAN: Army and Capital *Hokkaido*, army *Honshu*. NETHERLANDS: Army, city, and Monument *Central Europe*, armies *Appalachia*, and *Great Lakes*.

Gaming Through the Ages Fleets *Atlantic Ocean* and *Pacific Ocean*. NILE KINGDOM: Army, city, and fort *Upper Nile*. MAYANS: Two armies and a Capital *Central America*. MAURYANS: Army *Lower Indus*. GOTHs: Army, fort, and Monument *Morea*, army, fort, and city *Crete*, two armies *Pindus*, army *Danubia*. FRANKS: Armies *Dnepr* and *Eastern Steppe*. FRANCE: Army, Capital, and Monument *Western Gaul*, army and Monument *Northern Gaul*, *Australia*, and *Chekiang*, army and city *Lower Rhine*, armies *Pacific Seaboard*, *West Indies*, *Guiana Highlands*, *Brasil*, *Patagonia*, *Congo Basin*, and *New Guinea*.

Event Cards

Epoch VII Empire

Canes Venatici

Turn 15

Deadline for Turn 16: 2/12 Tuesday

Commander Actions

SUPERB (Lowrey) opens bidding on the Moon Base and gets it for 200 (Or3, Wa5, Wa5, Wa7, Wa8, Ti10, Ti10, Ti10, Ti11, MTi, Mi15, Mi16, Mi17, Mi19, Mi20). Buys a population factor to man it (Or5)

HBDC V (Wilson) opens the bidding on a Space Station at 120 and gets it (Wa5, Wa6, Ti9, Re10, Re12, Re12, Re12, Re13, Re13, Re14, Re14). Buys a population factor (Re10) to man it.

S.A.R.A. (Cousins) opens the bidding on a Planetary Cruiser at 160 and gets it for 176 (Or3, Or4, Wa5, Wa9, Ti11, Ti11, Ti12, MTi, MTi, Mi16, Mi17). Buys a population factor (Ti10) and mans the Planetary Cruiser

Mystery Machine 2 (Lewis) opens the bidding on a Laboratory at 80 and gets it (Or3, Or4, Or4, Wa7, Wa7, Wa8, Ti7, Ti8, Ti9, Ti11, Ti12). Buys a population factor (Wa5) to man the research factory.

Miller's (Scharf) PC (160/172) opens the bidding on a second Planetary Cruiser at 162 and 2113 Corporation gets it for 175 (Or4, Or5, Wa5, MWa, Ti10, Ti12, Re11, Re12, Re17, Mi14, Mi17, NC16, NC22). Opens the bidding on the last Planetary Cruiser at 162 and gets it (Or3, Or3, MWa, Re14, Mi18, Mi18, NC16, NC18, NC20, NC22). Buys a population factor (Ti10) to man the Planetary Cruiser.

2113 Corporation (Cain) moves a population factor from an ore factory to man the Planetary Cruiser.

BarterTown V (York) opens the bidding on robots for 50 and get it (Or5, Wa5, Wa8, Ti9, Ti10, Ti13) and buys 2 robots (Ti11, Re9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ec, 2OL, Wa, Ou, Ro, MB	64
2	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou, Ro, PC	48
3	Miller's	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, NCF, NCF, NCF	2DL, Wa, OL, Sc, Ro, Ou, PC	48
4	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, ReF, NCF	HE, OL, La, Ou, Ro, PC	46
5	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF, ReF	Wa, 3DL, La, 4Sc, Ou, SS	46
6	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, ReF	HE, 2No, Wa, 3Ec, La	40
7	BarterTown V	Andy York	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	HE, No, Ec, 2La, Ro	35

SUPERB is Space Urchin Planetary Evaluation and Recovery Board. HBDC V is Heavenly Bodies Development Company V. S.A.R.A. is Supremely Arrogant Republican A@#\$^&*!

Available Upgrades

New Arrivals: Moon Base, Space Station, Space Station, Moon Base, Space Station, Moon Base, Planetary Cruiser

Upgrade	Minimum Bid	Available	TBD
Space Station (SS)	120	3	1
Planetary Cruiser (PC)	160	1	1
Moon Base (MB)	200	3	1

Your Production Cards:

2113 Corporation, Mystery Machine 2, and Miller's took Mega Water cards, SUPERB and S.A.R.A. took Mega Titanium cards.

Dog Tired

Turn 6 Special Influence Declaration

Turn 7 Cure through Health Phases due: 2/12 Tuesday

Special Influence Declaration

IP declares 2 IP on Diwan Palavarian (G)
 HLS declares 1 IP on Ludmilla Patina (S) and 1 IP on Igor Doberman (L)
 RE draws _____ and _____ Must discard 2 cards.
 ORRP declares 2 IP on Ludmilla Patina (S)
 FBI declares 2 IP plus 5 additional IP on Sergei Eatstumuch (M)
 TCC draws _____ and _____ Must discard 1 card.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	76 +	10+ (FBI)
KGB Head	Antonj Mischif (I)	71 (strong) ? +	3 (RE), 6 (ORRP), 7 (TCC)
Foreign	Eduard Boremtodev (K)	71 (strong) ?	6 (TCC), 4 (RE)
Defense	Antonj Talksalot (J)	69 ?	1 (TCC)
Ideology	Diwan Palavarian (G)	70 (weak)	2 (IP)
Industry	Igor Doberman (L)	65 ++	2 (HLS), 2 (ORRP)
Economy	Ludmilla Patina (S)	58	2 (ORRP), 1

Office	Politician	Condition	Influence
			(HLS)
Sport	Lech Schukrutoff (B)	82 +	1 (ORRP), 3 (FBI)

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

Candidates: U, V, W, Y, Z

People:

Siberia: N, P, O, R

Kremlin Wall: A, Q, F, E, T, X, C

Dacha on the Black Sea: D

Your cards:

Your undeclared influence: _____

Players

Joe Carl Reform Expansionists
 Kevin Wilson October Revolution Reform Party
 Chris Geggus Floridian Ballot Investigators
 Mike Scott The California Connection
 Bill Scharf Ideological Purists
 Pasquale Giovine Hard Line Stalinists
 HLS have one wave, FBI has one wave.

Hounds of Tindalos

End of Game Statements

Andy Lewis. I wish I could tell you I had a great strategy that worked to perfection. Well that's not the case. I was just dumb lucky. I realized after my bid for 5 areas that I didn't have any chance to try for it again. The only way to win was on cash but I was way behind in both actual score and scoring potential. Being a pirate was the only way. Thanks to Chris for finally getting the numbers right for me. I do think I have an idea of a better strategy for next game though. Thanks to all the players for helping to insure that Bill didn't win again.

Bill Scharf. Congratulations, gentlemen, this game was very well played. Everyone had a chance of winning and it went down to the wire.

If Spain had delivered the gold he would have won, which England messed up. England had a chance at getting the five area win earlier, which Spain messed up. Portugal had a couple of chances at a five area win which France (er, me) messed up. And I had the most money up til the very end (damn

that high gold production area, who would have though it would last that long). I'll take a game like this anytime over an easy walkover win. And, best of all, Andy can stop complaining about never winning!

Dennis Cain. I did about the only thing I could with Spain. With poor resources and climate, my only chance was to get the gold to come in. I had to stab England to keep him from getting 5 areas--how ironic that he pirates me to end up winning the game! Congrats all.

Chris Hassler. Believe it or not, this is the first game of New World I have run in the zine that has not ended with a 5 political control win. While Andy did give it a try on turn 9, his lack of success appeared to doom him to finish after Bill. Some good luck with the piracy die rolls and the turn order draw allowed him to steal some of Dennis' gold to sneak ahead of Bill for the victory. This was a very well played game over all, and luck or not, Andy's victory was well deserved. Congratulations.

Hyena

Turns 8.3 to 10.3

Deadline for Turns 10.4 to 12.4: 2/12 Tuesday

Turn 8

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 3 4 5
 Paintfall(s).
 Buys Servo-Mechanism for \$200.

4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 5

B - Y - B - R - Jewelpoint (o) - B - Jellybeast Landing (o) - A - Y - R - B - Y - R - A - Ice Station (o) (observes culture) - ? (it's Telegate 2), stops.

Turn 9

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 6
 A - A - R - B - Y - NC4 - Multi-Generation Ship.

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Demand for Dust at 5 and a Servo-Mechanism at 7b). Picks up Fare to Base.

2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 3 5 5
 Multi-generation Ship - R20 - NC3 - Y - B - R - B - R - Y - B - Y - R - NC3 - R.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 4 5
 Paintfall(s) - Paintfall(o) - B - Poisonport(o) - R - B - Y - B - R - B - Y.

4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 4
 Telegate 2 - B - Y - B - R - B - R - Y - Aerie - Y - ? (it's an R20 penalty marker) - Y - ? (it's a B10 penalty marker) - Asteroid City West.

Discovers Zum (from the cup: Melf Pelt at 5, Finest Dust at 4a, Rock Videos at 4b, and Immortal Grease at 6).

Turn 10

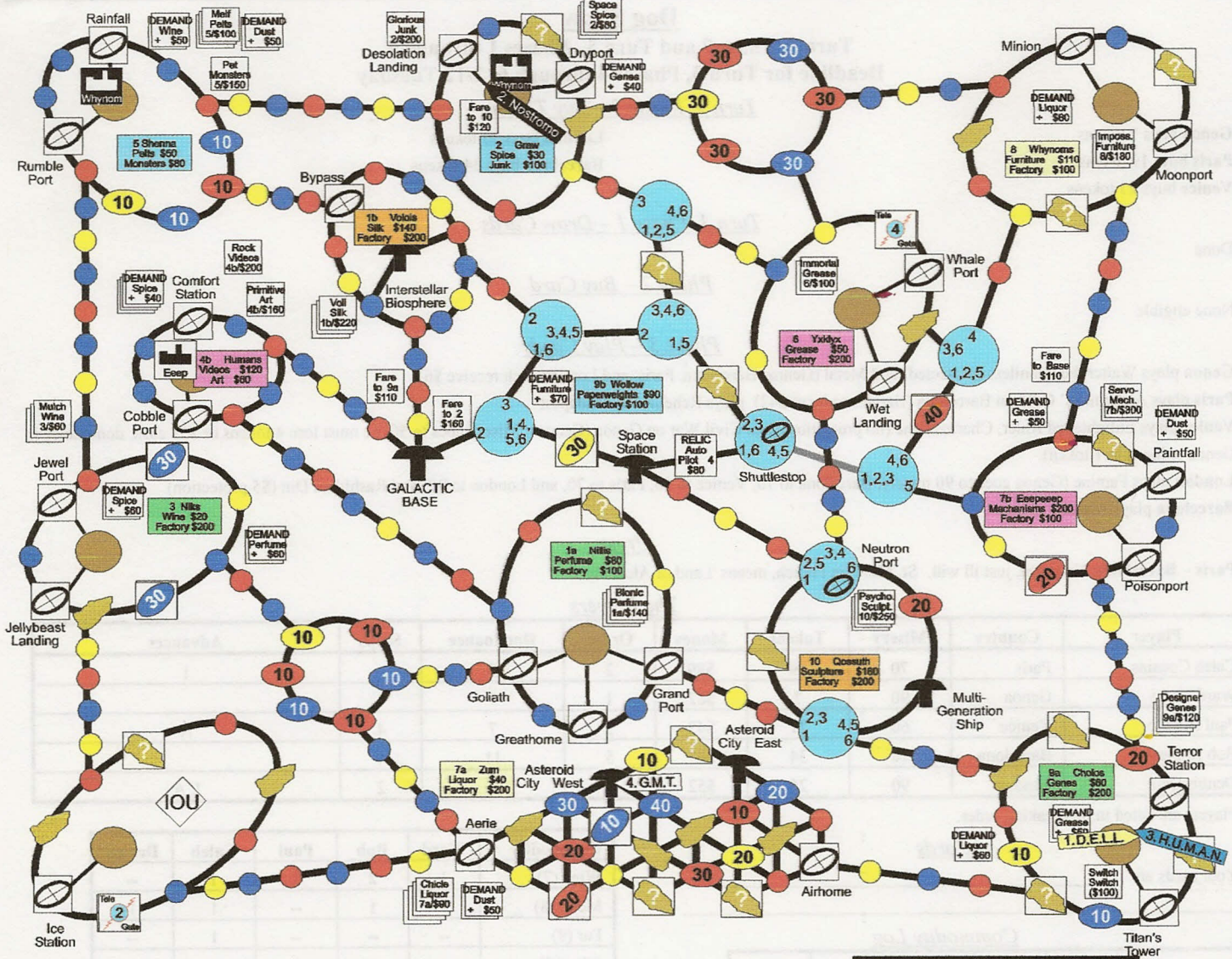
1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 5 6
 Multi-Generation Ship - NC6 - Y - B - R - A - A - R20 - Terror Station (o) - Terror Station (s).
Barter Switch Switch relic for \$50 credit, which he uses (plus \$10 cash) to buy a shield.

2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 5 6 6

R - Y - R - B - R - Desolation Landing (o) - Desolation Landing (s).
 Sells Psychotic Sculpture for \$250 (from the cup: Bionic Perfume at 1a).
 Buys Space Spice for \$30.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 3 5 5
 Y - R20 - Terror Station (o) - Terror Station (s).
 Sells Servo-Mechanism for \$300 (from the cup: Chicle Liquor at 7a).

S.O.B.



1. D.E.L.L. \$164
 Scow Scout
 11: 2 2 4 5/12: 3 3 4 6 (Use 2)
 Hold1 Hold2 Hull
 Fare 10 to Base \$150
 Melf Pelts 5/\$100
 Shield (\$60)

2. Nostromo \$390
 Fast Scout
 11: 3 4/12: 1 4 (Double 1)
 Hold1 Hold2 Hull
 Space Spice 3/\$80
 Fare 6 to 4b \$120
 Air Foil (\$80)
 Fare 9b to 5 \$110
 Shenna \$100
 Graw \$200

3. H.U.M.A.N. \$320
 Normal Scout
 11: 2 3 5/12: 2 2 2
 Hold1 Hold2 Hull
 8 \$80
 6 \$100

4. Go for the Money Time \$80
 Rocket Scout
 10: 1 2/11: 1 4/12: 3 5 (Use 1 * 4)
 Hold1 Hold2 Hull
 Melf Pelts 5/\$110
 Melf Pelts 5/\$110
 7a \$80
 Shield (\$60)
 3 \$60
 7a \$100
 Humans \$100

Goods and Demands:

- 1a (Nillis): 3 Bionic Perfume
- 1b (Volois): 3 Voll Silk
- 2 (Graw): Demand for Designer Genes (+\$40), 3 Space Spice, Fare to 10 (\$120), Glorious Junk
- 3 (Niks): 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60)
- 4a (Dell): 2 Finest Dust
- 4b (Humans): 4 Demand for Space Spice (+\$40), Primitive Art, 1 Rock Videos
- 5 (Shenna): 2 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 2 Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx): 2 Immortal Grease
- 7a (Zum): 2 Demand for Finest Dust (+\$50), 4 Chicle Liquor
- 7b (Eepeeep): 2 Servo-Mechanism, 1 Demand for Finest Dust (+\$50), 1 Demand for Immortal Grease (+\$50), Fare to Base (\$110)
- 8 (Whynoms): 1 Demand for Chicle Liquor (+\$60), 2 Impossible Furniture
- 9a (Chola): 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)
- 9b (Wollow): 1 Demand for Impossible Furniture (+\$70)
- 10 (Qossuth): 3 Psychotic Sculpture
- Base: Fare to 9a (\$110), Fare to 2 (\$160)

Dog Show

Turn 2, Phase 7 and Turn 3, Phases 1 through 3
Deadline for Turn 3, Phases 4 through 6: 2/12 Tuesday

Turn 2, Phase 7 – Buy Tokens

Genoa buys 7 tokens
Paris buys 19 tokens
Venice buys 21 tokens

London buys 25 tokens
Barcelona buys 34 tokens

Turn 3, Phase 1 – Draw Cards

Done

Phase 2 – Buy Card

None eligible

Phase 3 – Play Cards

Genoa plays Walter the Penniless (protected) and Metal (Genoa, Barcelona, Paris, and London each receive \$6)

Paris plays Alchemists' Gold on Barcelona (Barcelona loses \$42), plays Rebellion in Budapest

Venice plays Enlightened Ruler, Charlemagne (no protection), and Civil War on Genoa (Genoa's Misery goes to 50, he must lose 4 tokens or \$38 cash, dominance in Genoa reduced to 1 token).

London plays Famine (Genoa goes to 90 misery, Barcelona to 70, Venice to 60, Paris to 70, and London to 90) and Rashid ad Din (\$5 protection).

Barcelona plays Armor

Press

Paris – Barcelona: No greed, just ill will. St. Malo, in French, means 'Land of Alchemy.'

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	70	19	\$89	2	9		I
Ward Narhi	Genoa	90	7	\$82	1	7	4	
Paul Bolduc	Venice	60	21	\$43	3	7	4	N
Bob Robles	Barcelona	70	34	\$47	5	11	4	
Dennis Cain	London	90	25	\$52	4	9	2	I, A

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

Commodity	Ward	Bob	Paul	Caleb	Dennis
Stone (2)	2	2	1	2	--
Wool (3)	--	3	--	--	4
Timber (4)	1	1	1	--	--
Grain (5)	--	1	2	1	1
Cloth (6)	2	--	1	2	--

Commodity	Ward	Bob	Paul	Caleb	Dennis
Wine (7)	1	2	1	1	--
Metal (8)	1	1	--	1	1
Fur (9)	--	--	--	1	--
Silk (10)	--	1	1	--	1
Spice (11)	--	--	--	--	1
Gold (12)	--	--	--	1	--
Ivory (12)	--	--	--	--	1

Surplus, Shortage

Wolfhound

Turns 3.3 to 4.3

Deadline for Turns 4.4 to 5.4: 2/12 Tuesday

Turn 3

Dave Die roll = 6. Joe receives 1 wool, Dave and Tom each receive 1 lumber.

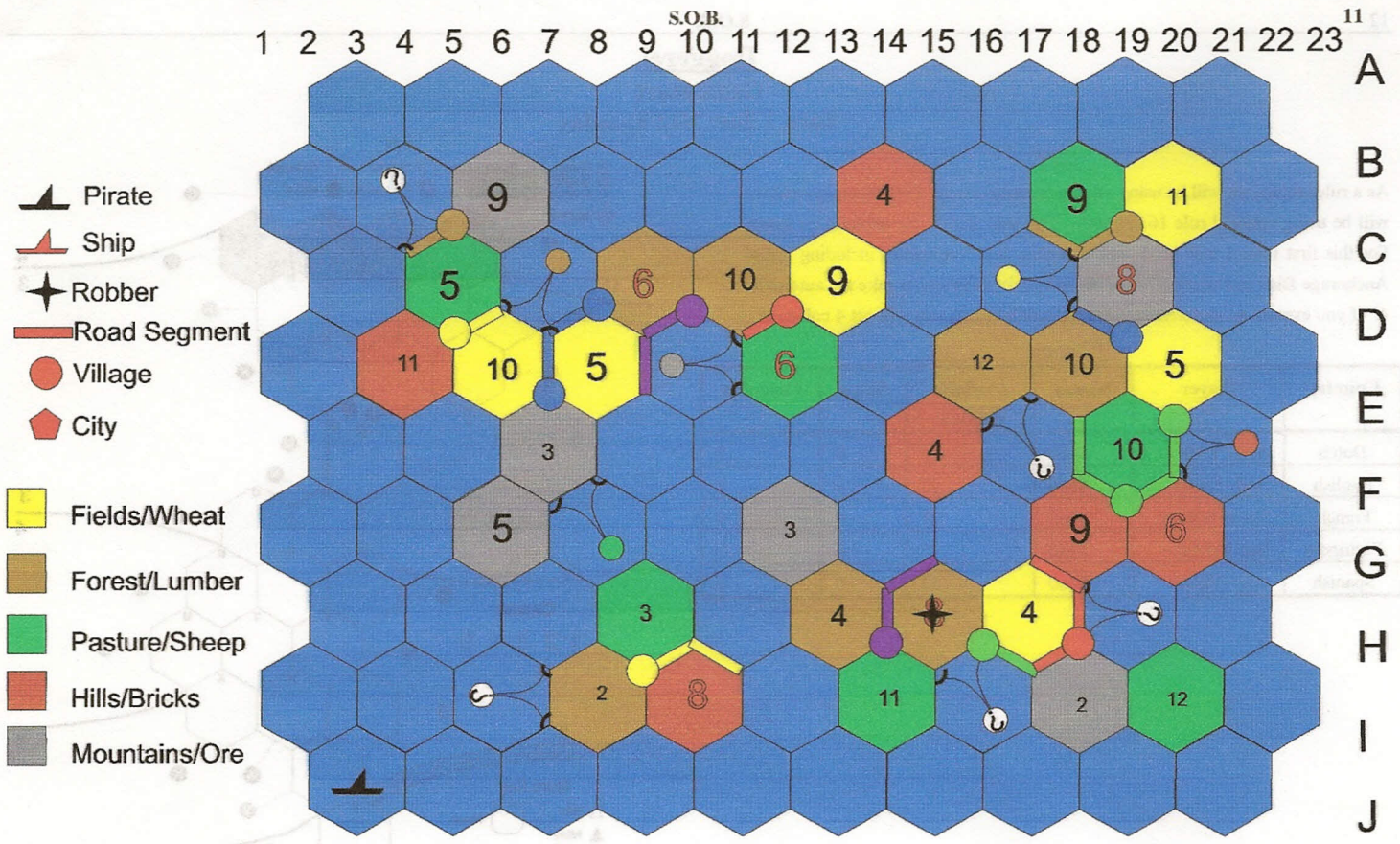
No action.

Brendan Die roll = 8. Kevin receives 1 lumber, Dave receives 1 ore, Brendan receives 1 brick, Tom receives 1 lumber, and Ward receives 1 ore. Brendan plays a Soldier and moves the Robber to Forest 8 and robs a lumber from Tom.

Builds a road from H10 – H11.

Tom Die roll = 8. Kevin receives 1 lumber, Dave receives 1 ore, Brendan receives 1 brick, and Ward receives 1 ore. Tom trades one brick with Brendan for 1 lumber.

Ward Die roll = 11. Brendan receives 1 brick, Tom receives 1 wool, and Ward receives 1 wheat. Ward trades 3 sheep for 1 brick, and builds a road C18 – C17.



Turn 4

Kevin Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Builds a road E18 – E17.
 Joe Die roll = 11. Brendan receives 1 brick, Tom receives 1 wool, and Ward receives 1 wheat. Trades 1 wool, 1 wheat, and 1 ore to Brendan for 2 brick.

Builds a road G18 – G17. During the special build turn, Brendan buys a card (Resource bonus).
 Dave Die roll = 9. Kevin receives 1 brick, Joe receives 1 wheat, and Ward receives an ore and a wool.

Open Trades

None.

Turn 4 Rolls

Brendan 4 Tom 9 Ward 6

Turn 5 Rolls

Kevin 7 Joe 7 Dave 10 Brendan 7

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	2		1	1	1		2
Joe Carl	Red	2	4	1				2
Dave Partridge	Blue				2	2		3
Brendan Whyte	Yellow	1			1		1 Soldier, 1 Unplayed	2
Tom Howell	Purple		2	1	1			2
Ward Narhi	Brown	2	1			3		2

Unplayed cards:

Doggerel Game Start

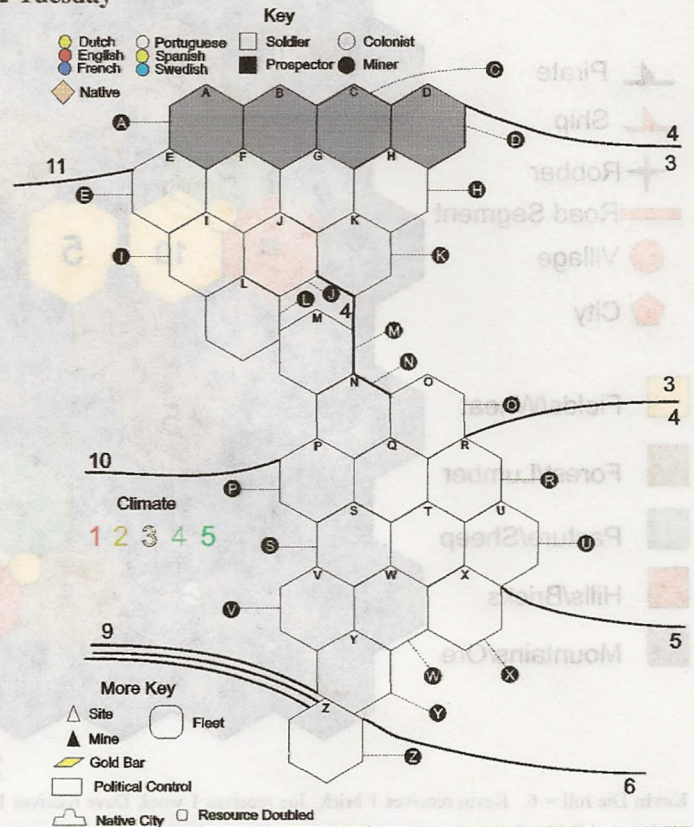
Turn 1 due: 2/12 Tuesday

Notes

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$160	25	0	0
English	Andy Lewis	\$160	25	0	0
French	Kevin Wilson	\$160	25	0	0
Portugese	Bob Robles	\$160	25	0	0
Spanish	Cary Nichols	\$160	25	0	0



Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and 1/2 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. In Paris, a man with a job known as a quatorzième sits in his place of work in the evening. Sometimes he is called on to do something, but most evenings he is not. What does he do?

A1. He works in a major restaurant and, if called upon, it is his job to join a party of thirteen people in order to bring the number up to fourteen. Thirteen is considered a very unlucky number when dining in Paris. Dennis Cain receives 2 points.

Q2. Why does the United States Air Force employ the services of a top-class cartoonist?

A2. He draws cartoons in which small objects are concealed. The drawings are used to test the ability of trainee pilots to detect targets in camouflaged backgrounds.

No correct answers.

Q3. In 1967, Sylvia Ester, an East German Olympic swimmer, swam the 100-meter freestyle in a time of 57.9 seconds, a new world record. But this was never recognized or acknowledged. Why not?

A3. In this actual incident, the officials refused to recognize Sylvia Ester's achievement because she swam in the nude.

No correct answers.

Q4. A secretary went on vacation. She inadvertently took with her something from the office. Her boss sent her a message asking her to return it immediately. This she did. Yet, when she returned from Vacation, she was dismissed. Why?

A4. She had taken the only key to the mailbox. She mailed it back, so it wound up in the locked mailbox!

No correct answers.

Q5. A man working late at the office left some sandwiches on his desk. As a result of this, he later became a multi-millionaire. How?

A5. The man was Walt Disney. A mouse came to nibble the sandwiches and it behaved so comically that Walt put out some food for him every night. The mouse inspired the idea of Mickey Mouse, hence the Disney empire.

No correct answers.

Current Scores

Chris Geggus	80	Andy York	66½	Caleb Cousins	61
Paul Bolduc	59½	Bill Scharf	57½	Dennis Cain	54
Joe Carl	49½	Brendan Whyte	45	Andy Lewis	33½
Ward Narhi	31	Steve Koehler	31	Bob Robles	29
Tom Howell	22½	Brad Martin	16	Kevin Wilson	14
Sean Cousins	7	Cary Nichols	1		

No free issues awarded.

New Questions

Topic: Brain Teasers

1. On which side of a cup is it best to have the handle?
2. Where do the biggest potatoes grow?
3. What is it that Adam, the first man, never had and never saw yet he left to his children?
4. What kind of dog, found in every country, has legs but never runs?
5. Where did Noah strike the last nail in the ark?

Pedagoguery

I'm sure you are all aware of the concept of a "habitable zone" around stars, which is determined by the distance from that star at which water can be liquid. Does a similar concept exist within the galaxy as a whole? If so, on what is it based? This article will explore those two questions, and hopefully provide some answers.

The first question to consider when looking at the concept of a "galactic habitable zone" is, what does complex life require? The short answer to that is a good location and time to evolve. For our purposes, a good location means a terrestrial planet or moon, at a distance from its star that will support liquid water, gravity strong enough to retain a reasonable atmosphere, and a magnetic field to help shield the surface from cosmic and solar radiation. This means a relatively high abundance of heavy elements, especially carbon, oxygen, nitrogen, iron, and silicon. All elements heavier than helium, termed "metals" by astronomers (much to the annoyance of chemists), are produced in stars. This means that at least one generation of stars has to have been born and died before even the basic building blocks would be in place. Successive generations of stars will continue to add to the abundance of metals in the interstellar medium, making planets more and more likely with each successive generation. But how abundant must these elements be? The relatively recent discovery of planets beyond our solar system may help us find the answer. So far, no planets have been found in systems where the metallicity (the ratio of the number of metal atoms to hydrogen) is less than 40% that of the Sun. Despite the fact that all planets so far discovered are gas giants like Jupiter, this is probably a good baseline figure. This is further borne out by the fact that a Hubble Space Telescope search for planets in the globular cluster 47 Tucanae, which has a metallicity about 25% of solar, turned up no planets whatsoever.

Is there a point at which metals become too abundant? The answer appears to be yes. As the metallicity grows, terrestrial planets tend to get bigger. Bigger terrestrial planets would tend to have higher gravity, and would thus tend to hold onto more of their volatiles, such as water. In addition, larger planets would have less vertical relief. In other words, mountains would not be as high, canyons would not be as deep. Eventually, you would get to the point where the planet would be entirely covered with ocean; a situation that is believed to be much less conducive to life.

Is there any other reason why high metallicity would be detrimental? With higher metallicity, the circumstellar nebula around young stars would be denser. This means that developing planets would suffer a higher level of drag, and would thus tend to migrate inwards. This would be bad news for any developing terrestrial planet, because any inwardly migrating gas giant would have a high chance of either causing the terrestrial planet to be ejected from its solar system, or thrown into its star. Neither result would improve the chances of life developing. Computer models indicate that metallicities more than 3 times that of the Sun would ensure that any developing gas giant would disrupt a developing terrestrial planet. So, we have our constraints: A star system must have a metallicity at least 40% that of the Sun, and no more than 300% solar.

Where do we find such metallicities in our galaxy? The galaxy is traditionally divided into four parts, the halo, the bulge, the thick disk, and the thin disk. The halo is the large outer portion of the galaxy, composed mainly of dark matter. It contains some stars, mainly in globular clusters, but all of the halo stars have very low metallicity, so planets are unlikely to have formed there. The thick disk is likewise low in metals, while not to the extent that the halo is, it is still too low to have produced planets. The central bulge contains stars with a wide variety of metallicities, so planets could have theoretically formed there, but the bulge is a poor abode for life as we will discover later. That leaves the thin disk. This is where our sun resides. The thin disk contains the bulk of the galaxy's star forming regions, and is denser the closer you get to the center of the galaxy. Because of that, more generations of stars have lived and died in the

central parts than in the outer parts. Thus, metallicity gradually declines the farther you get from the center of the galaxy. Current estimates give metallicities at the inner edge of the thin disk (just under 10,000 light years from the galactic core) about 250% of solar metallicity. The metallicity of the thin disk drops to 40% of solar at about 45,000 light years from the center. The sun sits at about 28,000 light years from center, and so is about dead center in this zone.

What about the second requirement: time? This means many things. Life on Earth took 4.5 billion years to get this far, and it was not without difficulty. Several times during the history of the Earth, massive extinction events have killed off a majority of life forms. Let's face it, the galaxy is a dangerous place. What are the factors that would give life a stable environment for long enough to evolve sufficient complexity?

Threats to planets can be divided into two broad categories: impacts from asteroids and comets, and radiation. The danger of asteroidal impacts depends primarily on the details of Jupiter's orbit, and thus has little bearing on galactic conditions. Comets, on the other hand, are very sensitive to galactic conditions. In our solar system, comets reside in two main repositories: the Kuiper belt outside Neptune's orbit, and the Oort cloud, which stretches to about 2 light years away from the Sun. Since the Oort comets are so far away, they are very loosely bound to the Sun. Thus it does not take much to perturb them come into the inner solar system. A relatively close pass, within a few light years, of another star would do it, potentially sending a rain of comets into the inner solar system. A giant molecular cloud, containing the mass of thousands of suns, wouldn't even have to come that close. In addition, this is an area where higher metallicity works against you. With higher metallicity, a stellar system would have more comets. Couple that with the fact that stars are denser in the inner portions of the galaxy, this means not only do you have to contend with rains of comets more frequently, you have more of them to rain on you.

What about radiation? The magnetic field of a planet like Earth will keep away most particulate radiation, while our ozone layer keeps us safe from most energetic electromagnetic radiation. However, both of these defenses can be overcome. Too much particulate radiation and showers of secondary particles can be deadly. Too much ionizing radiation and the upper layers of the atmosphere become ionized, producing nitrous oxides that destroy ozone, allowing more radiation to reach the surface.

What then are the specific radiation dangers? In decreasing order of duration, they are active galactic nuclei, supernovae, and gamma ray bursts. Active galactic nuclei are caused when the central black hole of a galaxy starts ingesting matter. The strong gravity and friction of the accretion disk produces copious amounts of radiation, both particulate and electromagnetic. Most of this radiation is emitted in jets along the rotational axes of the black hole, but some of it will be dispersed throughout the galaxy by the galactic magnetic field. In addition, most bulge stars have eccentric orbits that are tilted away from the plane of our galaxy. Thus, they would all be taken close to the central black hole or through a jet at some point, dooming any life in the system. That, coupled with the fact that stars are very dense there explains why the bulge is not a likely place for life.

What about supernovae? Supernovae result from either a massive star reaching the end of its life (Type II) or a white dwarf gaining too much matter and blowing itself to bits (Type I). In either case, they are more common where the stars are more common, hence in the inner regions of the thin disk, particularly the Type II supernovae. Being too close to a supernova can be hazardous to your health, so it's best to stay fairly far away from them. Since they are more abundant the closer you are to the center, this indicates that those areas are less hospitable to life than our own neighborhood.

Finally, we come to gamma ray bursts. These are much more difficult to quantify, since we know much less about them. It is quite possible that we have

just gotten lucky. But, then again, of the five mass extinctions on record, only two of them have known causes, both being impacts. Could the others have been the result of a gamma ray burst aimed in our direction?

This leaves us with a fuzzy ring around the center of the galaxy; its borders are ill defined. Furthermore, it is more of a probability issue; planets outside the

zone could still harbor life, it is just less likely for them to do so. The fact remains that our Sun appears to be well within this zone, a fact for which we all owe our existence.

Next issue, I will discuss recent theories concerning the first generation of stars.

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Standby Calls

None this issue.