

Notes from Hades

It's getting close now. Celeste's doctor has told us that if she doesn't deliver by March 21st, he'll make sure it happens then. Right now, since one of them is breech, it looks like a C-section. That could change, however, because until last Friday, they were both breech. They are both between 4 1/2 and 5 pounds at this point, so if things did happen early, they would probably not be in any danger. Thankfully, things are showing no signs of happening early. So, if they go all the way to the 21st, they will be around 7 pounds each – quite a healthy weight, especially for twins.

As it turns out, the 21st is fairly close to the next deadline for the zine, so don't be surprised if I'm a little late getting this thing out. I will be sure to adjust deadlines for any delay.

This issue sees the conclusion of two games. Canes Venatici, the Outpost game, ends with a victory by Michael Lowrey, while Dog Days ends with another victory by Andy Lewis. Congratulations to both of you. The replacement Outpost and History of the World games will start up next issue. Meanwhile, this issue, we finally have enough to start up Pavlov, the Dune game. And, as promised, the Liftoff! game, Watchdog starts up.

The next deadline is **Tuesday, March 19 at 5:00 p.m.**

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

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Game Openings

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Ward Narhi, Kevin Wilson, Cary Nichols, and Bob Robles. **Starts this issue!**

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 Andy 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. **Starts this issue!**

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. **Starts next 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. **This game will start next issue with whoever is signed up at that time.**

Warg. 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. Have Andy York, Phil Reynolds, Cary Nichols, Bill Scharf, and Bob Robles. Need 3 more players. The variant rules can be found at www.diplomacy-archive.com/resources/variants/rules/downfall13.htm.

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.

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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On the Web at: <http://home.adelphia.net/~chassler>
 Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

No letters received.

Feral Dogs

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

Deadline/Fall 1468 3/19 Tuesday

France and Milan make a concerted attack on the Pope, who appears to be defending himself only against France. Is the Pope trying to throw the game?

Expenditures

Milan spends 18 ducats to buy Papal A Florence

Orders

FRANCE □: A Avignon to PROVENCE, A SWISS to TURIN, A SAVOY to PIOMBINO, A ROME supports A Spoleto to Perugia, A Spoleto to PERUGIA, F Gulf of LIONS to TYRRHENIAN SEA, F LIGURIAN SEA transports A Savoy to Piombino, F Marsielles to GULF OF LIONS

MILAN □: A MILAN to Tyrolea, A CARINTHIA to Tyrolea, A Slavonia to CROATIA, A Parma to MANTUA, A MODENA to LUCCA, A Mantua to BOLOGNA, A Bologna to URBINO, A FERRARA supports A Mantua to Bologna, A Croatia to BOSNIA, A Herzegovina to ALBANIA, A FLORENCE supports A Bologna to Urbino

PAPACY □: A PISA to LUCCA, A PISTOIA to LUCCA, A Florence holds (nsu), A Urbino to Bologna (DISLOGGED, retreat Spoleto, Arezzo, OTB), A Perugia holds (DISLOGGED, retreat Patrimony, Arezzo, Sienna, garrison, OTB), A OTRANTO holds, F ANCONA holds, F Ionian Sea to MESSINA, F Tyrrhenian Sea to PALERMO, F Central Mediterranean to TUNIS

Notes

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

Press

France – Milan: Just trying to set up your Modena to Lucca move as a sure thing in the fall...keep in touch.

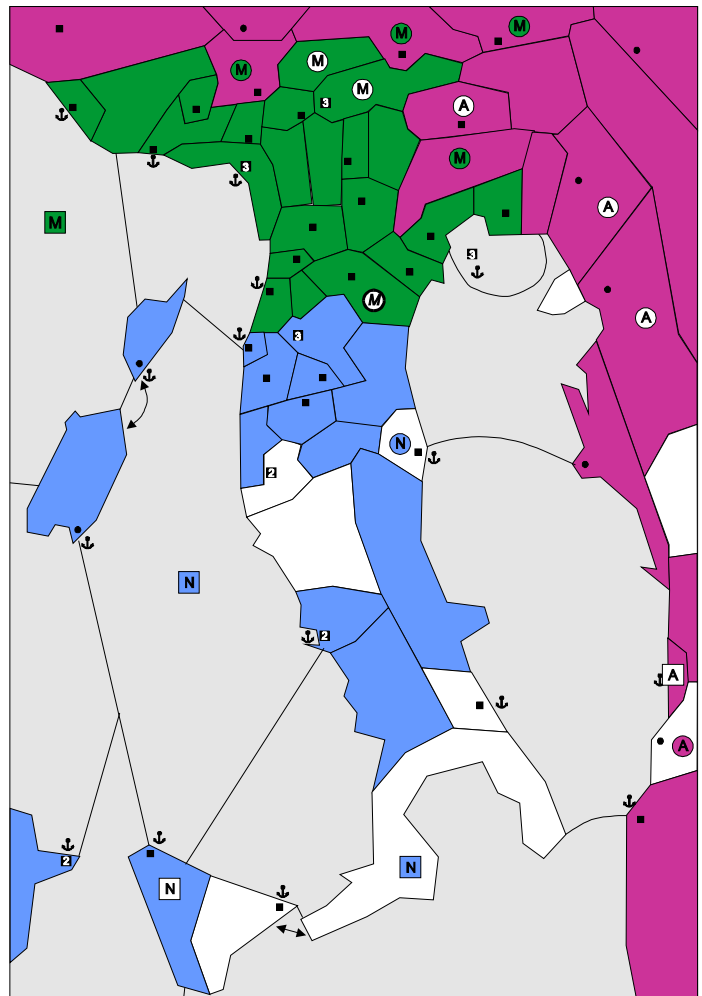
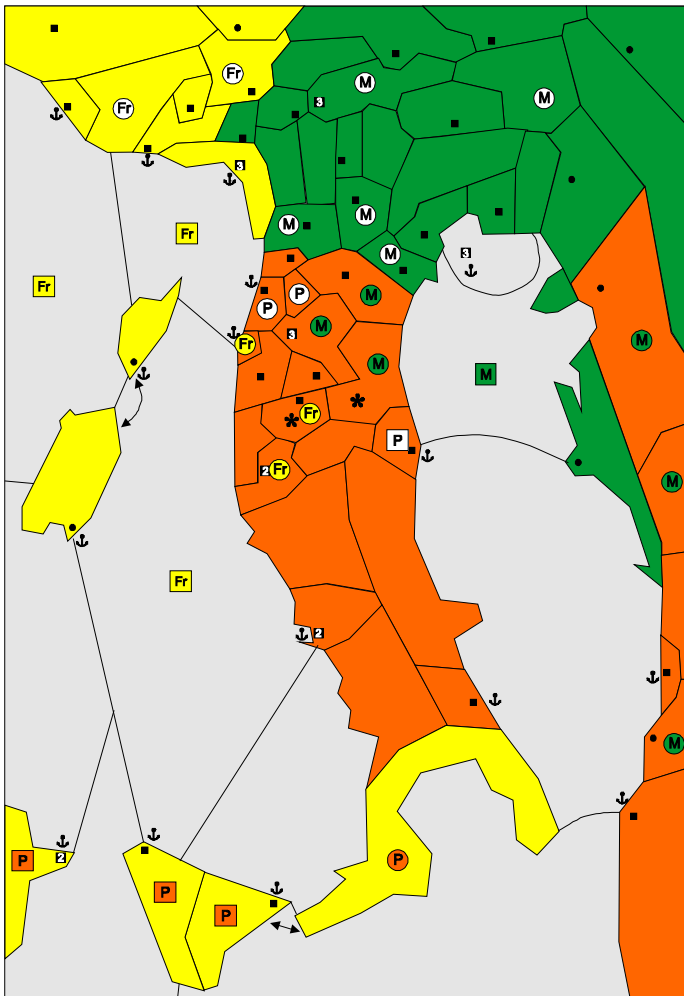
France – Papacy: Ah, yes...my big wallet...still trying to spread distrust, I see. You are a piece of work.

Milan – France: If you used LS to conquer TyrrSea, well done. Probably I just took Modena. Also, in fall, I shall support your landing in Pisa from Provence with armies in the zone. You should convert as many possible units in fleets, I think: the idea of Papacy is to stop us on the earth because I cannot build navies. He cannot conquer Turkey, I am in some provinces. But he cannot conquer neither Naples if one your armies will go in Aquila or Capua before winter. If necessary, you can take Montferrat in fall in order to balance our cities; but it should remain void during next winter.

Papacy – All: The game will be a solo for one of you. Your actions this round help me decide who to crown king. Personally I think Milan has the game won. very vulnerable to his forces and his big wallet.

"Feral Dogs"

Citizen Dog



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

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

Citizen Dog

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

Deadline for Fall 1464: 3/19 Tuesday

Milan plunges the knife deep into Austria's back while Naples tries to reclaim lost territory.

Orders

AUSTRIA (Robles): A TRENT holds, A Carinthia holds (nsu), A Friuli to CARNIOLA, A Carniola to CROATIA, A ALBANIA holds (u), G RAGUSA converts to F

MILAN (Giovine): A Montferrat to TURIN, A Pavia to COMO, A Milan to TYROLEA, A Bergamo to MILAN, A Treviso to VERONA, A Carinthia to AUSTRIA, A (EM) Ferrara to BOLOGNA, F Ligurian Sea to GULF OF LIONS

NAPLES (Narhi): A ANCONA holds, F Piombino to TYRRHENIAN SEA, F Tyrrhenian Sea to PALERMO, F Messina to OTRANTO

Press

Austria – All: OK, let's end this game one way or the other!

Milan – All: Sorry friends, but this uncertainty was stronger than my patience; and usually I don't like to wait to be hurt in the rear. (Also a strong flu make me to be very crazy actually). I really think that Ward was to vote NO to the three way draw, but plague constrained me to prove against my old Austrian friend: our common work against France and Venice was masterly. BANZAI!!!!

Naples – All: I move just to retake my lands. I fear Milan is maneuvering for the win. I hope Austria is being careful for the possible fatal stab by Milan.

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.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Winter 1456

Deadline for Spring 1456: 3/19 Tuesday

Season separation passes. Austria withdraws from Venetian territory while Milan leaves himself no money to fend off assassination. Florence misjudges the cost of the military. France, Naples, the Turks, and the Pope all maintain the status quo.

Off the Leash

Fall 1455 Retreats

Naples F Tyrrhenian Sea retreats to Patrimony

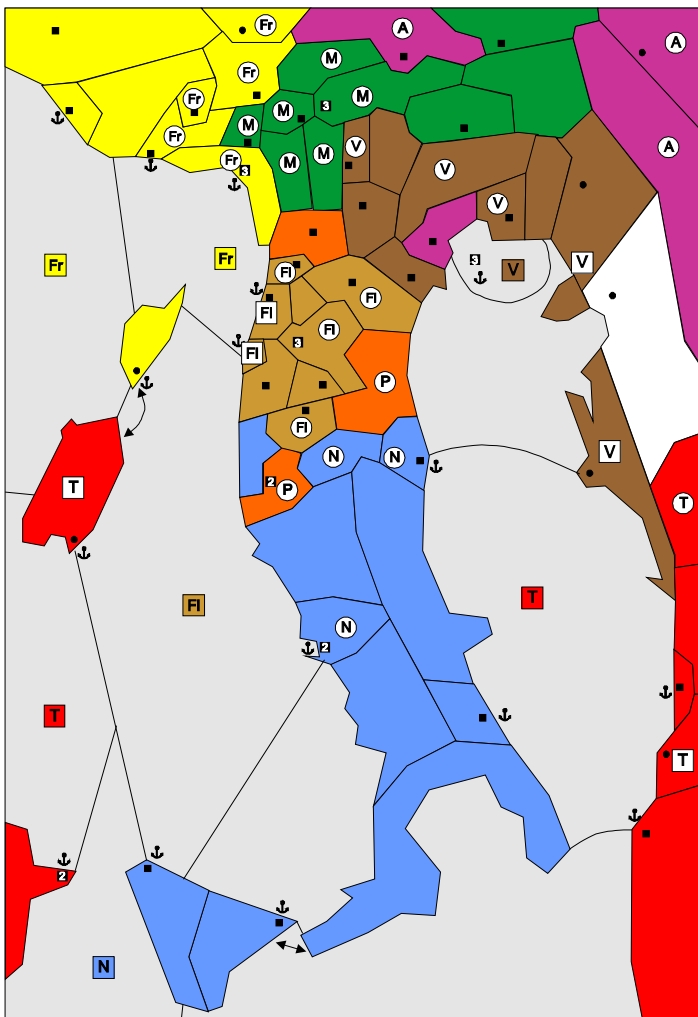
Builds

		Treas	Cost	Rem
Aus	Maintains A Tyrolea, A Slavonia, builds A Hungary	9	9	0
Flo	Maintains all, <u>tries to build A Arezzo</u> (insufficient funds)	22	21	1
Fra	Maintains all, no new builds	23	21	2
Mil	Maintains A Como, A Parma, A Fornova, A Montferrat, builds A Parma, A Milan	18	18	0
Nap	Maintain A Ancona, A Spoleto, F Central Mediterranean, build A Naples	20	12	8
Pap	Maintains A Rome, A Urbino	8	6	2
Tur	Maintains all, no new builds	18	15	3
Ven	Maintains all, builds F Venice, A Treviso	45	18	27

Press

Austria – France: My support is at your command. Just call me a knight of the garter! All the help you can give me to rid the peninsula of these invidious green annoyances will be met with acclaim throughout Italia.

Austria – Venice: His secret and desperate mission, to secure Venetian support for the northern war against the Milanese megalomaniac leader Duchess Florence Greenmen, now completed, the Austrian ambassador to Venice slipped back into disguise and left the Venetian doge suddenly alone in the cottage of their secret meeting on the outskirts of Padua. Almost instantly upon stepping out of the door, there was no trace to be found of the Austrian embassy, which was making its way north and east to confirm to the Austrian king the necessity for conscripting a new army of purple people in Austria itself, to free the occupied provinces of the empire from their foreign invaders. Meanwhile, news had been received also from the French king that he too had had enough of the



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

rambunctious bounder currently in control of the Milanese armies, and the might of his Most Catholic Majesty was being prepared to descend on the western Milanese defenses. Months of careful negotiation were about to climax in an orgasm of anti-Florentine violence. But would it be enough to save the peninsula from the threatened green ravishing it would otherwise endure? As the Austrian ambassador vanished, leaving the Venetian blind as to his route of departure, the fate of Italia Septentriona hung in the balance.

Florence – France: OK, that's fine. I agree as to your proposal on the LS. Perhaps you can support me into Modena?

Florence – Milan, Austria, and Venice: Would any of you like to talk to me?

Florence – Naples: I would be happy to work with you, and my attack of TS was defensive only, since you used it to attack me. If I remain there now (unlikely) I will pledge not to attack you with TS. But the question is, once the Pope is gone, what will you do?

Florence – Papacy: Sorry dude.

Florence – Turks: Hello! Let's work together, eh? Got any suggestions? Your call.

France – Austria: If I am in Como with your help, I shall support your taken of Milan.

France – Florence: Dear friend, it is the time that you consider very seriously the big treasure of Venice. As I just promised, I shall not attack you anywhere, but I ask you to pay big attention to that your North Eastern neighbour.

France – Turkey: If you asked support from GoL, I shall give it to you.

Milan – France, Austria, Venice – Oh, well, The Whole Board: Just kidding guys. But I did make the beginning game a little more exciting didn't I? Now, Please go away and leave my lovely Milan alone. Unless, of course, some of you brave lads would rescue this poor, lonely lass...for which I would be eternally grateful...

Papacy – France: I appreciate your concern for my territories, but I have a feeling it is a moot point.

Venice – Austria: That army is causing me fits and I really can't help you out against Milan until it is gone. Do you hear me?

Venice – Milan: If Austria persists in raiding my lands, I will back off from you, brother.

Venice – Naples: Thanks for your forbearance. It will not be forgotten.

Venice – Turkey: I want peace with you, dammit! But your moves are encircling Dalmatia. I hope they are just friendly drills.

Dog Days

Epoch VII United States and Germany

Deadline for End of Game Statements: 3/19 Tuesday

Amorphous, Cadaverous, and Nebulous (Reynolds) UNITED STATES. Army and Capital *Appalachia* (Dutch army retreats to *Great Lakes*), army *Deep South* (vs. Vikings; U: 5, 3; V: 3; wins), fleet *Caribbean Sea* (vs. The Triffids; ACN: 6, 2; T: 6; ACN: 5, 2; T: 3; wins), army *Mexican Valley* (vs. Aztecs; U: 6, 3; A: 6, 6; U: 4, 4; A: 5, 3; loses), *Mexican Valley* (vs. Aztecs; U: 5, 3; A: 4, 3; wins, city eliminated), *Central America* (vs. Mayans; U: 6, 1; M: 5, 1; U: 5, 2; M: 3, 3; wins, Capital reduced to city), *Guiana Highlands* (vs. France; U: 6, 3; F: 2, 2; wins), *Northern Andes* (vs. Incas; U: 6, 3; I: 6, 1; U: 6, 3; I: 6, 5; U: 6, 5; I: 6, 2; U: 4, 2; I: 1, 1; U: 6, 2; I: 6, 4; U: 4, 2; I: 6, 5; loses), *Northern Andes* (vs. Incas; U: 5, 2; I: 6, 3; loses), *Northern Andes* (vs. Incas; U: 3, 1; I: 4, 2; loses). Points: Dominance in Southeast Asia (4) and North America (6), Presence in Middle East (1), Southern Europe (2), Northern Europe (4), and South America (2), 1 Capital (2), 2 cities (2), 2 seas (2), and 2 Monuments (2) for 27 points.

Peoples Who Need Peoples (Cousins) GERMANY. Plays Leader. Army and Capital *Baltic Seaboard* (Spanish army retreats to *Scandinavia*), army *Lower Rhine* (vs. France; G: 6, 5, 3; F: 6; G: 3, 3, 2; F: 6; loses), *Lower Rhine* (vs. France; G: 5, 5, 2; F: 4; wins, city eliminated), fleet *North Sea* (vs. The Triffids; PWNP: 6, 5, 5; T: 2; PWNP: 4, 3, 1; T: 1; wins), army *North European Plain* (vs. Russia; G: 4, 3, 2; R: 6; loses), *North European Plain* (vs. Russia; G: 6, 4, 2; R: 3; wins, Capital reduced to city), *Central Europe* (vs. Dutch; G: 6, 1, 1; D: 3; wins, city eliminated), *Western Gaul* (vs. France; G: 6, 3, 1; F: 4, 3; wins, Capital reduced to city), *Appalachia* (vs. United States; G: 5, 4, 3; U: 6, 2; loses), *Appalachia* (vs. United States; G: 4, 4, 3; U: 4, 3; G: 5, 5, 1; U: 5, 2; G: 5, 4, 2; U: 6, 5; loses). Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), Southern Europe (2), Eurasia (2), and South America (2), 3 Capitals (6), 4 cities (4), 1 sea (1), and 3 Monuments (3) for 30 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	64	181
Chris Geggus	The Triffids (Green)	76	175
Ward Narhi	Kibbles and Bits (Orange)	72	167
Kevin Wilson	Royal Manticoran Historical Society (Blue)	87	165
Caleb Cousins	Peoples who Need Peoples (Red)	61	163
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	61	158

Notes

Congratulations to Andy on his victory.

Final Positions

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

Amorphous, Cadaverous, and Nebulous. Fleets *Caribbean Sea* and *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*. UNITED STATES: Army and Capital *Appalachia*, armies *Deep South*, *Mexican Valley*, *Central America*, and *Guiana Highlands*.

The Triffids. Fleets *Atlantic Ocean*, *Western Mediterranean*, and *Eastern Mediterranean*. 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*, two armies *Scandinavia*, armies *Western Iberia* and *Southern Andes*. RUSSIA: 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. Fleets *Atlantic Ocean* and *North Sea*. 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*. INCAS & AZTECS:

Army and Capital *Northern Andes*. GERMANY: Army and Capital *Baltic Seaboard*, army, city, and Monument *Western Gaul* and *North European Plain*, army and Monument *Central Europe*, and army *Lower Rhine*.

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: Two armies *Great Lakes*.

Gaming Through the Ages Fleets *Atlantic Ocean* and *Pacific Ocean*. NILE KINGDOM: Army, city, and fort *Upper Nile*. 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 and Monument *Northern Gaul*, *Australia*, and *Chekiang*, armies *Pacific Seaboard*, *West Indies*, *Brasil*, *Patagonia*, *Congo Basin*, and *New Guinea*.

Canes Venatici

Turn 16

Deadline for End of Game Statements: 3/19 Tuesday

Commander Actions

SUPERB (Lowrey) opens bidding on a Moon Base and HBDC V gets it for 209 (Wa5, Wa6, Re9, Re12, Re13, Re13, Re13, Re14, Re14, Re14, Re15, Re15, Re15, OM35). Opens the bidding on a second Moon Base for 200 and gets it (Or2, Wa8, Wa9, Ti13, MTi, MTi, Mi17, Mi18, MO45). Buys a population factor (Wa5).

S.A.R.A. (Cousins) opens the bidding on a Space Station for 120 and gets it for 137 (Or1, Or3, Wa6, Wa8, Ti9, Ti12, MTi, Mi19, RO35). Buys a robot (Ti10) to man it.

Miller's (Scharf) buys a new chemicals factory (Ti11, Re11, Mi14, NC26) and moves a population factor from an ore factory to man it.

2113 Corporation (Cain) opens the bidding on a Space Station for 120 and gets it (Or5, MWa, Ti7, Ti10, Re15, NC18, RO35). Buys a population factor (Mi16) to man it.

HBDC V (Wilson) buys two population factors (Ti11, Re11)

Mystery Machine 2 (Lewis) buys a research factory (MWa), a new chemicals factory (Or1, MWa, Ti12, Re17), and a population factor (Or5). A population factor is moved from an ore factory to man the research factory.

BarterTown V (York) passes.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ec, 2OL, Wa, Ou, Ro, MB, MB	84
2	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF, ReF	Wa, 3DL, La, 4Sc, Ou, SS, MB	67
3	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Wa, OL, Ou, Ro, PC, SS	58
4	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, ReF, NCF	HE, OL, La, Ou, Ro, PC, SS	56
5	Miller's	Bill Scharf	OrF, <i>OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF, NCF, NCF</i>	2DL, Wa, OL, Sc, Ro, Ou, PC	50
6	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, ReF, ReF, NCF	HE, 2No, Wa, 3Ec, La	44
7	BarterTown V	Andy York	<i>OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF</i>	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@#\$^&*!

Notes

Well, that wraps it up. Congratulations to Michael on a SUPERB victory. (Sorry, couldn't resist.)

Dog Tired

Turn 7 Cure through Health Phases

Turn 7 Funeral Commission through Parade Phases due: 3/19 Tuesday

Turn 6 Special Influence Declaration

RE discards Release from Sanatorium (9) and Release from Sanatorium (43)
TCC discards Deal (48)

Cure Phase

IP plays Cuban Missile Crisis (33). All trips to the Sanatorium are cancelled for the remainder of the turn. Sergei Eatstumuch ages to 78, Antonj Mischif ages

to 72, Antonj Talksalot ages to 70, Diwan Palavarian ages to 71, Igor Doberman ages to 67, and Lech Schukrutoff ages to 83.

Purge Phase

None.

Spy Investigation Phase

Talksalot closes the investigations on Mischief, Boremtodev, and himself. Ages to 73.

Health Phase

Sergei Eatstumuch (dr = 18) remains sick.
 Antonj Mischif (dr = 6) falls ill.
 Eduard Boremtodev (dr = 2) falls ill.
 Antonj Talksalot (dr = 15) remains healthy.
 Diwan Palavarian (dr = 17) remains healthy.
 Igor Doberman (dr = 11) remains ill.
 Ludmilla Patina (dr = 3) falls ill.
 Lech Schukrutoff (dr = 5) dies.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	78 +	10+ (FBI)
KGB Head	Antonj Mischif (I)	72 (strong) + +	3 (RE), 6 (ORRP), 7 (TCC)
Foreign	Eduard Boremtodev (K)	71 (strong) + +	6 (TCC) , 4 (RE)
Defense	Antonj Talksalot (J)	73	1 (TCC)
Ideology	Diwan Palavarian (G)	71 (weak)	2 (IP)
Industry	Igor Doberman (L)	67 ++	2 (HLS), 2 (ORRP)
Economy	Ludmilla Patina (S)	58 ++	2 (ORRP) , 1 (HLS)

Office	Politician	Condition	Influence
Sport			

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, B

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.

Hyena

Turns 10.4 to 12.4

Deadline for Turns 13.1 to 15.1: 3/19 Tuesday

Turn 10

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 2 Asteroid City West.
 Sells Melf Pelts for \$110 (from the cup: Rock Videos at 4b). Sells a second Melf Pelts for \$110 (from the cup: Psychotic Sculpture at 10).

Uses IOU plus \$100 cash to buy the Zum factory. Buys Custom Hives for \$140 (receives \$70 commission). Buys a Chicle Liquor for \$40.

Turn 11

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 5
Terror Station (s) – Terror Station (o) – R20 – Y – B – R – B – Y – B.
2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 3 4 4
Desolation Landing (s) – Desolation Landing (o) – R – B – Y – B – R – B – Y – R – B – Rainfall (o).
3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 3 5

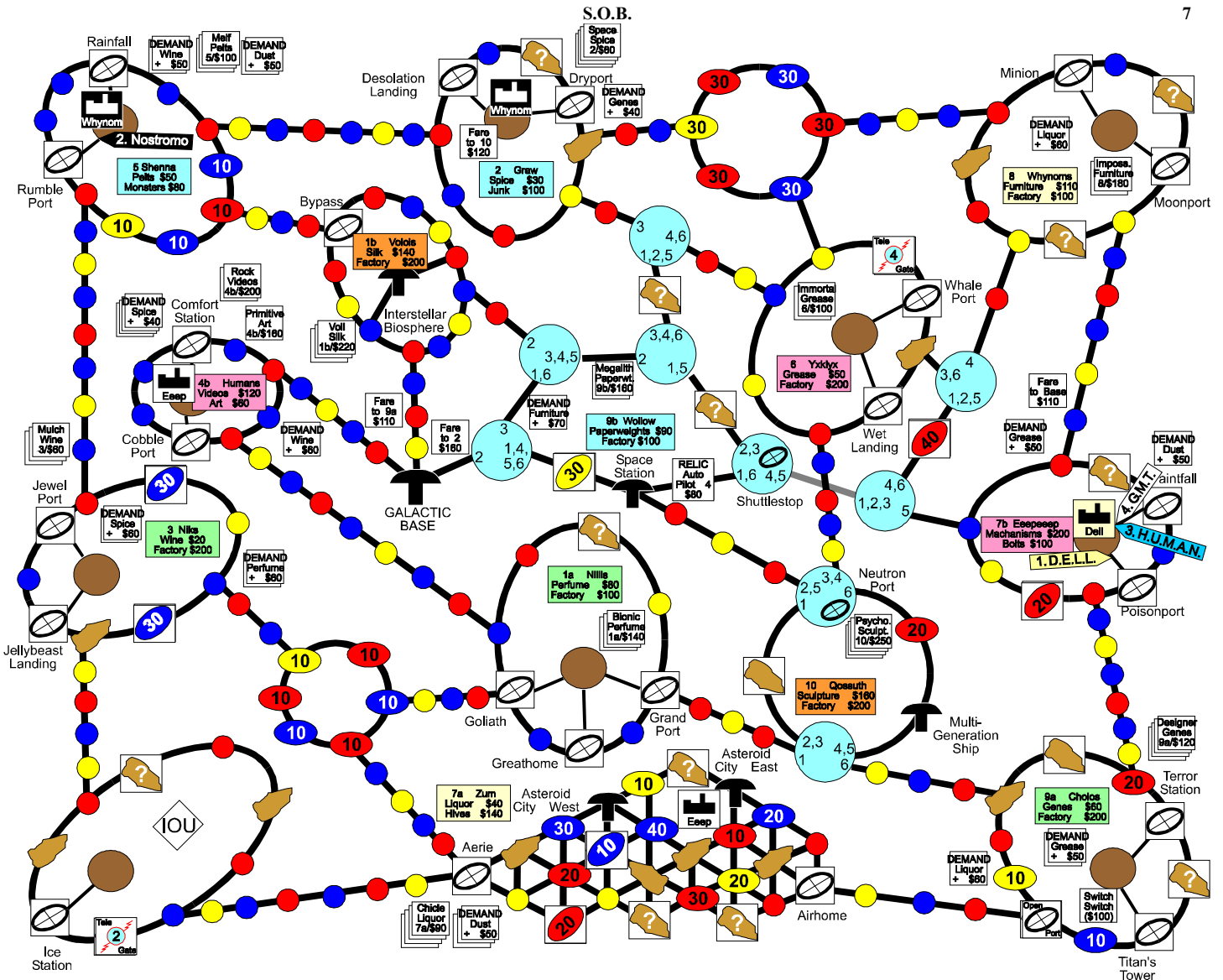
Terror Station (s) – Terror Station (o) – R20 – Y – B – R – B – Y – B – R.

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 4 Asteroid City West – B10 – Y – A – A – R10 – A – Airhome – Y – B – R – ? (It's an Open Port).
 Sells Custom Hives for \$220 (from the cup: Megalith Paperweights at 9b). Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Demand for Wine at 4b and a Chicle Liquor at 7a).

Turn 12

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 6
B – R – Poisonport (o) – Poisonport (s).
Barters IOU for Eeepeeep factory.
2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 1 4 4
Rainfall (o) – B – B – Rumble Port (o) – Rumble Port (s).
 Delivers fare for \$110 (from the cup: Megalith Paperweight at 9b). Sells Glorious Junk for \$200 (from the cup: Demand for Dust at 7a). Buys Pet Monsters for \$80 (receives \$40 factory commission).

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 2 2
R – Poisonport (o) – B – Paintfall (o) – Paintfall (s).
 Buys Servo-Mechanism for \$200.
4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 5
Open Port – Y10 – R – A – A – R20 – Y – B – R – B – Y – B – R – Poisonport (o) – B – Paintfall (o) – Paintfall (s).
 Buys Servomechanism for \$200 and Pedigree Bolts for \$100 (\$50 commission to D.E.L.L.).



1. D.E.L.L.
Scow Scout **\$214**
13: 3334//14: 1225//15: 1266 (Use 2)
Hold1 Hold2 Hull
Fare 10 to Base \$150
Shield (\$60)
Eeepseep \$100

2. Nostromo
Fast Scout **\$640**
13: 6 6//14: 3 4 (Double 1)
Hold1 Hold2 Hull
Pet Monsters 5/\$150
Fare 6 to 4b \$120
Air Foil (\$80)
Shenna \$100
Graw \$200

3. H.U.M.A.N.
Normal Scout **\$100**
13: 1 2 3//14: 2 2 6
Hold1 Hold2 Hull
Servo-Mech. 7b/\$300
Shield (\$60)
Zum \$200

4. Go for the Money Time \$160
Rocket Scout
13: 3 4//14: 1 3 (Use 1 * 4)
Hold1 Hold2 Hull
Servo-Mech. 7b/\$300
Pedigree Bolts 7b/\$200
Shield (\$60)
Zum \$200

Notes

It was pointed out to me that I never mentioned the victory conditions. Well, we are playing this to \$3000.

Goods and Demands:

- 1a (Nillis):** 3 Bionic Perfume
- 1b (Volois):** 3 Voll Silk
- 2 (Graw):** Demand for Designer Genes (+\$40), 4 Space Spice, Fare to 10 (\$120)
- 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, 2 Rock Videos, 1 Demand for Mulch Wine (+\$60)
- 5 (Shenna):** 2 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 2 Demand for Finest Dust (+\$50)
- 6 (Yxklyx):** 2 Immortal Grease
- 7a (Zum):** 3 Demand for Finest Dust (+\$50), 4 Chicle Liquor
- 7b (Eeepseep):** 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), 2 Megalith Paperweights

10 (Qossuth): 4 Psychotic Sculpture
Base: Fare to 9a (\$110), Fare to 2 (\$160)

Dog Show

Turn 3, Phases 4 through 6

Deadline for Turn 3, Phase 7 and Turn 4, Phases 1 through 3: 3/19 Tuesday

Phase 3 – Play Cards

Genoa chooses to lose 4 tokens to the Civil War.

Phase 4 – Purchase or Pass

Genoa buys Caravan for \$20, Wind/Watermill for \$40, and pays \$3 for stabilization.

Paris buys Patronage for \$30 (Misery increases to 80), pays \$5 to London for Rashid ad Din, buys Written Record for \$20 cash plus Rashid ad Din credit, buys Nationalism for \$30 cash and \$30 credit from Charlemagne, pays \$3 for stabilization.

Venice buys Nationalism for \$30 cash and \$30 credit from Charlemagne, Galley 6 for \$10, and pays \$1 for stabilization.

London buys Written Record for \$20 cash plus \$10 credit from Rashid ad Din, buys Overland East for \$20 cash plus \$20 credit from Rashid ad Din, buys Galley 4 for \$10.

Barcelona buys the Heavens for \$30, galley 6 for \$10, pays \$3 for stabilization.

Phase 5 – Expansion

Paris plays in St. Malo (4, vs. Barcelona, dr = 4, 3, 1; wins), Essen (1, vs. Venice, dr = 2, 4, 6; wins), Budapest (3, vs. Venice, dr = 2, 2, 3; wins), Salzburg (1, vs. Venice, dr = 6, 2, 3; wins), St. Gali (1, vs. Venice, dr = 1, 3, 5; loses), St. Gali (1, vs. Venice, dr = 3, 1, 1; wins), Dubrovnik (7, vs. Venice, dr = 2, 1, 6; wins).

Venice plays in Tripoli (2), Alexandria (5), Constantinople (4), Smyrna (2), buys a card (3, _____), Suez (3), Bari (1), Genoa (1)

London plays in Cyprus (1), Cairo (4), Angora (2), Treibizond (4), Varna (2), Tana (2), Poti (2), Erzerum (3), Smyrna (4, vs. Venice, dr = 3, 5, 1; wins), Bergen (1).

Barcelona plays in Tripoli (3, vs. Venice, dr = 6, 1, 3; wins), Suez (5, vs. Venice, dr = 6, 6, 3; wins), Tunis (7, vs. Genoa, dr = 2, 5, 6; loses), Tunis (7, vs. Genoa, dr = 2, 5, 3; wins), West Africa (2), Marseilles (9, vs. Genoa, dr = 5, 4, 6; wins)

Genoa plays in Genoa (3)

London gains the expansion bonus card of _____

Phase 6 – Income

Paris gains \$75

Venice gains \$55

London gains \$110

Barcelona gains \$90

Genoa gains \$40

Shortage of Silk (London gains _____), and Shortage of Wine (Barcelona gains _____)

Epoch 2 has begun.

Turn 4, Phase 1 – Draw Cards

Your card is _____

Press

Barcelona – Paris: Ouch!

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80	0	\$76	1	12		E, I, N, W
Ward Narhi	Genoa	90	0	\$59	5	5	4	I, J
Paul Bolduc	Venice	60	0	\$57	2	8	6	N, W
Bob Robles	Barcelona	70	0	\$94	4	15	6	A
Dennis Cain	London	90	0	\$117	3	19	4	A, I, N, R

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

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

Commodity	Ward	Bob	Paul	Caleb	Dennis
Cloth (6)	1	1	1	3	--
Wine (7)	--	3	1	1	1
Metal (8)	1	1	1	1	1
Fur (9)	--	--	--	1	2
Silk (10)	--	1	1	--	2
Spice (11)	--	--	1	--	2
Gold (12)	--	1	--	1	--
Ivory (12)	--	2	--	--	2

Surplus, Shortage

Wolfhound

Turns 4.4 to 5.4

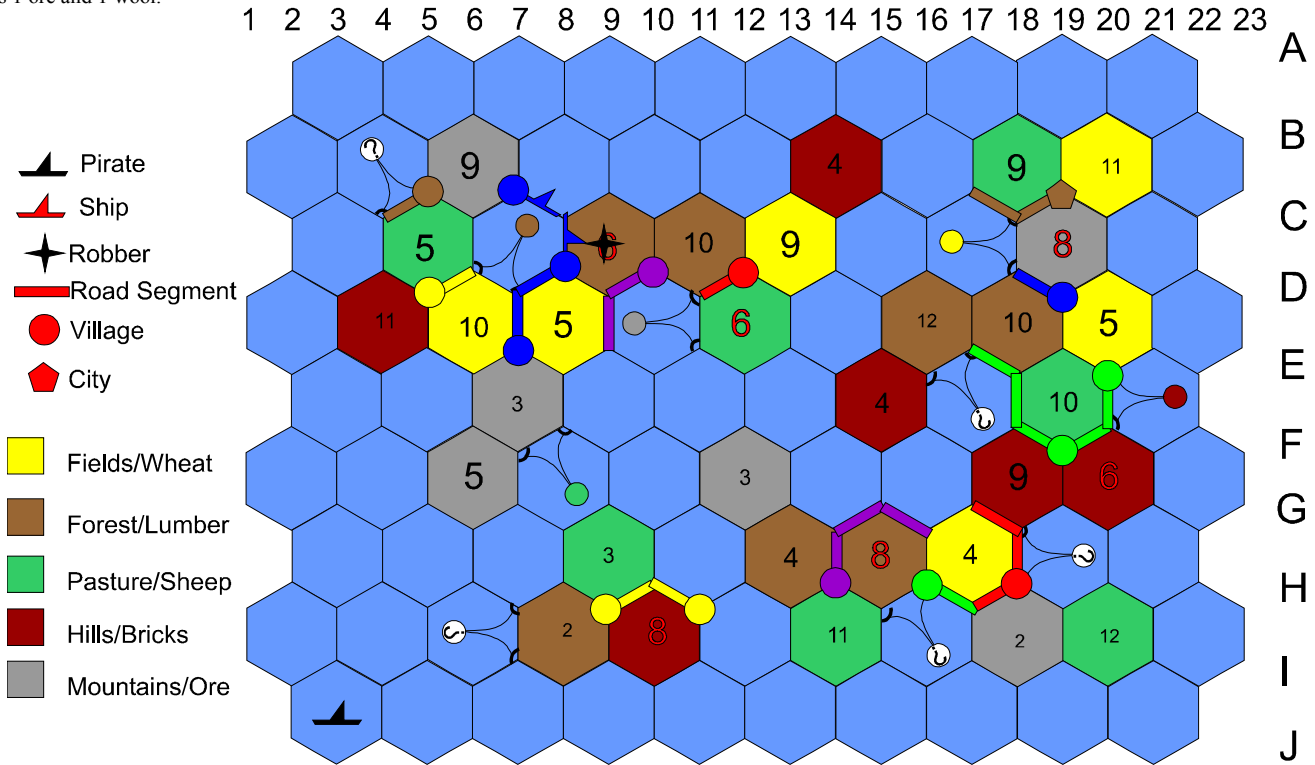
Deadline for Turns 5.5 to 6.5: 3/19 Tuesday

Turn 4

Brendan Die roll = 4. Kevin and Joe each receive 1 wheat, and Tom receives 1 lumber. Brendan plays a Resource Bonus card to receive 1 brick and 1 wool and builds a settlement at H11.

Tom Die roll = 9. Kevin receives 1 brick, Joe receives 1 wheat, and Ward receives 1 ore and 1 wool.

Ward Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Ward upgrades settlement at C19 to a city.



Turn 5

Kevin Die roll = 7. Joe discards 3 wheat and 2 wool. Moves the Robber to Pasture 6 and steals a wool from Joe. Trades one brick to Dave for 1 lumber. Builds a road at E17/E18.

Joe Die roll = 7. Joe moves the Robber to Pasture 10 and steals 1 wool from Kevin. Trades 3 wool to Dave for 2 ore.

Dave Die roll = 10. Joe receives 1 lumber, Dave receives 1 wheat and 1 lumber, Brendan receives 1 wheat, and Tom receives 1 lumber. Accepts 3 lumber from Tom. Builds ships at D8/C8 and C8/C7, builds settlement at C7.

Brendan Die roll = 7. Brendan moves the Robber to Forest 6 and steals a lumber from Dave.

Open Trades

None.

Turn 5 Rolls

Tom 4 **Ward** 7

Turn 6 Rolls

Kevin 10 **Joe** 11 **Dave** 6 **Brendan** 8 **Tom** 10

Press

Tom – Brendan: Where's the gold?

The Players

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

Unplayed cards: _____

Doggerel

Turn 1

Turn 2 due: 3/19 Tuesday

Bidding

Spanish bid \$30, select landing N, \$30 to the Portuguese

French bid \$4, select landing J, \$4 to the Dutch

English bid \$2, select landing K, \$2 to the English

Dutch bid \$0, select landing O

Portuguese bid \$0, select landing U

Planning

Spanish buy 4 ships (\$48) and 3 soldiers (\$30) for \$78.

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Dutch buy 4 ships (\$48) and 5 soldiers (\$50) for \$98.

Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

Spanish Dice: 1, 2, 3, 3. Loses 1 ship containing 1 soldier and 1 colonist.

French Dice: 1, 2, 3, 6. No losses.

English Dice: 1, 5, 6. Loses 1 ship with 1 colonist and 1 soldier.

Dutch Dice: 2, 2, 5. No losses.

Portuguese Dice: 1, 3, 5, 6. Loses 1 colonist.

Land Movement

Spanish move 3 colonists and 2 soldiers into area N. It is a climate 2 area with 1 site and 3 natives.

French move 4 colonists and 4 soldiers into area J. It is a climate 2 area with 1 site and 2 natives. One soldier prospect.

English move 3 soldiers and 3 colonists into area K. It is a climate 3 area the x2 city and 4 natives.

Dutch move 5 soldiers and 3 colonists into area O. It is a resource rich climate 3 area with 1 site and 2 natives.

Portuguese move 3 colonists and 4 soldiers into area U. It is a climate 2 area with one site and 1 native.

Native Combat

Portuguese: 1 native and 1 soldier killed.

Native Uprisings

Climate is a 4. Uprisings in K (0 colonists killed) and N (0 colonist killed).

Survival

Climate is a 5.

French lose 1 soldier. **Portuguese** lose 1 soldier. **Spanish** lose 1 soldier.

Political Control

French gain political control of J.

Homebound Naval Movement

Spanish: Dice: 2, 4, 4, 4. No losses.

French: Dice: 1, 3, 4, 4. One ship lost.

English: Dice: 1, 3, 4. No losses.

Dutch: Dice: 1, 4, 5. No losses.

Portuguese: Dice: 4, 5, 6, 6. No losses.

Income

Spanish: Political Control: \$20, resources: \$3.

French: Political Control: \$40, resources: \$4.

English: Political Control: \$20, resources: \$3.

Dutch: Political Control: \$20, resources: \$6.

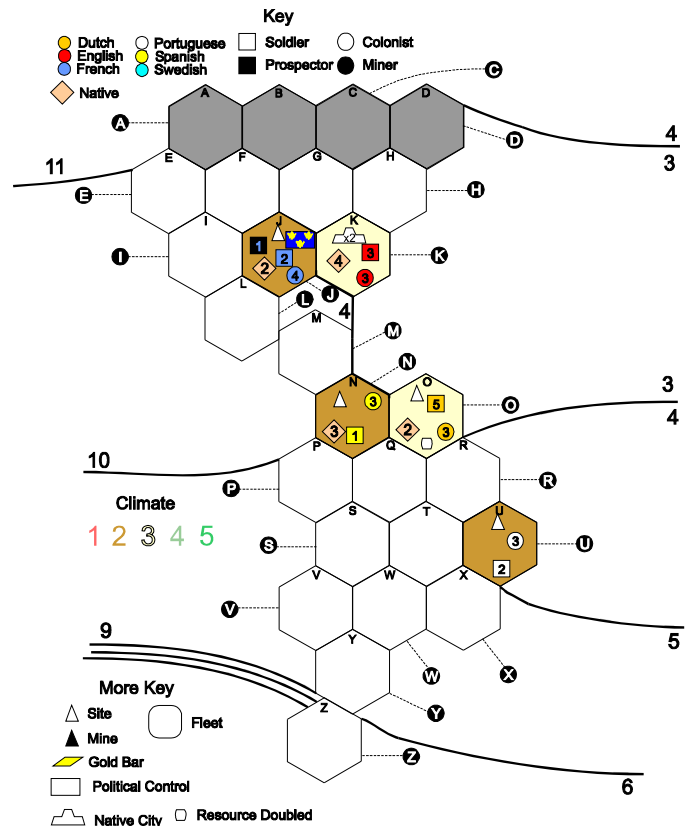
Portuguese: Political Control: \$20, resources: \$3.

Turn 2 Initiative

French, English, Spanish, Portuguese, Dutch

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$92	20	4	3
English	Andy Lewis	\$95	21	3	4
French	Kevin Wilson	\$112	21	3	4
Portuguese	Bob Robles	\$125	21	4	4
Spanish	Cary Nichols	\$75	22	3	4



Watchdog
Game Start
1956 due: 3/19 Tuesday

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	?	?	?	?
1956 Budget	60	60	60	60
Cash	60	60	60	60
1-Orbital Satellite				
2-Interplanetary Satellite				
3-Lunar Probe				
4-Docking Module				
A-One Stage Rocket				
B-Two Stage Rocket				
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons				
F-Kicker				
G-"Mega" Stage Rocket				
EVA Suits				
a-One Person Capsule				
b-Two Person Capsule				
c-Three Person Capsule				
d-Two Person Module				
e-One Person Module				
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon				
Launch Facilities	1	1	1	1
Astronauts				

1956

Draw Event Cards

Bill Scharf: Rocket Fuel Explosion. Only one launch this turn. +10MB to budget.

Joe Carl: Counter Espionage: Lower safety factor of opponent's program to yours (not applicable). +7MB to budget.

Cary Nichols: Sabotage. Pay another player 10MB or lose 20% on safety factor of most advanced rocket on next mission (choose player). +10MB to budget.

Andy York: Test Failure. -25% to most advanced rocket (not applicable). +5MB to budget.

Final Positions

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	?	?	?	?
1957 Budget	67	70	70	65
Cash	60	60	60	60

Pavlov

Game Start

Power Selection due: 3/19 Tuesday

Players

Steve Koehler

Bill Scharf

Ward Narhi

Kevin Wilson

Cary Nichols

Bob Robles

Notes

Just a reminder of the rules. We are using the advanced rules with the addition of the treachery cards from the Spice Blow and Duel expansions. Please submit a preference list of the powers you want to play. The six traditional powers plus the Lansraad, Ixians, and Bene Tleilax are all available to be chosen.

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. On which side of a cup is it best to have the handle?

A1. On the outside.

Bill Scharf, Andy York, Kevin Wilson, Brendan Whyte, Chris Geggus, Caleb Cousins, Joe Carl, Paul Bolduc, Andy Lewis, Bob Robles, and Dennis Cain each receive ½ point.

Q2. Where do the biggest potatoes grow?

A2. In the ground.

Bill Scharf, Andy York, Kevin Wilson, Brendan Whyte, Chris Geggus, Caleb Cousins, Joe Carl, Paul Bolduc, Andy Lewis, Bob Robles, and Dennis Cain each receive ½ point.

Q3. What is it that Adam, the first man, never had and never saw yet he left to his children?

A3. Parents.

Andy York, Kevin Wilson, Caleb Cousins, and Joe Carl each receive ½ point.

Q4. What kind of dog, found in every country, has legs but never runs?

A4. A dead dog.

No correct answers.

Q5. Where did Noah strike the last nail in the ark?

A5. On its head.

Kevin Wilson, Brendan Whyte, Chris Geggus, Caleb Cousins, Joe Carl, Paul Bolduc, Andy Lewis, Bob Robles, and Dennis Cain each receive ½ point.

Current Scores

Chris Geggus	81½	Andy York	68	Bill Scharf	63½
Caleb Cousins	63	Paul Bolduc	61	Dennis Cain	55½
Joe Carl	51½	Brendan Whyte	46½	Andy Lewis	35
Ward Narhi	31	Steve Koehler	31	Bob Robles	30½
Tom Howell	22½	Brad Martin	16	Kevin Wilson	16
Sean Cousins	7	Cary Nichols	1		

Joe Carl, Paul Bolduc, and Bob Robles each receive a free issue.

New Questions

Topic: Brain Teasers (supplied by Bill Scharf, who earns 5 points and a free issue)

1. How far can a dog run into the forest?
2. How can you make 55¢ change using two U.S. coins with one of them not being a nickel?
3. How many 3¢ stamps are there in a dozen?
4. Which planet is occasionally the farthest from the Sun?
5. Why did Archimedes leap out of his bath and run down the street naked yelling "Eureka!"?

Pedagogy

Current theories of the early universe indicate that the soonest that stars could form would be about 100 million years after the Big Bang. The universe at that time would have been a very different place than what we see today. The first protogalaxies would have contained about 100,000 to one million times the mass of our sun and would have been from 30 to 100 light-years across. These figures match those of star forming regions within our galaxy. However, there the similarity ends. How would those first stars have formed and how would they be different from the stars we see today?

The biggest determining factor in star formation is the Jeans mass. The Jeans mass is the smallest mass which can collapse gravitationally for a given temperature. In modern times, the cores of star forming regions are typically a chilly 10 Kelvins (i.e., 10 degree above absolute zero). This may not seem surprising until you consider that most interstellar gas is about 1000 Kelvins in temperature. We don't see it because it is far too diffuse, but the radiation from all the surrounding stars keeps it hot. How do the giant molecular clouds cool themselves? There are two mechanisms.

The first mechanism is a shielding mechanism. Dust grains within the cloud block high energy radiation from penetrating deep within the cloud. The second is a little more complicated. To cool a cloud of gas, you need to remove energy from it. More specifically, you need to convert the motion of its constituent particles into a form that can escape from the cloud. This means that the energy of motion must be converted into radiation that then can escape the cloud. Now, an energetic enough collision can bump an electron into a higher atomic orbital, which can then decay back to ground state, emitting a photon. However, at the temperatures we are considering, such collisions are exceedingly rare. Besides, any such photon generated would either be absorbed by surrounding atoms, or by the dust particles and would thus not escape. Molecules, however, have another mechanism for generating radiation. The vibration of the atoms and the rotation of the molecule contains energy, and because of quantum mechanics, the energy is in discrete amounts. Therefore, a collision with a molecule can bump the molecule into a higher vibrational or rotational state, from which it can decay by emitting radiation. The most

common molecule in these clouds is molecular hydrogen, H₂. Unfortunately, H₂ is so common that photons emitted from one molecule are likely to be absorbed by another before they can escape. However, there are other molecules that can do the trick. The most important is carbon monoxide. Carbon monoxide is a very efficient cooling mechanism, allowing modern molecular clouds to get down to 10 Kelvins.

In the early universe, however, there was no carbon and no oxygen to form carbon monoxide. How did stars form then? Well the ambient temperature of the protogalaxies was over 1000 Kelvins. At this temperature, trace amounts of molecular hydrogen can form. They are rare enough that they can provide a cooling mechanism, allowing the central parts of these clouds to get down to the 200 to 300 Kelvin range. Below that, however, they cannot go. This results in a Jeans mass of from about 500 to over 1000 solar masses. Therefore, the first generation of stars would range from 100 to 1000 solar masses.

What would these first stars have looked like? First of all, heavy elements in a star do affect how it looks and evolves. Specifically, they cause the star to be larger and cooler, and to therefore live a slightly longer life. These first stars, by contrast would be massive, very bright, and very hot. Typically, they would be from 4 to 14 times the radius of our sun, but would be one million to 30 million times brighter. Typical surface temperatures would be 100,000 Kelvins with most of the energy being emitted in the ultraviolet. This ultraviolet radiation would start ionizing the interstellar and intergalactic hydrogen, undoing what was done at the recombination era. Most interstellar and intergalactic hydrogen is ionized to this day.

These stars would live very fast, typically with lives of only 3 million years. Contrast that with the 10 billion year lifespan of our sun. What would happen to these stars at the ends of their lives? Like modern stars, it depends on their mass.

Stars from 100 to 250 times the mass of our sun would end up in a supernova. However, the explosion would be so powerful, it would totally destroy the star in the process. Thus, there would be no neutron star or black hole remnant, but all of the products of fusion would be spread throughout space,

enriching the surrounding material with heavy elements. Stars heavier than 250 solar masses would suffer a different fate. They would not explode as supernovae, but would instead totally collapse into massive black holes.

These fates solve some mysteries. First of all, there are more heavy elements out there than we predict strictly from the modern rate of heavy element production. This is explained by the fact that the early heavy stars converted a large fraction of their mass into heavy elements and then returned all of them to the interstellar medium. The second explained mystery is the supermassive black

holes in the centers of galaxies. Clearly, as the first generation of stars ended their lives, the black holes would tend to fall toward the center of the protogalaxies. As the protogalaxies collided, the black holes would tend to merge, eventually building up the supermassive black holes we see today. The protogalaxy mergers would trigger additional waves of star formation, but with the addition of the heavy elements produced in the first generation of stars, smaller stars would tend to be formed, resulting in the world we see today.

Next issue, I will discuss planetary rings.

Best in 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 Marcinonis	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	
Sun Dog	Solar Quest	Brad Martin	
Pooch	New World	Bill Scharf	
Dogstar	Outpost	Kevin Wilson	
Kennel Club	Age of Renaissance	Brad Martin	
Dog Pound	Liftoff!	Dennis Cain	
New Tricks	Machiavelli	Phil Reynolds	
Coyote	New World	Andy Lewis	
Dirty Dogs	Kremlin	Chris Geggus	
Doggin' It	Silverton	Bill Scharf	
Rover	Liftoff!	Bill Scharf	
Dog Days	History of the World	Andy Lewis	
Fenris	Settlers of Catan	Ward Narhi	

Canes Venatici	Outpost	Michael Lowrey	
Hounds of Tindalos	New World	Andy Lewis	

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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, Pasquale Giovine, Andy York, Cary Nichols
Dune: Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf
New World: Andy York, Bill Scharf, Cary Nichols
Merchant of Venus: Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols
Outpost: Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf
History of the World: Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols
Stellar Conquest: Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols
Liftoff!: Dennis Cain, Andy York, Cary Nichols, Bill Scharf
Age of Renaissance: Bob Robles, Michael Lowrey, Cary Nichols
Kremlin: Joe Carl, Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf
Silverton: Cary Nichols, Bill Scharf
Settlers of Catan: Michael Lowrey, Chris Geggus, Cary Nichols

Standby Calls

None this issue.