

**Notes from Hades**

**A**s most of you already know, Erik Liam and Scott Anders Hassler were born on March 16, 2002. Erik was born at 10:23 am, weighed 6 pounds, 10 ounces, and was 19 inches long. Scott was born at 10:25 am, weighed 6 pounds, 9 ounces, and was 19 1/2 inches long. They and mom have been home for a week now, and Celeste and I are starting to get a handle on things. I have three weeks off, and I need every moment of it.

Overall, things are going well. Celeste is still on restricted activity (she had a c-section), so much of the burden of running the household has fallen on me. We don't have a whole lot of family close by, but we have some wonderful friends who have helped out tremendously. We are slowly attempting to get them on a schedule, or at the very least, to get them synchronized with each other. We have managed the latter for the most part, and the last couple of nights, we've managed to average about 5 to 6 hours of sleep. Fortunately, neither one of them appears to be very colicky or fussy. Even so, with all of the household responsibilities, I have had very little time to devote to the zine, hence the delay in getting it out. I fully intend to continue on with this zine, but the turnaround time may no longer be what it used to be.

The next deadline is **Tuesday, April 30 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**

<b>Howling at the Moon</b>	Letter Column	Page 1
<b>Feral Dogs</b>	Machiavelli	Page 2
<b>Citizen Dog</b>	Machiavelli	Page 3
<b>Off the Leash</b>	Machiavelli	Page 4
<b>Dog Days</b>	History of the World	Page 6
<b>Canes Venatici</b>	Outpost	Page 6
<b>Dog Tired</b>	Kremlin	Page 6
<b>Hyena</b>	Merchant of Venus	Page 7
<b>Dog Show</b>	Age of Renaissance	Page 8
<b>Wolfhound</b>	Seafarers of Catan	Page 9
<b>Doggerel</b>	New World	Page 10
<b>Watchdog</b>	Liftoff!	Page 11
<b>Pavlov</b>	Dune	Page 12
<b>Dogface</b>	<b>HISTORY OF THE WORLD GAMESTART!</b>	Page 12
<b>Wolfbane</b>	<b>OUTPOST GAMESTART</b>	Page 13
<b>Trivia Quiz</b>		Page 13
<b>Pedagogy</b>		Page 14

**Game Openings**

**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.

**Dogface.** History of the World. Have Chris Geggus, Andy Lewis, Kevin Wilson, Dennis Cain, Cary Nichols, and Paul Bolduc. **Starts this issue!**

**Dogged.** Silverton. This will use the Mayfair rules and map. Have Joe Carl, Bill Scharf, Cary Nichols, Paul Bolduc, and Ward Narhi, need 1 more.

**Wolfbane.** Outpost. Have Dave Partridge, Michael Lowrey, Dennis Cain, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, and Andy Lewis, will take up to 2 more. **Starts this issue!**

**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, Bob Robles, and Dave Anderson. Need 2 more players. The variant rules can be found at [www.diplomacy-archive.com/resources/variants/rules/downfall13.htm](http://www.diplomacy-archive.com/resources/variants/rules/downfall13.htm).

**Shepherd.** 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, Pasquale Giovine, and Forest Cole. Need up to 3 more.

**Wish List**

**History of the World.** This will start when Dogface ends. Have Dave Anderson and Forest Cole, need 4 more.

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

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

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

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

*Regarding the birth announcement...*

**Dave Partidge**

Congratulations!!!!!!

**Mike Scott**

YEEEEEEEEEEEEEEEEAAAAAAAAAAAAAAAAAAAAHHHHHHHHHHHH!!!!!!!

!!!!!!

good job MOM..... you too, DAD!

Mike & Jeanette Scott ( 7 times GRAND Parents.....)

**Forest Cole**

Congratulations! All the best – Forest

**Chris Geggus**

Chris - very many congratulations to you both. Terrific news. Both a good size, so I guess mum is a little sore! Nice pictures as well, obviously wargamers. Perhaps their first tank or counter soon?

**Brendan Whyte**

An antipodean welcome is heartily extended to your twinset!

**Andy York**

Congrats!!!! Glad that everyone is doing fine!

**Andy Lewis**

CONGRATULATIONS!! Enjoy the moment!

Andy & Carrie

**Dave Anderson**

HOORAY!!!!!! Congadulations..... Dave

**Ward Narhi**

Wow! Congratulations. You are going to be REAL busy but then, after a while, it gets worse! :)

Good luck with the boys. We have our second on the way in May.

Do all hospitals use the same blankets for the babies? Yours are just like all around here.

**Dennis Cain**

Congratulations on the birth of the twins.

After long since writing off California to the kooks, looks like the voters finally got some sense in your primary. Gary Condit is gone and Bill Simon beat Richard Riordan in the Republican primary. The Dems are definitely getting more than they bargained for in that one. Tomorrow is the Illinois primary with

vicious 3-way races on both sides for governor. I'll comment after the results are in.

**Kevin Wilson**

Congratulations to you and to Celeste. As one who has been through the process (5 times) without success so far, I'm sure the miracle is more appreciated.

**Pasquale Giovine**

CONGRATULATIONS.

**Joe Carl**

Congratulations on your family addition. I hope mother and child are doing well, and you as well. I hope you have smooth recovery as well, and I wish you good sleep and a great deal of patience :).

**Bob Robles**

Congratulations on the births of your sons. Birth is truly a wonderful event. This may sound weird, but I always find tears in my eyes when someone I know celebrates the birth of a child. I hope Celeste is doing well and may your family always be happy and healthy.

*Thanks to all of you who offered congratulations. Erik, Scott, Celeste, and I are all doing well, although Celeste and I are a bit (okay, quite a bit) sleep deprived. The boys are healthy and appear to be fairly well-tempered so far. We're just hoping our luck holds.*

**Feral Dogs****Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat****Fall 1468****Deadline/Winter-Spring 1469 4/30 Tuesday**

*The Pope takes a big hit, but he lets Milan take the lion's share, while holding the line as much as he can against France.*

**Summer 1468 Retreats**

Papal A Urbino retreats to Spoleto

Papal A Perugia retreats to Garrison

**Orders**

FRANCE : A Turin to SAVOY, A PROVENCE to NAPLES, A PIOMBINO to PISA, A ROME supports A Perugia, A PERUGIA supports A Rome (cut), F GULF OF LIONS transports A Provence to Naples, F LIGURIAN SEA supports Milan A Modena to Lucca, F TYRRHENIAN SEA transports A Provence to Naples

MILAN : A MILAN holds, A Carinthia to VERONA, A Modena to LUCCA, A MANTUA supports A Bologna, A Ferrara to CROATIA, A BOLOGNA supports A Modena to Lucca, A FLORENCE supports A Urbino to Arezzo, A Urbino to AREZZO, A Croatia to BOSNIA, A Bosnia to HERZEGOVINA, A Albania to DURAZZO, F UPPER ADRIATIC transports A Ferrara to Croatia

PAPACY : A PISA to SPOLETO, A PISTOIA to PISA, A SPOLETO supports G Perugia convert to A, A OTRANTO holds, F Ancona to AQUILA, F MESSINA holds, F PALERMO holds, F TUNIS holds, G PERUGIA convert to A

**Notes**

The France/Milan draw fails with 1 no votes. A France/Milan and France/Milan/Papacy draws have been proposed. Please vote with your next set of orders. NMR = no, NVR = yes.

**Press**

**France – Milan:** I misspoke...I'm supporting you into Lucca...we should be able to take the last Papal cities this next year and take him out. The solo's yours if you want it...just propose it after the Papacy is gone and I will vote for it...that way they'll be no question of who is voting "no"...isn't that right Mr. Pope?

**Milan – France:** Now we must count our cities in order to arrive to 22 each at the end for the draw. I hope that you indicated if you prefer the support for Pisa or Sienna for spring turn. If Montferrat is yours, I hope that it remains yours without army in it during next buildings.

**Papacy – France:** Man you really hold a grudge way too long. I was friendly to both you and Milan for the longest time and peaceful as well. I saw a chance to go for a solo, and because of a misunderstanding in the rules it was foiled rather easily. I'm new at this Machiavelli variant. You must be a veteran to be so vehement in your willingness to call me an idiot. I already said I give in and stopped my lunge forward for the solo. I will crown Milan the winning if you don't back off and try and stop him. He's making the most gains, but you are the one killing me, and being the nastiest in press. I don't hold a grudge, so back off and stop Milan, or accept a 3-way draw. I'll stop at Turkey and try to reclaim my homelands. Milan has got Venice variable income too and even now I don't think a 3 way is possible. Really bright on your part. Wake up and play the game right would you?

**Papacy – Milan:** I crown you king.

**Spring 1469 Income**

Provinces or cities in *italics* may change hands depending on retreats.

**Provinces**

Fra	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Corsica, Sardinia, Piombino, Perugia, Rome, Naples	14
Mil	Tyrollea, Austria, Hungary, Slovenia, Carinthia, Milan, Como, Pavia, Montferrat, Fornova, Parma, Cremona, Bergamo, Trent, Mantua, Modena, Verona, Friuli, Treviso, Padua, Ferrara, Bologna, Florence, Arezzo, Lucca, Carniola, Croatia, Istria, Dalmatia, Bosnia, Herzegovina, Durazzo	32
Pap	Pisa, Pistoia, Sienna, Patrimony, Urbino, Ancona, Spoleto, Aquila, Capua, Salerno, Bari, Otranto, Messina, Palermo, Tunis, Ragusa, Albania	17

Seas

Fra	Gulf of Lions, Tyrrhenian Sea, Ligurian Sea	3
Mil	Venice, Upper Adriatic	2

Cities

Fra	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Corsica, Sardinia, Piombino, Perugia, Rome (2), Naples (2)	19
Mil	Tyrolea, Austria, Hungary, Milan (3), Pavia, Montferrat, Cremona, Trent, Mantua, Modena, Treviso, Padua, Ferrara, Bologna, Florence (3), Arezzo, Lucca, Carniola, Croatia, Dalmatia, Durazzo, Venice (3)	28
Pap	Pisa, Sienna, Ancona, Bari, Messina, Palermo, Tunis (2), Ragusa, Albania	10

Totals

The variable income die roll was a 6.

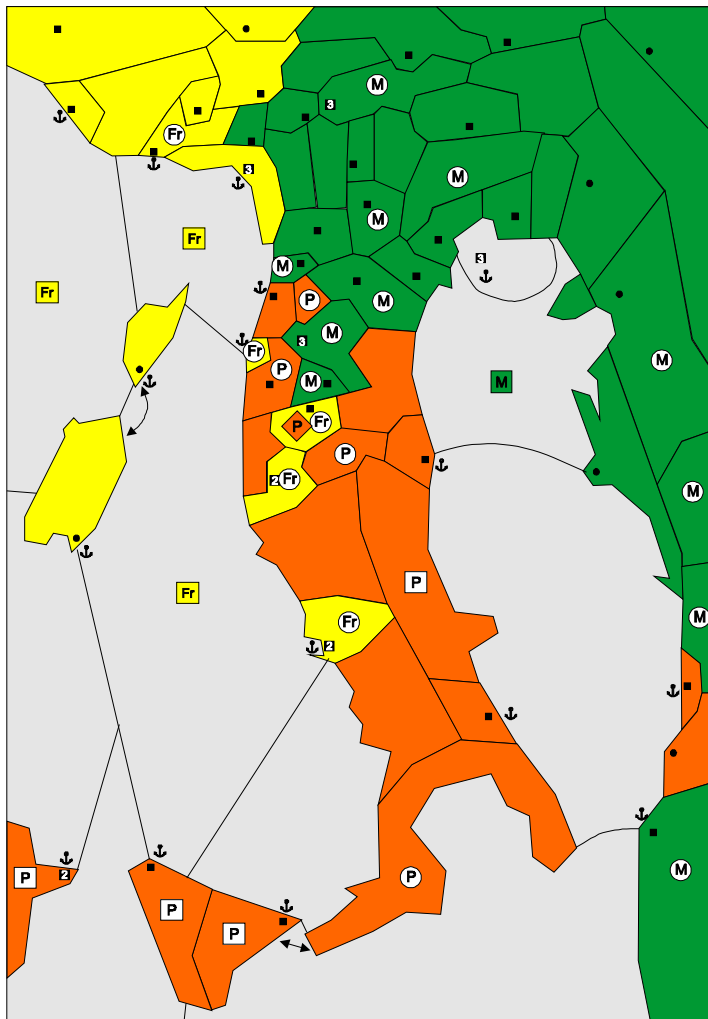
	Var	Prov	Sea	City	Gross	Treas	Tot
FRA	10	14	3	19	46	9	55
MIL	19	32	2	28	81	8	89
PAP	16	17	0	10	43	0	43

Game Summary

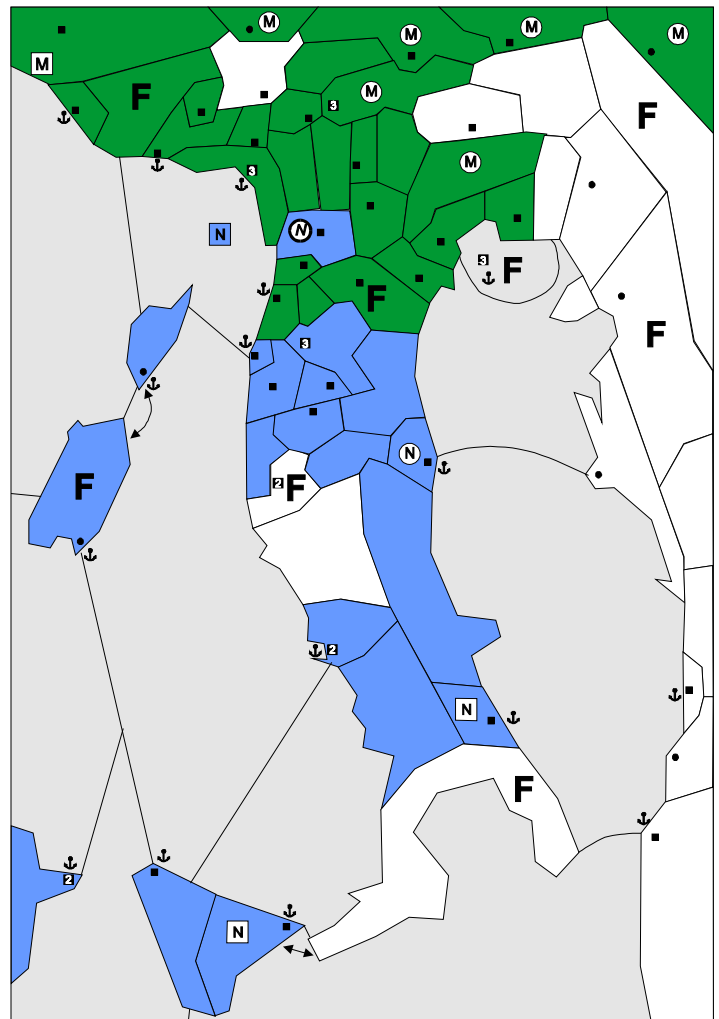
	'54	'55	'56	'57	'58	'59	'60	'61
Aus	3	5	6	2	2	2	2	2
Flo	3	5	6	4	3	3	2	0
Fra	3	2	4	6	7	8	9	11
Mil	3	4	3	2	3	4	6	7
Nap	4	5	5	5	5	5	4	3
Pap	4	3	3	6	6	7	5	8
Tur	3	4	4	5	5	5	6	5
Ven	4	5	6	11	11	9	10	7

	'62	'63	'64	'65	'66	'67	'68
Aus	3	0	0	0	0	0	0
Flo	0	0	0	0	0	0	0
Fra	10	11	12	13	13	12	13
Mil	8	9	10	14	15	15	22
Nap	3	3	3	2	1	0	0
Pap	9	10	12	14	14	16	9
Tur	3	1	0	0	0	0	0
Ven	8	10	4	1	0	0	0

"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 Fall 1464

**Deadline for Winter-Spring 1465: 4/30 Tuesday**

*And then there were two. Can Naples prevent a Milanese win?*

#### Expenditures

The Pope spends 18 ducats to buy Milan Elite Mercenary A Bologna.

#### Orders

AUSTRIA (Robles): A TRENT to Carinthia, A CARNIOLA supports A Trent to Carinthia, A Croatia to SLAVONIA, A Albania to HERZEGOVINA, F Ragusa to LOWER ADRIATIC

MILAN (Giovine): A (EM) Bologna to Florence (nsu), A Como to TYROLEA, A MILAN supports A Verona to Carinthia, A VERONA to Carinthia, A Tyrolea to AUSTRIA, A Austria to HUNGARY, A Turin to SWISS, F Gulf of Lions to AVIGNON

NAPLES (Narhi): A ANCONA holds, A (EM) Bologna to MODENA, F Otranto to BARI, F Palermo to MESSINA, F Tyrrhenian Sea to LIGURIAN SEA

#### Press

**Austria – All:** Oops!

**Naples – Austria:** Time to pull together and stop Milan from winning.

**Naples – Milan:** I saw you maneuvering for the win so clearly you were the one voting no on the draw. For shame!

#### Notes

The Austria/Milan/Naples draw fails with 2 no votes. It has been re-proposed, but is no longer valid because Austria no longer controls any of his home cities and so has been eliminated. Milan has also conquered France, and therefore gains the French variable income die roll and can build in French cities.

#### Spring 1465 Famine

**Poor Year, Column only** – Provence, Otranto, Bologna, Slavonia, Rome, Croatia, Sardinia, Venice

#### Spring 1465 Income

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

#### Provinces

MIL	Avignon, Marseilles, <u>Provence</u> , Saluzzo, Savoy, Genoa, Montferrat, Swiss, Fornova, Parma, Pavia, Como, Tyrolea, Milan, Cremona, Bergamo, Austria, Hungary, Verona, Treviso, Padua, Ferrara, Mantua, <u>Bologna</u> , Pistoia, Lucca, Pisa	25
NAP	Corsica, <u>Sardinia</u> , Modena, Piombino, Sienna, Florence, Arezzo, Urbino, Ancona, Spoleto, Perugia, Patrimony, Aquila, Bari, Naples, Salerno, Messina, Palermo, Tunis	18

#### Seas

MIL	Venice	0
NAP	Ligurian Sea	1

#### Cities

MIL	Avignon, Marseilles, Saluzzo, Savoy, Genoa (3), Montferrat, Swiss, Pavia, Tyrolea, Milan (3), Cremona, Austria, Hungary, Treviso, Padua, Ferrara, Mantua, <u>Bologna</u> , Lucca, Pisa, <u>Venice (3)</u>	23
NAP	Corsica, <u>Sardinia</u> , Modena, Piombino, Sienna, Florence (3), Arezzo, Ancona, Perugia, Bari, Naples (2), Messina, Palermo, Tunis (2)	17

#### Totals

Variable income die roll was 2.

	Var	Prov	Seas	Cities	Gross	Treas	Total
MIL	7	25	0	23	55	2	57
NAP	5	18	1	17	41	2	43

#### Game Summary

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

	1462	1463	1464	1465
Aus	7	10	12	0
Flo	0	0	0	0
Fra	0	0	0	0
Mil	11	15	17	21
Nap	10	12	10	14
Pap	0	0	0	0
Tur	0	0	0	0
Ven	15	7	0	0

## Off the Leash

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

**Deadline for Summer 1456: 4/30 Tuesday**

*The Duke of Milan is assassinated for failing to pay back his debt to the moneylenders. As a result, all of Milan is thrown into chaos. Austria and France take advantage of this fact to make gains. Naples and Florence continue their assault against the Pope, while the Turks open an attack on Venice.*

#### Expenditures

9 ducats are due from Milan this turn, which he cannot pay. Milan is in default and is assassinated! All Milan's units hold this turn and Milan, Trent, Austria, and Carinthia rebel. Milan is forever barred from borrowing money from the moneylenders.

Florence borrows 5 ducats from the moneylenders for 2 years (8 ducats due Spring 1458). Spends 3 ducats each to counterbribe A Perugia and Florence.

Naples borrows 10 ducats from the moneylenders for 2 years (15 ducats due Spring 1458). Spends 17 ducats to repay loan due Summer 1456.

The Pope borrows 12 ducats from the moneylenders for 2 years (18 ducats due Spring 1458). Spends 12 ducats to disband Florentine A Perugia (fails).

### Outstanding Debt

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

Summer 1457: 15 ducats due from France

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

Spring 1458: 12 ducats due from Florence, 15 ducats due from Naples, 18 ducats due from the Pope

### Orders

- AUSTRIA : A TYROLEA supports French A Turin to Como, A Hungary to AUSTRIA (rebellion liberated), A Slavonia to CARINTHIA (rebellion liberated)
- FLORENCE : A Lucca to MODENA, A BOLOGNA supports A Florence to Urbino, A Florence to URBINO, A PERUGIA supports F Tyrrhenian Sea to Rome (cut), F Pisa to PIOMBINO, F Piombino to SIENNA, F TYRRHENIAN SEA to Rome
- FRANCE : A SWISS to TURIN, A Turin to COMO, A Saluzzo to SAVOY, A SAVOY to MONTFERRAT, A GENOA supports A Savoy to Montferrat, F LIGURIAN SEA supports F Gulf of Lions, F GULF OF LIONS supports F Ligurian Sea
- MILAN : A Como holds (DESTROYED), A PARMA holds, A MILAN holds, A PAVIA holds, A FORNOVA holds, A Montferrat holds (DISLODGED, retreat garrison, OTB)
- NAPLES : A ANCONA supports A Spoleto, A SPOLETO supports A Naples to Capua, A Naples to CAPUA, F Central Mediterranean to IONIAN SEA
- PAPACY : A ROME supports A Urbino to Perugia (cut), A Urbino to Perugia (DISLODGED, retreat Arezzo, OTB)
- TURKS : A BOSNIA to DALMATIA, F SARDINIA holds, F Western Mediterranean to TUNIS, F LOWER ADRIATIC supports A Bosnia to Dalmatia, F ALBANIA supports F Lower Adriatic
- VENICE : A CREMONA holds, A Verona to FERRARA, A Treviso to PADUA, F Carinthia to ISTRIA, F Dalmatia to HERZEGOVINA, F Venice to UPPER ADRIATIC

### Summer 1456 Plague

Good year, no plague!

### Press

**Anonymous:** The lights go out all over Milan as insurrections explode when it becomes generally known that the Milanese doge has been evading his fiscal responsibilities. "Doge? More like Dodge" said Adolf Finklestein, the moneylender. In a fit of ethnic solidarity, Jews Italy-wide are refusing to lend their gold teeth to the Milanese government any more, quoting the example of Julius Caesar, who after defaulting by Brute force, was unable to get loan of any ears, from friends, Romans, countrymen "Or Jews" interrupted Finklestein.

**Austria – France:** I support, you, but with the assassination, you know who may be in deep doo-doo. Let's crush him while he's down.

**Austria – Venice:** Hello dear buddy. Care to lend me \$14 this season? I can put it to good use keeping the green hordes at bay. Preferably a Bay on the Ligurian coast.

**Florence – France:** I am not in a position to attack my friend Venice. I appreciate your offer of non-aggression and reciprocate.

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

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

**France – Florence:** I didn't understand what army this time; next I shall support A Lucca - Modena.

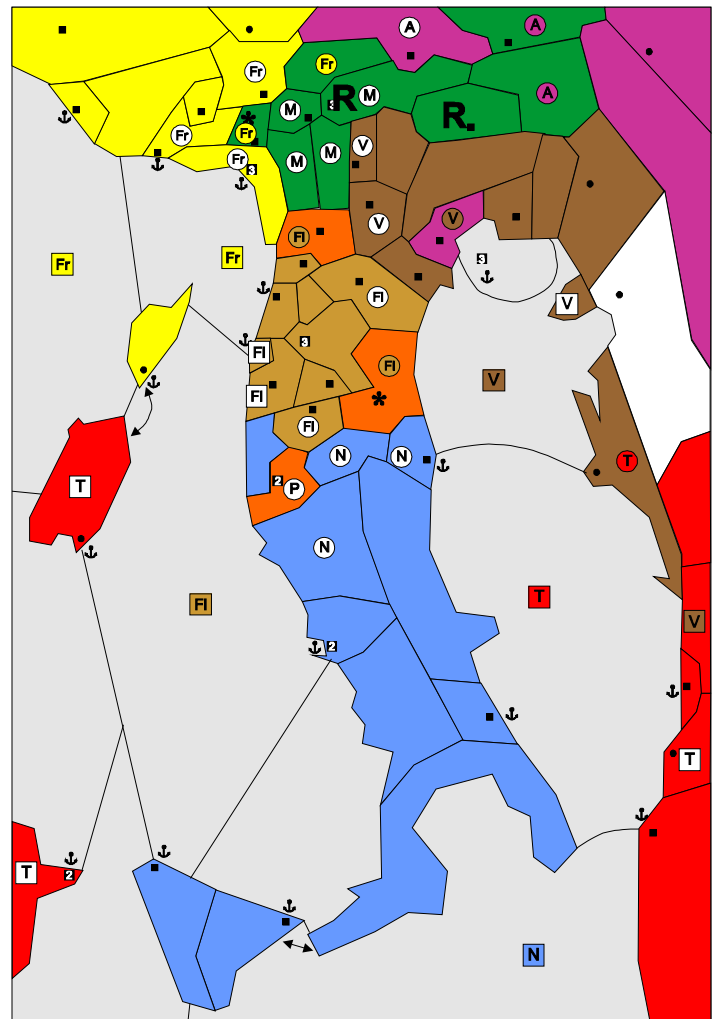
**France – Turkey:** If you need support for WestMed, I shall give it to you.

**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...'Bye for now.

**Naples – Florence:** Your support next turn of my Cap, or Spo if Cap did not succeed, into Rom will be compensated by support of your unit to be designated to take out the Papacy's unit currently in URB.

**Naples – The Turk:** Dal is yours, and I sure hope I read you right and that Bari isn't your target.

### Off the Leash



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

**Naples – Venice:** Good Luck!

**Turkey – Austria:** You tried.

**Turkey – Florence:** Sorry, but the peninsula does not concern me now.

**Turkey – France:** Any help in Milan would be welcome.

**Turkey – Venice:** I'd love to have peace, but you are already too powerful, and your neighbors will soon be dropping like flies. I can't let you scavenge them unopposed.

**Venice – Florence:** Peace in our time, right?

**Venice – France:** Quit trying to agitate a war against me. If you want to fight, don't try to get others to do your dirty work for you, coward.

**Venice – Milan:** Will not attack as you need to defend against France. Good luck!

**Venice – Turkey:** Assuming you attacked me in DAL, now its on!

## Dog Days

### End of Game Statements

**Ward Narhi** Congrats to Lewis for the win. I was doing fairly well until I was wiped out of China and India near the end. Then I got a bit unlucky in my final empire. I also kind of squandered Rome. Bummer.

**Chris Geggus** What do we have to do to stop Lewis winning? I really thought I had stolen this one with the best Russian score I have ever recorded, but Andy did me at the last yet again. Once more, I have to say well played to Andy!

**Andy Lewis** Thanks to everyone for a fun game especially Chris for running it. I guess whoever has the biggest country on the last turn wins.

**Kevin Wilson** Well, that certainly wasn't as good as showing as one might have hoped considering I had 1) the most strength points and 2) no empire worse than 3rd in ranking in it's epoch in strength points. But, I never went before 4th in the epoch (except the last epoch) so never got much chance to build on a previous epochs performance with a strong empire. I guess it proves that where you go in the epoch can be just as important as whom you play in the epoch.

A few bad rolls at time hurt too. In the second epoch I drew the Greeks. The second most powerful empire but ended up in 4th in VP. I never fully recovered, staying in last or tied for last for the next 4 epochs, despite drawing 2

#1 strength point empires (Arabs and Mongols). The key there was both went last or next to last in their epoch. It is better to have middle of the road empires, early in the epoch. Still, I like my modest recovery in the last epoch. Jumping from last to 4th and being only 10 points from 2nd was a decent recovery.

It was a well played game, as evidenced by the spread between 1st and last (23 points). Congratulations to Andy. Well done considering the limited number of purple units on the final map, but at least they were in good places.

I still really like this game. Has anyone tried the new edition yet? I've read a couple of reviews and it doesn't sound like they changed much but I would like someone's opinion before going out to buy it.

**Chris Hassler.** I don't think I have ever seen a more closely fought game of History of the World than this one. Especially considering that the spread between first and last place going into Epoch VII was a mere 15 points. I think that is testament to a very well-played and balanced game, and it is a credit to all the players. Congratulations to you all, and especially to Andy, who was finally able to prevail. Good game.

## Canes Venatici

### End of Game Statements

**Kevin Wilson** Well, that's the second game I went the DL/Sci route and made a run of it but came up short at the end. Part of the issue, I think, was it took a while for the Scientists to show up once I had a few DL to give me a good discount. By then, I was a bit behind and scrambling to catch up. Obviously, Michaels, TiF route worked well, getting him the double MB at the end to pull away. Until then it appeared I would have a shot to over take him but it was clear it was a long shot. Only if he had spent so much on that first MB such that he couldn't afford even a SS would give someone a shot. Nicely done. I may have to try that route now. Especially since the DL/Sci route in the last game

Michael ran in Houdini Blues resulted in my finishing last or next to last (I can't remember). I've won with the DL/Sci route and now (twice) come up short. I guess it is a high risk/reward path. Congrats to Michael. Nicely done!

**Dennis Cain** Getting better at this. I had an actual strategy this time--try to buy up some research facilities, but the endgame came too quickly.

**Andy Lewis** Congrats to Michael. I thought I had a good strategy this time, but kept ending up a couple of dollars short. Some day I'll figure out to play this game well. Thanks for running it Chris. I enjoy the game though I stink and I prefer to play it this way.

## Dog Tired

### Turn 7 Funeral Commission through Parade Phases Turn 8 Cure through Health Phases due: 4/30 Tuesday

#### Funeral Commission

No activity

#### Replacement Phase

Sergei moves Antonj Mischif to Defense, Antonj Talksaltot to KGB, and Ludmilla Patina to Sport. Sergei then demotes Eduard Boremtodev to Economy, promotes Ludmilla Patina to Foreign Minister, and promotes Viktor Wasolin to Sport. Sergei ages to 81.

#### Rehabilitation Phase

None.

#### Parade Phase

HLS plays Assassination Attempt on Sergei Eatstumuch (dr = 14, fails). FBI may denounce any one politician. On a die roll greater than or equal to 12, that politician is executed, otherwise, the politician gains a "?" marker. Sergei attempts to wave (dr = 16, success, ages to 82).

#### Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	82 +	10+ (FBI)
KGB Head	Antonj Talksaltot (J)	73	1 (TCC)

Office	Politician	Condition	Influence
Foreign	Ludmilla Patina (S)	58 (strong) + +	2 (ORRP), 1 (HLS)
Defense	Antonj Mischif (I)	72 (weak) ++	3 (RE), 6 (ORRP), 7 (TCC)
Ideology	Diwan Palavarian (G)	71 (weak)	2 (IP)
Industry	Igor Doberman (L)	67 ++	2 (HLS), 2 (ORRP)
Economy	Eduard Boremtodev (K)	71 ++	6 (TCC), 4 (RE)
Sport	Viktor Wasolin (Z)	50	

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

**Candidates:** U, V, W, Y

**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: \_\_\_\_\_

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.

Players

Joe Carl            Reform Expansionists  
Kevin Wilson      October Revolution Reform Party

**Hyena**

Turns 13.1 to 15.1

Deadline for Turns 15.2 to 17.2: 4/30 Tuesday

Turn 13

**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 3 4**  
**Poisonport (s).**

Trades in Scout for Clipper (\$30 credit for scout plus \$90 cash). Picks up Fare to Base.

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 6 6 6**  
**Rumble Port(s) – Rumble Port(o) – R – B – Y – B – R – B – Y – B – R – Jewel Port(o) – B – Jellybeast Landing(o) – Jellybeast Landing(s).**

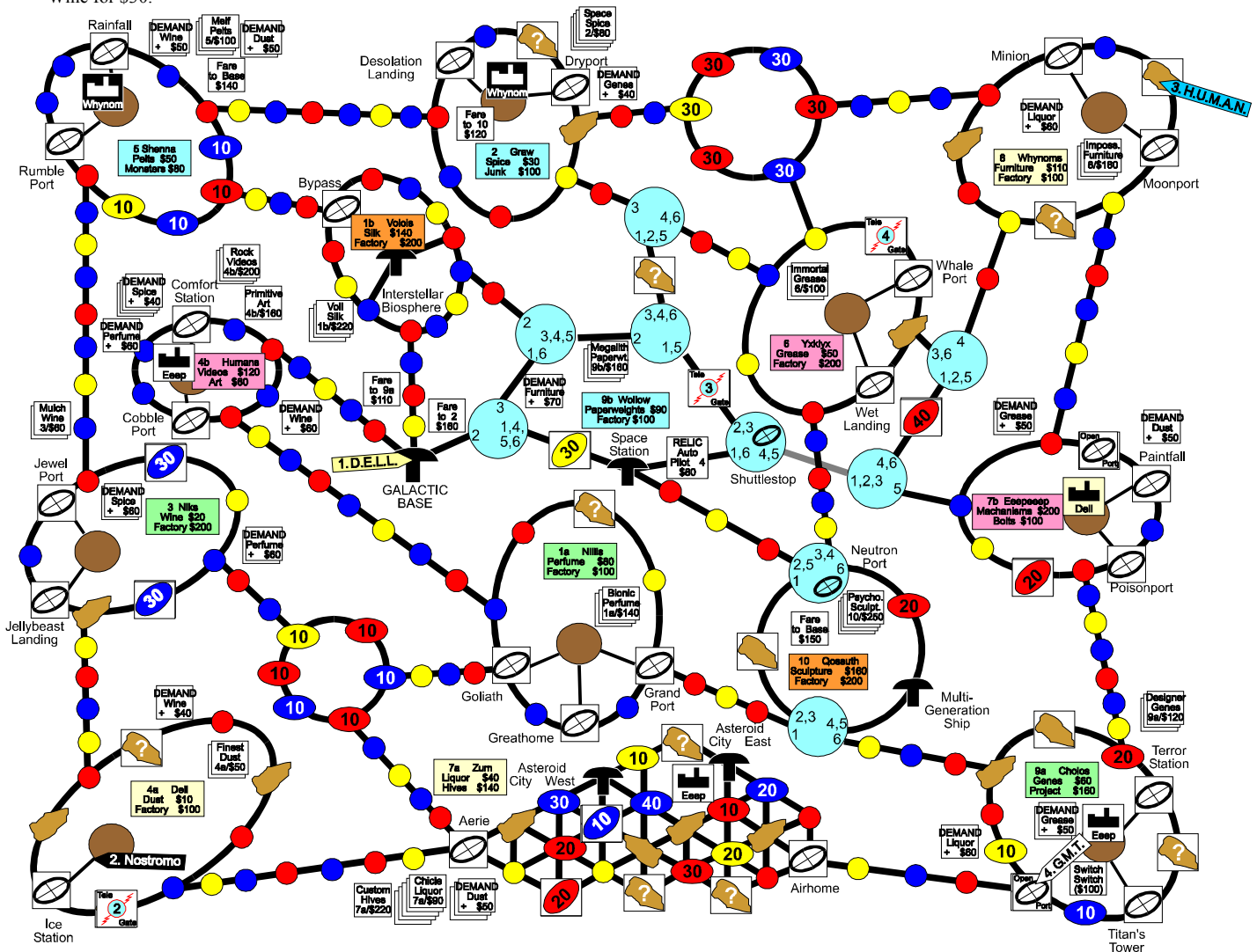
Jettison's Fare (from the cup: Demand for Grease at 7b). Buys Mulch Wine for \$30.

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 3**

**Paintfall (s) – Paintfall (o) – ? (it's an Open Port) – R – B – Y.**

**4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 4**  
**Paintfall (s) – Pasintfall (o) – B – Poisonport (o) – R – B – Y – B – R – B – Y – R20 – Terror Station (o) – Terror Station (s).**

Sells Servomechanisms for \$300 (from the cup: Chicle Liquor at 7a). Buys Buys factory for \$200.





<b>1. D.E.L.L.</b> Scow Clipper <b>\$384</b> 16: 2 3 3 6//17: 1 4 4 6 (Use 3) Hold1 Hold2 Hull \$90 Shield (\$60) Eeepeep \$100	<b>2. Nostromo</b> Fast Transport <b>\$460</b> 15: 4 5//16: 4 5//17: 1 1 (Double 1) Hold1 Hold2 Hold3 Hull Pet Monsters 5/\$150 Air Foil (\$80) Shenna \$100 Graw \$200	<b>3. H.U.M.A.N.</b> Normal Scout <b>\$100</b> 15: 2 3 6//16: 1 2 3 Hold1 Hold2 Hull Servo-Mech. 7b/\$300 \$80 \$100 Yellow Drive (\$80)	<b>4. Go for the Money Time</b> Rocket Scout <b>\$320</b> 15: 1 2//16: 4 6 (Use 1 * 4) Hold1 Hold2 Hull Life Project 91/\$240 Designer Genes 91/\$120 Shield (\$60) Humans \$100 Zum \$200 Chola \$200 \$80 \$60 \$60
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Turn 14

**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 2 5**

Poisonport (s) – Poisonport (o) – R – R20 – Y – B – NC2 – NC2 – ? (it's Telegate 3).

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 3 4 4**

Jellybeast Landing (s) – Jellybeast Landing (o) – A – Y – R – B – Y – R – A – Ice Station (o) – Ice Station (s).

Discovers Dell. (From the cup: Impossible Furniture at 8, Demand for Perfume at 4b, Custom Hives at 7a, Fare to Base at 5). Trades in Scout for Transport (\$30 credit for scout, \$60 credit for IOU, \$150 cash). Sells Mulch Wine for \$60 (from the cup: Megalith Paperweight at 9b)

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 3 5**

Y – B – R – B – Y – Moonport (o) – ? (it's the Relic Yellow Drive). Stops and picks up relic.

**4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 3**

Terror Station (s) – Terror Station (o) – R20 – A – A – R – Y10 – Open Port.

Sells Pedigree Bolts for \$200 (from the cup: Demand for Wine at 4a). Buys Life Project for \$160 (receives \$80 factory commission), and Designer Genes for \$60.

Turn 15

**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 6 6**

Telegate 3 – NC2 – NC2 – R – B – Y – B – R – B – R – Y – Galactic Base.

Deliver Fare from 10 for \$150 (from the cup: Rock Videos at 4b) and Fare from 7b for \$110 (from the cup: Fare to Base at 10).

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):** 2 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60)

**4a (Dell):** 2 Finest Dust, 1 Demand for Mulch WinE (+\$40)

**4b (Humans):** 4 Demand for Space Spice (+\$40), Primitive Art, 3 Rock Videos, 1 Demand for Mulch Wine (+\$60), 1 Demand for Bionic Perfume (+\$60)

**5 (Shenna):** 2 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140)

**6 (Yxklyx):** 2 Immortal Grease

**7a (Zum):** 3 Demand for Finest Dust (+\$50), 5 Chicle Liquor, Custom Hives

**7b (Eeepeep):** 1 Demand for Finest Dust (+\$50), 2 Demands for Immortal Grease (+\$50)

**8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60), 3 Impossible Furniture

**9a (Chola):** 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

**9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), 3 Megalith Paperweights

**10 (Qossuth):** 4 Psychotic Sculpture, Fare to Base (\$150)

**Base:** Fare to 9a (\$110), Fare to 2 (\$160)

Dog Show

**Turn 3, Phase 7 and Turn 4, Phases 1 through 3  
Deadline for Turn 4, Phases 4 through 6: 4/30 Tuesday**

Turn 3, Phase 7 – Buy Tokens

Paris buys 9 tokens

Venice buys 24 tokens

London buys 19 tokens

Barcelona buys 16 tokens

Genoa buys 32 tokens

Turn 4, Phase 1 – Purchase or Pass

Done

Phase 2 – Buy Cards

None eligible

Phase 3 – Play Cards

Paris plays Timber (London gains \$12, Genoa, Barcelona, and Paris each gain \$3)

Barcelona plays St. Benedict (protected) and Timber (London gains \$12, Genoa, Barcelona, and Paris each gain \$3).

London plays Wool (London gains \$72 and Barcelona gains \$18) and Cloth/Wine as Wine (Barcelona gains \$80, Venice, Paris, and London each gain \$20, shortage removed)

Venice plays Pirates/Vikings versus Dubrovnik and Acre

Genoa plays no cards



The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80	9	\$93	1	11		E, I, N, W
Ward Narhi	Genoa	90	32	\$33	5	5	4	I, J
Paul Bolduc	Venice	60	24	\$53	4	8	6	N, W
Bob Robles	Barcelona	70	16	\$182	2	15	6	A
Dennis Cain	London	90	19	\$214	3	18	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	--	--	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	--	1
Gold (12)	--	1	--	1	--
Ivory (12)	--	2	--	--	2

Surplus, Shortage

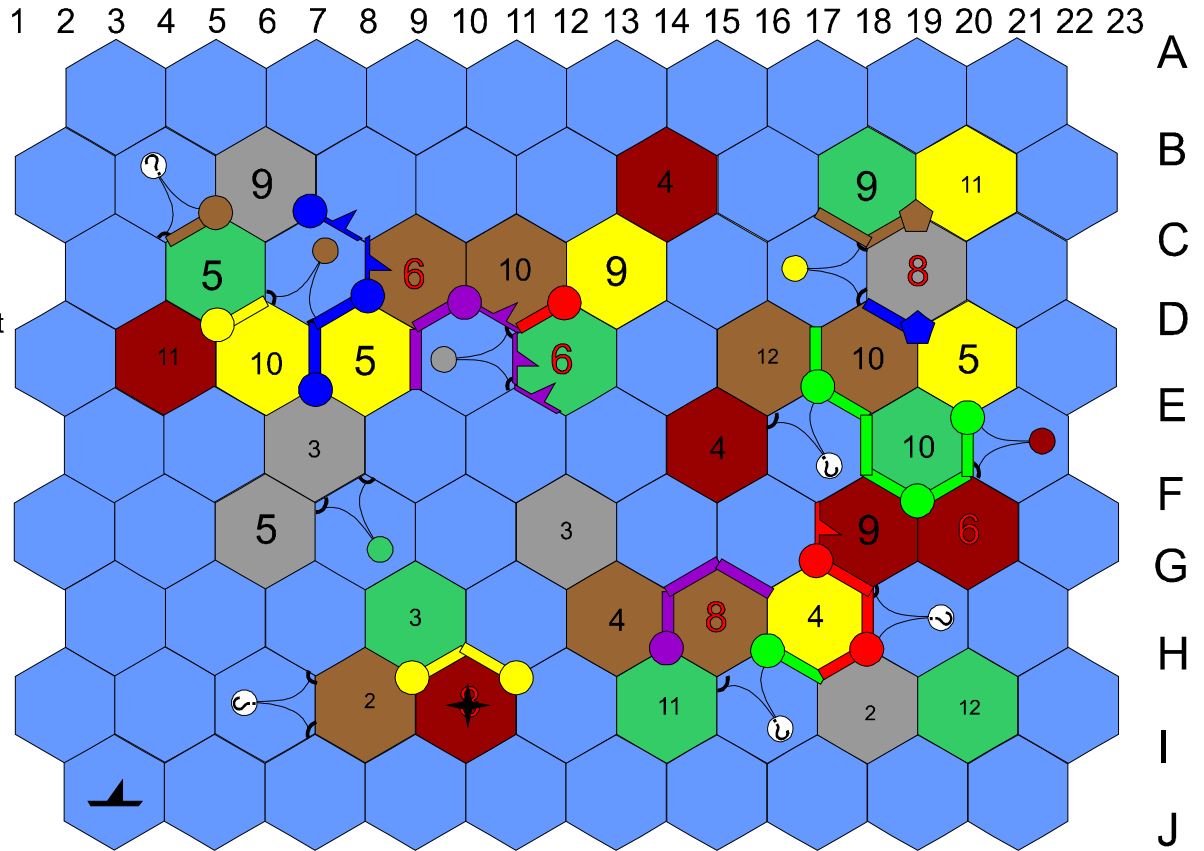
**Wolfhound**

Turns 5.5 to 6.5

Deadline for Turns 6.6 to 7.6: 4/30 Tuesday

Turn 5

**Tom** Die roll = 4. Kevin and Joe each receive 1 wheat, Tom receives 1 lumber. **Ward** Die roll = 7. Ward moves the Robber to Brick 8 and steals 1 lumber from Brendan. Trades 1 ore to Dave for 1 lumber. No actions.



Turn 6

**Kevin** Die roll = 10. Kevin receives 2 wool, Joe receives 1 lumber, Dave receives 1 wheat and 1 lumber, Brendan receives 1 wheat, and Tom receives 1 lumber. Kevin trades 1 wool and 1 wheat to Dave for 1 lumber. Kevin buys a development card ( \_\_\_\_\_ ) and a road from E17 to E16.

**S.O.B.**

**Joe** Die roll = 11. Brendan receives 1 brick, Tom receives 1 wool, and Ward receives 2 wheat. Joe trades 1 ore to Dave for 1 wool and builds a settlement at G17.

**Dave** Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Gives 1 lumber to Joe.

**Brendan** Die roll = 8. Kevin receives 1 lumber, Dave receives 1 ore, Tom receives 1 lumber, and Ward receives 2 ore. No actions.

**Tom** Die roll = 10. Kevin receives 2 wool, Joe receives 1 lumber, Dave receives 1 wheat and 1 lumber, Brendan receives 1 wheat, and Tom receives 1 lumber. Builds a ship from E11 to E12. During the special build turn, Kevin builds a settlement at E16, Joe build a ship from G17 to F17, and Dave upgrades his settlement in D19 to a city.

Open Trades

None.

Turn 6 Rolls

**Ward** 4

Turn 7 Rolls

**Kevin** 7      **Joe** 5      **Dave** 9      **Brendan** 6      **Tom** 6      **Ward** 8

Press

**Tom – Brendan:** Must be in them thar hills.

**Brendan – Tom:** There be no gold in these them hills, old timer. Try the 5-fields of the Partridge family, or the Warded Partridge mountains of eight. It is said they bear good fruit.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1	1				1 Unplayed	6*
Joe Carl	Red	1			2	1		3
Dave Partridge	Blue	1			1			5
Brendan Whyte	Yellow	3		1			1 Soldier	3
Tom Howell	Purple				4			2
Ward Narhi	Brown	2	2		2	2		3

\* Longest Trade Route

Unplayed cards: \_\_\_\_\_

**Doggerel**

**Turn 2**

**Turn 3 due: 4/30 Tuesday**

Planning

**French** maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

**English** maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

**Spanish** maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

**Portuguese** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**Dutch** maintains 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.

Outbound Naval Movement

**French** move to J. Dice: 4, 5, 5, 6. No losses.

**English** move to K. Dice: 1, 3, 3. No losses.

**Spanish** move to M. Dice: 2, 3, 3, 4. No losses. Disembarks 2 soldiers and 2 colonists. Moves to P. Dice: 1, 2, 2, 4, 4, 5, 6. Loses 1 ship including 1 soldier and 1 colonist, plus an additional soldier.

**Portuguese** moves to R. Dice: 2, 2, 2, 4. No losses.

**Dutch** moves to O. Dice: 1, 5, 5. Loses 1 soldier.

Discovery

None.

Land Movement

**French** move 4 colonists from J to I (it's a climate 1 area with 1 site and 3 natives). 4 soldiers and 4 colonists move from anchorage dot to J.

**English** moves 1 soldier from K to H (it's a resource rich climate 3 area with 1 site and 1 native). Moves 4 colonists and 4 soldiers from anchorage dot to K.

**Spanish** move 2 colonists and 2 soldiers from anchorage dot to M (it's a climate 4 area with 3 natives). Moves 1 colonist from anchorage dot to P (it's a climate 3 area with 1 native).

**Portuguese** move 2 soldiers and 3 colonist from U to T (it's a climate 3 area with the x4 city and 8 natives) and 4 colonists and 4 soldiers from anchorage dot to R (it's a resource rich climate 4 area with 1 site and 2 natives).

**Dutch** move 2 soldiers and 5 colonists into area O. 1 soldier prospects.

Native Combat

**English:** 3 natives and 1 soldier killed in K. **Portuguese:** 1 native and 1 soldier killed in T and 1 native and 3 soldiers killed in R. **Dutch:** 2 natives killed in O.

Native Uprisings

Climate is a 5. Uprisings in I (1 colonist killed), N (2 colonists killed), and T (1 colonist killed).

Survival

Climate is a 1.

**French** lose 3 colonists in I and 1 colonist and 2 soldiers in J. **English:** lose 1 soldier in H and 1 soldier and 1 colonist in K. **Spanish** lose 1 colonist and 1 soldier in M, 1 colonist and 1 soldier in N, and 1 colonist in O. **Portuguese** lose 1 soldier and 2 colonists in T and 1 soldier and 1 colonist in R. **Dutch** lose 1 colonist and 2 soldiers in O.

Political Control

English gain political control of K. Dutch gain political control of O.  
 French lose political control of J.

Homebound Naval Movement

French: Dice: 1, 2, 4, 4. No losses.  
 English: Dice: 3, 3, 4. No losses.  
 Spanish: Dice: 1, 1, 2, 2, 4, 4, 4, 6. 1 ship lost.  
 Portuguese: Dice: 3, 5, 5, 6. No losses.  
 Dutch: Dice: 4, 4, 6. No losses.

Income

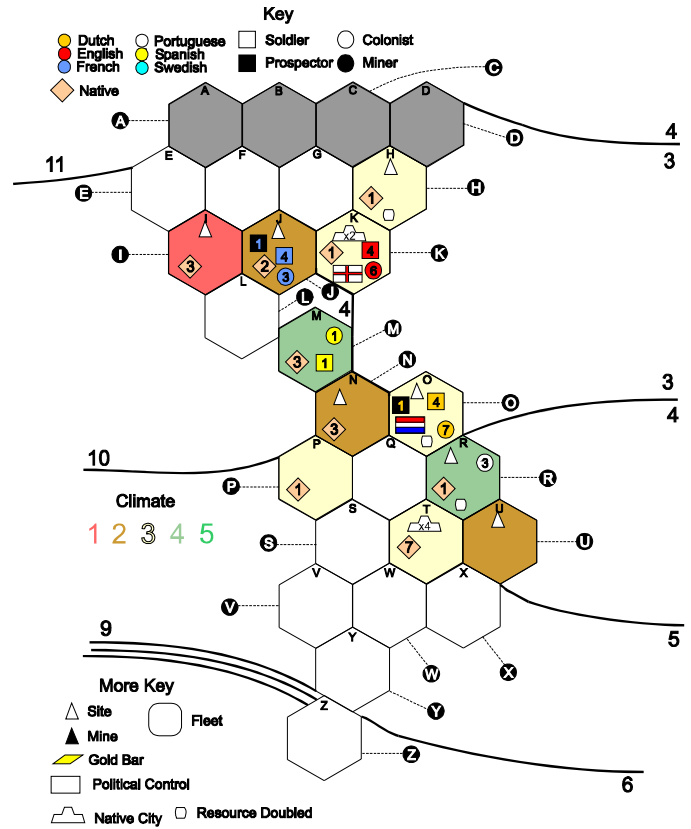
French: Political Control: \$20, resources: \$3.  
 English: Political Control: \$40, resources: \$6.  
 Spanish: Political Control: \$20, resources: \$1.  
 Portuguese: Political Control: \$20, resources: \$3.  
 Dutch: Political Control: \$40, resources: \$14.

Turn 3 Initiative

Dutch, English, Portuguese, Spanish, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$100	17	4	5
English	Andy Lewis	\$77	17	4	4
French	Kevin Wilson	\$71	17	4	4
Portuguese	Bob Robles	\$92	17	4	4
Spanish	Cary Nichols	\$32	18	2	4



Watchdog

1956  
 1957 due: 4/30 Tuesday  
Event Card Resolution

Texas Combine accepts the -20% penalty.

Purchase Hardware

Masters of Time and Space buys the One-Stage Rocket Program for 24MB and the Orbital Satellite Program for 6MB.  
 Joe's Space Program buys the One-Stage Rocket Program for 24MB, the Orbital Satellite Program for 6MB, and the One-Person Capsule Program for 18MB.  
 Texas Combine buys the One-Stage Rocket Program for 24MB and the Orbital Satellite Program for 6MB  
 Republic of Texas buys the One-Stage Rocket Program for 24MB, the Orbital Satellite Program for 6MB, 1 additional one-stage rocket for 3MB, and 3 additional orbital satellites for 3MB.

Conduct Research

Masters of Time and Space 1: 8 dice (2, 3, 3, 3, 3, 4, 6, 6) = +30%. 8MB spent. A: 8 dice (1, 2, 3, 4, 4, 5, 5, 6) = +30%. 16MB spent.  
 Joe's Space Program 1: 6 dice (1, 1, 3, 4, 5, 5) = +19%. 6MB spent. A: 6 dice (1, 2, 2, 3, 3, 6) = +17%. 12MB spent. a: 1 die (4) = +4%. 1 MB spent.  
 Texas Combine 1: 8 dice (1, 2, 2, 2, 4, 5, 6, 6) = +28%. 8MB spent. A: 8 dice (1, 2, 2, 2, 4, 5, 5, 6) = +27%. 16MB spent.  
 Republic of Texas 1: 8 dice (1, 2, 3, 4, 4, 4, 5, 6) = +29%. 8MB spent. A: 8 dice (1, 1, 2, 3, 4, 5, 6, 6) = +28%. 16MB spent.

Declare Future Missions

Masters of Time and Space, Joe's Space Program, and Republic of Texas each declare 1 launch. Texas Combine declares no launches.  
 Your selected mission is: \_\_\_\_\_

Missions

None.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Joe's Space Program	Texas Combine	Masters of Time and Space	Republic of Texas
1956 Budget	60	60	60	60
Cash	60	60	60	60
1-Orbital Satellite	1 / 59%	1 / 78%	1 / 70%	4 / 69%
2-Interplanetary Satellite				
3-Lunar Probe				

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
4-Docking Module				
A-One Stage Rocket	1 / 27%	1 / 37%	1 / 40%	2 / 38%
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	1 / 14%			
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				

## 1957

### Draw Event Cards

- Bill Scharf:** Minor Problem: Pay 10MB or lose 3% on most advanced capsule on next mission (not applicable). -2MB to budget.
- Cary Nichols:** Diplomatic Breakthrough: Next mission must be a join mission (choose partner). +1MB to budget.
- Joe Carl:** Production Delay: May not purchase rockets this turn. +10MB to budget.
- Andy York:** Sabotage: Pay another player 10MB or lose 20% on safety factor of most advanced rocket on next mission (choose player). +10MB to budget.

### Final Positions

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Joe's Space Program	Texas Combine	Masters of Time and Space	Republic of Texas
1957 Budget	67	70	70	65
Cash	3	6	6	0
1958 Budget	77	71	68	75

## Pavlov

### Power Selection and Traitor Draw

Traitor Selection, Bene Gesserit Prediction and Setup, and Fremmen Setup due: 4/30 Tuesday

### Players

ATREIDES:	Cary Nichols	BENE GESSERIT	Bob Robles
BENE TLEILAXU	Paul Bolduc	EMPEROR	Bill Scharf
FREMEN	Steve Koehler	GUILD	Kevin Wilson
HARKONNENS	Ward Narhi	GAME MASTER	Chris Hassler

### Traitor Draw

You drew: \_\_\_\_\_

### Initial Cards

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

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## Dogface

### Gamestart

Epoch I Empire Selection due: 4/30 Tuesday

#### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	?	0	0
Dennis Cain	?	0	0
Andy Lewis	?	0	0
Chris Geggus	?	0	0
Cary Nichols	?	0	0
Paul Bolduc	Arachnids (blue)	0	0

#### Initial Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

#### Event Cards

Your Event Cards are: \_\_\_\_\_

#### Epoch I Empire Draw

\_\_\_\_\_  
\_\_\_\_\_

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## Wolfbane

### Gamestart

Turn 1 due: 4/30 Tuesday

#### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	KW	Kevin Wilson	OrF, OrF, WaF		3
2	AL	Andy Lewis	OrF, OrF, WaF		3
3	DC	Dennis Cain	OrF, OrF, WaF		3
4	AY	Andy York	OrF, OrF, WaF		3
5	CN	Cary Nichols	OrF, OrF, WaF		3
6	DP	Dave Partridge	OrF, OrF, WaF		3
7	BS	Bill Scharf	OrF, OrF, WaF		3
8	ML	Michael Lowrey	OrF, OrF, WaF		3

#### Available Upgrades

#### Income

New Arrivals: Nodule, Warehouse, Heavy Equipment, Warehouse, Data Library, Data Library, Data Library, Heavy Equipment

Upgrade	Min. Bid	Available	Not Yet Delivered
Data Library (DL)	15	3	2
Warehouse (Wa)	25	1	4
Heavy Equipment (HE)	30	2	3
Nodule (No)	25	1	4

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## 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. How far can a dog run into the forest?

A1. Halfway, then it is running out of the forest.

Cary Nichols, Andy York, Brendan Whyte, Paul Bolduc, Dennis Cain, Joe Carl, and Ward Narhi each receive ½ point.

Q2. How can you make 55¢ change using two U.S. coins with one of them not being a nickel?

A2. One fifty cent piece and one nickel.

Cary Nichols, Kevin Wilson, Andy York, Brendan Whyte, Paul Bolduc, Dennis Cain, Joe Carl, and Ward Narhi each receive ½ point.

Q3. How many 3¢ stamps are there in a dozen?

A3. 12.

Cary Nichols, Kevin Wilson, Andy York, Brendan Whyte, Paul Bolduc, Chris Geggus, Dennis Cain, Joe Carl, Bob Robles, and Ward Narhi each receive ½ point.

Q4. Which planet is occasionally the farthest from the Sun?

A4. Neptune (although, given the way the question is asked, Pluto is also an acceptable answer).

Cary Nichols, Kevin Wilson, Andy York, Brendan Whyte, Paul Bolduc, Chris Ward Narhi 33 Bob Robles 31½ Steve Koehler 31  
Geggus, Dennis Cain, Joe Carl, Bob Robles, and Ward Narhi each receive ½ Tom Howell 22½ Kevin Wilson 17½ Brad Martin 16  
point. Sean Cousins 7 Cary Nichols 3½

Q5. Why did Archimedes leap out of his bath and run down the street naked Andy York receives a free issue.

yelling "Eureka!"?

A5. He'd discovered how to test the purity of gold via specific gravity, by watching the water rise in his bath as he stepped into it.

Cary Nichols, Brendan Whyte, Paul Bolduc, Dennis Cain, and Joe Carl each receive ½ point.

#### Current Scores

Chris Geggus	82½	Andy York	70	Bill Scharf	63½
Paul Bolduc	63½	Caleb Cousins	63	Dennis Cain	58
Joe Carl	54	Brendan Whyte	49	Andy Lewis	35

#### New Questions

##### Topic: Miscellaneous Trivia

1. Which is the largest order of insects—beetles, flies, butterflies and moths or grasshoppers and crickets?
2. What is the strongest creature on earth?
3. Which company was responsible for testing the first jet plane?
4. How many miles of blood vessels are there in the human body?
5. In what year did the Ford Motor Co. produce its one-millionth car?

### Pedagoguery

Due to lack of time, Pedagoguery will not appear in this issue. Hopefully, I can put together the column on planetary rings for next issue.

### Addresses

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### Standbys

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

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### Standby Calls

None this issue.

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