

**Notes from Hades**

**L**ife is starting to settle into a routine. The boys will be eight weeks old this Saturday, and we have managed to survive so far. They are managing to sleep most of the night, and Celeste and I have managed to keep our sanity intact. Actually, we are pretty fortunate that both the boys are reasonably well behaved. Beyond that, we just take things day to day.

Citizen Dog is ending this issue. With only two players left in the game, and the one with the weaker position NMRing during a build turn, I would consider that a *de facto* concession. That allows me to start up Wild Dog, so if you are one of the very patient people who has signed up for that game, your patience is about to pay off.

The next deadline is **Tuesday, June 11 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**

**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.

**Starts this issue!**

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

**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.

**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, Dave Anderson, and Steve Koehler. Need 1 more player. 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**

**Chris Geggus**

Hope dad is doing those "New Man" chores i.e. getting up in the night, preparing milk, changing diapers etc etc.? My area of expertise was the diapers - I sleep through anything at night (thank God!).

**Caleb Cousins**

How're the wife and kids? Do you get ANY sleep?  
*[Well, things are settling into a routine. During the day, Celeste is on her own with the boys while I am at work. In the evening, we try to keep up with them. They seem to have a strong objection to us eating dinner, since they tend to be rather fussy at that time. At night, we each take charge of one of them, so neither of us has the luxury of sleeping through anything. That being said, in general, things are going well. Neither of them is excessively fussy, and in general, they only wake up once or twice a night each. Typically, they go right back to sleep after they are fed and changed, so we count ourselves quite lucky.]*

**Dennis Cain**

On Easter Saturday, our local gaming group had a get-together. One of the games we tried was the Hasbro version of History of the World. I cannot recommend it to anyone who already has the Avalon Hill version. The map has a few minor changes. New Zealand is now part of the Australian continent, and the Atlantic and Pacific have been divided. The chits for each color have been replaced by "army men" figures--Mongol horsemen, Egyptian swordsmen, British infantrymen, and similarly for each epoch. The rules changes sink the game, however. Instead of strength of empires, victory points decide the order of pick. The person ahead at the end of each epoch gets a chit with a certain point value to be added at the end of the game. In another foolish rule change, stacking is no longer allowed, unless playing the "advanced" rules. Huh? Also, instead of getting bonus armies with allies and similar cards, coins are purchased, which only allow the "resurrection" of armies killed in battle. In addition, ships are automatically assigned when playing an

empire. No plans to go to the North Sea as the Roman Empire? Tough, you're getting a ship anyway. There is a card that allows the turning in of ships for coins, but what was wrong with the old rules? These unnecessarily complicate the game.

The point values for the empires have been tinkered with as well. Mostly to account for the new shipping rules, they also beefed up the United States to such an extent that the Dutch are now the empire to avoid in Epoch 7. In short, Hasbro mucked up a fine game. If you've thought about switching to the new addition, please don't.

### Feral Dogs

#### Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Winter-Spring 1469

Deadline/Summer 1469 6/11 Tuesday

Clearly, it has gotten personal between the Pope and France, as the Pope throws everything he has against France, letting Milan take what he will.

#### Winter 1468 Builds

		Treas	Cost	Rem
<b>Fra</b>	Maintain all, build F Marseilles, A Avignon	55	30	25
<b>Mil</b>	Maintains all except A Verona, builds A Austria, F Venice	89	39	50
<b>Pap</b>	Maintains all except A Pistoia and F Palermo	43	21	22

#### Expenditures

The Pope spends 18 ducats to buy French F Tyrrhenian Sea.

#### Orders

**FRANCE** : A SAVOY to GENOA, A NAPLES to Salerno, A PIOMBINO to Sienna, A Rome to SPOLETO, A PERUGIA supports A Rome to Spoleto (cut), A Avignon to PROVENCE, F GULF OF LIONS to Western Mediterranean, F Ligurian Sea to PISA, F Tyrrhenian Sea supports F Gulf of Lions to Western Mediterranean (nsu), F MARSEILLES to Gulf of Lions

**MILAN** : A MILAN to Tyrolea, A AUSTRIA to Tyrolea, A Mantua to BOLOGNA, A Lucca to PISTOIA, A Bologna to URBINO, A FLORENCE supports A Lucca to Pistoia, A AREZZO supports A Bologna to Urbino, A Croatia to DALMATIA, A BOSNIA to HERZEGOVINA, A Herzegovina to ALBANIA, A DURAZZO converts to G, F Upper Adriatic to LOWER ADRIATIC, F Venice to UPPER ADRIATIC

**PAPACY** : A SIENNA supports G Perugia convert to A (cut), A Spoleto to CAPUA, A OTRANTO to Salerno, F AQUILA holds, F Messina to GULF OF NAPLES, F TUNIS to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA supports F Tunis to Western Mediterranean, G PERUGIA convert to A

#### Notes

France/Milan/Papacy draw failed with 2 no votes and the France/Milan draw failed with 3 no votes. They have been re-proposed, along concession a to Milan. Please vote with your next set of orders. Remember, NVR = no, NMR = yes.

Your current ducat total is:

#### Press

**France – All:** I propose (in addition to my usual proposals) a Milan win...let's put an end to this shall we?

**France – Papacy:** Ah well...you just attacked the wrong guy if you wanted to win...no hard feelings bonehead.

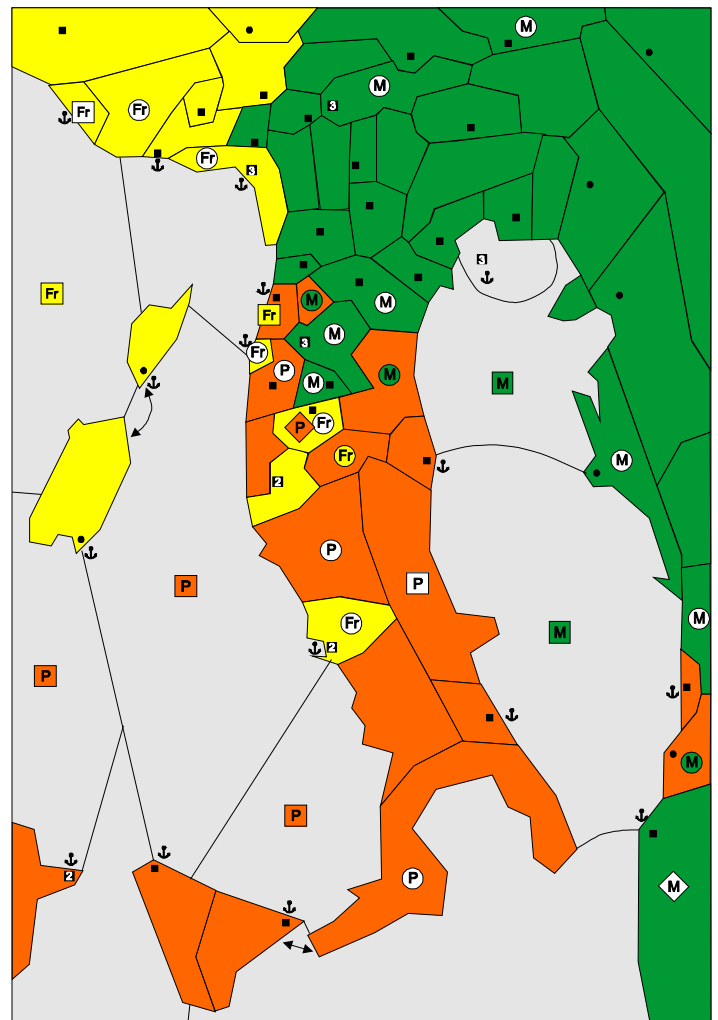
**France – You know who:** A little bit obvious with the Black Pres last round... you might want to cool it a bit at this stage of the game...it won't change anything...

**Milan – France:** The pope must be killed as soon as possible. After we can propose the draw finally.

**Papacy – All:** Milan I crown you king.

**Papacy – France:** Man you got petty in the end here. It's only a game. To throw it away with such a nasty attitude is a shame and a disgrace to the game.

#### "Feral Dogs"



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

## Citizen Dog

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory  
Winter-Spring 1465**

**Deadline for End of Game Statements: 6/11 Tuesday**

*Naples essentially throws the game to Milan.*

### Builds

		Treas	Cost	Rem
Milan	Maintains all, builds F Marseilles, A Pavia, A Cremona	57	30	27
Naples	NBR! Maintains all, no new builds	43	15	28

### Expenditures

Milan spends 3 ducats for famine relief in Slavonia.

### Orders

MILAN (Giovine): A SWISS to TURIN, A Tyrolea to MILAN, A Austria to CARINTHIA,  
A Hungary to SLAVONIA, A Milan to BERGAMO, A Verona to  
FERRARA, A Cremona to MANTUA, A Pavia to FORNOVA, F  
Avignon to GULF OF LIONS, F MARSEILLES supports F Avignon  
to Gulf of Lions

NAPLES (Narhi): NMR! A ANCONA holds, A (EM) MODENA holds, F LIGURIAN  
SEA holds, F BARI holds, F MESSINA holds

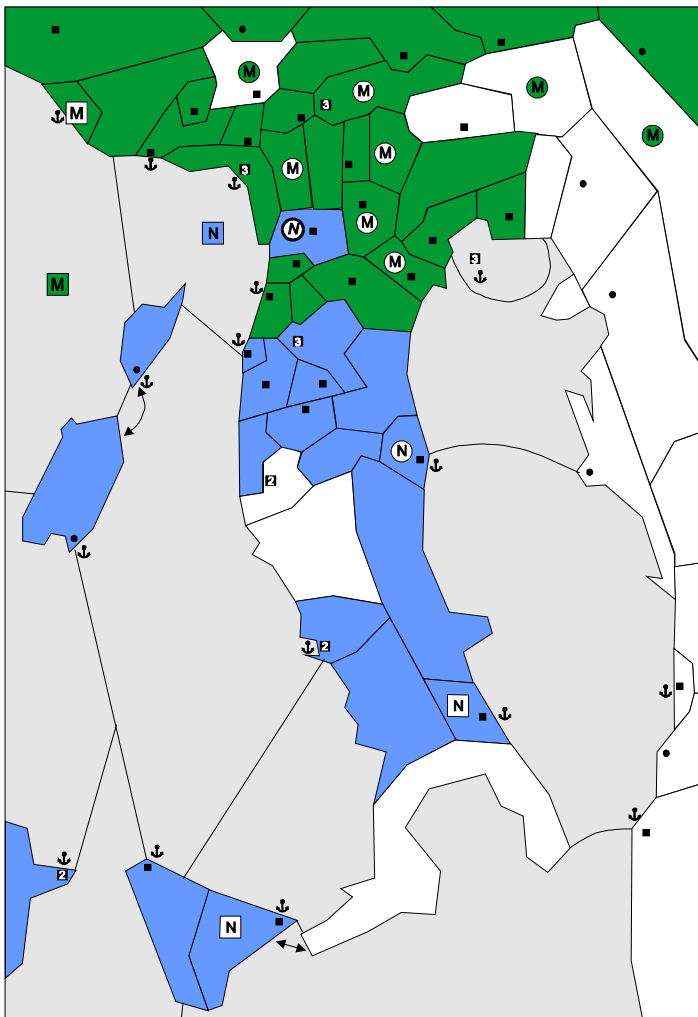
### Summer 1463 Plague

**Poor Year –Column only:** Herzegovina, Trent, Saluzzo, Treviso, Naples,  
Istria

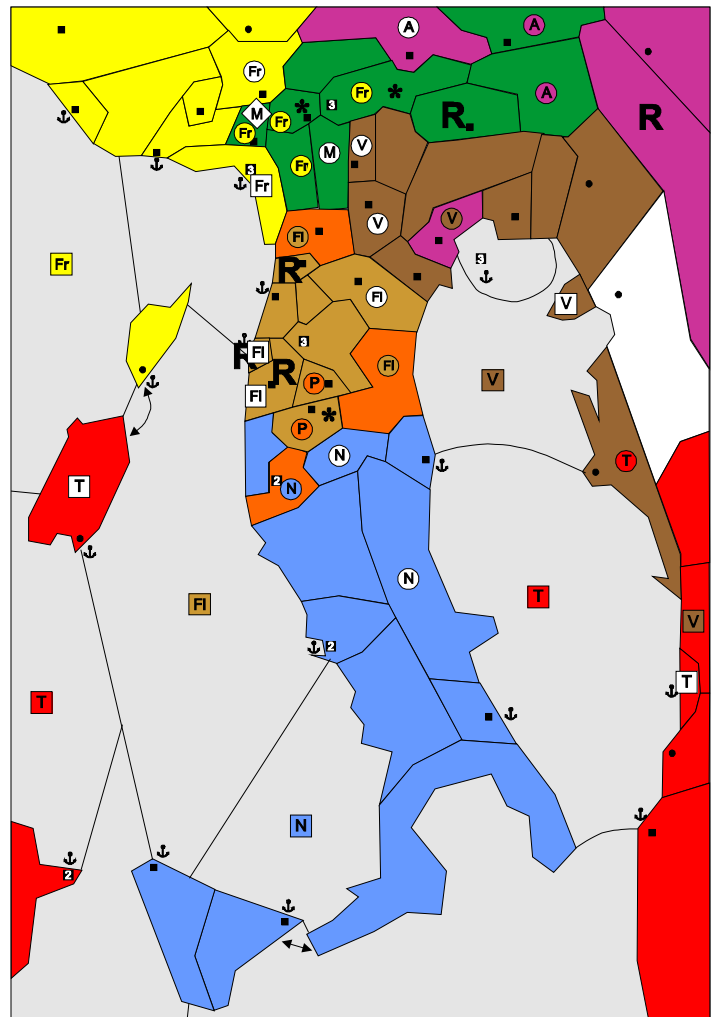
### Notes

With Naples' NMR, Milan is essentially unstoppable, so I am going to declare a  
Milan victory. Anybody who NMRs at a time like this is essentially conceding  
the game.

**Citizen Dog**



**Off the Leash**



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

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

## Off the Leash

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

**Deadline for Fall 1456: 6/11 Tuesday**

*The assassins were busy this season, with contracts put out on the Emperor of Austria, the Duke of Florence, and the new Duke of Milan. France takes this opportunity to make significant progress against Milan, while Naples further presses home the attack against the Pope. The Turks maneuver against Venice, but the whereabouts of the Doge are unknown, so his armies remained unresponsive.*

#### Spring 1456 Retreats

Milan A Montferrat retreats to garrison  
Papal A Urbino retreats to Arezzo

#### Expenditures

Austria fails to repay his loan to the Moneylenders and is assassinated! All units hold, and rebellion strikes Slavonia. Austria is forever barred from further loans. Florence likewise fails to repay his loan to the Moneylenders and is assassinated! All units hold and rebellions strike Lucca, Piombino, Sienna, and Perugia. Florence is forever barred from further loans. Milan fails to repay his loan from the Moneylenders and is assassinated again! All units hold and rebellion strikes Fornova.

#### Outstanding Debt

Fall 1456: 18 ducats due from Austria, 14 ducats due from Florence, 21 ducats due 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 holds, A AUSTRIA holds, A CARINTHIA holds  
FLORENCE : A MODENA holds, A BOLOGNA holds, A URBINO holds, A Perugia holds (DISLODGED, retreat Patrimony, garrison, OTB), F PIOMBINO holds, F SIENNA holds, F TYRRHENIAN SEA holds  
FRANCE : A Como to MILAN (rebellion liberated), A TURIN supports A Montferrat to Pavia, A Montferrat to PAVIA, A Savoy to MONTFERRAT, A GENOA to FORNOVA (rebellion liberated), F Ligurian Sea to GENOA, F GULF OF LIONS holds  
MILAN : A Milan holds (DISLODGED, retreat Trent, Bergamo, garrison, OTB), A PARMA holds, A Fornova holds (DESTROYED), A Pavia holds (DISLODGED, retreat Como, garrison, OTB), G MONTFERRAT holds  
NAPLES : A SPOLETO supports A Capua to Rome, A Ancona to AQUILA, A Capua to ROME, F Ionian Sea to GULF OF NAPLES  
PAPACY : A Rome to PERUGIA (rebellion liberated), A AREZZO supports A Rome to Perugia  
TURKS : A DALMATIA holds, F LOWER ADRIATIC supports A Dalmatia, F Albania to RAGUSA, F Tunis to WESTERN MEDITERRANEAN, F SARDINIA holds

VENICE : NMR! A CREMONA holds, A MANTUA holds, A PADUA holds, F ISTRIA holds, F UPPER ADRIATIC holds, F HERZEGOVINA holds

#### Notes

Venice has NMRed. **If this box is checked , please submit standby orders for Venice!**

Your current ducat total is:

#### Press

**Austria – Florence:** Go on then, take the middle line.  
**Austria – France:** Give me a season to sort out my back-taxes, and I'll be with you again.  
**Austria – Naples:** What's that warm wet feeling slowly crawling up the Italian's leg? and shouldn't you be crawling down it, instead?  
**Austria – Turks:** What can I say to you that won't provoke a stab by my "ally" Venice? We need a secret code or something.  
**Austria – Venice:** Leave my colony in Ferrara alone, you imperial consolidator you.  
**Dateline Carinthia:** Caught in the middle of a campaign, and not paid overtime, the Austrian armies are sitting tight. Tight, because they spent their last pay on booze, to celebrate the assassination of the evil Milanese duke. In their drunken stupor, they can only hope the replacement Duke (by tradition, drawn out of a hat, as opposed to drawn out and quartered like the last duke) will be nicer to them (and just as stupid about money).  
**Naples – Florence:** Your continued success with moves is admired here... How do we proceed now, to keep us friendly and not at each other's gains?  
**Naples – France:** Are you just stirring the pot up there, or do you have other eyes to watch what is going on elsewhere?  
**Naples – Turkey:** Well done! Let us each keep our eyes open for other developments...  
**Turkey – All:** The love of money truly is the root of all evil. Three powers going into anarchy, and me starting a futile attack against the power with its private mint.  
**Turkey – Milan:** No offense, but since you're going to be scavenged anyway, I'd rather it be by France.  
**Turkey – Pope:** Requiescat in Pace.  
**Turkey – Venice:** Of course it's a stupid attack. Desperate people sometimes do stupid things. But you've had things far too easy.

## Wild Dog Gamestart

**Deadline for Preference Lists and Rules Votes 6/11, Tuesday**

Players are: Dave Partridge, Joe Carl, Bob Robles, Brendan Whyte, Ward Narhi, Kevin Wilson, John Biehl, and Lee McConnell. We will be playing the Balance of Power Scenario.

Please submit preference lists, and votes on the following optional rules:

Natural Disasters (Plague and Special Units) Conquering.  
Famine) Moneylenders

Majority of votes received (not counting abstentions) wins.

Also, please indicate your press preference: Black, Gray, or White. Whichever one receives the most votes will be used.

## Dog Tired

### Turn 8 Cure through Health Phases

#### Turn 8 Funeral Commission through Parade Phases due: 6/11 Tuesday

##### Cure Phase

TCC sends Antonj Mischif and Eduard Boremtodev to the Sanatorium. ORRP sends Ludmilla Patina to the Sanatorium. HLS declares 1 IP on Igor Doberman and sends him to the Sanatorium. Sergei Eatstumuch ages to 84, Antonj Mischif ages to 73, and Diwan Palavarian ages to 72.

##### Purge Phase

TCC plays Informants (47) on Antonj Talksalot, allowing him to learn that ORRP has 0 IP available to declare on him. Talksalot attempts to purge Viktor Wasolin (dr = 4) and fails. Ages to 76.

##### Spy Investigation Phase

Acting Defense Minister Antonj Talksalot opens an investigation on Sergei Eatstumuch and ages to 77.

##### Health Phase

Sergei Eatstumuch (dr = 19) remains sick.  
Antonj Talksalot (dr = 14) remains healthy.  
Ludmilla Patina (dr = 13) recovers to sick.  
Antonj Mischif (dr = 8) remains ill.  
Diwan Palavarian (dr = 15) remains healthy.  
Igor Doberman (dr = 6) remains ill.  
Eduard Boremtodev (dr = 18) recovers to sick.  
Viktor Wasolin (dr = 12) remains healthy.

##### Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	84 ? +	10+ (FBI)
KGB Head	Antonj Talksalot (J)*	77	1 (TCC)
Foreign	Ludmilla Patina (S)	58 (strong) +	2 (ORRP), 1 (HLS)
Defense	Antonj Mischif (I)	73 (weak) ++	3 (RE), 6

Office	Politician	Condition	Influence
			(ORRP), 7 (TCC)
Ideology	Diwan Palavarian (G)	72 (weak)	2 (IP)
Industry	<b>Igor Doberman (L)</b>	67 ++	3 (HLS), 2 (ORRP)
Economy	<b>Eduard Boremtodev (K)</b>	71 +	6 (TCC), 4 (RE)
Sport	Viktor Wasolin (Z)	50	

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

\* Informants (47)

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

##### 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 15.2 to 17.2

#### Deadline for Turns 17.3 to 19.3: 6/11 Tuesday

##### Turn 15

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 4 5 5**  
**Ice Station(s) – Ice Station (o) – TeleGate 2 – TeleGate 4 – Whale Port(o) – A – Wet Landing(o) – Wet Landing (s).**  
Sell Pet Monsters for \$150 (from the cup: Mulch Wine at 3). Buys Immortal Grease for \$50.

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 3**  
**A – Moonport (o) – Moonport (s).**  
Sell Servo-Mechanisms for \$300 (from the cup: Demand for Liquor at 9a)

**4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 2**  
**Open Port – R – B – Y – Airhome – A – R10 – A – A.**

##### Turn 16

**1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 3 6**  
**Galactic Base – NC6 – Y30 (\$10 fine paid) – Space Station Planet.**  
Barters IOU plus \$10 for Wollow factory.

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 4 5 5**  
**Wet Landing (s) – Wet Landing (o) – A – NC4 – Y - ? (It's a Y40 penalty marker) – Y – Moonport (o) – Moonport (s).**  
Sells Immortal Grease for \$100 (from the cup: Demand for Genes at 2). Buys Moonport port for \$180.

**3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 3**  
**Moonport (s).**  
Barters IOU plus \$20 for Whynom factory. Buys 2 Impossible Furniture for \$220.

**4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 6**  
**A – B10 – R20 – A – Aerie – R – B – Y – B – R10 – B10 – Y – B – R – Goliath (o) – B – R - ? (It's a Y10 penalty marker) – Y – Grand Port (o) – B – Greathome (o) – Greathome (s).**  
Barters IOU plus \$120 for Goliath port.

# Turn 17

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

Used: 4 4 6

Space Station Planet.

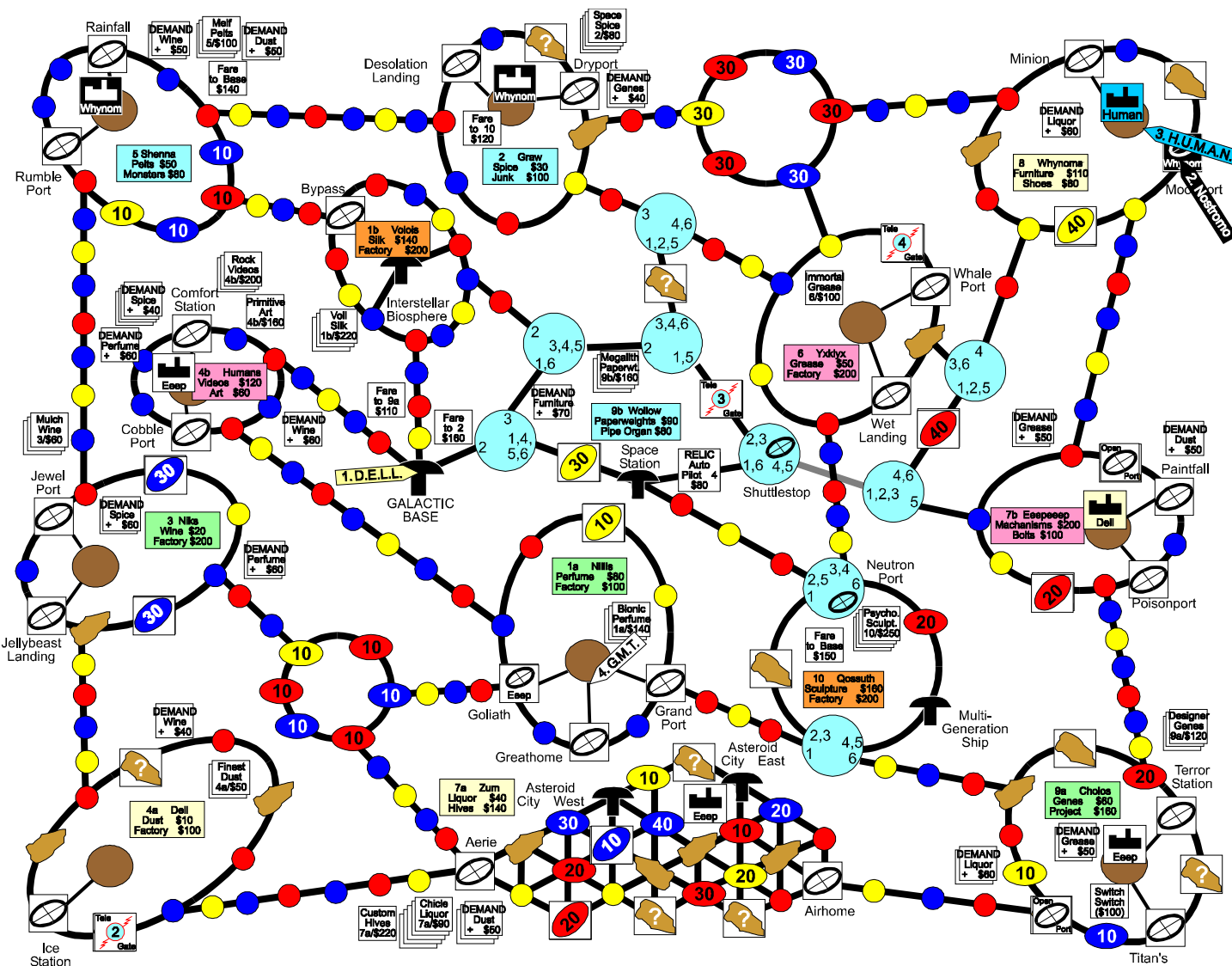
Buys Portable Pipe Organ for \$80 (receives \$40 factory commission).

**2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 1 1 1**

**Moonport (s) – Moonport (p).**

Buy's Other Shoes for \$80 (\$40 factory commission to HUMAN),

Agent for \$80, Yellow Drive for \$80, and Impossible Furniture for \$110. Gains \$35 in port commissions.



**1. D.E.L.L.**  
 Scow Clipper **\$334**  
 18: 1 1 2 5/19: 4 4 4 5 (Use 3)  
 Hold1 Hold2 Hull  
 Pipe Organ 9b/\$160 Shield (\$60)

Eeepseep \$100 Wollow \$100

**2. Nostromo**  
 Fast Transport **\$125**  
 18: 2 5/19: 4 5 (Double 1)  
 Hold1 Hold2 Hold3 Hull  
 Other Shoes 8/\$160 Imposs. Furniture 8/\$180 Yellow Drive (\$80) Air Foil (\$80)  
 Agent (\$80)

Shenna \$100 Graw \$200 Moonport \$200

**3. H.U.M.A.N.**  
 Normal Scout **\$200**  
 17: 2 2 2/18: 1 3 4/19: 1 3 4  
 Hold1 Hold2 Hull  
 Imposs. Furniture 8/\$180 Imposs. Furniture 8/\$180 Immortal Grease 8/\$100 Yellow Drive (\$80)

Whynom \$100

**4. Go for the Money Time**  
 Rocket Scout **\$200**  
 17: 4 5/18: 2 3 (Use 1 \* 4)  
 Hold1 Hold2 Hull  
 Life Project 9a/\$240 Designer Genes 9a/\$120 Shield (\$60) 3 (\$60)

Humans \$100 Zum \$200 Chola \$200 Goliath \$200

- Goods and Demands:
- 1a (Nillis):** 3 Bionic Perfume
  - 1b (Volois):** 3 Voll Silk
  - 2 (Graw):** 2 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, 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):** 1 Immortal Grease

**7a (Zum):** 3 Demand for Finest Dust (+\$50), 5 Chicle Liquor, Custom Hives  
**7b (Eepeeep):** 1 Demand for Finest Dust (+\$50), 2 Demands for Immortal Grease (+\$50)  
**8 (Whynoms):** 1 Demand for Chicle Liquor (+\$60)

**9a (Chola):** 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), 2 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 4, Phases 4 through 6

#### Deadline for Turn 4, Phase 7 and Turn 5, Phases 1 through 3: 6/11 Tuesday

#### Phase 4 – Purchase or Pass

**Paris** buys Holy Indulgence (F, \$40 with 20 credits from Patronage), Overland East (R, \$40), Urban Ascendancy (V, free with 20 credits from Nationalism), and spends \$3 for stabilization.

**Barcelona** buys Holy Indulgence (F, \$60, Misery increases to 80), Written Record (N, \$20, with 10 credit from St. Benedict), galley 8 (\$10), and spends \$3 for stabilization.

**London** buys Laws of Matter (C, \$70 with 20 credit from The Heavens), Holy Indulgence (F, \$60, Misery increases to 100), Seaworthy Vessels (S, \$60 with 20 credit from Overland East), Urban Ascendancy (V, \$20), and spends \$1 on stabilization. Misery is reduced to 90.

**Venice** buys Urban Ascendancy (V, free with 20 credits from Nationalism), Overland East (R, \$40), and spends \$3 for stabilization.

**Genoa** NMRs. Moves supplied by GM. Upgrades to galley 6 for \$10 and spends \$6 on stabilization.

#### Phase 5 – Expansion

Paris, Barcelona, and London each gain 4 tokens due to Holy Indulgence. Genoa and Venice each lose 6 tokens due to Holy Indulgence.

**Paris** buys a card (3, \_\_\_\_\_), expands to Dubrovnik (2), Belgrade (5, vs. Venice, dr = 4, 4, 6; wins), Durazzo (1)

**Barcelona** expands to Bordeaux (8, vs. Genoa, dr = 4, 3, 3; wins), Lyons (8, vs. Genoa, dr = 5, 5, 4; wins)

**London** expands to Sarai (2), Kiev (2), Acre (4), Suez (6, vs. Barcelona, dr = 3, 5, 1; wins), Constantinople (8, vs. Venice, dr = 1, 6, 2; wins)

**Venice** expands to Dubrovnik (6, vs. Paris, dr = 6, 5, 2; wins), Angora (4, vs. London, dr = 4, 1, 3; loses), Poti (4, vs. London, dr = 2, 5, 3; wins), Fez (4, vs. Barcelona, dr = 4, 1, 1; loses).

**Genoa** expands to Genoa (1, vs. Venice, dr = 4, 6, 4; wins), Tripoli (4, vs. Barcelona, dr = 3, 3, 5; loses), Grenada (4, vs. Barcelona, dr = 3, 4, 1; wins), Suez (6, vs. London, dr = 2, 1, 2; loses), Sicily (6, vs. Venice, dr = 3, 5, 5; loses), Smyrna (5, vs. London, dr = 6, 2, 4; wins).

London gains \_\_\_\_\_

#### Phase 6 – Income

**Paris** gains \$75

**Barcelona** gains \$90

**London** gains \$120

**Venice** gains \$55

**Genoa** gains \$45

Shortage of Cloth (Paris gains \_\_\_\_\_), Surplus of Fur (London loses \$2)

#### Turn 5, Phase 1 – Draw Cards

Your card draw was: \_\_\_\_\_

#### Notes

**Will Cary Nichols please submit standby orders for Genoa!**

#### The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80	13	\$85	1	12		E, F, I, N, R, V, W
Ward Narhi	Genoa	90	26	\$62	5	6	6	I, J
Paul Bolduc	Venice	60	18	\$65	4	8	6	N, R, V, W
Bob Robles	Barcelona	80	20	\$179	2	15	8	A, F, N
Dennis Cain	London	90	23	\$121	3	21	10	A, C, F, I, N, R, S, V

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)	1	3	--	--	5
Timber (4)	--	2	2	--	1
Grain (5)	--	1	1	2	2

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

#### Surplus, Shortage

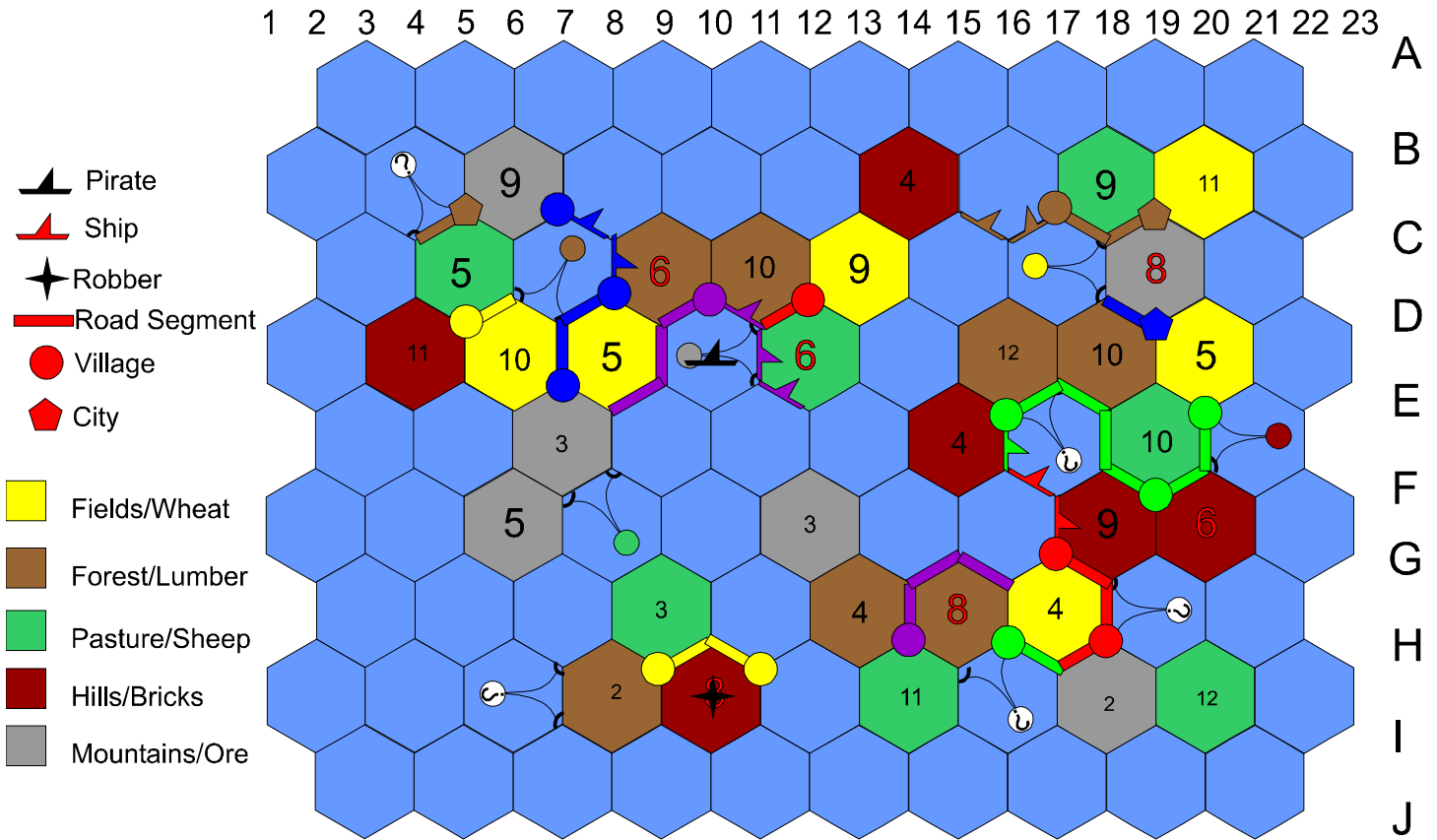
## Wolfhound

Turns 6.6 to 7.6

**Deadline for Turns 8.1 to 9.1: 6/11 Tuesday**

### Turn 6

**Ward** Die roll = 4. Kevin receives 1 brick and 1 wheat, Joe receives 2 wheat, and Tom receives 1 lumber. NMR. Moves supplied by GM. Buys a card (\_\_\_\_\_).



### Turn 7

**Kevin** Die roll = 7. Moves the Pirate to D/E10 and steals a lumber from Tom. Trades 1 brick to Dave for 1 lumber. Builds a ship from E16 to F16.

**Joe** Die roll = 5. Kevin receives 1 wheat, Dave receives 4 wheat, Brendan receives 1 wool, and Ward receives 1 wool. No actions.

**Dave** Die roll = 9. Kevin receives 1 brick, Joe receives 1 wheat and 1 brick, Dave receives 1 ore, and Ward receives 1 ore and 1 wool. No actions.

**Brendan** Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Trades 1 brick to Ward for 1 ore. Buys a card (\_\_\_\_\_). During the Special Build Turn, Ward builds a settlement at C17 and Joe builds a ship from F17 to F16.

**Tom** Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Tom trades 4 lumber for 1 brick and builds a road from E9 to E8.

**Ward** Die roll = 8. Dave receives 2 ore, Tom receives 1 lumber, and Ward receives 2 ore. Plays Monopoly card on wheat, receives 3 wheat from Kevin, 4 wheat from Joe, 5 wheat from Dave, and 2 wheat from Brendan. Trades 6 wheat for 2 lumber, 3 wheat for 1 brick, and 3 wheat for 1 wool. Builds ships at C17 to C16 and C16 to C15, and upgrades settlement at C5 to a city.

### Open Trades

None.

### Turn 8 Rolls

**Kevin** 12      **Joe** 5      **Dave** 11      **Brendan** 8      **Tom** 4      **Ward** 9

### Turn 9 Rolls

**Kevin** 10

### Notes

**Will Michael Lowrey please submit standby orders for Ward!**



*The Players*

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

\* Longest Trade Route

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

**Doggerel**

Turn 3

Turn 4 due: 6/11 Tuesday

Planning

- Dutch** maintain 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.
- English** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
- Portuguese** maintains 4 ships (\$16), buys 1 ship (\$12), and 6 soldiers (\$60) for \$88.
- Spanish** maintains 2 ships (\$8), buys 1 ship (\$12) and 1 soldier (\$10) for \$30.
- French** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

- Dutch** move to O. Dice: 3, 5, 5. No losses.
- English** move to H. Dice: 1, 1, 6. Loses 2 colonists and 1 soldier.
- Portuguese** move to R. Dice: 1, 3, 3, 5. Loses 1 soldier and 1 colonist.
- Spanish** move to L. Dice: 2, 3, 4, 5. No losses. Disembarks 3 colonists. Moves to S. Dice: 1, 1, 3, 4, 5, 6, 6. Loses 1 ship including 1 soldier and 1 colonist.
- French** move to J. Dice: 1, 1, 4, 5. Loses 1 colonist and 1 soldier.

Discovery

None.

Land Movement

- Dutch** move 1 colonist to Q (it's a resource rich climate 5 area with 1 site and 1 native). Moves 4 soldiers and 4 colonists to R (1 soldier prospect). Moves 3 soldiers and 5 colonists from anchorage dot to O.
- English** move 2 colonists and 3 soldier from anchorage dot to H. One soldier prospects.
- Portuguese** move 3 colonists and 5 soldier from anchorage dot to R.
- Spanish** move 3 colonists from anchorage dot to L (it's a climate 3 area with 1 site and 2 natives).
- French** move 4 soldiers and 4 colonists from anchorage dot to J.

Combat

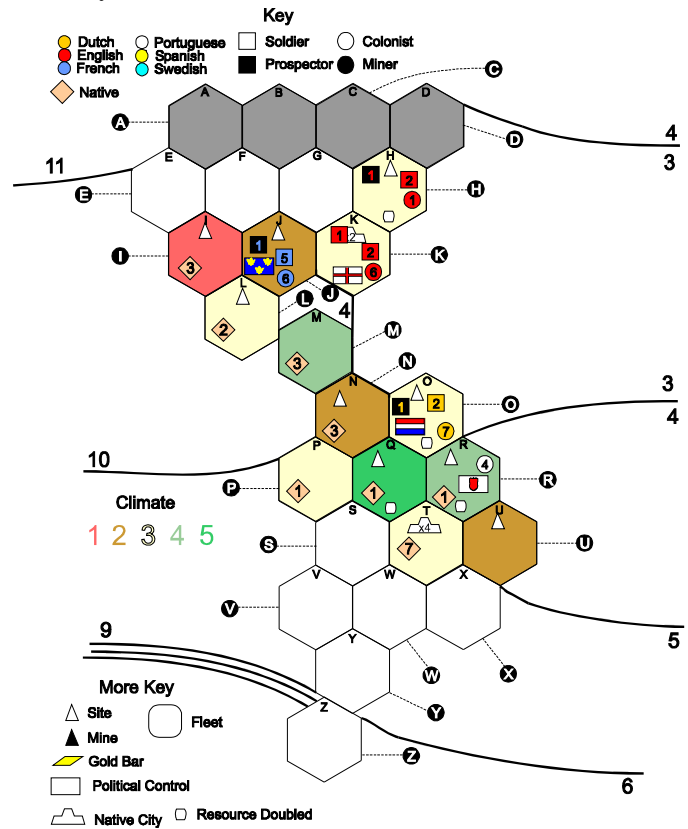
**Portuguese** attack **Dutch** in R. Portuguese lose 3 soldiers and Dutch lose 3 soldiers and 1 prospector.

Native Combat

**English:** 1 native killed in K, 1 soldier loots. 1 native killed in H.  
**Portuguese:** 3 soldiers killed in R. **French:** 2 natives and 2 soldiers killed in J.

Native Uprisings

Climate is a 1. Uprisings in L (3 colonists killed), M (1 colonist killed), Q (1 colonist killed), and R (4 Dutch and 1 Portuguese colonists killed).



Survival

Climate is a 3.  
**Dutch** lose 1 soldier in O. **English** lose 1 colonist in H and 1 soldier in K.  
**Portuguese** lose 1 colonist in R. **Spanish** lose 1 soldier in M. **French** lose 1 colonist and 1 soldier in J.

Political Control

**French** gain political control of J. **Portuguese** gain political control of R.

Homebound Naval Movement

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

Income

**Dutch:** Political Control: \$40, resources: \$14.  
**English:** Political Control: \$40, resources: \$8.  
**Portuguese:** Political Control: \$40, resources: \$8.  
**Spanish:** Political Control: \$20, resources: \$0.  
**French:** Political Control: \$40, resources: \$6.

Turn 4 Initiative

Spanish, Portuguese, French, Dutch, English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$108	14	4	3
English	Andy Lewis	\$69	14	4	4
French	Kevin Wilson	\$61	13	4	4
Portuguese	Bob Robles	\$54	13	5	4
Spanish	Cary Nichols	\$22	19	2	4

Watchdog

1957

1958 due: 6/11 Tuesday

Event Card Resolution

**Texas Combine** -20% penalty on first one-stage rocket launch. Declares joint mission with Skyliners.  
**Republic of Texas** accepts the -20% penalty on the first one-stage rocket launch.

Purchase Hardware

**Masters of Time and Space** buys the One-Person Capsule Program for 18MB, 1 orbital satellite for 1MB, and 1 one-stage rocket for 3MB.  
**Texas Combine** buys the One-Person Capsule Program for 18MB, 4 orbital satellites for 4MB, and 2 one-stage rockets for 6MB.  
**Skyliners** buys 1 one-person capsule for 2MB and an Astronaut Training Program for 18MB (astronaut Sgetti).  
**Republic of Texas** buys a second launch facility for 30MB and a one-stage rocket for 3MB.

Conduct Research

**Masters of Time and Space** 1: 8 dice (2, 3, 3, 4, 4, 6, 6, 6) = +34% to Max R&D. 8MB spent. A: 8 dice (2, 2, 3, 3, 4, 5, 6, 6) = +31%. 16MB spent. a: 8 dice (1, 1, 2, 4, 4, 6, 6, 6) = +30%. 8MB spent.  
**Texas Combine** 1: 8 dice (1, 2, 2, 3, 3, 4, 5, 5) = +25%. 8MB spent. A: 8 dice (1, 2, 2, 3, 5, 6, 6) = +27%. 16MB spent. a: 8 dice (2, 2, 2, 2, 3, 4, 6, 6) = +27%. 8MB spent.  
**Skyliners** 1: 8 dice (1, 2, 3, 4, 4, 5, 5, 5) = +29%. 8MB spent. A: 8 dice (1, 1, 4, 4, 4, 6, 6, 6) = +32%. 16MB spent. a: 8 dice (1, 1, 2, 2, 2, 3, 4) = +17%. 8MB spent.  
**Republic of Texas** 1: 8 dice (1, 2, 2, 3, 3, 6, 6, 6) = +29% to Max R&D. 8MB spent. A: 8 dice (1, 1, 2, 2, 3, 3, 3, 4) = +19%. 16MB spent.

Declare Future Missions

**Masters of Time and Space** declare 1 launch, **Texas Combine** declares 1 launch, **Skyliners** declares 1 launch, and **Republic of Texas** declares 2 launches.  
Your mission(s) is(are): \_\_\_\_\_

Missions

**Skyliners** rush 1 month. 1MB spent, -2% to safety factor of all components. Launch order is Skyliners, Republic of Texas, Masters of Time and Space.

**Skyliners** launches an Orbital Satellite. Liftoff (06%<57%), Earth Orbital Burn (34%<86%), Earth Orbital Activities (47%<86%). Mission success! +1% to 1 and A, +16MB to budget.

**Republic of Texas** launches an Orbital Satellite. Liftoff (35%<37%), Earth Orbital Burn (54%<95%), Earth Orbital Activities (16%<95%). Mission success! +1% to 1 and A, +10MB to budget.

**Masters of Time and Space** launches an Orbital Satellite. Liftoff (79%>71%), explosion on the pad. Mission failure. +1% to A, -3MB to budget.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1956 Budget	67	70	70	65
Cash	3	6	6	0
1-Orbital Satellite	0 / 89%	5 / 93%	1 / 95%	3 / 96%
2-Interplanetary Satellite				
3-Lunar Probe				
4-Docking Module				
A-One Stage Rocket	0 / 60%	3 / 64%	1 / 72%	2 / 58%
B-Two Stage Rocket				
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons				
F-Kicker				

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
G-"Mega" Stage Rocket				
EVA Suits				
a-One Person Capsule	2 / 31%	1 / 37%	1 / 40%	
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	2
Astronauts	1			

Astronauts are: Skyliners: Sgetti (0%).

## 1958

### Draw Event Cards

**Joe Carl:** Corruption in R&D: -1 to all R&D rolls this year. -2MB to budget

**Andy York:** Engineering Advance: all hardware is half price. +5MB to budget.

**Cary Nichols:** Defection: -1 to all R&D rolls this year, +1 to another nation's (choose player). +5MB to budget.

**Bill Scharf:** Major Media Event: Imassioned plea by leaders results in increased spending. +30MB to budget.

### Final Positions

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1958 Budget	93	71	65	85
Cash	18	16	14	8
1959 Budget	91	76	95	90

## Pavlov

### Traitor Selection, Bene Gesserit Prediction and Setup, and Fremem Setup Turn 1 Bidding, Revival and Movement due: 6/11 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 Selection

Your traitor(s) is(are): \_\_\_\_\_

### Turn 1

#### Storm Round

Initial storm location is sector 15. (Turn 2 storm movement: \_\_\_\_\_)

#### Spice Blow

8 spice in the Minor Erg

10 spice Habbanya Ridge Flat

Turn 2 Spice Blow: \_\_\_\_\_

#### Bidding Round

CHOAM Charity recipients: None

6 cards are up for bid. Eligible bidders are: Atreides, Bene Gesserit, Emperor, Fremem, Guild, and Harkonnens

Cards: \_\_\_\_\_

#### Initial Positions

**Atreides:** 10 Arrakeen, 10 tokens off-planet

**Bene Gesserit:** 1 token Carthag, 19 tokens off-planet

**Bene Tleilaxu:** No traitors, \_\_\_\_\_ trap in Habbanya Ridge Sietch

**Emperor:** 20 tokens (5 Elite Sadaukar) off-planet

**Fremem:** 5 tokens Sietch Tabr, 5 tokens False Wall South, 10 tokens (3 Fedaykin) Southern Hemisphere

**Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet

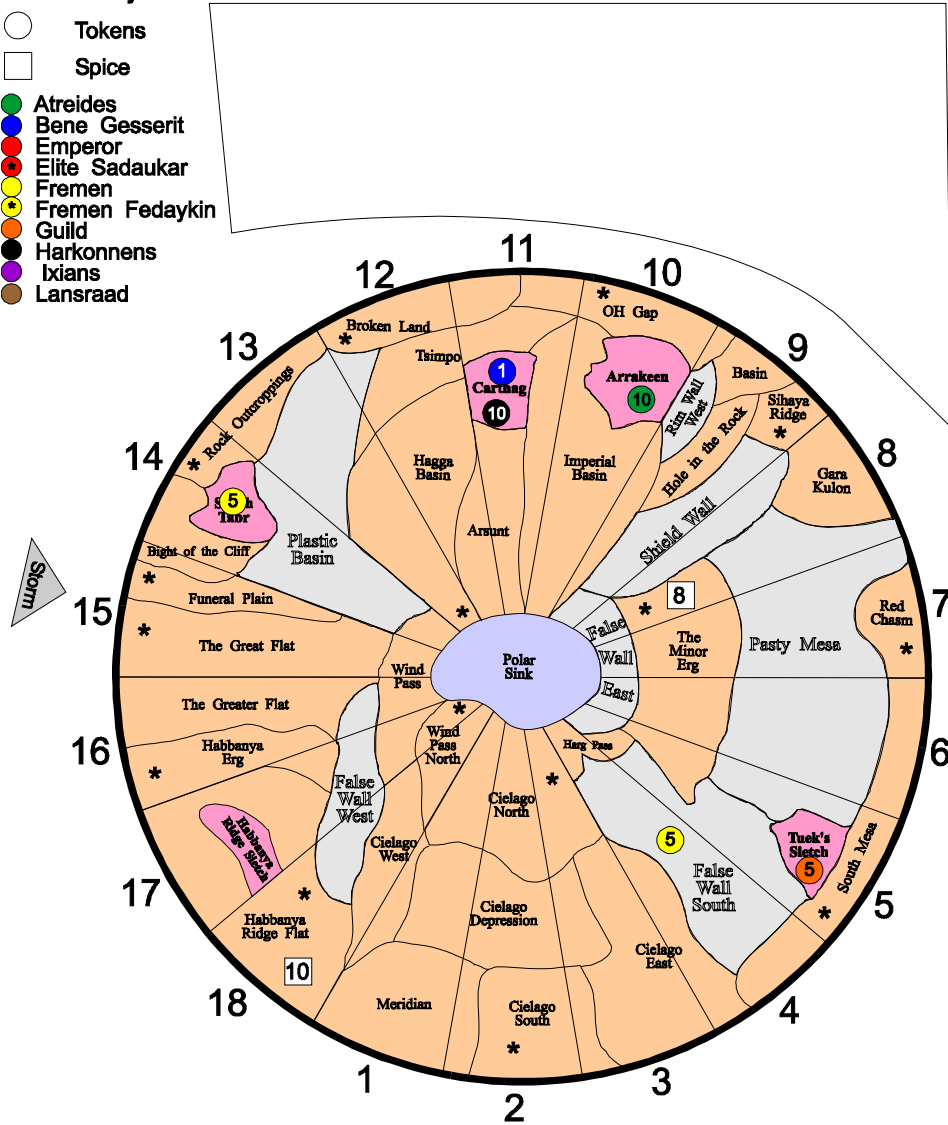
**Harkonnens:** 10 tokens Carthag, 10 tokens off-planet

Your Spice: \_\_\_\_\_

Your Intrigue cards: \_\_\_\_\_

- Key**
- Tokens
  - Spice
  - Atreides
  - Bene Gesserit
  - Emperor
  - Elite Sadaukar
  - Frēmen
  - Frēmen Fedaykin
  - Guild
  - Harkonnens
  - Ixians
  - Lansraad

**The Tanks**



**Dogface**

Epoch I Empire Selection  
Epoch I due: 6/11 Tuesday

Empire Selection

Royal Manticoran Historical Society keeps  
The Legacy Project keeps  
Dogs and Deities passes to Common Cause

APA passes to Dogs and Deities  
Common Cause passes to the Arachnids  
Arachnids pass to APA

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Dennis Cain	The Legacy Project (red)	0	0
Andy Lewis	Dogs and Deities (DAD) (orange)	0	0
Chris Geggus	APA (green)	0	0
Cary Nichols	Common Cause (black)	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: \_\_\_\_\_

**Wolfbane**

**Turn 1**

**Turn 2 due: 6/11 Tuesday**

Commander Actions

**HBDC IX** opens the bidding on a Data Library at 15 and gets it for 19 (Or3, Or3, Or4, Wa9).

**Dogs in Space** opens the bidding on a Data Library at 15 and gets it (Or2, Or3, Or3, Or3, Wa4)

**2114 Corporation** buys a water factory (Or1, Or1, Or1, Or4, Wa4, Wa9) and moves a population factor from an ore factory to man it.

**Bartertown** opens the bidding on Heavy Equipment at 30 and gets it (Or3, Or4, Or4, Or4, Wa7, Wa8)

**Discovery Project** buys a water factory (Or1, Or4, Or4, Or5, Wa6) and moves a population factor from an ore factory to man it.

**Dave's Outpost** buys a water factory (Or1, Or1, Or1, Or4, Wa6, Wa7) and moves a population factor from an ore factory to man it.

**Minas Ithil** buys a water factory (Or4, Or4, Or5, Wa7) and a population factor (Or4, Wa6)

**OCEAN** buys a water factory (Or4, Or4, Or4, Wa8) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC IX	Kevin Wilson	OrF, OrF, WaF	DL	4
2	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF		4
3	Dogs in Space	Andy Lewis	OrF, OrF, WaF	DL	4
4	Bartertown	Andy York	OrF, OrF, WaF	HE	4
5	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF		3
6	Dave's Outpost	Dave Partridge	OrF, OrF, WaF, WaF		3
7	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF		3
8	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF		3

Available Upgrades

Income

New Arrivals: Nodule, Warehouse, Nodule

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

**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. Which is the largest order of insects—beetles, flies, butterflies and moths or grasshoppers and crickets?

A1. There are more than 330,000 species of beetles.

Bill Scharf, Kevin Wilson, Chris Geggus, Brendan Whyte, Andy York, Paul Bolduc, Joe Carl, and Tom Howell each receive ½ point.

Q2. What is the strongest creature on earth?

A2. The Rhinoceros beetle can carry 850 times its own weight.

No correct answers.

Q3. Which company was responsible for testing the first jet plane?

A3. Bell Aircraft tested the first jet plane.

No correct answers.

Q4. How many miles of blood vessels are there in the human body?

A4. There are more than 60,000 miles of blood vessels in the human body.

No correct answers, but 1 point awarded to Joe Carl for coming closest with a guess of 10,000.

Q5. In what year did the Ford Motor Co. produce its one-millionth car?

A5. Ford produced its one-millionth car in 1915

No correct answers, but 1 point awarded to Bill Scharf for coming closest with a guess of 1913.

Current Scores

Chris Geggus	83	Andy York	70½	Bill Scharf	65
Paul Bolduc	64	Caleb Cousins	63	Dennis Cain	58
Joe Carl	55½	Brendan Whyte	49½	Andy Lewis	35
Ward Narhi	33	Bob Robles	31½	Steve Koehler	31
Tom Howell	23	Kevin Wilson	18	Brad Martin	16
Sean Cousins	7	Cary Nichols	3½		

No free issues awarded this time.

New Questions

**Topic: Miscellaneous Trivia**

1. Where were the strongest winds ever recorded?
2. How many known galaxies are there in the universe?
3. What are the names of our galaxy's spiral arms?
4. When was the first synthetic diamond made?
5. What is the largest moth and what is its wingspan?

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## Pedagoguery

In the decades after Christiaan Huygens discovered the rings of Saturn, those rings were considered to be unique. In the last few decades, however, we have learned that this is both true and untrue. Since 1977, we have discovered ring systems around all four of the gas giants in our solar system, yet each system is, in its own way, unique.

All ring systems have some things in common. They are all made up of small particles that orbit their primary in a more-or-less well-defined plane. Beyond that, many variations exist, and ring systems can appear as anything from gaudily glorious to breathtakingly subtle.

Ring systems tend to fall into two general categories. In the dense rings, such as Saturn's main (A and B) rings, and many of the Uranian rings, particles collide with some regularity, redistributing energy and angular momentum. Because particles on the inner edge of the ring move more quickly than those just outside, a collision between the two will result in the inner particle losing energy, and thus spiraling inward. Likewise, at the outer edge of the ring, the outermost particles will gain energy from collisions, and will thus spiral outwards. In a similar fashion, it is this redistribution that causes the ring to flatten. So, left to its own devices, a dense ring will flatten and spread out, eventually dissipating. Diffuse rings, on the other hand, like Jupiters' tend to be more stable. Because the particles are so spread out, collisions are rare, and so the rings tend not to flatten and spread out as much.

Now, let's take a look at each planet's ring systems in detail. Our first stop is Jupiter. Jupiter's rings were discovered in 1979 by the Voyager I space probe. They are extremely faint and diffuse. The average particle size

is about a micron, about the same size as a particle in smoke. The Jovian ring system is very subtle. It consists of a main ring, surrounded by a broad halo. Outside of the main ring are three gossamer rings, even fainter and more diffuse than the main ring. The locations of the rings offer a clue as to their origin. The main ring coincides with the orbit of the innermost Jovian moon Metis. It is the densest, and consequently the flattest, of the Jovian rings. The halo is mostly inside the main ring, but it is considerably thicker than the main ring, and it flares out toward the planet. The next Jovian moon out, Adrastea, sits at the outer edge of the main ring, and is the reason for the fact that the main ring has relatively well defined edges. The two innermost gossamer rings are centered on the orbits of Amalthea and Thebe, respectively, with the outermost gossamer ring outside the orbit of Thebe. How does this tell us the origins of the rings? Well, clearly, the moons are the source of the ring material. The current theory is that micrometeorites strike the four small moons, kicking up dust that escapes the moons' weak gravitational pull. The material spreads out due to tidal interaction with the large Galilean satellites, and because of Jupiter's magnetic field. (The particles can easily acquire an electric charge from the solar wind, which allows the magnetic field to act upon them.) The magnetic field also acts as a brake on the particles, pulling them in toward the planet. Finally, because the charged particles want to move along the magnetic field lines, they tend to move out toward the Jovian poles as they move inward, thus explaining the shape of the halo.

I will continue next time with Saturn's ring system.

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## Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
16. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
17. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
18. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
19. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
20. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

**Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**

## Best 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	
Citizen Dog	Machiavelli	Pasquale Giovine	
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

You (if checked ) for Venice in Off the Leash.  
 Cary Nichols for Genoa in Dog Show  
 Michael Lowrey for Ward Narhi in Wolfhound.