**Notes from Hades**

Looking back over the last four months, I find it amazing how our lives have changed. Erik and Scott seem to almost change from day to day. They are on the verge of crawling now (we'd better watch out), and Erik has started to teethe. They have very different personalities. Scott is pretty laid back. He likes to look at things and is already becoming fascinated by the TV (not the sort of behavior we want to encourage). He is definitely oriented toward his legs and feet. His legs are always on the move, and he tries to manipulate objects with his feet. Lately, he has gotten more into using his hands. Erik, on the other hand, is a bit more needy. He wants constant attention, and gets more easily frustrated when he can't do what he wants to do. He is definitely oriented to his hands, and he has gotten pretty good at manipulating objects with his hands. He will usually hold the bottle when I feed him, or at least try to. Overall, though, we are quite fortunate, because they could have been a lot more temperamental than they turned out to be. It has been a thoroughly rewarding, if frequently exhausting, experience.

We got the final sign up for Warg this time around, so if you haven't already sent me a preference list, please do so. Also, please confirm that you want to be in the game.

The next deadline is **Tuesday, September 3 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

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, Steve Koehler, and Paul Bolduc.

Starts next issue! Give me your preference lists if you haven't already. The variant rules can be found at www.diplomacy-archive.com/resources/variants/rules/downfall13.htm.

Shepherd. Machiavelli. 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.

Seafarers of Catan. This will start when Wolfhound ends. We will be playing the Oceans scenario. Will take up to 6.

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:

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@adelphia.net

On the Web at: <http://home.adelphia.net/~chassler>

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

Andy York

Well, my trip to Portland was cancelled the afternoon before I was to leave (about 15 hours notice). So, I didn't get the chance to visit with Tom (rats!). It was a fortunate set of circumstances that would have allowed the trip to take place, so I doubt I'll be able to get the moon and stars aligned correctly again in the near future to head in that direction.

The kids sound like their doing great. That's wonderful. I hope that you can remember these days through the teen-aged years <grin>.

Ward Narhi

[This was a late endgame statement for Citizen Dog.]

I took over Naples when clearly he had run out of allies and everyone seemed out to get him. But he was powerful so it was a good position. I decided to defend as best I could and wait to see what developed. Venice kept hammering me despite me trying desperately to work with him. Even when he was being attacked he kept up against me, stabbing me several times. Eventually I said he had to prove his word first and then I would ally with him but he never did do as he said he would. And as I had told him, he died. With Venice gone, Naples started looking pretty strong again. There was talk about a three way draw but I kept nixing it as I thought I could maneuver for a solo. Plus, I am no fan of accepting draws unless I am a junior partner. Pasquale stabbed Austria a little sooner than I was prepared for and he had a strong position. Austria did little to slow him down and that coupled with my NMR sealed my fate. Good game to all.

Feral Dogs
Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
End of Game Statements

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468
Austria:	3	5	6	2	2	2	2	2	3	0	0	0	0	0	0
Florence:	3	5	6	4	3	3	2	0	0	0	0	0	0	0	0
France:	3	2	4	6	7	8	9	11	10	11	12	13	13	12	13
Milan:	3	4	3	2	3	4	6	7	8	9	10	14	15	15	22
Naples:	4	5	5	5	5	5	4	3	3	3	3	2	1	0	0
Papacy:	4	3	3	6	6	7	5	8	9	10	12	14	14	16	9
Turks:	3	4	4	5	5	5	6	5	3	1	0	0	0	0	0
Venice:	4	5	6	11	11	9	10	7	8	10	4	1	0	0	0

The game ends in Summer 1469 with a concession to Milan.

The Players

AUSTRIA:	Martin Burgdorf (out, 1463)	7 th place
FLORENCE:	Andy Lewis (out, 1460)	8 th place
FRANCE:	Lee McConnell (resigned, Summer 1454), Bill Scharf	2 nd place
MILAN:	Sean Cousins (dropped, Fall 1456), Pasquale Giovine	1 st PLACE
NAPLES:	Brad Martin (out, 1467)	4 th place
PAPACY:	Joe Carl	3 rd place
TURKS:	Mike Scott (dropped, Spring 1457), Andy York (out, 1464)	6 th place
VENICE:	Berry Renken (dropped, Spring 1462), Phil Reynolds (out, 1466)	5 th place

the three (and after two) way draw. Good for me that the Pope attacked only him, while I continue to expand myself without opposition. Any way, thank you very much to all other players for the fun.

Statements

Joe Carl (Papacy): I don't wish to take a guess as the other players' identity. I really don't have a clue who they are. Besides I wouldn't want to attach the idea that what was said in the game context has any relationship to the person who played the game.

With that being said, I do believe that Milan was the perpetrator of most of the black press. I think I finally figured that out very near the end. I couldn't figure out why France hated me so bad, and then I realized he must have assumed much of the black press being sent was genuinely from me. An interesting lesson in black press.

Milan deserves the win for being able to create such an unreasonable animosity between the Papacy and France. I would really like to hear why France went to such an extreme.

Pasquale Giovine (Milan): I think that old Venice were Berry Renken, Papacy Joe Carl or Cary Nichols, France Mike Scott, or not?

Final comments of the King of Italy, Pasquale Sforza "the Young": Before I wish to thank again Chris for all his work (this is the second win in two zines).

About the game, I substituted another player that reduced himself to two cities with the win of Venice very near, but I understood that only a strong cooperation with France and Austria could avoid the early end. I wrote many messages that made the desired effect, Venice were blocked and I began to reconquer my provinces one at a time, until the Pope betrayed him. I worked with him and with France in good agreement for many time, and hoped to finish the game all together; but again the Pope showed his nature and proved against me the Venetian betrayal. Bad idea!!! Because I was more hard of the Doge, while the French friend never thought to abandon our strong pact for

Bill Scharf (France): While a solo victory is preferred...being part of an alliance that wins is preferable to a solo win by someone else (at least to me).

The game began with horrifying familiarity, as Venice grew very quickly. I've won more games a Venice than I have playing all the other countries put together...without a concerted effort a Venetian victory is often all too easy.

I buried the hatchet and made a non-aggression pact with Milan. The Turks were non-communicative with regards to an anti-Venice stance...and Florence didn't communicate at all...so they both had to go. Austria meantime fell to Venice. Naples became catatonic...a liability in this game... so he had to go as well. Finally Venice went down, which left Milan, Papacy, and myself. Papal play threw the game to Milan and that was that. This was a good game. I played well tactically, and it wasn't a runaway until the end. I voted Milan the victory, the Papacy "blinked" before he did and Milan deserved the solo if anyone did...other than myself of course...

Chris Hassler (GM): This was a good game, but it went on about 5 turns too long. The matter was pretty much settled at the end of 1466, but stubbornness and greed extended the game and threw it to Milan. Overall, though, it was well played, especially Pasquale for coming back from 2 cities to win it. Congratulations to Pasquale for his victory. This game clearly demonstrates the value of a strong alliance. Once France and Milan made their alliance and neither betrayed the other, they became the dominant forces on the board. Joe remained powerful by quietly digesting Florence, then remaining uncommitted in the pro- or anti-Venice fight until it was clear where things would go. Well played on all sides.

Off the Leash**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Spring 1457****Deadline for Summer 1457: 9/3 Tuesday**

As rebellion ravages the peninsula, Florence and France try to get their houses in order, Austria regains its footing, Milan tries to counterattack against France, and Naples continues his assault against the Pope. Venice and the Turks escalate their conflict.

Fall 1456 Retreats

France retreats A Pavia to Como

Builds

		Cost
Aus	Maintains all, no new builds	9
Flo	Maintains A Modena, A Bologna, A Urbino, builds A Florence	12
Fra	Maintains A Como, A Montferrat, F Genoa, F Gulf of Lions, builds A Swiss	15
Mil	Maintains A Pavia, A Parma, G Milan	9
Nap	Maintains all, builds F Naples, F Palermo, A Bari	21
Pap	Maintains all, builds G Perugia	9
Tur	Maintains all, builds A Albania	18
Ven	Maintains all, builds F Venice	21

Your treasury:

Your remaining ducats:

Outstanding Debt

Summer 1457: 15 ducats due from France

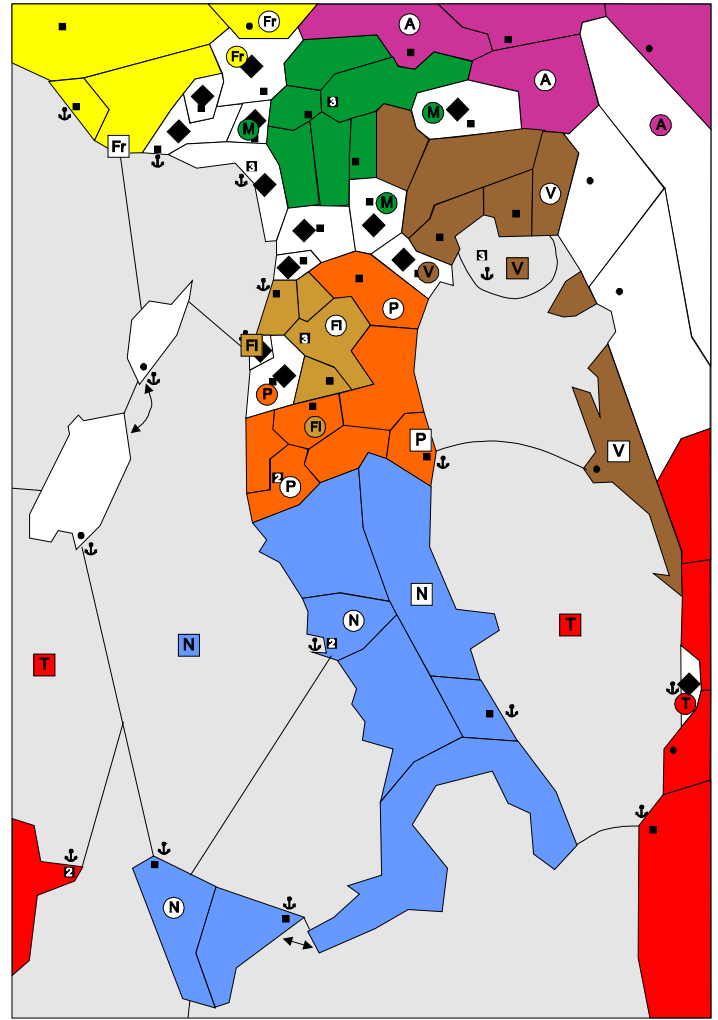
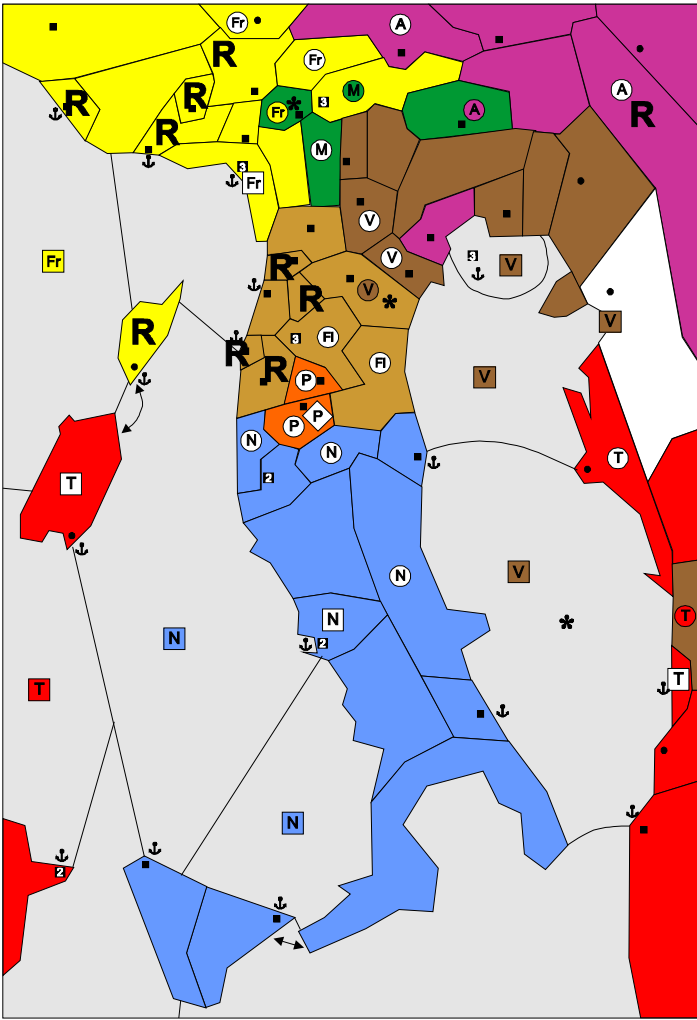
Fall 1457: 8 ducats due from Florence, 18 ducats due from the Pope

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

OrdersAUSTRIA : A TYROLEA to Milan, A Carinthia to TRENT (rebellion liberated), A Austria to SLAVONIAFLORENCE : A Modena to LUCCA, A Bologna holds (DISLODGED, retreat to Pistoia, Modena, garrison, OTB), A URBINO supports A Florence to Arezzo, A FLORENCE to ArezzoFRANCE : A Montferrat to PAVIA, A Como supports A Montferrat to Pavia, A SWISS holds (rebellion suppressed), F GENOA to Ligurian Sea, F GULF OF LIONS to Ligurian SeaMILAN : A Pavia supports G Milan convert to A (DISLODGED, retreat to Turin, Fornova, garrison, OTB), A PARMA supports G Milan convert to A, G MILAN convert to ANAPLES : A Rome to PATRIMONY, A Spoleto to ROME, A Aquila to SPOLETO, A Bari to AQUILA, F GULF OF NAPLES supports F Palermo to Tyrrhenian Sea, F NAPLES supports F Palermo to Tyrrhenian Sea, F Palermo to TYRRHENIAN SEAPAPACY : A PERUGIA supports A Arezzo, A AREZZO supports A Perugia (cut), G PERUGIA supports A PerugiaTURKS : A Albania to HERZEGOVINA, A DALMATIA supports A Albania to Herzegovina, F RAGUSA supports A Albania to Herzegovina, E Lower Adriatic supports A Albania to Herzegovina (cut, DISLODGED, retreat to Bari, Otranto, Ionian Sea, Durzzo, Albania, OTB), F Tunis to Western Mediterranean, F SARDINIA holds (u), F Corsica supports Naples F Gulf of Naples to Tyrrhenian Sea (NSO, NSU)VENICE : A Cremona to MANTUA, A Mantua to BOLOGNA (rebellion liberated), A FERRARA supports A Mantua to Bologna, F UPPER ADRIATIC supports F Herzegovina to Lower Adriatic, F Istria to CROATIA, F Herzegovina to LOWER ADRIATIC, F VENICE holdsSpring 1457 Famine Losses

If Florence retreats to Pistoia or Milan retreats to Turin or Fornova, the retreating unit will be destroyed by famine.

Summer 1457 Plague**Poor Year, column only:** Rome (Naples A destroyed), Lucca (Florentine A destroyed), Padua, Tunis, CremonaPress**Austria – Peasant Rebellion:** Take that you ungrateful illiterate swill, you buffoonous swine-mating scum! I'll soon teach you to rebel. I'm going to turn you into cannon fodder, and sheaths for Milanese polearms!**Florence – Naples:** I view Perugia as Florentine as it was before the Pope trespassed. I hope you agree and we can maintain our friendly relationship.**France – Austria:** Dear friend, I left Milan to you and, if I shall be able, I shall support your taken of it from Tyrolea in Spring. Also Trent must be yours.**France – Milan:** Your suicide against our forces left all your east provinces in hands of Venice: why do not you stop your west war to retake them, or do you prefer to kill yourself?**Naples – Florence:** I would like to see if you and the Turk would work with me to go NORTH. I will stop at the Pat Peru Spo Anc line, unless attacked....**Naples – Turkey:** I could not find a way to get rid of that pesky Flo Fleet in the TS with out these Fleet builds. I would rather not have... but, it had to be done. NOW, if he retreats to the CM, support my PAL-TS into CM, and then I'll go after him in force..... meantime, I'd appreciate we coordinate our moves north. What say you? Also see my press to Venice, please.**Naples – Venice:** Again, I will not help via support of the Turk, or an attack against you, unless you move into ANC, and then I expect he will support me in retaking it. If you attack, then I will also move against you.**The Papal Palaver** reports all is well with the Holy See who, despite rumors to the contrary, is in good health and enjoys wide spread respect throughout all Italy.**Turks – France:** We've decided to open a vacation resort in Corsica. Lovely place.**Turks – Venice:** Good, you're back. I hate having to explain things to new leaders.**Venice – Florence:** Famine pushed me south, out of Cremona. No further encroachments will occur.**Venice – Turkey:** I just don't understand your animosity. I truly do not want a fight. Why are you forcing a battle that will weaken us both? Believe me, if you push too hard I will spend all my money against you.



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

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

Wild Dog

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory
Spring 1454**

Deadline for Summer 1454 9/3, Tuesday

The Pope opens with an eye toward getting into a three-front war with Florence, Naples, and Venice. Austria, France, and Milan all expand outward, while the Turks creep north.

Orders

- AUSTRIA (Wilson): A TYROLEA supports A Austria to Carinthia, A Austria to Carinthia, A Hungary to SLAVONIA
- FLORENCE (Biehl): A Arezzo to PERUGIA, A FLORENCE to Bologna, F Pisa to PIOMBINO
- FRANCE (Partridge): A Avignon to TURIN, A SWISS supports A Avignon to Turin, F Marseilles to PROVENCE
- MILAN (Robles): A Milan to TRENTO, A Pavia to MONTFERRAT, A Cremona to MANTUA
- NAPLES (McConnell): A NAPLES to Capua, A Messina to PALERMO, F Bari to AQUILA, F Palermo to TYRRHENIAN SEA
- PAPACY (Carl): A BOLOGNA to Florence, A Perugia to SIENNA, A ROME to Capua, F ANCONA to Upper Adriatic
- TURKS (Narhi): A Albania to RAGUSA, F Durazzo to LOWER ADRIATIC, F Tunis to WESTERN MEDITERRANEAN
- VENICE (Whyte): A Padua to FERRARA, A Treviso to FRIULI, F DALMATIA to Upper Adriatic, G VENICE converts to F

Your ducat total is:

Summer 1454 Plague

Good year – No plague!

Press

(Anonymous) "Let sleeping dogs lie, I say"

Austria - Board: How come the only ones writing me are all way down south. Does that mean my Milanese and Venetian neighbors are plotting against me!?!

Austria – France and Venice: Shall we carve up the Milanese morsel between us?

Florence (Easter Sunday, 1454) Four senior members of the Medici family have been viciously assassinated in the sanctity of the cathedral. Those murdered were Cosimo, Piero and Piero's sons Lorenzo and Giuliano. Upon investigation it was discovered that the assassins were in the employ of Archbishop Francesco Salviati of Pisa. Gonfalonier Pierfrancesco Medici ordered the Archbishop to be put on the rack to gain his complete confession to this dastardly deed. Salviati was heard to moan (before he expired), "I was bidden to do it by his (un)Holiness

the Pope." Pierfrancesco's mood was as black as the conspiracy between the Pope and his now deceased minion, the Archbishop.

Papacy – All: Since the identity of all players is known in this game, you can safely discount any press in this zine that comes from the Pope. I will only correspond with you via email or snail mail.

Sicily – All: We beg of you to free us from the Neapolitan boot.

Sultan Unamit Ihazredit: Greetings to all. Africa is mine!!! Oh, and peace be with you all.

Venice – Austria: You're dead meat!

Dog Tired

Turn 9 Cure through Health Phases

Turn 9 Funeral Commission through Parade Phases due: 9/3 Tuesday

Cure Phase

RE plays Power Play, forcing TCC to declare 3 of his IP. (The original IP roll was 1, RE chose that as the reroll). TCC plays 1 IP each on Mischif, Talkslot, and Boremtodev. Mischif and Boremtodev remain in the Sanatorium.

Purge Phase

An influence war develops between ORRP, FBI, and HLS for Ludmilla Patina. ORRP ends up with 9 IP, FBI with 4 IP, and HLS ends up with 10 IP. Ludmilla attempts a purge against Sergei Eatstumuch (dr = 9). Attempt fails and Ludmilla ages to 61.

Spy Investigation Phase

Acting Defense Minister Antonj Talkslot opens a trial on Sergei Eatstumuch. FBI declares 1 IP on Viktor Wasolin. Ludmilla Patina and Antonj Talkslot vote to convict, Diwan Palavarian abstains, and Sergei Eatstumuch and Viktor Wasoline vote to acquit. Sergei is acquitted. Antonj opens an investigation on Ludmilla Patina. Antonj ages to 81.

Health Phase

ORRP plays Flu Epidemic (2). -2 to all health rolls.

Sergei Eatstumuch (dr = 11-2) falls ill.

Ludmilla Patina (dr = 7-2) falls ill.

Antonj Talkslot (dr = 13-2) gets sick.

Antonj Mischif (dr = 1-2) dies.

Diwan Palavarian (dr = 9-2) gets sick.

Igor Doberman (dr = 12-2) stays ill.

Eduard Boremtodev (dr = 19-2) recovers.

Viktor Wasolin (dr = 14-2) stays healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	85 ++	10+ (FBI)
KGB Head	Ludmilla Patina (S)	61 ? ++	9 (ORRP), 10

Office	Politician	Condition	Influence
			(HLS), 4 (FBI)
Foreign	Antonj Talkslot (J)	81 +	2 (TCC)
Defense			
Ideology	Diwan Palavarian (G)	72 (weak) +	2 (IP)
Industry	Igor Doberman (L)	67 ++	3 (HLS), 2 (ORRP)
Economy	Eduard Boremtodev (K)	71	7 (TCC), 4 (RE)
Sport	Viktor Wasolin (Z)	50	1 (FBI)

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, I

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 20.1 to 22.1

Deadline for Turns 22.2 to 24.2: 9/3 Tuesday

Errata

Last issue, I mistakenly forgot to update the rolls for the ships. When I discovered the error, I updated the website. The moves below use the correct rolls. I apologize for the error.

Turn 20

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 3 5 6 Grandport (s) – Grandport (p).

Buys one Bionic Perfume for \$80 (receives \$8 port commission). Buys Guard Plants for \$60 (receives \$6 port commission, GMT receives \$30 factory commission).

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

B – R – Bypass – R – (Y) – B – Interstellar Biosphere.

Sells Impossible Furniture for \$180 (from the cup: Demand for Pelts at 6). Buys Voll Silk for \$140.

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

R20 – Terror Station (o) – Terror Station (s).

Buys Switch Switch relic for \$100.

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 6

Jellybeast Landing (s) – Jellybeast Landing (p).

Sells Bionic Perfume for \$140 plus \$120 demand (out of the cup: Space Spice at 2 and Demand for Genes at 10). Gains \$26 port commission. Sells Bionic Perfume for \$140 plus \$60 demand (out of the cup: Fare to Base at 7b and Mulch Wine at 3). Gains \$20 port commission. Buys Mulch Wine for \$20 (gains \$2 port commission), Niks factory for \$200 (gains \$20 port commission), Living Toys for \$80 (gains \$40 factory commission and \$8 port commission), and Jewelport for \$200 (receives \$20 port commission).

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 4 6 Jellybeast Landing (p) – A – Y – R – B – Y – R – A – Ice Station (o) – Ice Station (s).

Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Mulch Wine at 3 and Fare to Base at 4a). Sells Mulch Wine for \$60 (from the cup: Servo-mechanism at 7b). Buys Ice Station for \$160.

Goods and Demands:

1a (Nillis): Guard Plants

1b (Volois): 3 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), 5 Space Spice, Fare to 10 (\$120)

3 (Niks): 2 Mulch Wine, 2 Demand for Space Spice (+\$60)

4a (Dell): 2 Finest Dust, Fare to Base (\$140), Dribble Glass

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

5 (Shenna): 2 Demand for Mulch Wine (+\$40), 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140)

6 (Yxklyx): 1 Immortal Grease, 1 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

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

7b (Eeepeeep): 1 Demand for Finest Dust (+\$50), 2 Demands for Immortal Grease (+\$50), Fare to Base (\$110), 1 Servo-mechanism

8 (Whynoms): 1 Demand for Chicle Liquor (+\$60)

9a (Chola): 2 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, 1 Portable Pipe Organ.

10 (Qossuth): 4 Psychotic Sculpture, Fare to Base (\$150), 1 Demand for Designer Genes (+\$60)

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

Dog Show

Turn 5, Phases 4 through 6

Deadline for Turn 5, Phase 7 and Turn 6, Phases 1 through 3: 9/3 Tuesday

Phase 4 – Purchase or Pass

Genoa buys Improved Agriculture for \$30 cash and 20 credit (Misery drops to 100).

Barcelona buys Cathedral (H) for \$100 plus 20 credit (Misery increases to 90), Urban Ascendancy (V) for \$20, Caravan (I) for \$20, and stabilization for \$6.

London buys Institutional Research (X) for \$90 cash and 10 credit, Ocean Navigation (T) for \$70 cash and 50 credit, Wind/Watermill (J) for \$20 cash and 20 credit, and stabilization for \$6.

Venice buys Patronage (F) for \$30 (Misery increases to 70), galley upgrade for \$10, and stabilization for \$6.

Paris buys Seaworthy Vessels (S) for \$60 cash and 20 credit. Fails to pay stabilization, Misery increases to 125.

Phase 5 – Expansion

Paris, Barcelona, and London each gain 4 tokens from Holy Indulgence, while Venice loses 6 tokens, and Genoa loses \$6 due to lack of tokens.

Genoa no actions.

Barcelona expands to Grenada (4, vs. Genoa, Cathedral win), Cairo (8, vs. London, Cathedral win), Cagliari (1)

London expands to India (5), Poti (4, vs. Venice, dr = 6, 2, 2; wins, pays 2 tokens to attempt to force a trade, dr = 3; fails), West Africa (4, vs. Barcelona, dr = 2, 4, 6; loses), West Africa (4, vs. Barcelona, dr = 2, 2, 6; loses).

Venice expands to Durazzo (2, vs. Paris, dr = 6, 2, 4, wins), Belgrade (4, vs. Paris, dr = 3, 1, 6; loses), Belgrade (4, vs. Paris, dr = 6, 1, 6; wins), Abasgia (1), Libya (1), and Corfu (1).

Paris expands to Grenada (4, vs. Barcelona, dr = 2, 3, 5; loses), Chester (6, vs. London, dr = 6, 4, 2; wins), Constantinople (8, vs. London, dr = 4, 4, 6; loses), Grenada (4, vs. Barcelona, dr = 6, 6, 2; wins), buys a card (3, _____), Varna (4, vs. London, dr = 2, 6, 5; wins).

Paris gains _____.

Phase 6 – Income

Genoa gains \$45

Barcelona gains \$95

London gains \$115

Venice gains \$55

Paris gains \$85

Surplus of Metal (Paris loses \$3) and Surplus of Silk (London loses \$2)

Turn 6, Phase 1 – Draw Cards

Your card draw was: _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	125		\$90		14	10	E, F, I, N, R, S, V, W
Ward Narhi	Genoa	100		\$81		6	6	I, J, K
Paul Bolduc	Venice	70		\$65		8	8	F, N, R, V, W
Bob Robles	Barcelona	90		\$165		16	8	A, F, H, I, N, V
Dennis Cain	London	100		\$135		20	1	A, C, F, I, J, N, R, S, T, V, X

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	1	--	2

Commodity	Ward	Bob	Paul	Caleb	Dennis
Grain (5)	--	1	2	1	2
Cloth (6)	2	1	1	3	--
Wine (7)	--	3	1	1	1
Metal (8)	1	1	--	3	1
Fur (9)	--	--	--	2	1

Commodity	Ward	Bob	Paul	Caleb	Dennis
Silk (10)	--	1	1	--	2
Spice (11)	--	--	1	--	3
Gold (12)	--	--	--	1	3
Ivory (12)	--	3	--	--	1

Surplus, Shortage

Wolfhound

Turns 9.2 to 10.2

Deadline for Turns 10.3 to 11.3: 9/3 Tuesday

Turn 9

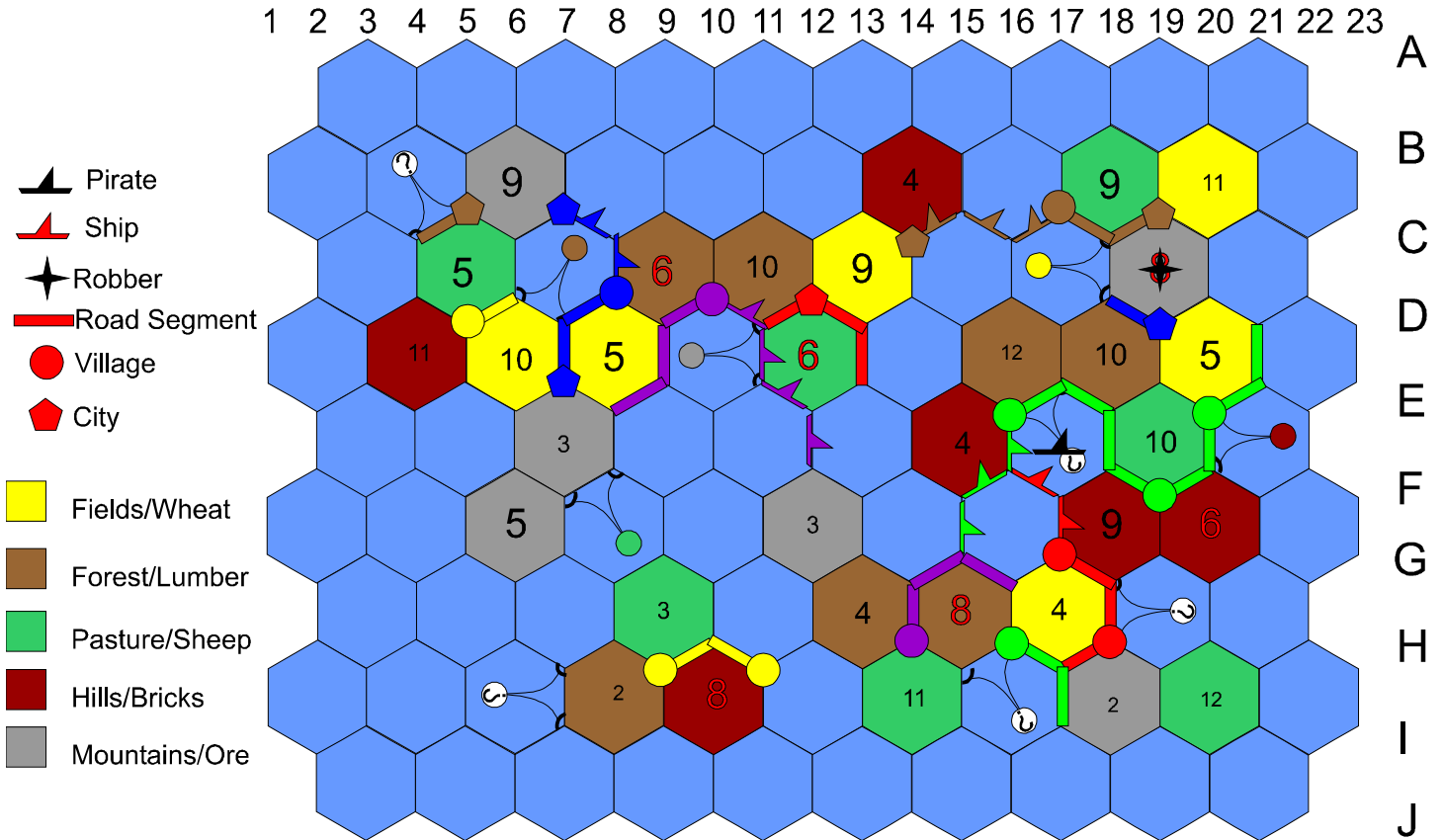
Joe Die roll = 8. Kevin receives 1 lumber, Dave receives 2 ore, Brendan receives 2 brick, Tom receives 1 lumber, and Ward receives 2 ore. Gives 1 wheat to Dave. Builds roads D12 – D13 and D13 – E13. During the special build turn, Kevin builds a road from E20 – E21.

Dave Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Trades 2 wheat to Tom for 2 lumber. No actions.

Brendan Die roll = 5. Kevin receives 1 wheat, Dave receives 4 wheat, Brendan receives 1 wool, and Ward receives 2 wool. Trades a wool and a brick to Dave for a lumber and an ore. No actions.

Tom Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Trades 3 lumber to Dave for 3 wheat. No actions.

Ward Die roll = 8. Kevin receives 1 lumber, Dave receives 2 ore, Brendan receives 2 brick, Tom receives 1 lumber, and Ward receives 2 ore. Trades 3 ore for 1 lumber and 3 wool for 1 wheat. Builds a settlement at C14. Upgrades settlement at C14 to a city. During the special build turn, Kevin builds a road from E21 – D21.



Turn 10

Kevin Die roll = 2. Joe receives 1 ore and Brendan receives 1 lumber. Plays Soldier and moves robber to Ore 8 and steals a lumber from Dave. Builds a ship from F15 – G15.

Joe Die roll = 6. Kevin receives 1 brick, Joe receives 1 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Trades 3 wool for 1 ore and upgrades settlement in D12 to a city.

Open Trades

None.

Turn 10 Rolls

Dave 9 Brendan 4 Tom 10 Ward 8

Turn 11 Rolls

Kevin 9 Joe 7 Dave 11

Press

Red – Green: When you pick on the guy near last place, you'll suffer for it. I have nothing to lose and I can't win, but I can hurt you and help the others from now on. Next time think before you pick on the little guy. All I wanted was a little bit of fun out of the game, but getting nailed like that is bullying tactics and I don't take well to that. Make it up to me and all is forgiven.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	2		2	2		2 Soldiers	6*
Joe Carl	Red							4
Dave Partridge	Blue	2	1	2	10	4		7
Brendan Whyte	Yellow	1	2	6	2	1	2 Soldiers	3
Tom Howell	Purple	5			4			2
Ward Narhi	Brown			1		2		7

* Longest Trade Route

Unplayed cards: _____

Doggerel

Turn 5

Turn 6 due: 9/3 Tuesday

Planning

Dutch maintain 1 ship (\$4), buy 3 ships (\$30) and 4 soldiers (\$40) for \$74.

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

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

Spanish buys 2 ships (\$24) for \$24.

French maintains 3 ships (\$12) and buys 2 soldiers (\$20) for \$32

Outbound Naval Movement

Dutch move to O. Dice: 3, 5, 6. No losses.

English move to K. Dice: 2, 2, 6. No losses.

Portuguese move to R. Dice: 2, 6, 6, 6. No losses.

Spanish move to V. Dice: 1, 3, 4, 4, 4, 5, 5, 6, 6. Loses 1 colonist. Drops off 2 colonists. Move to Y. Dice: 1, 4, 5, 6, 6. Loses 1 colonist.

French move to J. Dice: 2, 2, 5, 5. No losses.

Mining

English loot 2 gold in K. City is depleted. Dutch mine 1 gold in O.

Discovery

English discover a mine in H.

Land Movement

English move 2 gold from K to fleet, 3 soldiers from K to G, 1 soldier from K to H, and 4 soldiers and 4 colonist from fleet to K.

French move 2 soldiers and 4 colonists from J to L, and 2 soldiers and 4 colonists from the fleet to J. One soldier in L prospects.

Portuguese move 4 colonists and 4 soldiers from fleet to R.

Spanish move 2 colonists from anchorage dot to V (it's a climate 3 area with 2 natives).

Dutch moves 1 gold bar from O to fleet, 5 soldiers and 3 colonists from O to Q (one soldier prospects), and 4 soldiers and 4 colonists from fleet to Q.

Combat

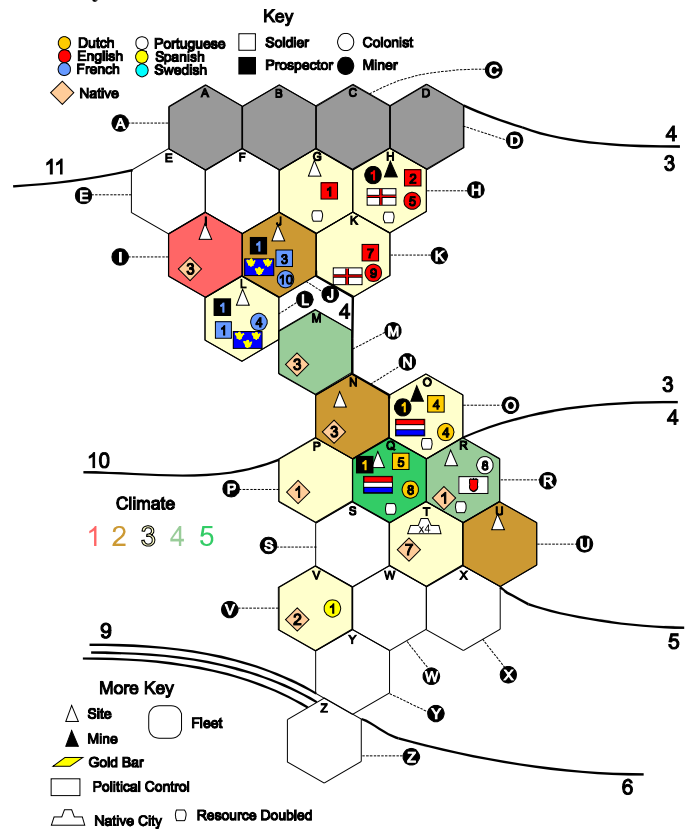
None.

Native Combat

English: 1 soldier and 1 native killed in G. **Portuguese:** 4 soldiers killed in R.

Native Uprisings

Climate is a 6. Uprising in R (2 colonists killed).



Survival

Climate is a 4.

English lose 1 soldier in G. **French** lose 1 soldier each in L and J. **Spanish** lose 1 colonist each in P and V.

Political Control

French gain political control of L.

Homebound Naval Movement

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

Income

English: Political Control: \$90, gold: \$80, resources: \$38.
French: Political Control: \$90, resources: \$28.
Portuguese: Political Control: \$60, resources: \$32.
Spanish: Political Control: \$30, resources: \$2.

Dutch: Political Control: \$90, gold: \$40, resources: \$48.

Turn 6 Initiative

Spanish, English, Portuguese, French, Dutch

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$222	13	4	3
English	Andy Lewis	\$322	11	4	4
French	Kevin Wilson	\$161	15	3	4
Portuguese	Bob Robles	\$96	18	4	4
Spanish	Cary Nichols	\$33	24	2	4

Watchdog

1959

1960 due: 9/3 Tuesday

Event Card Resolution

Skyliners accepts Government Order. Must place man on the moon by 1962.

Texas Combine new astronauts are Redmon, Torrance, and King.

Purchase Hardware

Skyliners buys Interplanetary Satellite program for 24MB, one interplanetary satellite for 4MB, a second launch facility for 30MB, trains four new astronauts (Crackers, Chedr, Chili, Carne) for 8MB, buys 1 one stage rocket for 2MB, and 1 two stage rocket for 12MB.

Masters of Time and Space buys the Two Stage Rocket program for 60MB, 3 one stage rockets for 9MB, and 3 one person capsules for 6MB.

Republic of Texas buys a third launch facility for 30MB and the Interplanetary Satellite Program for 24MB.

Texas Combine buys a second launch facility for 30MB and EVA Suit technology for 18MB.

Conduct Research

Skyliners 2: 4 dice (3, 4, 6, 6) = +19%. 12MB spent. B: 4 dice (2, 5, 6, 6) = +19%. 16MB spent. a: 6 dice (1, 3, 3, 5, 5, 6) = +23% to Max R&D. 14MB spent.

Masters of Time and Space a: 3 dice (1, 2, 6) = +9% to Max R&D. 3MB spent. B: 8 dice (1, 1, 2, 3, 3, 6, 6, 6) = +28%. 32MB spent.

Republic of Texas a: 8 dice (1, 2, 3, 3, 3, 4, 4, 4) +8% = 32%. 8MB spent. 2: 8 dice (1, 1, 1, 2, 4, 4, 5, 6) +8% = 32%. 24MB spent.

Texas Combine A: 4 dice (1, 4, 4, 5) = +14% to Max R&D. 8MB spent. a: 8 dice (1, 2, 2, 3, 5, 5, 5, 6) = +29% to Max R&D. 8MB spent.

Declare Future Missions

Skyliners declare 2 launches, **Masters of Time and Space** declare 2 launches, **Texas Combine** declares 2 launch, and **Republic of Texas** declares 3 launches.

Your missions are: _____

Missions

No rushing. Launch order is Republic of Texas, Republic of Texas, Texas Combine, MOTAS, Skyliners.

Republic of Texas launches an Orbital Satellite. Liftoff: (27%<87%), Earth Orbital Burn (03%<98%), Earth Orbital Activities (75%<98%). Mission success. +1% to A, +2MB to budget.

Republic of Texas launches an Unmanned Orbital. Liftoff: (57%<88%), Earth Orbital Burn (20%<79%), Earth Orbital Activities (50%<79%), Earth De-Orbital Burn: (80%>79%). Mission failure. +1% to A and a.

Texas Combine launches a Manned Sub-Orbital (Dawes). Liftoff: (61%<85%), Re-entry (45%<80%), Recovery (14%<80%). Mission success. Receives +1% to A and a, and +12MB to budget. Dawes goes to 10% experience.

Masters of Time and Space launches a Manned Sub-Orbital (Tom Corbett). Liftoff (34%<86%), Re-entry (05%<80%), Recovery: 63%<80%). Mission success. Receives +1% to a and A, +6MB to budger. Tom Corbett goes to 10% experience.

Skyliners launches a Manned Orbital (Sgetti). Liftoff: (78%<87%), Earth Orbital Burn (40%<80%), Earth Orbital Activities (69%<80%), Earth De-Orbital Burn: (37%<80%), Re-entry: (30%<80%), Recovery (74%<80%). Mission success. Receives =1% to A and a, and +18MB to budget. Sgetti goes to 20% experience.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1959 Budget	117	78	101	94
Cash	3	36	32	1
1-Orbital Satellite	0 / 90%	4 / 96%	0 / 96%	0 / 98%
2-Interplanetary Satellite	2 / 63%			1 / 69%
3-Lunar Probe				
4-Docking Module				
A-One Stage Rocket	0 / 88%	1 / 86%	4 / 87%	8 / 89%

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
B-Two Stage Rocket	2 / 40%		1 / 53%	
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons				
F-Kicker				
G-“Mega” Stage Rocket				
EVA Suits		30%		
a-One Person Capsule	0 / 81%	3 / 81%	3 / 81%	9 / 80%
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	2	2	1	3
Astronauts	5	7	1	5

Astronauts are: **Skyliners:** Sgetti (20%), Crackers, Chedr, Chili, Carne (0%); **Republic of Texas:** Travis, Houston, Crockett, Bowie, and Navarro (0%). **Texas Combine:** Redmon, Torrance, and King (20%); Dawes (10%); Roland, Flagg, and Stark (0%). **MOTAS:** Tom Corbett (10%).

1960

Draw Event Cards

Joe Carl: Scientific Breakthrough. 6 free R&D dice on most advanced capsule or module (no effect). -1MB to budget.

Bill Scharf: Sabotage. Pay another player 10MB or lose 10% on most advanced capsule on next mission (choose player). -2MB to budget.

Cary Nichols: Minor Problem. Pay 10MB or lose 5% on safety factor of most advanced rocket on next mission. +3MB to budget.

Andy York: Fortunate accident. May cancel next failure of a capsule. +5MB 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
1960 Budget	165	97	100	97
Cash	0	40	23	9
1961 Budget	164	100	98	102

Pavlov

Turn 2 Bidding to Turn 3 Nexus

Turn 3 Nexus due: 9/3 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

Turn 2

Shipping

Atreides ship 2 tokens to Arrakeen (Bene Gesserit accompanies to Polar Sink).

Bene Gesserit ship 3 tokens to Carthag.

Emperor ships 8 tokens (2 Elite Sadaukar) to the Minor Erg (8) (Bene Gesserit accompanies to Polar Sink)

Fremen ship 5 tokens from far side of Dune to Sietch Tabr

Guild ship 2 tokens to Tuek's Sietch (Bene Gesserit accompanies to Polar Sink)

Movement

Atreides move 2 tokens Arrakeen – OH Gap (10)

Fremen move 5 tokens False Wall South – Cielago North (8)

Bidding Round

CARD 1 () goes to the Harkonnens for 2 spice (bonus card:)

CARD 2 () goes to the Fremen for 2 spice

CARD 3 () goes to the Bene Tleilaxu for 2 spice

CARD 4 () goes to the Emperor for 1 spice.

CARD 5 () goes to the Emperor for 1 spice.

CARD 6 () goes to the Guild for 1 spice.

CARD 7 () is not bid upon. It go up for bid next turn.

Revival and Movement

Guild chooses to go last. Bene Gesserit coexist everywhere.

Revival

None

Combat Round

None

Spice Collection

Atreides collect 2 spice (Arrakeen), 8 spice (Broken Land)

Emperor collects 8 spice (Minor Erg)

Fremen collect 8 spice (Cielago North)

Harkonnens collect 2 spice (Carthag)

Guild collects 1 spice (Tuek's Sietch)

Storm Movement

The storm moves 4 sector to sector 2. 10 spice destroyed in Habbanya Ridge Flat. (Turn 4 storm movement: _____)

Spice Blow

10 spice in The Great Flat

Worm in Cielago North

Nexus occurs! The 5 Fremen tokens in Cielago North may ride the worm anywhere on the board.

Notes

Thanks to Andy York for his unused standby orders. One free issue is awarded.

Positions

Atreides: 5 tokens Arrakeen, 5 tokens Broken Land (12), 2 tokens OH Gap (10), 8 tokens off-planet

Turn 3

Bene Gesserit: 4 tokens Carthag, 3 tokens Polar Sink, 13 tokens off-planet

Bene Tleilaxu: Traps: Habbanya Ridge Sietch

Emperor: 8 tokens (2 Elite Sadaukar) Minor Erg (8), 12 tokens (3 Elite Sadaukar) off-planet

Fremen: 10 tokens Sietch Tabr, 5 tokens Cielago North, 5 tokens (3 Fedaykin) Southern Hemisphere

Guild: 7 tokens Tuek's Sietch, 13 tokens off-planet

Harkonnens: 10 tokens Carthag, 10 tokens off-planet

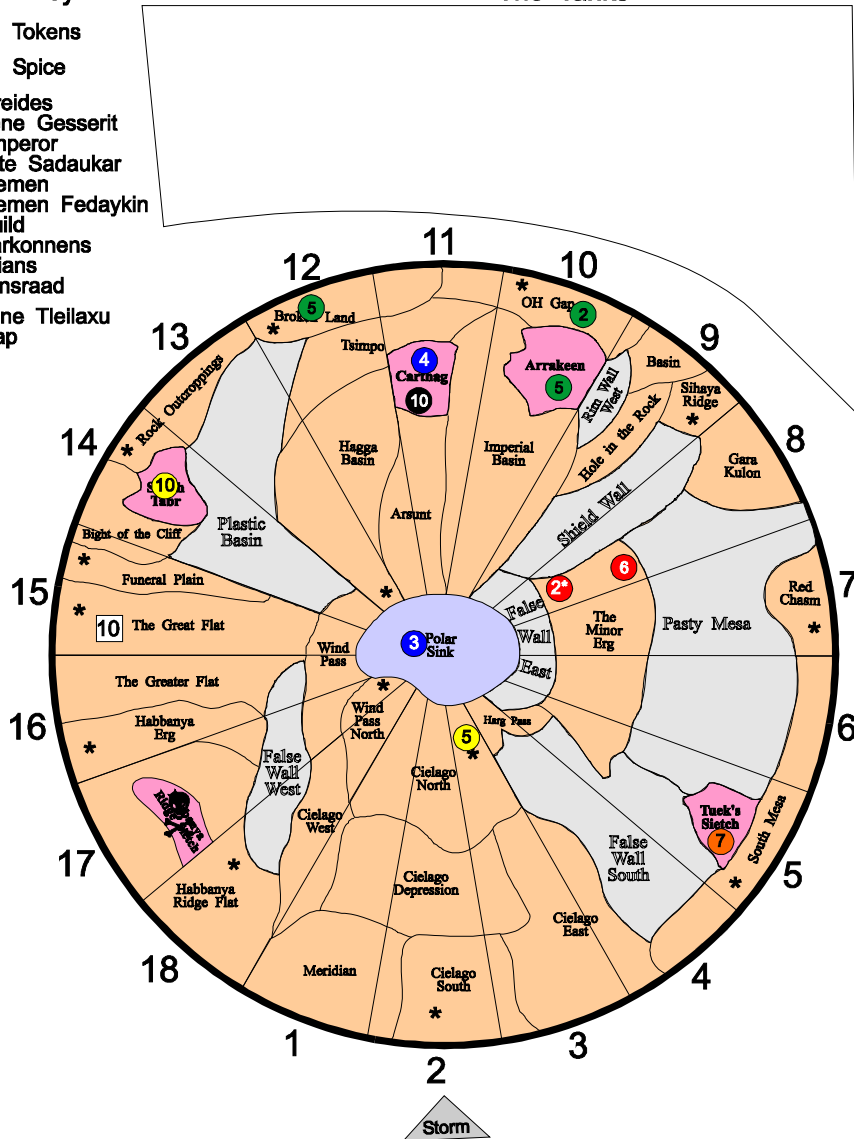
Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

- Key**
- Tokens
 - Spice
 - **Atreides**
 - **Bene Gesserit**
 - **Emperor**
 - **Elite Sadaukar**
 - **Fremen**
 - **Fremen Fedaykin**
 - **Guild**
 - **Harkonnens**
 - **Ixians**
 - **Lansraad**
 - **Bene Tleilaxu**
 - ☠ **Trap**

The Tanks



Dogface**Epoch II Empire Selection and Assyria****Epoch II Chou Dynasty, Vedic City States, and Greek City States due: 9/3 Tuesday****Empire Selection**

Arachnids pass to APA
 The Legacy Project keeps
 APA pass to the Arachnids

Royal Manticoran Historical Society keeps
 Common Cause pass to Dogs and Deities
 Dogs and Deities pass to Common Cause

Epoch II

Royal Manticoran Historical Society plays Civil War on Egypt. *Nile Delta* (CW: 6, 2; E: 6; CW: 2, 1; E: 6; loses), *Nubia* (CW: 4, 3; E: 1; wins), *Libya* (CW: 6, 5; E: 3; wins). ASSYRIA: Army and Capital *Upper Tigris* (Babylonian army retreats to *Middle Tigris*), army *Middle Tigris* (vs. Bablylonia: A: 4, 3; B: 3; A: 4, 2; B: 1; wins, Capital reduced to city), *Eastern Anatolia* (vs. Hittites; A: 6, 2; H: 6, 4; A: 6, 4; H: 6, 4; A: 1, 1; H: 5, 5; loses), *Eastern Anatolia* (vs. Hittites; A: 6, 2; H: 6, 3; A: 5, 2; H: 1, 1; wins, Capital reduced to city), *Levant* (vs. Hittites; A: 5, 4; H: 1; wins), *Zagros* (vs. Aryans; As: 3, 1; Ar: 6; loses), *Zagros* (vs. Aryans; As: 4, 2; Ar: 1; wins), *Western Anatolia* (vs. Minoans; A: 5, 3; M: 4; wins). Builds Monument *Upper Tigris*. Points: Dominance Middle East (6) and India (4), Presence North Africa (2), 2 Capitals (4), 2 cities (2), and 3 Monuments (3) for 21 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	4	9
Dennis Cain	The Legacy Project (red)	4	8
Chris Geggus	APA (green)	4	6
Cary Nichols	Common Cause (black)	5	8
Andy Lewis	Dogs and Deities (DAD) (orange)	5	5
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	26

Final Positions

Royal Manticoran Historical Society. INDUS VALLEY: Army, Capital, and Monument *Lower Indus*, armies *Upper Indus*, *Western Deccan*, *Western Ghats*, *Eastern Ghats*, and *Ceylon*. CIVIL WAR: Armies *Libya* and *Nubia*. ASSYRIA: Army, Capital, and Monument *Upper Tigris*, army, city, and Monument *Middle Tigris* and *Eastern Anatolia*, armies *Levant*, *Zagros*, and *Western Anatolia*.

The Legacy Project. BABYLONIA: Army and city *Lower Tigris*, army *Persian Salt Desert*.

Dogs and Dieties. ARYANS: Army and Monument *Tarim Basin*, armies *Turanian Plain*, *Hindu Kush*, and *Persian Plateau*.

APA. Fleet *Western Mediterranean*. MINOANS: Army and Capital *Crete*, army *Shatts Plateau*.

Common Cause. Fleet *Red Sea*. EGYPT: Army and Capital *Nile Delta*, armies *Arabian Peninsula*, and *Palestine*.

Arachnids. SHANG DYNASTY: Army and Capital *Yellow River*, armies *Great Plain of China* and *Wei River*.

Event Cards**Epoch II Empire**

Your Event Cards are: _____

Wolfbane**Turn 3****Turn 4 due: 9/3 Tuesday****Commander Actions**

HBDC IX buys a population factor (Or1, Or2, Wa7)

Discovery Project opens the bidding on a Warehouse at 25 and gets it (Or4, Wa5, Wa8, Wa9)

Minas Ithil opens the bidding on Heavy Equipment at 30 and Dogs in Space gets it for 31 (Or1, Wa5, Or5, Or5, Wa7, Wa8). Buys a water factory (Or4, Or4, Or4, Wa8) and a population factor (Wa5, Wa5).

2114 Corporation opens the bidding on a Nodule at 25 and gets it (Or1, Or4, Wa4, Wa7, Wa9).

Bartertown opens the bidding on a Nodule at 25 and gets it (Or1, Or2, Or4, Wa6, Wa7, HE discount).

Dogs in Space passes.

OCEAN opens the bidding on a Nodule at 25 and gets it (Or1, Or3, Wa6, Wa6, Wa9).

Planets 'R Us opens the bidding on a Nodule at 25 and gets it (Wa8, Wa8, Wa9). Buys a population factor (Or5, Or5)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Bartertown	Andy York	OrF, OrF, WaF	HE, No	6
2	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF	No	6

3	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF	No	6
4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF	No	6
5	Dogs in Space	Andy Lewis	OrF, OrF, WaF	DL, HE	5
6	HBDC IX	Kevin Wilson	OrF, OrF, WaF, P	2DL	5
7	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF, WaF		5
8	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, P	Wa	5

Available Upgrades

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

Upgrade	Min. Bid	Available	Not Yet Delivered
Data Library (DL)	15	2	0
Warehouse (Wa)	25	3	1
Heavy Equipment (HE)	30	2	1
Nodule (No)	25	1	0

Income

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. In what year was Newton's *Principia* first published?

A1. *Principia* was first published in 1687.

Cary Nichols, Andy York, Andy Lewis, Joe Carl, and Bob Robles each receive ½ point.

Q2. How many different species of spiders are there?

A2. There are approximately 34,000 different spider species.

Andy York, Andy Lewis, and Joe Carl each receive ½ point.

Q3. What is the largest organ in the human body?

A3. The skin is the largest organ in the human body, covering six square feet and weighing nine pounds.

Andy York, Andy Lewis, Joe Carl, Chris Geggus, and Bob Robles each receive ½ point.

Q4. Who invented dynamite?

A4. Alfred Nobel invented dynamite in 1866.

Cary Nichols, Andy York, Andy Lewis, Joe Carl, Caleb Cousins, Ward Narhi, Chris Geggus, and Bob Robles each receive ½ point.

Q5. How much saliva does a human secrete into the digestive system on a daily basis?

A5. A human secretes 1.5 liters of saliva daily.

Andy York, Andy Lewis, and Caleb Cousins each receive ½ point.

Current Scores

Chris Geggus	84	Andy York	74½	Bill Scharf	65
Caleb Cousins	64½	Paul Bolduc	64	Joe Carl	58½
Dennis Cain	58	Brendan Whyte	49½	Andy Lewis	37½
Ward Narhi	33½	Bob Robles	33	Steve Koehler	31
Tom Howell	26½	Kevin Wilson	19	Brad Martin	16
Sean Cousins	7	Cary Nichols	5		

No free issues awarded this time.

New Questions

Topic: Miscellaneous Trivia

1. What is the coldest planet in our solar system?
2. How fast can tsunamis travel?
3. How long, in seconds, does it take for the sun's light to reach earth?
4. What is the highest recorded temperature in North America?
5. Approximately how long is the Great Barrier Reef?

Pedagoguery

In some ways, Uranus has some of the strangest rings in the solar system. Second in discovery after Saturn's, the rings of Uranus are as different from Saturn's as it is possible to be.

The rings of Uranus were discovered in 1977 through a stellar occultation. Essentially, a star was observed as it passed behind Uranus. Such events allow astronomers to do several things. The timing of the event allows more precise determination of the location and orbit of the occulting body. In addition, if the occulting body is irregular like an asteroid, the combination of all observations across the surface of the Earth allows astronomers to determine the shape of the body. If the body has an atmosphere, the starlight passing through the atmosphere will allow us to determine the atmosphere's composition. In the case of the 1977 occultation by Uranus, something else was discovered as well. Because of the extreme inclination of Uranus, its south pole was pointed almost directly at us at the time. As the star approached Uranus, it began to blink. The pattern was repeated in reverse after the star passed out from behind the planet. The only conclusion they could reach that explained the observations was that Uranus had rings.

The rings of Uranus are narrow and dark. Ring particles range from dust to a few feet in diameter, but unlike Saturn, they are not highly reflective. Speculation is that they are formed from materials rich in carbon, such as carbon dioxide and methane ices, and subsequent action by sunlight has broken the chemical bonds, allowing the more volatile elements to escape, leaving behind a kind of soot covering for the ring particles.

Originally, five rings were identified. They were labeled with Greek letters from closest to farthest from the planet. The biggest ring was the outermost, or ϵ (epsilon) ring. When Voyager 2 flew by the planet in 1986, considerably more information about the rings was discovered. A total of 10 rings were found. They are, from closest to farthest from Uranus, called 6, 5, 4, α , β , η , γ , δ , λ , and ϵ . The entire ring plane, however, is embedded in a faint ring of dust. In addition, some of the rings are not quite circular, and some are tilted slightly out of the ring plane. There is no ready explanation for why this is. There are no satellites found among the rings, with the exception of Cordelia and Ophelia, two small moons on either side of the ϵ ring. It is quite possible that moons do exist but are too small to find. Another possibility is that Uranus' magnetic field plays a part. Uranus has a very unusual magnetic

field. The magnetic field axis is offset from the planet's rotational axis by nearly 60 degrees, and the center of the field is further offset from the center of the planet by about one-third of the planet's diameter. This causes the planet's magnetic field lines to twist and gyrate as the planet rotates. This could conceivably have an effect on charged ring particles, but it is likely the main effect would be to smear out the rings rather than tilt them. With such an unusual field, however, one never knows.

Neptune is our final stop. In many ways, it has the strangest ring system of all. Neptune's ring system was discovered in the same way as Uranus'; through a stellar occultation. However, the occultation only revealed partial rings. It took Voyager 2 to give us a clearer picture of the rings.

Neptune has five identified rings. The innermost ring, Galle, is a relatively broad, diffuse ring. At the outer edge of that ring lies the orbit of Neptune's innermost moon, Naiad. The moons Thalassa and Despina are the next furthest out, then comes the ring Le Verrier. Le Verrier is the second

S.O.B.

densest of Neptune's rings, and is a fairly narrow ring. Just outside Le Verrier lie the rings Lasalle and Arago. These are both narrow, diffuse rings. The moon Galatea orbits just outside Arago. Next comes the moon Larissa, which is just inside the outermost, and densest of Neptune's rings, Adams. Adams is unique among rings. It is narrow and fairly dense, but it contains three "clumps" of denser ring material. These clumps, or arcs, have been designated Libert , Egalit , and Fraternit . These concentrations could be the result of a complex resonance with several moons, but no theory has adequately explained their existence. In addition, they seem remarkably stable – observations with the Hubble telescope since Voyager's flyby in 1989 have revealed little change in the ring arcs.

That concludes our tour of the planetary rings of the solar system. Next time, by request, I will discuss solar activity and its potential effects on the Earth.



Here's a little bonus. That's me and Celeste a couple of weeks ago. I'm holding Scott and she's holding Erik.

Addresses

Dave Anderson andersond4@michigan.gov	Joe Carl 302 38 th St. NW Canton, OH 44709 Jcarl@neo.rr.com	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdk@Prodigy.com (704) 544-2849	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 16603 Colonial Dr. Fontana, CA 92336 mikesmag2@juno.com (909) 357-6030
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jeen@telus.net	Forest Cole simply4est@yahoo.com Simply4est@aol.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au
John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@charlotte.infi.net (704) 569-4269	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freereserve.co.uk	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com (210) 658-6066
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242	Chris Geggus "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 (614) 764-2089 Blackhawk@netwalk.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	
Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbears@adams.net			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 dlscharf@earthlink.net	

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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!