

Notes from Hades

The boys are nearly six months old as I write this, and they are growing like weeds. They have been wearing 6-9 month clothes for the last few weeks, and today they got their first taste of carrots. They both loved it. They are both interacting more with the world around them, and their fussy periods are getting fewer – particularly if they have good naps. When I get home in the evenings, I generally get huge grins from them. Overall, parenthood has been a very enjoyable experience.

You have probably noticed that the deadlines have been coming a little further apart. There is a good reason for this. Firstly, I am giving myself more time to get the zine done, since I have less time overall, and I don't want that time to come out of your negotiation time. Hopefully, you don't mind.

Our Kremlin game, Dog Tired, has ended with another victory by Chris Geggus. Congratulations to Chris. Will anyone be able to stop him in the next Kremlin game?

Kevin Wilson is looking for players for a game of 4000AD. Please contact him for details.

The next deadline is **Tuesday, October 15 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. Have Any Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, Bob Robles, and Chris Geggus.

The game starts next issue.

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

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 this issue! 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, Forest Cole, and Kevin Wilson, need 3 more.

Seafarers of Catan. This will start when Wolfhound ends. We will be playing the Oceans scenario. Have Kevin Wilson and Dave Partridge, will take up to 4 more.

Outpost. This will start when Wolfbane ends. Have Eric Brosius, will take up to 9 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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Howling at the Moon The S.O.B. Letter Column

Bob Robles

How's family life? How was summer with your new additions to the family? *[Things are going well. It's a constant adjustment, but Celeste and I are handling it well. We are quite fortunate that the boys are pretty well-tempered on the whole, although Erik tends to be more needy. They are both nearly crawling – they will sometimes get up onto all fours and rock back and forth. On the whole, I'd say that they're fun.]*

Two book reviews: First, The Dark Valley: A Panorama of the 1930s by Piers Brendon. This is a look from a British standpoint of the 1930s. It is a fascinating look at a terrible period of modern world history. The story is told from the perspective of each nation with the author narrating the events and

personalities of the period. A good book, yes. A great book, no. Europe and Britain are covered very well. Asia is covered just enough to be a tease and make you want to look for specific histories of the period for Japan and China. The US is covered fairly superficially, I thought, as did a friend who recommended the book. Overall I would grade it a B+. Second, House of Leaves by Mark Z. Danielewski. A massive novel that is a horror novel, crit lit, and a whole bunch of other literary styles, devices and tricks all rolled into one. Definitely not for the faint of heart or those with short attention spans. Despite its length and density, it is a good read. Buy a copy. You'll have difficulty finishing this monster if you check it out of the library.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Summer 1457

Deadline for Fall 1457: 10/15 Tuesday

The King of France once more feels the knife, while Florence and Naples may have just put the finishing touches on the Pope. The Duke of Milan picks a bad time to abdicate as Austrian forces storm into his capital. Finally, Venice and the Turks continue to accelerate their war.

Spring 1457 Retreats

Florence A Bologna retreats to Modena
Milan A Pavia retreats OTB (NRR)
Turkish F Lower Adriatic retreats to Albania

Expenditures

France again fails to repay his loan to the Moneylenders and is assassinated! All units hold, and rebellion strikes Montferrat, Fornova, and Como.

Outstanding Debt

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 to MILAN, A TRENT supports A Tyrolea to Milan, A SLAVONIA holds (rebellion suppressed)
FLORENCE : A FLORENCE supports A Urbino to Arezzo, A Urbino to AREZZO, A Modena to LUCCA
FRANCE : A SWISS holds, A COMO holds, A PAVIA holds, F GENOA holds, F GULF OF LIONS holds
MILAN : NMR! A Milan holds (DISLODGED, retreat Carniola, Bergamo, Cremona, garrison, OTB), A PARMA holds
NAPLES : A PATRIMONY supports A Spoleto to Perugia, A Spoleto to PERUGIA, A Aquila to CAPUA, F Naples to SALERNO, F Gulf of Naples to OTRANTO, F TYRRHENIAN SEA to Rome
PAPACY : A Perugia to Rome (DISLODGED, retreat Sienna, OTB), A Arezzo supports G Perugia convert to A (cut, DISLODGED, retreat Sienna, garrison, OTB), G PERUGIA convert to A
TURKS : A Dalmatia holds (DISLODGED, retreat Bosnia, OTB), A HERZEGOVINA supports A Dalmatia (cut), F RAGUSA supports F Albania to Lower Adriatic, F Western Mediterranean to TUNIS, F SARDINIA holds, F Albania to LOWER ADRIATIC
VENICE : A MANTUA supports A Bologna, A BOLOGNA supports A Mantua, A Ferrara to PADUA, F Venice to UPPER ADRIATIC, F CROATIA supports F Upper Adriatic to Dalmatia, F Upper Adriatic to DALMATIA, F Lower Adriatic to Herzegovina (DISLODGED, retreat Durazzo, Ionian Sea, Bari, Aquila, Ancona, OTB)

Your ducat total:

Notes

Milan has resigned. Will you (if checked) please submit standby orders for Venice!

Press

Austria – France: Thank you for your support. The mad mullah in between us will soon be no more, and we can consolidate the lands peacefully liberated from his evil grasp. You may want to think about the rapacious Turk who seems to have designs on everybody, like a lecherous octopus.

Austria – Milan: You are in deep doo-doo my friend.

Austria – Pope: You're next. We'll be in ex-communicado with you shortly.

Florence – Naples: I am willing to go North as soon as the Pope is gone. I need you to attack Perugia for this to occur. I would expect support into Perugia in the Fall. The border of Patrimony-Rome-Spoletto-Ancona is acceptable.

Florence – Venice: I'll have to deal with you later. If you pay me some ducats I might forgive this transgression.

Florence – Turks & Naples: If you want me on your side, I am willing, but it will cost 3 ducats each: I have expenses!!!

France – Austria: Dear friend, if Milan isn't still yours, I shall support your taken of Milan from Tyrolea in Fall. Trent should be Austrian, also.

France – Turkey: I think that you must be more preoccupied about the attack of Venice to Durazzo and your east coasts, instead to begin a war in the west also.

Naples – Florence: YES, Perugia is Florence's. I aim to take it, somehow, while you are taking Arezzo.... the two attacks work well together, don't they? After I've cleared it of the false Pope, I will move out, leaving you to move in unopposed...

Naples – The Pope: Sorry guy, no real animosity here, just didn't like your position on the map....

Naples – Turkey: Ok, I'm sending two fleets to back you up, I especially wasn't trilled with your retreat options, and the fact that your retreat let the Venice fleets so far south.... I await your proposals. By the way, my TS fleet will be available next turn, in the fall, to help you into Corsica... unless you indicate otherwise, and then I'll take that lead... sorry I could not help this turn, the Plague took out that unit in Rome and spoiled it for us.

Turks – Naples: Doesn't look like you'll need my F Sardinia, but it's available anyway. Would appreciate any help with Venice.

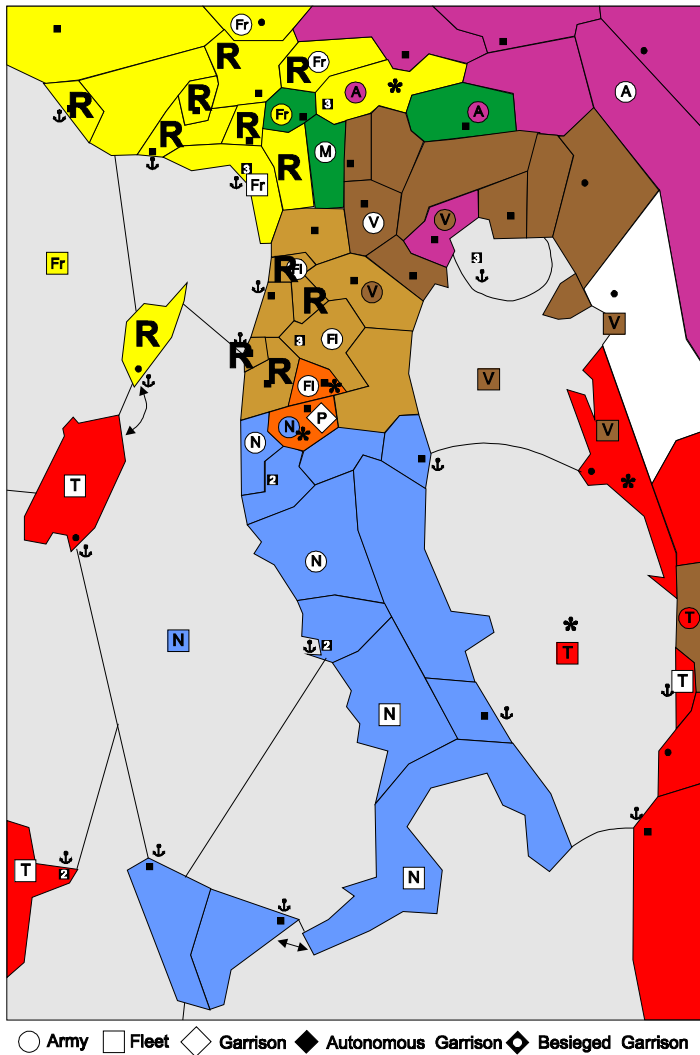
Turks – Venice: Nothing personal. Just business.

Venice – Milan: You may note Cremona is yours for the taking again. I hope you will remember my kindness and return the favor in the future.

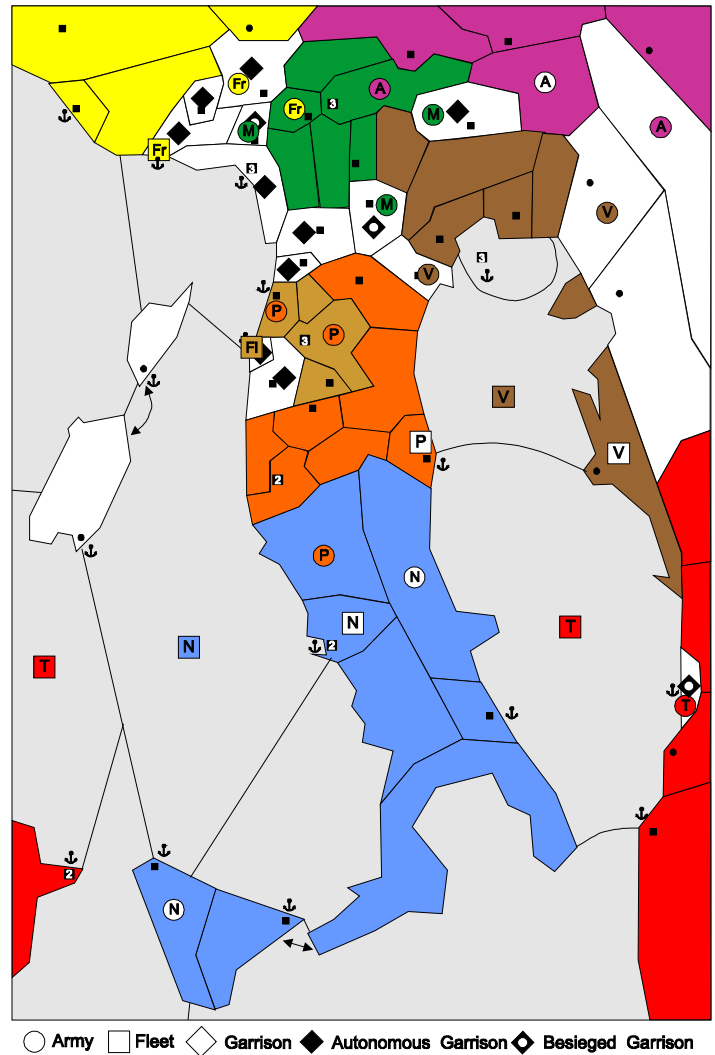
Venice – Naples: Thank you for your restraint. I will respect your lands with the understanding that you will stay out of the V/T conflict.

Venice – Turkey: Despite my entreaties for peace you insist on attacking me. Prepare to defend yourself, cur.

Off the Leash



Wild Dog

**Wild Dog**

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

Deadline for Fall 1454 10/15, Tuesday

The Pope mortgages Saint Peter's to disband two of Florence's armies, while French and Austrian forces pounce on a Milan with scattered forces. The King of Naples abdicates, the Turks assume a defensive posture, and Venice quietly expands into neutral territory.

Expenditures

The Papacy borrows 25 ducats from the moneylenders for 2 years (38 ducats due Fall 1456). The Pope spends 12 ducats each to disband Florentine A Perugia and A Florence.

Venice spends 6 ducats to disband the autonomous garrison in Ferrara.

Outstanding Debt

Fall 1456: 38 ducats due from the Pope

Orders

AUSTRIA (Wilson): A Tyrolea to MILAN, A CARINTHIA supports A Tyrolea to Milan, A SLAVONIA supports A Carinthia

FLORENCE (Biehl): A Perugia to Sienna (nsu), A Florence to Bologna (nsu), F PIOMBINO supports A Perugia to Sienna (nsu)

FRANCE (Partridge): A Turin to PAVIA, A SWISS to TURIN, F Provence to SAVOY

MILAN (Robles): A Trent to Milan, A MONTFERRAT besieges, A MANTUA besieges

Orders (cont.)

NAPLES (McConnell?): NMR! A AQUILA holds, A PALERMO holds, F NAPLES holds, F TYRRHENIAN SEA holds

PAPACY (Carl): A Bologna to FLORENCE, A Sienna to PISA, A Rome to CAPUA, F ANCONA to Upper Adriatic

TURKS (Narhi): A Ragusa besieges, F Lower Adriatic holds, F Western Mediterranean holds

VENICE (Whyte): A FERRARA holds, A Friuli to CARNIOLA, F DALMATIA supports F Venice to Upper Adriatic, F Venice to UPPER ADRIATIC

Your ducat total is:

Notes

Lee McConnell has resigned. **Will Bill Scharf please take over the Naples position.**

Press

Austria – Venice: I certainly hope that last message was someone using your byline because otherwise I'm at a loss to understand what has generated such hostility right off the bat. On the other hand, I didn't really hear much from you

so maybe it was your sentiment and I should have seen it coming based on the lack of communication.

France – Milan: Sorry, I was seduced by the dark side.

France – Austria: If you aren't in Milan, then I'm REALLY sorry!

Milan – My Neighbors: I have a bad feeling about this.

Warg

Gamestart

Deadline for 3019-1-I 10/15, 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.

The Players

- DWARVES Phil Reynolds
- ELVES Steve Koehler
- GANDALF Paul Bolduc
- GONDOR Andy York
- MORDOR Dave Anderson
- ROHAN Bill Scharf
- SARUMAN Bob Robles
- UMBAR Cary Nichols
- GAME MASTER Chris Hassler

The Positions

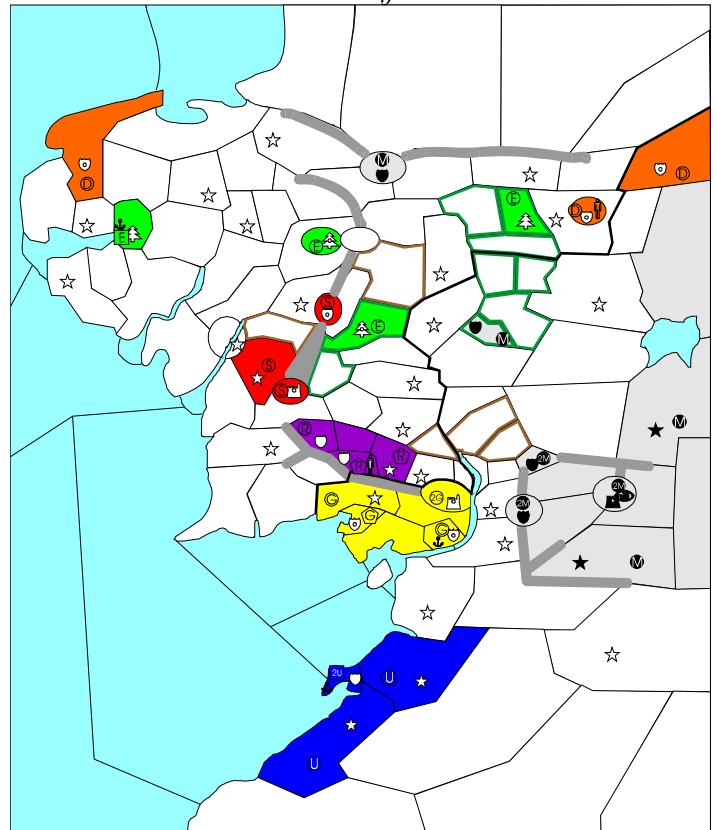
- DWARVES: A Iron Hills, A Erebor, A Blue Hills, Dain Erebor.
- ELVES: A Elven King's Hall, A Lorien, A Imladris, R (_____), F Gray Havens.
- GANDALF: R (_____), R (_____), Fe (_____), Aragon (_____), Gandalf(_____).
- GONDOR: 2*A Minas Tirith, A Pelagir, A Lamedon, C Dol Amroth, R (_____), Faramir (_____).
- MORDOR: 2*A Barad Dur, 2*A Udun, 2*A Minas Morgul, A Dul Guldur, A Gundabad, A South Rhun, A Nurn, 3*A Off, Lord of the Nazgul (_____), Nazgul (_____), Sauron Barad Dur.
- ROHAN: C Dunharrow, C Eastfold, A Helm's Deep, Theoden Dunharrow, Eowyn (_____).
- SARUMAN: A Isengard, A Dunland, A Khazad Dum, Saruman (_____).
- UMBAR: 2*F City of the Corsairs, A Havens of Umbar, C Harad.

Notes

For the first turn, I need the starting location of Gandalf, plus your moves for the first turn. I will be using the following notation for the turn: YYYY-MM-TT, where YYYY is the year (starting with 3019), MM is the month

(from 1 to 12), and TT is the turn, either I for the first turn of the month, or II for the second, after which builds occur. Let the struggle begin!

Warg



- ☆ Supply Center
- Fortress
- ⊙ Garrisoned Fortress
- 🌲 Elvish Fortress
- 🌲 Garrisoned Elvish Fortress
- 🏰 Double Fortress
- 🏰 Garrisoned Double Fortress
- ⊙ Army
- ⊙ Fleet
- ⊙ Cavalry
- ⊙ Ranger
- 👤 Saruman
- 👤 Sauron
- 👤 Gandalf
- 👤 Fellowship
- 👤 Nazgul
- 👤 Lord of the Nazguls
- 👤 Other Personality Units
- 👤 The One Ring

Dog Tired

**Turn 9 Funeral Commission through Parade Phases
End of Game Statements due: 10/15 Tuesday**

Funeral Commission

No actions.

Replacement Phase

Sergei promotes Viktor Wasolin to Defense Minister and ages to 86. Wassily Protsky (U) promotes by age to Sport Minister.

Rehabilitation Phase

None

Parade Phase

Sergei attempts to wave (dr = 19) and succeeds. Ages to 88. FBI gains his third wave and victory!

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	88++	10+ (FBI)
KGB Head	Ludmilla Patina (S)	61 ? ++	9 (ORRP), 10 (HLS), 4 (FBI)
Foreign	Antonj Talksalot (J)	81 +	2 (TCC)

Office	Politician	Condition	Influence
Defense	Viktor Wasolin (Z)	50	1 (FBI)
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	Wassily Protsky (U)	56	

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

Candidates: 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

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

Hyena

Turns 22.2 to 24.2

Deadline for Turns 24.3 to 26.3: 10/15 Tuesday

Errata

There was an error in the last turn. On Chris Geggus' Turn 21 move, he actually stopped at Galactic Base, where his Agent bought a Scout, christened the Guerriere. The Guerriere picked up both Fares, and the Air Foil relic was transferred from the Nostromo to the Guerriere. I also discovered that 3 Finest Dust are missing, so I will make them available for purchase at the Dell homeworld.

Turn 22

2nd: Chris Geggus (Whynoms)

Guerriere Rolls Used: 3 5 5

Galactic Base – NC3 – NC3 – NC3 - ? (It's Telegate 6) – NC3 – R – Y – A – Dryport (o) – Dryport (s).

Drops off Fare to 2 for \$160 (from the cup: Glorious Junk at 2). Jettison's second fare (from the cup: Bionic Perfume at 1a). Buys Space Spice for \$30.

Nostromo Rolls Used: 5 6 6

Galactic Base – NC6 – (Y30) – Space Station Planet – R – (Y) – R – NC6 – R20 – Multi-Generation Ship.

Sells Other Shoes for \$160 (from the cup: Pet Monsters at 5). Buys Psychotic Sculpture for \$160.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 4 4 5

Terror Station (s) – Terror Station (o) – R20 – A – A – R – B – (Y) – NC4 – Multi-Generation Ship.

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Servo-Mechanism at 7b and Chicle Liquor at 7a). Buys Psychotic Sculpture for \$160.

4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 4 Ice Station (s).

Sells Living Toys for \$180 (from the cup: Designer Genes at 9a). Sells Mulch Wine for \$60 (from the cup: Voll Silk at 1b). Buys 2 Finest Dust for \$20.

Turn 23

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 6 6

Ice Station (s) – Ice Station (p).

Buys Agent for \$80, Yellow Drive for \$80, and Finest Dust for \$10. Gains \$17 in port commissions.

2nd: Chris Geggus (Whynoms)

Guerriere Rolls Used: 1 1 1

Dryport (s) – Desolation Landing (s).

Buys Space Spice for \$30.

Nostromo Rolls Used: 1 4 4

Multi-Generation Ship – NC1 – R – (Y) – R – Grandport (p).

Sells Psychotic Sculpture for \$250 (from the cup: Fare to 5 at 9b). Buys Bionic Perfume for \$80. D.E.L.L. receives \$33 in port commissions.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 4 4 6

Multi-Generation Ship.

Sells Designer Genes for \$120 (from the cup: Demand for Silk at 3). Buys Psychotic Sculpture for \$160.

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

Ice Station (s) – Ice Station (p) – TeleGate 2 – B – Y – B – R – B – R – Y – R – Aerie – Y – R20 – Y - ? (It's the Spy Eye relic) – A – B10 – Asteroid City West.

Sells Finest Dust for \$50 plus \$150 demand (from the cup: Demand for Grease at 7b and Melf Pelt at 5). Buys Chicle Liquor for \$40.

Turn 24

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 5 6 6

Ice Station (p) – TeleGate 2 – B – (Y) – B – R – B – R – (Y) – Aerie – A – R20 – B10 – Asteroid City West.

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Immortal Grease at 6 and Impossible Furniture at 8). Buys Aerie port for \$200.

2nd: Chris Geggus (Whynoms)

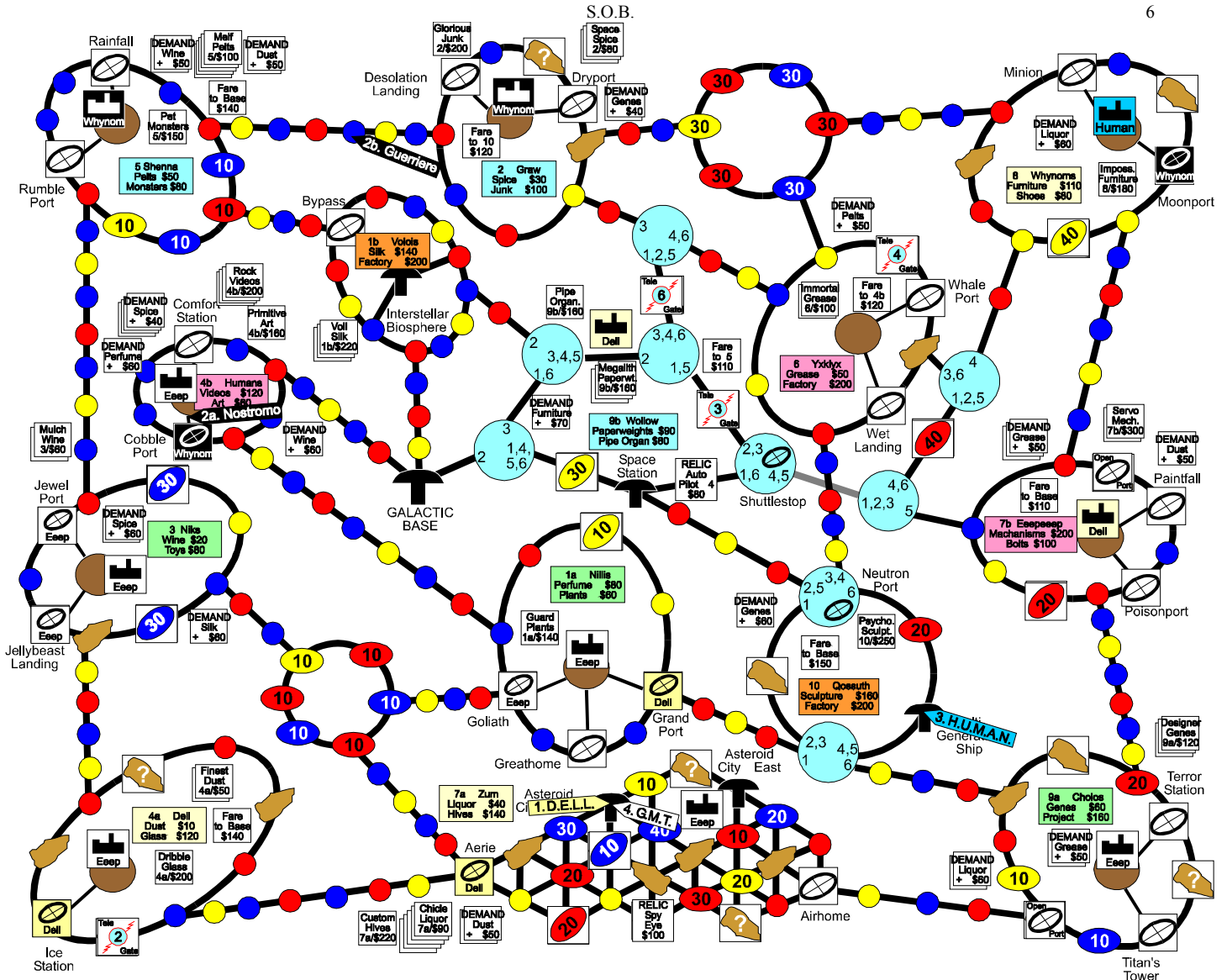
Guerriere Rolls Used: 1 2 2

Desolation Landing (s) – Desolation Landing (o) – R – B – Y – B.

Nostromo Rolls Used: 1 5 5

Grand Port (p) – (Y) – (Y10) – R – B – R – B – (Y) – B – R – B – (Y) – R – Cobble Port (o) – Cobble Port (s).

Buys Cobbleport for \$200.



1. D.E.L.L.
Scow Clipper **\$228**
25: 1 2 5 6/26: 2 2 5 6 (Use 3)
Hold1 Hold2 Hull

Agent (\$80)	Shield (\$60)	
Yellow Drive (\$80)	Fare	

Eeep (\$100)	Wollo (\$100)	Grandport (\$200)
Ice Station (\$200)	Aerie (\$200)	

2a. Nostromo
Fast Transport **\$95**
25: 2 5/26: 6 6 (Double 1)

Hold1	Hold2	Hold3	Hull
Voll Silk 1b/\$220	Bionic Perfume 1a/\$140	Yellow Drive (\$80)	

Shenna (\$100)	Graw (\$200)	Moonport (\$200)	Cobble Port (\$200)
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2b. Guerriere
Fast Scout
25: 2 6/26: 3 4 (Double 1)

Hold1	Hold2	Hull
Space Spice 2/\$80	Space Spice 2/\$80	Air Foil (\$80)

3. H.U.M.A.N.
Normal Clipper **\$210**
24: 1 5 6 6/25: 3 4 6 6/26: 2 3 5 6

Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	6 (\$100)
		Yellow Drive (\$80)
		Switch Switch (\$100)

Whynom (\$100)

4. Go for the Money Time
Rocket Scout **\$560**
24: 5 6/23: 1 1 (Use 1 * 4)

Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Finest Dust 4a/\$50	Shield (\$60)

Humans (\$100)	Zum (\$200)	Chola (\$200)	Goliath (\$200)
Humans (\$100)	Jellybeast Landing (\$200)	Niks (\$200)	
Jewelport (\$200)	Dell (\$200)		

Goods and Demands:

1a (Nillis): Guard Plants

1b (Volois): 4 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), 3 Space Spice, Fare to 10 (\$120), Glorious Junk

3 (Niks): 2 Mulch Wine, 2 Demand for Space Spice (+\$60), 1 Demand for Voll Silk (+\$60)

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

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), 5 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140), Pet Monsters

S.O.B.

6 (Yxklyx): 2 Immortal Grease, 1 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): 1 Demand for Finest Dust (+\$50), 5 Chicle Liquor, Custom Hives

7b (Eeepeeep): 1 Demand for Finest Dust (+\$50), 3 Demands for Immortal Grease (+\$50), Fare to Base (\$110), 2 Servo-mechanism

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

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, 1 Portable Pipe Organ, Fare to 5 (\$110).

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

Base: Nothing

Dog Show

**Turn 5, Phase 7 and Turn 6, Phases 1 through 3
Deadline for Turn 6, Phases 4 through 6: 10/15 Tuesday**

Turn 5, Phase 7 – Purchase Tokens

Genoa buys 25 tokens

Barcelona buys 24 tokens

London buys 16 tokens

Venice buys 22 tokens

Paris buys 0 tokens

Turn 6, Phase 1 – Draw Cards

Paris spends \$5 to buy off the surplus of metal.

Phase 2 – Buy Cards

Paris buys _____ for \$10

London buys _____ for \$10

Phase 3 – Play Cards

Paris plays Johan Gutenberg (Protected, \$30 discount on O), Crusades in Acre (Misery increases to 150), Metal (\$45 to Paris, \$6 each to Genoa, Barcelona, and London), and Fur (\$28 to Paris, \$7 to London).

London plays Grain (\$16 each to London and Venice, \$4 each to Barcelona and Paris), Stone (\$9 to Paris, \$4 to Genoa, and \$1 each to Venice and Barcelona), and Silk (\$8 to London, surplus removed).

Barcelona plays William Caxton (no protection, \$20 discount on O) and Papal Decree (no Religeon upgrades may be purchased this turn).

Venice does not play any cards.

Genoa does not play any cards

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	150	0	\$166	1	15	10	E, F, I, N, R, S, V, W
Ward Narhi	Genoa	100	25	\$66	5	6	6	I, J, K
Paul Bolduc	Venice	70	22	\$60	3	8	8	F, N, R, V, W
Bob Robles	Barcelona	90	24	\$152	4	16	8	A, F, H, I, N, V
Dennis Cain	London	100	16	\$146	2	19	1-O	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
Grain (5)	--	1	2	1	2

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

Surplus, Shortage

Wolfhound

Turns 10.3 to 11.3

Deadline for Turns 11.4 to 12.4: 10/15 Tuesday

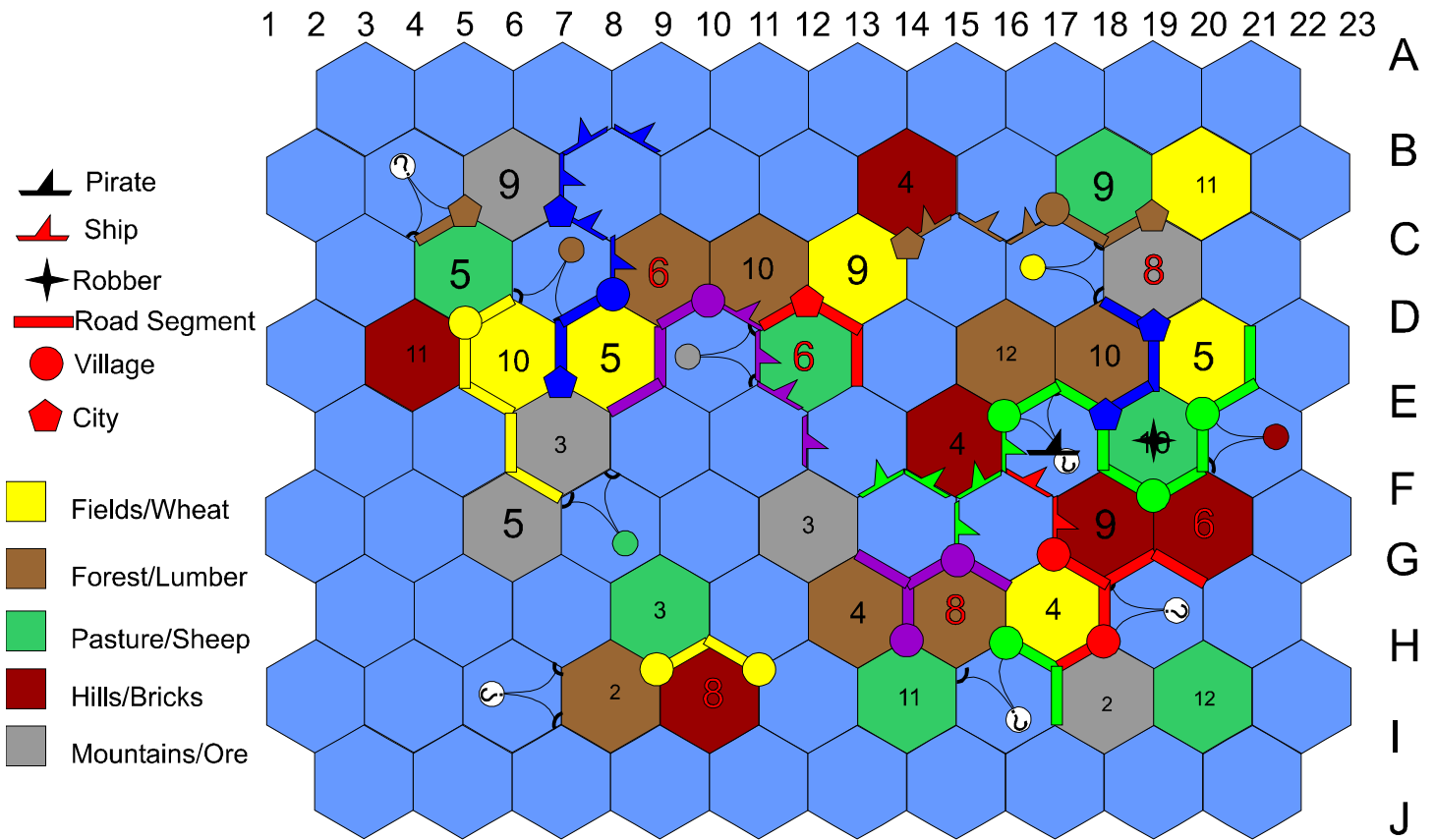
Turn 10

Dave Die roll = 9. Kevin receives 1 brick, Joe receives 1 brick, Dave receives 2 ore, and Ward receives 2 ore, 1 wheat, and 3 wool. Dave trades 4 lumber to Brendan for 1 wool and 2 brick, 1 brick and 1 wool to Tom for 2 wheat and 3 lumber, and 4 lumber for 1 wool. He tries to trade 2 lumber to Joe for 2 wheat, but Joe has no wheat. Builds from D19 – E19 – E18, a settlement at E18 (this cuts Kevin’s trade route, giving Tom the longest trade route), and upgrades the settlement at E18 to a city. During the special build turn, Brendan buys roads from 5D – 5E – 6E – 6F – 7F and a development card (Cathedral, 1VP), and Tom builds a settlement at G15.

Brendan Die roll = 4. Kevin receives 1 brick and 1 wheat, Joe receives 2 wheat, Tom receives 1 lumber, and Ward receives 2 brick. No actions.

Tom Die roll = 10. Kevin receives 2 wool, Joe receives 2 lumber, Dave receives 2 wheat, 2 wool, and 4 lumber, Brendan receives 1 wheat, and Tom receives 1 lumber. Tom trades 1 lumber to Ward for 1 brick, and builds a road from G14 – G13. During the special build turn, Kevin builds two ships from F15 – F14 – F13, Joe builds a road from G18 – G19, and Dave builds 3 ships from C7 – B7 – B8 – B9.

Ward Die roll = 8. Kevin receives 1 lumber, Brendan receives 2 brick, and Tom receives 2 lumber. Ward trades 3 ore for 1 lumber and attempts to build a settlement at B15 (impossible, too close to city).



Turn 11

Kevin Die roll = 9. Kevin receives 1 brick, Joe receives 1 brick and 2 wheat, Dave receives 2 ore, and Ward receives 3 wool, 2 wheat and 2 ore. Kevin trades 4 brick for 2 ore.

Joe Die roll = 7. Dave discards 1 lumber, 2 wheat, and 3 ore, and Ward discards 5 wool, 1 wheat, 1 brick, and 1 lumber. Joe moves the Robber to Wool 10 and

None.

declines to steal. Trades 2 wheat to Dave for 2 lumber and builds a road from G19 – G20.

Dave Die roll = 11. Tom receives 1 wool, Brendan receives 1 brick, and Ward receives 2 wheat. No actions.

Open Trades

Turn 11 Rolls

Brendan 9 **Tom** 4 **Ward** 9

Turn 12 Rolls

Kevin 6 **Joe** 10 **Dave** 3 **Brendan** 7

Green – Red: Nothing I've done was designed to pick on anyone. Any actions, Robber movement, road building, ship building are designed to either have the greatest probability to draw a particular card I was searching for or to gain access to a site to build that generated the materials I was missing. Unfortunately if that meant that you were harmed some, then please accept my apology but you were the best source of whatever I was after not some vendetta against you.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	3		1	1	2	2 Soldiers	4
Joe Carl	Red	2			2			4
Dave Partridge	Blue	3				2		9
Brendan Whyte	Yellow	1		3	2		2 Soldiers, 1 Unplayed	3
Tom Howell	Purple	2	1		2			5*
Ward Narhi	Brown	4	1	1	1	3		8

* Longest Trade Route

Unplayed cards: _____

Doggerel

Turn 6

Turn 7 due: 10/15 Tuesday

Planning

- Dutch** maintain 4 ships (\$16) and buys 5 soldiers (\$50) for \$66.
- 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** maintains 2 ships (\$8), buys 1 ship (\$12), and 1 soldier (\$10) for \$30.
- French** maintains 3 ships (\$12), buys 1 ship (\$12), and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

- Dutch** move to O. Dice: 2, 2, 2. No losses.
- English** move to H. Dice: 2, 4, 5. No losses.
- Portuguese** move to R. Dice: 2, 3, 6, 6. No losses.
- Spanish** move to V. Dice: 3, 4, 4, 5, 5, 5, 6, 6, 6. No losses.
- French** move to J. Dice: 2, 2, 3, 6. No losses.

Mining

Dutch mine 1 gold in O. English mine 1 gold in H.

Discovery

French discover a mine in J.

Land Movement

- Spanish** move 4 colonists and 1 soldier from fleet to V.
- English** move 1 gold from H to fleet, 2 soldiers and 3 colonists from H to G, 3 soldiers and 3 colonists from K to G, and 4 soldiers and 4 colonist from fleet to H. 1 soldier in G prospects.
- Portuguese** move 4 colonists and 4 soldiers from fleet to R.
- French** move 2 colonists and 2 soldiers from J to L, 6 colonists from J to F (it's a climate 1 area with the x3 city and 6 natives), and 4 soldiers and 4 colonists from fleet to J. One colonist in J mines.
- Dutch** move 1 gold from O to fleet, 3 colonists and 4 soldiers from Q to O, 1 soldier from Q to S (it's a climate 1 area with 1 site and 2 natives), 4 soldiers and 5 colonists from Q to P, and 3 colonists and 5 soldiers from fleet to O.

Combat

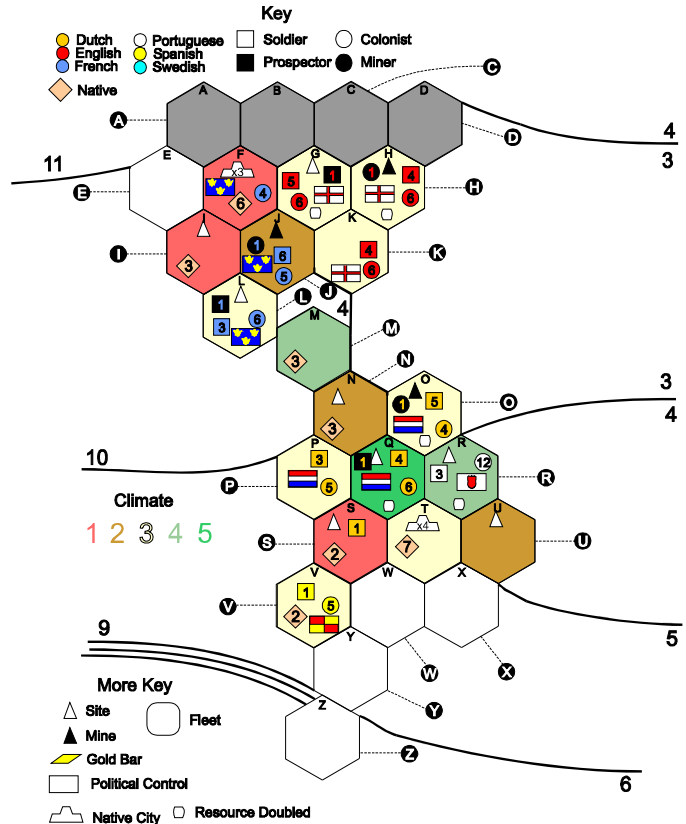
None.

Native Combat

Portuguese: 1 soldier and 1 native killed in R. **Dutch:** 1 soldier and 1 native killed in P.

Native Uprisings

Climate is a 4. Uprisings in F (2 colonists killed) and V (0 colonists killed).



Survival

Climate is a 6.
No losses.

Political Control

English gain political control of G. **French** gain political control of F. **Dutch** gain political control of P. **Spanish** gain political control of V.

Homebound Naval Movement

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

Income

Spanish: Political Control: \$60, resources: \$10.

English: Political Control: \$120, gold: \$40, resources: \$60.

French: Political Control: \$120, resources: \$30.

Portuguese: Political Control: \$60, resources: \$48.

Dutch: Political Control: \$120, gold: \$40, resources: \$50.

Turn 7 Initiative

Portuguese, French, Dutch, Spanish, English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$366	11	4	6
English	Andy Lewis	\$486	9	4	4
French	Kevin Wilson	\$247	13	4	4
Portuguese	Bob Robles	\$148	17	4	4
Spanish	Cary Nichols	\$73	24	3	4

Watchdog

1960

1961 due: 10/15 Tuesday

Event Card Resolution/Held Event Cards

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

MOTAS pays 10MB to Texas Combine to avert sabotage.

Texas Combine accepts the 5% penalty on next one stage rocket launch

Republic of Texas. Fortunate accident (capsule).

Purchase Hardware

Skyliners buys the EVA Suit program for 18MB, the Two Person Capsule program for 24MB, the Liquid Fuel Strap-ons program for 12MB, the Kicker program for 12MB, and the Docking Module program for 18MB.

Masters of Time and Space buys a second launch facility for 30MB, EVA Suit program for 18MB, an astronaut (Roger Manning) for 2MB, and a one-person capsule for 2MB.

Texas Combine purchases a third launch facility for 30MB, Two Stage Rocket program for 60MB, one two stage rocket for 12MB, and one one stage rocket for 3MB.

Republic of Texas purchases the Docking Module program for 18MB and the Two Stage Rocket program for 60MB.

Conduct Research

Skyliners B: 8 dice (2, 2, 3, 3, 4, 5, 5, 6) = +30%. 32MB spent. F: 8 dice (1, 1, 2, 2, 2, 3, 3, 4) = +18%. 8MB spent.

Masters of Time and Space B: 8 dice (1, 1, 1, 1, 1, 2, 4, 4) = +15%. 32MB spent. EVA: 8 dice (2, 3, 4, 4, 5, 5, 6, 6) = +35%. 8MB spent.

Texas Combine EVA: 8 dice (1, 1, 3, 3, 4, 4, 5, 6) = +27%. 8MB spent. B: 6 dice (1, 2, 3, 3, 5, 6) = +20%. 24MB spent.

Republic of Texas 2: 4 dice (1, 2, 4, 5) = +12%. 12MB spent. B: 4 dice (1, 3, 4, 6) = +14%. 16MB spent.

Declare Future Missions

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

Your missions are: _____

Missions

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

Republic of Texas launches an Unmanned Orbital mission. Liftoff: (81%<89%), Earth Orbital Burn (93%>80%). Mission failure. +1% to A and a.

Republic of Texas launches an Manned Orbital (Travis). -3% to all safety factors for skipping Manned Sub-Orbital. Liftoff: (37%<87%), Earth Orbital Burn (89%>78%), engine burn failure, Re-entry (70%<78%), Recovery: (14%>78%). Mission failure. +1% to A and a, -10MB to budget, Travis to 10% experience.

Republic of Texas launches an Manned Orbital (Houston) -3% to all safety factors for skipping Manned Sub-Orbital. Liftoff: (96%>88%), major booster problem, mission cancelled, mission failure. +1% to A, -10MB to budget, Houston to 10% experience.

Texas Combine launches a Manned Sub-Orbital (Torrance). Liftoff: (54%<86%), Re-entry (35%<81%), Recovery (77%<81%). Mission success. +1% to A and a, and +2MB to budget. Torrance goes to 30% experience.

Texas Combine launches a Manned Sub-Orbital (Dawes). Liftoff: (35%<87%), Re-entry (86%>82%), heat shield fails, craft burns up on re-entry, Dawes killed. Catastrophic mission failure. +1% to A, a to 10%, and -10MB to budget.

Masters of Time and Space launches an Manned Sub-Orbital (Tom Corbett). Liftoff (88%>87%), last second countdown abort, problem resolved same day, Liftoff (80%<87%), Re-entry (52%<81%), Recovery: (01%<81%). Mission success. Receives +1% to a and A, +2MB to budget. Tom Corbett goes to 20% experience.

Masters of Time and Space launches an Manned Orbital (Roger Manning). Liftoff (78%<88%), Earth Orbital Burn (78%<82%), Earth Orbital Activities (11%<82%), Earth De-orbital Burn (90%>82%), premature burnout, below minimum thrust requirement, automatic roll on Recovery failure chart, Re-entry (74%<82%), Recovery: automatic failure, extraction difficulties, jammed hatch, astronaut recovered successfully. Mission success. Receives +1% to a and A, +12MB to budget. Roger Manning goes to 20% experience.

Skyliners launches a Lunar Flyby. Liftoff: (20%<70%), Earth Orbital Burn (23%<63%), Earth Mission Burn (71%>63%). Mission failure. Receives +1% to B and 2, and -3MB to budget.

Skyliners launches a Mars Flyby. Liftoff: (83%>71%), major booster problem, launch cancelled. Mission failure. Receives +1% to B, and -3MB to budget.

S.O.B.
Players

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
1-Orbital Satellite	0 / 90%	4 / 96%	0 / 96%	0 / 98%
2-Interplanetary Satellite	1 / 64%			1 / 81%
3-Lunar Probe				
4-Docking Module	1 / 45%			1 / 45%
A-One Stage Rocket	0 / 88%	0 / 88%	2 / 89%	5 / 92%
B-Two Stage Rocket	0 / 72%	2 / 45%	1 / 68%	1 / 39%
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons	1 / 30%			
F-Kicker	1 / 43%			
G-"Mega" Stage Rocket				
EVA Suits	45%	57%	65%	
a-One Person Capsule	0 / 81%	1 / 10%	2 / 68%	7 / 82%
b-Two Person Capsule	1 / 20%			
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	3	2	3
Astronauts	5	6	2	5

Astronauts are: **Skyliners:** Sgetti (20%), Crackers, Chedr, Chili, Carne (0%); **Republic of Texas:** Travis, Houston (10%); Crockett, Bowie, and Navarro (0%). **Texas Combine:** Torrance (30%); Redmon, and King (20%); Roland, Flagg, and Stark (0%). **MOTAS:** Tom Corbett (20%), Roger Manning (10%).

1961

Draw Event Cards

Joe Carl: Production Delay. No capsules or 4-person capsule/modules may be purchased this turn. -25MB to budget.

Bill Scharf: Test Failure. -15% on one-person capsule. +1MB to budget.

Cary Nichols: Engineering Advance. All hardware (not new programs) is half price this year. +3MB to budget.

Andy York: Severe Setback. Pay 12MB or lose 10% on two person capsule safety factor. +1MB 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
1961 Budget	158	92	112	82
Cash	58	10	11	0
1962 Budget	133	95	113	83

Pavlov

Turn 3 Nexus

Turn 3 Bidding, Revival, and Movement due: 10/15 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 3

Nexus

The Guild and the Harkonnens form an alliance. No other alliances are formed.

Spice Blow (cont.)

6 spice in Sihaya Ridge.

Turn 4 spice blow: _____

Bidding Round

CHOAM Charity recipients: Bene Gesserit and Bene Tleilaxu

4 cards are up for bid. Eligible bidders are: Atreides (3 cards), Bene Gesserit (3 cards), Fremmen (2 cards), Harkonnens (4 cards)

Cards are: _____

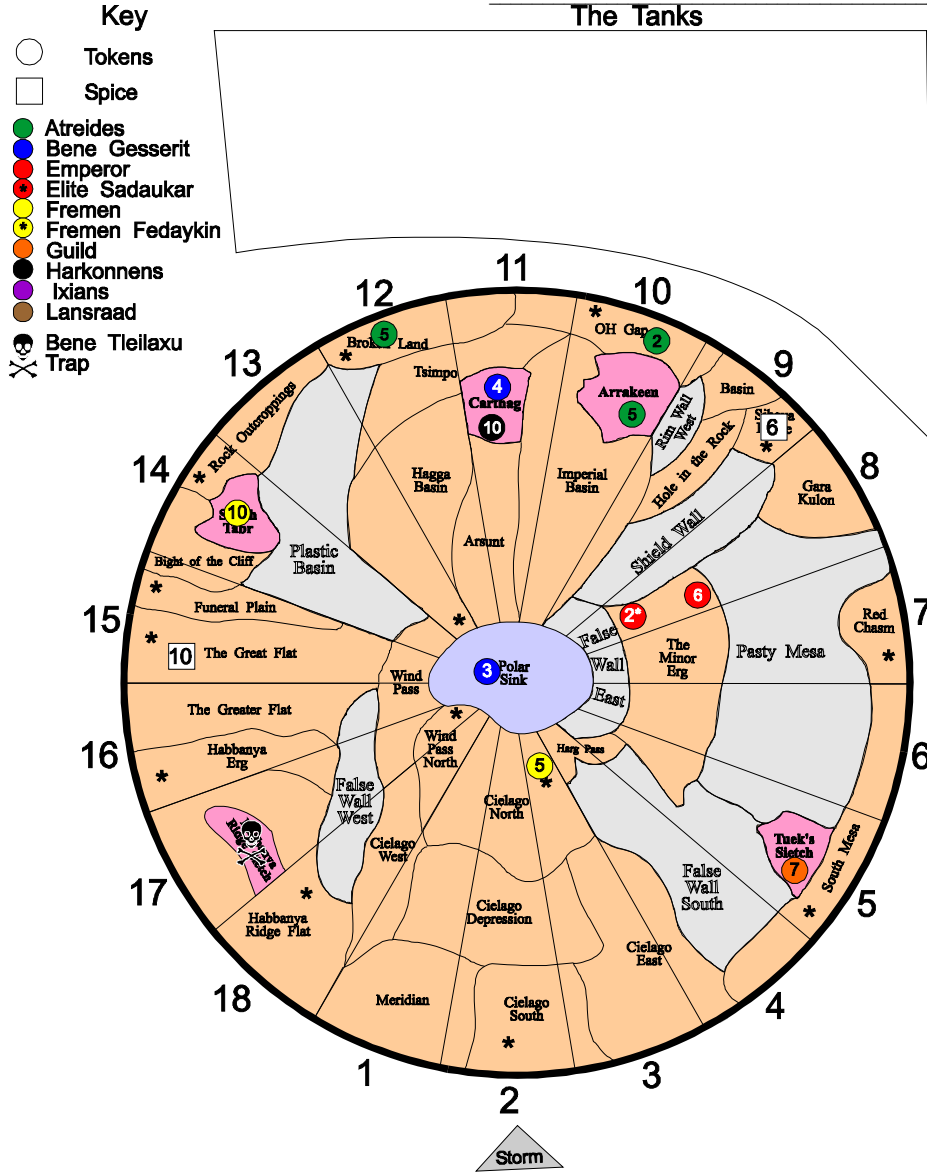
Positions

- Atreides:** 5 tokens Arrakeen, 5 tokens Broken Land (12), 2 tokens OH Gap (10), 8 tokens off-planet, 3 cards
- Bene Gesserit:** 4 tokens Carthag, 3 tokens Polar Sink, 13 tokens off-planet, 3 cards
- Bene Tleilaxu:** *Traps:* _____ in Habbanya Ridge
Sietch, 4 cards
- Emperor:** 8 tokens (2 Elite Sadaukar) Minor Erg (8), 12 tokens (3 Elite Sadaukar) off-planet, 4 cards

- Fremen:** 10 tokens Sietch Tabr, 5 tokens Cielago North, 5 tokens (3 Fedaykin) Southern Hemisphere, 2 cards
- Guild:** 7 tokens Tuek's Sietch, 13 tokens off-planet, 4 cards
- Harkonnens:** 10 tokens Carthag, 10 tokens off-planet, 4 cards

Your Spice: _____
 Your Intrigue cards: _____

 Your traitor(s): _____



Dogface

Epoch II Empire Chou Dynasty, Vedic City States, and Greek City States
Epoch II Scythians, Carthaginians, and Persians due: 10/15 Tuesday

Epoch II

APA. Plays Kingdom in the Upper Nile. Army, city, and fort *Upper Nile*. CHOU DYNASTY. Army and Capital *Wei River* (Shang army retreats to *Yellow River*), armies *Szechuan, Irrawaddy, Ganges Delta, Si-Kyang, and Tarim Basin* (vs. Aryans; C: 5, 4; A: 5; C: 4, 2; A: 6; loses). Points: Dominance in China (4), Presence in North Africa (2), India (2), and Southern Europe (2), 2 Capitals (4), 1 city (1), and 1 Sea (1) for 16 points.

Dogs and Deities. VEDIC CITY STATES. Army and Capital *Upper Indus* (Indus Valley army retreats to *Lower Indus*), army *Lower Indus* (vs. Indus Valley; V: 4, 4; I: 3; V: 6, 4; I: 1; wins, Capital reduced to city), *Ganges Valley, Eastern Deccan, Eastern Ghats* (vs. Indus Valley; V: 6, 6; I: 1; wins), *Upper Indus*. Builds Monument *Upper Indus*. Points: Dominance in India (4), Presence in Middle East (3) and China (2), 1 Capital (2), 1 city (1), and 3 Monuments (3) for 15 points.

Common Cause. Plays Barbarians out of the Plateau of Tibet. *Ganges Valley* (vs. Vedic City States; B: 6, 4; V: 4; wins), *Upper Indus* (vs. Vedic City States; B: 6, 1; V: 1; B: 5, 2; V: 6; loses). Plays Phoenicia. Army and Capital *Levant* (Assyrian army retreats to *Upper Tigris*), fleet *Eastern Mediterranean* (vs. APA; CC: 2, 2; APA: 5; loses), *Eastern Mediterranean* (vs. APA; CC: 4, 1; APA: 4; CC: 3, 2; APA: 1; wins). GREEK CITY STATES. Army and Capital *Morea*, army *Pindus*, *Balkans*, fleet *Western Mediterranean*, *Western Mediterranean*, *Black Sea*, *Black Sea*, army *Crete* (vs. Minoans; G: 4, 4; M: 2; wins, Capital reduced to city), *Dalmatia*. Points: Dominance in Southern Europe (4), Presence in North Africa (2) and Middle East (3), 3 Capitals (6), 1 city (1), 4 Seas (4) for 20 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)	10	22
Andy Lewis	Dogs and Deities (DAD) (orange)	11	20
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	26
Cary Nichols	Common Cause (black)	13	28

Final Positions

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

APA. MINOANS: Army *Shatts Plateau*. NILE KINGDOM: Army, city, fort *Upper Nile*. CHOU DYNASTY: Army and Capital *Wei River*, armies *Szechuan*, *Irrawaddy*, *Ganges Delta*, and *Si-Kyang*.

Common Cause. Fleets *Western Mediterranean* (2), *Black Sea* (2), *Red Sea*, and *Eastern Mediterranean*. EGYPT: Army and Capital *Nile Delta*, armies *Arabian Peninsula*, and *Palestine*. PHOENICIA: Army and Capital *Levant*. GREEK CITY STATES: Army and Capital *Morea*, army and city *Crete*, armies *Pindus*, *Balkans*, and *Dalmatia*.

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

Event Cards

Epoch II Empire

Your Event Cards are: _____

Wolfbane

Turn 4

Turn 5 due: 10/15 Tuesday

Commander Actions

Bartertown passes.

OCEAN buys a water factory (Or3, Or5, Wa6, Wa7) and a population (Wa10).

Planets 'R Us opens the bidding on a Data Library at 15 and gets it for 18 (Or3, Or5, Wa10).

2114 Corporation opens the bidding on a Data Library at 15 and gets it (Or1, Wa7, Wa7).

Dogs in Space passes.

HBDC IX passes

Minas Ithil opens the bidding on Heavy Equipment at 30 and gets it (Or1, Or2, Or4, Wa6, Wa7, Wa10)

Discovery Project buys a water factory (Or2, Or3, Wa6, Wa9).

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF	No, DL	7
2	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF	No	7
3	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF	No, DL	7
4	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF, WaF	HE	6
5	Bartertown	Andy York	OrF, OrF, WaF	HE, No	6
6	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF	Wa	6
7	Dogs in Space	Andy Lewis	OrF, OrF, WaF	DL, HE	5
8	HBDC IX	Kevin Wilson	OrF, OrF, WaF, P	2DL	5

Available UpgradesIncome

New Arrivals: Warehouse, Heavy Equipment

Upgrade	Min. Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	4	0
Heavy Equipment (HE)	30	2	0
Nodule (No)	25	1	0

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. What is the coldest planet in our solar system?

A1. Neptune has an average temperature of -330 degrees Fahrenheit.

Cary Nichols and Kevin Wilson each receive 1 point.

Q2. How fast can tsunamis travel?

A2. Tsunamis can travel up to 759 kilometers per hour.

Andy Lewis, Andy York, Tom Howell, Caleb Cousins, and Joe Carl each receive ½ point.

Q3. How long, in seconds, does it take for the sun's light to reach earth?

A3. It takes the sun's light 499 seconds to reach earth.

Andy Lewis, Andy York, Tom Howell, Kevin Wilson, Paul Bolduc, Bob Robles, and Joe Carl each receive ½ point.

Q4. What is the highest recorded temperature in North America?

A4. A temperature of 134 degrees Fahrenheit was recorded in Death Valley, Calif., on July 10, 1913.

Cary Nichols, Andy Lewis, Andy York, Tom Howell, and Joe Carl each receive ½ point.

Q5. Approximately how long is the Great Barrier Reef?

A5. Australia's Great Barrier Reef is about 2,000 kilometers long.

Cary Nichols, Andy Lewis, Andy York, Tom Howell, Chris Geggus, and Joe Carl each receive ½ point.

Current Scores

Chris Geggus	84½	Andy York	76½	Bill Scharf	65
Caleb Cousins	65	Paul Bolduc	64½	Joe Carl	60½
Dennis Cain	58	Brendan Whyte	49½	Andy Lewis	39½
Ward Narhi	33½	Bob Robles	33½	Steve Koehler	31
Tom Howell	28½	Kevin Wilson	20½	Brad Martin	16
Sean Cousins	7	Cary Nichols	7		

Kevin Wilson and Joe Carl are awarded free issues.

*New Questions***Topic: Miscellaneous Trivia**

1. About how many hairs are on the human head?
2. How far away is the closest extrasolar planet discovered thus far?
3. What is the heaviest internal organ in the human body?
4. Which famous Danish astronomer had an artificial nose?
5. What continent has the tallest active volcano?

Pedagoguery

As stable as the Sun appears to us, it is in actuality a violent, changeable place. The Sun has a pattern of activity that can dramatically affect life on Earth.

The output of the Sun varies over both short and long timescales. Over short timescales, the change is primarily due to the Sun's magnetic activity. Longer timescale changes are due to the process of the Sun's evolution.

Let's take a look at the source of magnetic phenomena on the Sun. On average, the strength of the Sun's magnetic field is approximately equal to that of the Earth's. There are two main differences between the two bodies, however, from the point of view of the magnetic field. The first is the fact that the Sun is a plasma; that is to say that it is matter in which at least 5% of the material is ionized, or missing at least one electron. Magnetic field lines pass right through neutral matter, but they get coupled to a charged medium. Thus, the magnetic field lines are anchored to the matter through which they run. The second difference is that the Sun is not a solid body. The matter of the Sun moves in many complex ways. First of all, the sun rotates faster at the equator than at the poles. Over time, this action will cause the magnetic field lines to wind tighter and tighter around the Sun.

In addition, the outer layers of the Sun are convective. Like a pot of boiling water, hotter material from below surges upward, and cooler material from above sinks downward. This causes magnetic field lines to be twisted in another direction.

So how does this twisting of magnetic field lines manifest itself? The most obvious way is through sunspots. Sunspots are essentially knots of magnetic field lines, and the reason they appear dark is that much of the energy of that region is tied up in the magnetic field. The energy density of

any place on the Solar photosphere must be approximately equal. If this were not true, the energy would flow from the areas of high density to areas of low density and so smooth everything out. In a normal area of the sun, most of the energy density is made up of thermal and radiant energy; heat and light. In a sunspot however, the energy density of the magnetic field is quite high; as a result, the thermal and radiant energy density must be lower to keep the overall energy density constant. This is why sunspots are dark; they are cooler than the rest of the Sun.

Sunspots do not last forever. Eventually, magnetic field lines of opposite polarity will get close to one another. When that happens, the magnetic field lines can violently reconnect, transforming the energy of the disconnected loop of magnetic field into the surrounding medium. This is a Solar flare. Solar flares release a burst of radiation and high-energy particles. In today's world of modern technology, solar flares can have a dramatic impact on the Earth. Besides the fact that satellites can be directly knocked out by the burst of radiation and high-energy particles, solar activity also causes the Earth's outer atmosphere to expand, causing the orbits of low Earth satellites to degrade. In addition, the sudden shock of a solar flare can cause the Earth's magnetic field to ring like a bell, causing induced currents in power grids. One such "geomagnetic storm" in 1987 caused the Quebec power grid to shut down.

Sunspot activity follows an 11 year cycle. We are just now coming out of a sunspot maximum. But even this activity is not constant. From about 1645 to 1715, no sunspot activity was observed at all. This was the Maunder Minimum and it corresponded with what is called the "Little Ice Age", a period of abnormally harsh winters and cool summers. While there is some

disagreement as to whether this apparent lack was due to an actual absence of sunspots or just lost records of observations, one thing remains clear – the Sun’s cycles can have a dramatic impact on the Earth.

In the longer term, the Sun’s variability dooms the Earth. As the Sun ages, it accumulates more and more helium in its core. This helium “ash” inhibits the nuclear reactions that power the Sun, so the core contracts a little bit as gravity gets the upper hand over the Sun’s thermal energy. As the core expands, it gets hotter, spurring more nuclear reactions. Quickly, a new equilibrium is reached, but the end result is that the Sun starts burning hotter and hotter as it ages. What does this mean for the Earth? Well, we will have to contend with a more drastic form of global warming. Within a few million years, the Earth will be hot enough that the polar ice caps will melt, causing sea levels to rise. Weather will become more extreme as more heat is

available to evaporate water and drive storm systems. As more and more of the world’s oceans evaporate, the added water vapor in the atmosphere will drive a greenhouse effect that will accelerate the changes. Eventually, water vapor will get into the stratosphere, and when that happens, it is the beginning of the end. In the stratosphere, water molecules will be broken apart by solar ultraviolet, and the resulting hydrogen will gradually be lost. Slowly, the Earth will lose its water to space. In the end, the Earth will end up remarkably like Venus, with all its water gone. The main difference will be that Earth will have a higher proportion of nitrogen oxides in its atmosphere than Venus does. So, the Earth will be inhospitable long before the Sun expands to a red giant and possibly engulfs the Earth.

Next issue, I will discuss an intriguing alternative to dark matter.

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 Marcionis	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
Feral Dogs	Machiavelli	Pasquale Giovine	
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	

Name	Game	Winner	Notes
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	
Dog Tired	Kremlin	Chris Geggus	
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 Milan in Off the Leash, and Bill Scharf for Naples in Wild Dog