

**Notes from Hades**

Hello again. Yes, I'm back from a much needed and appreciated vacation. I went to a family reunion in Northern Idaho. For those of you who have never been there, I would highly recommend it. The countryside is beautiful. The reunion itself was held in Farragut State Park on Lake Pend Oreille, where my father is a volunteer campground host. Lake Pend Oreille is an unusual lake. It's name is Native American and is pronounced Pond-uh-RAY. I don't know what it means. It is unusual because its depth has never been accurately measured. It's a big, deep lake; deep enough for the Navy to have established an acoustic research center there. The lower layers of the lake are filled with suspended dust which interferes with sonar soundings of its depth. The lake has always been like that, no one knows why. As for the park itself, it also has an unusual history. During World War II, it was a Navy base. Thousands of recruits went through boot camp there. It was also used as a POW camp for German POWs. When the base was decommissioned during the '50s, however, nearly all of the old buildings were torn down. The only ones standing are the Brig and a few pump houses. The Brig is currently being converted into a museum.

Not too far from the park is a small amusement park called Silverwoods. Silverwoods has only one roller coaster, called the Corkscrew. Those of you here in Southern California may remember that particular ride, because it is the same one that used to be a Knott's Berry Farm. I suspect that a lot of the major amusement parks, like Knott's, Six Flags Magic Mountain, and Marriott's Great America, may sell off their old rides to smaller regional parks like Silverwoods. Anyway, the best thing about this park was the fact that it is small. The line for the Corkscrew was about 5 minutes long -- and that was if you wanted the front seat. In addition to the roller coaster, there was the traditional assortment of amusement park rides. There is also an air strip where you can get sailplane and biplane rides. We spend a day there and had a great time. I also got to do some horseback riding and hiking. All in all, a fine vacation.

Back on the home front, the trade show I went to before my vacation has turned out to be a gold mine of business contacts. We are already starting to reap the benefits of it. We've been swamped with new work and new clients, and as a result, it looks like I'll be spending the next two weeks in Sacramento. Life is getting more hectic, but I guess that comes with even the modest amount of success we've achieved. After two-and-a-half very lean years, however, I'm not about to argue.

This issue's deadline will be **Friday, October 29.**

**Current Games**

**Machiavelli**

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**Flier Games**

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**Game Openings**

**Machiavelli Stock Exchange** New players are always welcome. The game fee is \$2.00, half of which will be set aside for prizes for the winners.

**"Anubis"** New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley(pd.), Andy Lewis(pd.), Ron Johnson (pd.), and Bill Scharf (pd.). Need 2 more. Well, since I've had someone pull out, I'll go ahead and wait on this until I get at least one more.

**"Doghouse"** Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis. Need 7 more.

**"Mailman's Bane"** Die Macher. The game fee is \$5.00. Have Sean Cousins, Bill Scharf, Chris Hurley, and Andy Lewis. This is closed and will start as soon as I have received game fees from all of the players.

**"Prairie Dog"** Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson, James Pratt, and Steve Koehler. Need 3 more. This will be a barroom brawl. Note that despite the fact that the particular showdown has only five sides, it has seven characters. Each player will play one character.

**Wish List**

**Outpost** is a game of industrial growth and exploitation to be run in the zine. Each player plays the part of the commander of a new colony on a newly discovered world. Players upgrade their production and capabilities while competing for limited resources. Have Sean Cousins, Bill Scharf, and Kevin Kinsel. Need 5 more players.

**Time Agent** is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson and Sean Cousins. Need 4 more.

**Mustangs** is a game of WWII dogfights. The game would be run by flier. Currently have Eddie Campisano and Chris Hurley. Need two more.

**History of the World** is a game of world conquest spanning recorded history from the ancient empires of Egypt and Sumeria to World War I. Have Dave Anderson and Kevin Kinsel. Need 4 more.

**Stellar Conquest** is a game of interstellar exploration and colonization. I have a substantial set of variants that I plan to use for this one, some of which I have come up with myself, based on a prior experiment running this by mail. The game will be a fog-of-war style game run by flier. Need 4.

Note that a subscription to S.O.B. is not required to play in a game run by flier.

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

Your publisher is:

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Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

**The Gates of Hades / MGN# O/B/8/ABC/1****End of Game Statements***Game Summary*

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	2	2	3	3	4	3	3	2	3
Flo	3	3	3	3	2	4	4	4	5
Fra	5	5	5	5	6	7	7	9	10
Mil	3	5	5	6	6	6	7	6	4
Nap	4	4	4	4	5	6	6	6	7
Pap	4	4	4	4	5	5	3	3	4
Tur	3	3	3	3	2	1	1	0	0
Ven	4	5	7	7	6	6	8	10	8

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	2	1	1	1	0	0	0	0
Flo	5	6	7	7	6	6	4	4	6
Fra	10	10	11	11	9	8	8	9	7
Mil	4	4	3	3	6	6	6	5	6
Nap	8	9	9	9	10	10	11	11	10
Pap	4	4	4	4	4	5	5	5	5
Tur	0	0	0	0	0	0	0	0	0
Ven	7	7	8	8	8	9	10	10	10

Coun	1460			1461			1462
	Spr	Sum	Fal	Spr	Sum	Fal	Spr
Aus	0	0	0	0	0	0	0
Flo	7	8	8	9	10	10	6
Fra	4	4	3	2	1	1	1
Mil	7	7	8	9	10	12	11
Nap	10	10	10	11	11	11	15
Pap	6	4	4	3	4	5	5
Tur	0	0	0	0	0	0	0
Ven	10	11	11	10	8	5	5

*Players*

<b>Austria:</b>	Shane Hedegard (out, Fall 1458)	7th	1.5
<b>Florence:</b>	George Mann	3rd	7.0
<b>France:</b>	Jeff Whitham	6th	4.0
<b>Milan:</b>	Mike Hearne (drop, Fall 1457), Kevin Kinsel	2nd	9.0
<b>Naples:</b>	CHRIS HURLEY	1ST	10.0
<b>Papacy:</b>	Bill Scharf	4th	5.5
<b>Turks:</b>	John Sundwall (out, Summer 1456)	7th	1.5
<b>Venice:</b>	Tim Dekker (drop, Sum 1457), Bob Robles	4th	5.5

*Statements*

**Chris Hassler, GM:** What a game. This is the first game of any kind that I've GMed, and it went extremely well. At first, it seemed to get off to a somewhat rocky start, with Tim Moore pulling out at the last minute. Fortunately, I was able to find a replacement before the game started. Since then, however, the game has gone very well, especially after Kevin Kinsel and Bob Robles joined. Kevin and Bob have really injected some life into the game. Overall, I'd say the level of play was excellent. This proved to be quite a lively and surprising game.

**Bill Scharf, Papacy:** The alliances formed fast and loose. It made for an exciting game all the way.

**Mastiff / MGN# O/B/8/ABC/2****Fall 1458****Deadline/End of Game Statements 10/29 Friday**

Venice and Naples finally get their collective acts together, obtaining victory for Venice. France and Austria continue their tussle up in the north, while Venice and Florence exchange cities and Naples sneaks into a Florentine city.

*Retreats*

Austrian A2(EM) retreats to Saluzzo

*Orders*

AUSTRIA: A1 GENOA converts to G1  
(Johnston) A2 (EM) Saluzzo to PROVENCE  
A6 Turin to PAVIA

FLORENCE: A1 Urbino to FLORENCE  
(Robles) A2 LUCCA to Modena  
A3 Bologna supports A2 (cut, DISLODGED, retreat irrelevant)  
A4 Spoleto to AQUILA  
A5 ANCONA supports A4  
F2 CAPUA to Naples

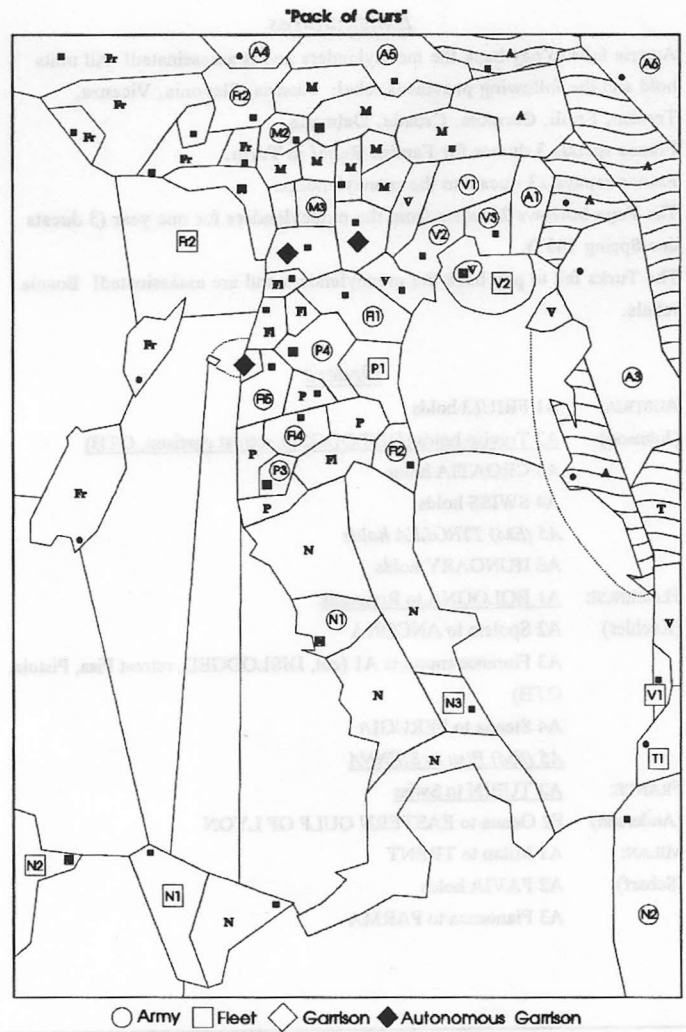
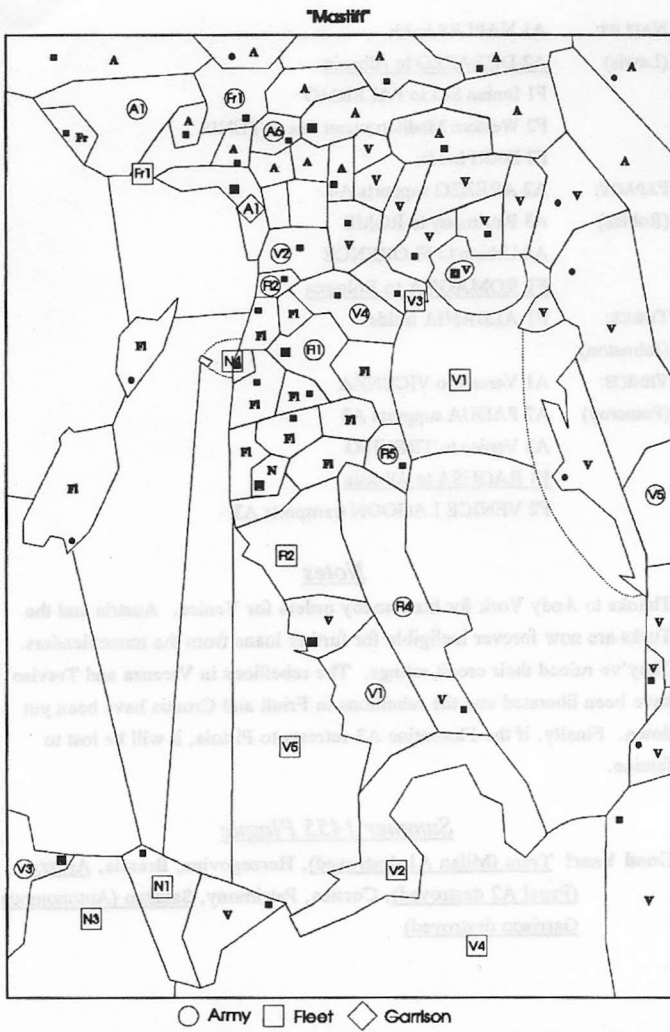
FRANCE: A1 (EM) Provence to TURIN  
(Koehler) F1 Eastern Gulf of Lyon to SAVOY

NAPLES: F1 PALERMO hold  
(Kinsel) F3 BAY OF TUNIS transports Venice A3 to Tunis  
F4 EASTERN TYRRHENNIAN SEA to Piombino

VENICE: A1 SALERNO to Naples  
(Scharf) A2 MODENA supports A4 (cut)  
A3 Otranto to TUNIS  
A4 Mantua to BOLOGNA  
A5 Dalmatia to BOSNIA  
F1 Venice Lagoon to UPPER ADRIATIC  
F2 Lower Adriatic to OTRANTO  
F3 FERRARA supports A4  
F4 IONIAN SEA transports A3  
F5 (EM) GULF OF NAPLES transports A3

*Notes*

Venice has conquered the Turks and, along with his 17 cities, that is enough for the victory. Congratulations, Bill.



**Pack of Curs / MGN# O/B/8/ABCG/1**  
**Winter/Spring 1456**  
**Deadline/Summer 1456 10/29 Friday**

Two heads of state go to their graves because of debt. Venice is able to capitalize some on the Austrian assassination, but no one has yet gained because of the Turkish assassination. France hopes for a rebellion that doesn't occur while Milan rebuilds his military only to see it die of plague. Florence and the Pope continue to exchange cities, with the Pope getting the better of the bargain, except for the plague. Finally, Naples, foreseeing some difficulty in repaying a loan, chooses to guard some cities.

Retreats

Papacy A2 retreats to Arezzo  
 Venice F2 retreats to the Venice Lagoon

Builds

		Treas.	Cost	Rem.
AUS	Maintains all, builds A5 (Elite Mercenary) Tyrolea, A6 Hungary	34	21	13
FLO	Maintains all, builds A5 (Elite Mercenary) Pisa	20	18	2
FRA	Maintains A2, F2	22	6	16
MIL	Maintains all, builds A1 Milan, A2 Pavia	22	9	13
NAP	Maintains all, builds A1 Naples, F3 Bari	31	15	16
PAP	Maintains all, no new builds	15	12	3
TUR	Maintains all, no new builds	10	3	7
VEN	Maintains all, builds A2 Padua, A3 Venice	22	15	7

Expenditures

Austria fails to pay back the moneylenders and is assassinated! All units hold and the following provinces rebel: Austria, Slavonia, Vicenza, Treviso, Friuli, Carniola, Croatia, Dalmatia.  
 France spends 3 ducats for Famine Relief in Turin.  
 France repays 13 ducats to the moneylenders.  
 The Pope borrows 2 ducats from the moneylenders for one year (3 ducats due Spring 1457).  
 The Turks fail to pay back the moneylenders and are assassinated! Bosnia rebels.

Orders

AUSTRIA: A1 FRIULI holds  
 (Johnson) A2 Treviso holds (DISLODGED, retreat garrison, OTB)  
 A3 CROATIA holds  
 A4 SWISS holds  
 A5 (EM) TYROLEA holds  
 A6 HUNGARY holds  
 FLORENCE: A1 BOLOGNA to Romagna  
 (Koehler) A2 Spoleto to ANCONA  
 A3 Florence supports A1 (cut, DISLODGED, retreat Pisa, Pistoia, OTB)  
 A4 Sienna to PERUGIA  
A5 (EM) Pisa to SIENNA  
 FRANCE: A2 TURIN to Swiss  
 (Anderson) F2 Genoa to EASTERN GULF OF LYON  
 MILAN: A1 Milan to TARENT  
 (Scharf) A2 PAVIA holds  
 A3 Piacenza to PARMA

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NAPLES: A1 NAPLES holds  
 (Lewis) A2 DURAZZO to Albania  
 F1 Ionian Sea to PALERMO  
 F2 Western Mediterranean Sea to TUNIS  
 F3 BARI holds  
 PAPACY: A2 AREZZO supports A4  
 (Robles) A3 Patrimony to ROME  
 A4 Urbino to FLORENCE  
F1 ROMAGNA to Bologna  
 TURKS: F1 ALBANIA holds  
 (Johnston)  
 VENICE: A1 Verona to VICENZA  
 (Pomeroy) A2 PADUA supports A3  
 A3 Venice to TREVISO  
F1 RAGUSA to Albania  
 F2 VENICE LAGOON transports A3

Notes

Thanks to Andy York for his standby orders for Venice. Austria and the Turks are now forever ineligible for further loans from the moneylenders. They've ruined their credit ratings. The rebellions in Vicenza and Treviso have been liberated and the rebellions in Friuli and Croatia have been put down. Finally, if the Florentine A3 retreats to Pistoia, it will be lost to famine.

Summer 1455 Plague

Good Year! Trent (Milan A1 destroyed), Herzegovina, Brescia, Arezzo (Papal A2 destroyed), Corsica, Patrimony, Saluzzo (Autonomous Garrison destroyed)

Machiavelli Stock Exchange

Turn 7

Deadline Turn 8: 10/29 Friday

Notes

In the interest of brevity, the following abbreviations will be used: Aus - Austria, Flo - Florence, Fra - France, Mil - Milan, Nap - Naples, Pap - Papacy, Tur - Turks, Ven - Venice, GOH - "Gates of Hades", MAS - "Mastiff", POC - "Pack of Curs". Each country will be represented by a six letter abbreviation which will consist of the country name and the game name. The current prize for the winner is \$6.00 credit toward the S.O.B. gamefee or subfee of your choice.

Dave Anderson is proposing a concession to Ron Johnson. Please submit votes with your next set of orders.

Current Players:

Name	Nickname	Code
Dave Anderson	"Snoopy"	DA
Ron Johnson	"Vulture Dog"	RJ
Sean Johnston	"Otto"	SJ
George Mann	"Dog Master George"	GM
Bill Scharf	"Doge"	BS
Mike Stewart	"Bulldog"	MS

Sells/Buys

Stock	DA	RJ	SJ	GM	BS	MS	Total
FraGOH	--	-873	--	--	--	--	-873
MilGOH	-4	--	--	--	--	--	-4
NapGOH	--	--	--	--	--	--	0
VenGOH	--	--	--	--	--	--	0
AusMAS	--	+386	+40	--	--	--	+426
FloMAS	--	--	--	--	--	--	0
FraMAS	--	+1000	--	--	--	--	+1000
NapMAS	--	--	--	--	--	+131	+131
VenMAS	-19	--	--	--	+70	-11	+40
AusPOC	--	--	--	--	-148	-40	-188
FloPOC	--	--	--	--	--	--	0
FraPOC	--	--	--	--	--	--	0
MilPOC	--	--	--	--	--	--	0
NapPOC	-10	--	--	--	--	--	-10
PapPOC	--	--	--	--	--	--	0
TurPOC	--	--	-144	--	--	--	0
VenPOC	--	--	--	--	--	--	0

Price Changes

Stock	Old Price	Difference	New Price
FraGOH	30.06	0.00	30.06
MilGOH	50.07	0.00	50.07
NapGOH	58.74	0.00	58.74
VenGOH	35.12	0.00	35.12
AusMAS	40.96	+18.52	59.48
FloMAS	38.40	+3.90	42.30
FraMAS	10.40	+25.60	36.00
NapMAS	13.50	+6.12	19.62
VenMAS	57.60	+21.80	79.40
AusPOC	27.38	-5.86	21.52
FloPOC	28.70	-3.10	25.60
FraPOC	30.70	-0.10	30.60
MilPOC	18.60	+1.90	20.50
NapPOC	23.80	-2.30	21.50
PapPOC	13.40	+2.90	16.30
TurPOC	11.58	-2.98	8.60
VenPOC	27.90	+0.90	28.80

Average stock price: \$34.37

Portfolio Share Totals

Stock	DA	RJ	SJ	GM	BS	MS	Bank
FraGOH	--	--	--	--	--	--	1000
MilGOH	--	--	--	--	--	--	1000
NapGOH	--	--	--	12	--	--	988
VenGOH	--	--	--	6	--	--	994
AusMAS	--	386	40	8	--	--	568
FloMAS	--	--	--	--	--	--	1000
FraMAS	--	1000	--	--	--	--	0
NapMAS	--	--	--	--	--	131	869

Portfolio Share Totals (cont.)

Stock	DA	RJ	SJ	GM	BS	MS	Bank
VenMAS	--	--	--	--	70	--	930
AusPOC	--	--	--	--	--	--	1000
FloPOC	--	--	--	--	--	--	1000
FraPOC	--	--	--	--	--	--	1000
MilPOC	--	--	--	--	--	--	1000
NapPOC	--	--	--	--	--	--	1000
PapPOC	--	--	--	--	--	--	1000
TurPOC	--	--	--	--	--	--	1000
VenPOC	--	--	--	--	--	--	1000

Portfolio Values

Stock	DA	RJ	SJ	GM	BS	MS
NapGOH	0.00	0.00	0.00	704.88	0.00	0.00
VenGOH	0.00	0.00	0.00	210.72	0.00	0.00
AusMAS	0.00	22959.28	2379.20	475.84	0.00	0.00
FloMAS	0.00	0.00	0.00	0.00	0.00	0.00
FraMAS	0.00	36000.00	0.00	0.00	0.00	0.00
NapMAS	0.00	0.00	0.00	0.00	0.00	2570.22
VenMAS	0.00	0.00	0.00	0.00	5558.00	0.00
AusPOC	0.00	0.00	0.00	0.00	0.00	0.00
FloPOC	0.00	0.00	0.00	0.00	0.00	0.00
FraPOC	0.00	0.00	0.00	0.00	0.00	0.00
MilPOC	0.00	0.00	0.00	0.00	0.00	0.00
NapPOC	0.00	0.00	0.00	0.00	0.00	0.00
PapPOC	0.00	0.00	0.00	0.00	0.00	0.00
TurPOC	0.00	0.00	0.00	0.00	0.00	0.00
VenPOC	0.00	0.00	0.00	0.00	0.00	0.00
\$	0.00	35.58	33.36	1601.12	31.88	7.80
<b>Total</b>	<b>0.00</b>	<b>58994.86</b>	<b>2412.56</b>	<b>2992.56</b>	<b>5589.88</b>	<b>2578.02</b>

Dave Anderson has sold all of his stock and given the proceeds to George Mann. Also, the prices of all Mastiff stocks are frozen. The stocks will be removed from the listing as soon as all shares are sold.

**Dingo's Delight**

**Turns 10 and 11**

**Deadline Turns 12 and 13: 10/29 Friday**

The Players

**Turn 10**

- 1st: Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 3 \* 4**  
Rainfall(p) - B - R - Y - B - R - B - Y - B - R - Desolation  
Landing(o) - Desolation Landing(s)  
Sells one Chiclé Liquor for \$90 (out of the cup pops a Fare to 9a at Base). Buys a shield for \$60.
- 2nd: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: 4 4 6**  
Poisonport(s) - Poisonport(o) - R - B - Y - B - R - B - Y - R20 -  
Terror Station(o) - Terror Station(s).  
Sell Immortal Grease for \$100 (out of the cup pops Demand for Spice at 4b).
- 3rd: Andy York**  
Human/Dr. Pepper 2-4-10 Rolls Used: 4 5 6  
Dryport(s) - Dryport(o) - A - Y - R - NC6 - R - Y - B - Y - R - B -  
R - B - Y

**Human/Norman New Ruff Rolls Used: 1 1 2 3**

**Grand Port(s)**

Sells one Designer Genes for \$120 (out of the cup pops a Fare to Base at 7b) and buys one Voll Silk for \$140.

**4th: Sean Cousins (Whynom/Black Bear) Rolls Used: 1 (6 \* 2)**

**Terror Station(s) - Terror Station(o) - R20 - Y - B - R - B - Y - B - R - Poisonport(o) - Poisonport(s)**

Agent barbers Switch-Switch for \$50 credit and uses the credit plus \$70 cash to buy a Base.

**5th: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 \* 3**

**B10 - R10 - Y - B - R - Bypass(o) - R - Y - B - R - B - R - Y**

**6th: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 4 4**

**Terror Station(s) - Terror Station(o) - R20 - TeleGate 5 - A - R - B - (Y) - NC4 - Multi-Generation Ship.**

Buy one Space Spice for \$30. Pick up Fare to 10.

**Turn 11**

**1st: Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 4 \* 4**

**Desolation Landing(s)**

Sells one Chiclé Liquor for \$90 (out of the cup pops Demand for Dust at 7a). Buys two Designer Genes for \$120.



S.O.B.

<p>1. The 4-2 Blue Jay \$310 Scow Clipper 12: 1 2 3 3 // 13: 1 3 3 4 (Use 3) Hold1 Hold2 Hull Rock Videos 4b/\$200 FARE 2 to 10 \$120 Relic Yellow Drive (\$80)</p>	<p>2. Jackal of All Trades \$16 Rocket Scout 12: 4 5 // 13: 6 6 (Use 1 x 4) Hold1 Hold2 Hull Design'r Genes 9a/\$120 Design'r Genes 9a/\$120 Wallow \$100 Rainfall \$200 Shield (\$60)</p>	<p>3. Dog Catcher Taxi \$75 Sports Scout 12: 3 3 6 6 // 13: 1 3 4 6 (Use 3) Hold1 Hold2 Hull Living Toys 3/\$180 Agent (\$80) Mulligan Gear (\$120) Niks \$200 Relic Shield (\$60)</p>
<p>4a. Norman-New-Ruff \$130 Clipper 12: 4 4 4 5 // 13: 2 3 3 5 Hold1 Hold2 Hull Finest Dust 4a/\$50 Voll Silk 1b/\$220</p>	<p>4b. Dr. Pepper 2-4-10 Transport 12: 4 4 6 // 13: 1 3 6 Hold1 Hold2 Hold3 Hull Design'r Genes 9a/\$120 Shield (\$60)</p>	
<p>5a. Black Bear \$40 Fast Scout 12: 1 3 // 13: 4 5 (Double 1) Hold1 Hold2 Hull Gate Lock (\$100) Shield (\$60) Whynom \$100</p>	<p>5b. Black Bear Base Base Hold1 Hold2 Hold3 Hull Immort'l Grease 6/\$100 Immort'l Grease 6/\$100 Hold4 Hold5 Hold6 Hold7</p>	<p>6. King Fischer \$300 Torch Scout 10: 4 // 11: 4 (times 3) Hold1 Hold2 Hull Primitive Art 4b/\$160 Rock Videos 4b/\$200 Shield (\$60) Relic Auto Pilot (\$80) Qossuth \$200</p>

**Sand Dog**

Turn 9 Bidding - Turn 10 Nexus

Players

**Atreides:** Sean Cousins      **Fremen:** Bill Scharf  
**Bene Gesserit:** Andy Lewis      **Guild:** Chris Hurley  
**Emperor:** Ken Goldstien      **Harkonnens:** Tom Swider

Bidding Round

CARD 1 is not bid on and so goes back to the top of the deck.

Movement Round

The Bene Gesserit coexist everywhere except Sietch Tabr and the Hagga Basin.

Revival

**Atreides:** 1 token  
**Bene Gesserit:** 2 tokens, 2 spice paid  
**Emperor:** 3 tokens (1 Elite Sadaukar), 4 spice paid  
**Fremen:** 3 tokens (1 Fedaykin)  
**Guild:** 1 token  
**Harkonnens:** 3 tokens, 2 spice paid

Shipping

**Atreides:** 2 tokens to Sietch Tabr (Shipment fails)  
**Bene Gesserit:** 3 tokens to Sietch Tabr  
**Emperor:** 15 tokens (5 Elite Sadaukar) to the Polar Sink  
**Fremen:** 2 tokens to The Great Flat  
**Harkonnens:** 4 tokens Sietch Tabr

Movement

**Bene Gesserit:** 3 tokens Polar Sink - Hagga Basin (13)  
**Emperor:** 15 tokens (5 Elite Sadaukar) Polar Sink - Imperial Basin - Carthag (Using Hajr card)  
**Guild:** 1 token Polar Sink - Hagga Basin (13)  
**Harkonnens:** 3 tokens Wind Pass North - Wind Pass - The Great Flat

Combat Spice Deal

The Fremen and Harkonnens conclude the following spice deal:  
 1. The Fremen and Harkonnens agree that in the combat in the Great Flat, both sides shall dial 0, play only worthless cards, and not call treachery.  
 2. The Fremen player agrees to let the Harkonnens win.

## Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

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

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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, lets get those people standing by. The current standby list is:

- Machiavelli:** Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann, Gregory Straw
- Dune:** Steve Koehler
- New World:** Steve Koehler
- Merchant of Venus:** None
- Machiavelli Stock Exchange:** Steve Koehler
- Die Macher:** Tom Swider

Standby Calls

**None this issue!**

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