

Notes from Hades

Spring is finally here, and with it comes work out in the yard. Our back yard is rather unusual, in that we have no lawn area at all. For new construction in Southern California, it is rather large. This is due to the fact that our house sits dead center at the end of a cul-de-sac. Still, in terms of most of the country, it is a small yard. Even so, we have determined to make the most out of it. The yard is broken out into a number of "garden rooms". The house sits on a north-south axis with the front of the house facing south. The east side has the entrance to the back yard, which is flanked by a grapefruit tree. We have star jasmine growing up on a lattice separating our yard from our neighbor's, and it is in bloom now so the fragrance is quite powerful. Past the gate is Celeste's yard. This is just outside our side entrance and Celeste's studio, which is where Celeste's students come for their piano lessons. The area is dominated by a circular paver patio, flanked by two crepe myrtle trees and a small fish pond. It is screened off by a lattice fence on which we have some honeysuckle growing. A path leads into the next area, which contains some plantings and our vegetable garden. We have artichokes and asparagus growing there as permanent fixtures. We currently also have purple bell peppers, squash, tomatoes, eggplant, basil, parsley, sage, and chives growing there. Against the wall we have a blackberry bush which I try (with a little success) to keep contained. It is just starting into its bearing season now, and it looks like we could easily have 20 or more pounds of blackberries out of it. Also in this area is Sybil, our apple tree. We call it Sybil because it has six different varieties of apple grafted onto a single trunk. For those of you who haven't gotten the reference yet, there was a book a while back about a woman named Sybil who had six different personalities. The path winds around Sybil, goes past the vegetable garden (which is in the corner of the yard) and ends at our patio. The patio is at the back of the house and is divided into two "rooms". The "living room" is directly out the back door and is a simple concrete patio. The "dining room" is next over and is raised a short step above. It is a paver patio with an arbor cover, on which we have grapes growing. Past that is my observatory; a 7 1/2 foot white fiberglass dome which houses my telescope, and which as sadly gone mostly unused for the last year or so. Winding back along the west side of the house, we have an area which is only partly finished. The landscape plans we got call for a coi pond here, but we figure that will wait until the boys are much older. Until then, we are planning on planting some ground cover in most of the area to give the boys somewhere to play, but that we won't have to mow. We are looking at something called elfin thyme. It is a low-growing plant with tiny leaves – less than a millimeter across. It's pretty durable so the boys can roughhouse on it without killing it.

I am in the process of upgrading the web site. I recently acquired some new web authoring software – Adobe GoLive. I had been using Microsoft FrontPage, mainly because I already had it, but it is very inefficient and creates pages that can be considerably larger than they need to be. So, this should allow me to create pages with are smaller, and therefore load faster. It will also allow me to keep more back issues on the site. However, the conversion process is proving time consuming, so it won't all be completed this time around. I'll keep working on it.

The next deadline is **Tuesday, June 24 at 5:00 p.m. Pacific Time.** No fooling. 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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Howling at the MoonLetter Column

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Game Openings

Dogwood. History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, Dennis Cain, and Chris Geggus. This game is closed.

Retriever. Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols, will take up to 2 more.

Gray Wolf. New World. Have Andy York, Dennis Cain, Bob Robles, Cary Nichols, and Andy Lewis, need up to 1 more.

Salty Dog. Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, and Chris Geggus, will take up to 2 more.

Laika. Liftoff! This is a playtest of the Mars Landing Variant I have devised. The link to the rules is on the main page of the website (I can send you a hard copy if you don't have web access). Have Andy York, Cary Nichols, Dennis Cain, and Bill Scharf. This game is closed.

Wish List

Age of Renaissance. This game will start after Dog Show ends. Have Bob Robles, Cary Nichols, and Caleb Cousins, need up to 3 more.

Industrial Waste. This game will start after Junk Yard Dog ends. Have Bill Scharf, Eric Brosius, Dave Partridge, and Richard Weiss. Dave is willing to defer to anyone who is not in the Junk Yard Dog.

In general, game ownership is recommended, but not required.

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

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

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

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

Kevin Wilson

Congratulations on your centennial issue. That's quite an accomplishment!
And Happy Birthday to Erik & Scott.

Dave Partridge

Congratulations on issue 100, and more importantly, on surviving your first year with twins. The next year will be great. My youngest is just about to turn 2 and it is the most wonderful time as they learn to talk and express themselves. All of ours have had the goofiest sense of humor at this stage, which delivered in their own brand of English has us rolling on the floor.

[Yes, their a lot more fun at this age than they were as infants. Now they can interact with you more. They haven't learned to speak much language yet, but they can understand us when we talk to them.]

Dennis Cain

I found your naming one of the upcoming games 'Dogwood' an interesting coincidence, as my town celebrates an annual Dogwood festival the first weekend of May. There is a parade, a football tournament, and other festivities.

You may have heard about tornadoes in the Midwest. My area just got hit. Check the news stories at <http://www.whig.com>, click on links for May 11. Pictures at <http://www.lagrangemissouri.com/canton/cantontornado.htm>. Fortunately, there were no casualties.

Bob Robles

How is your spring coming along? In Northern California, spring was a long time coming with rain and cool temperatures until this past weekend. A couple of books to review: First, 'All tomorrow's parties' by William Gibson. Although I am a fan of the "cyberpunk" genre, Gibson strikes out with this novel of the near future. The words 'lazy' and 'derivative' come to mind. The prose, setting, and ideas are stale. Still, the losers he portrays win your sympathy. Skip this one and go directly to his new novel, 'Pattern Recognition'. I came across a review of war memoirs recently and started hunting for these books. These books range from the Napoleonic wars through Vietnam (with and after the French) and, most recently, the first Gulf war ('Jarhead'). Of course, "All Quiet on the Western Front" is the place to start. Some of these books turned out to be extremely hard to find. \$400 for a first edition, signed copy of 'the Centurions' by Jean Larteguy? I think not. Try \$6.95 for a spanish language edition. Now, do I remember enough spanish to get through it in under a year? Fortunately, I have a bookstore owner friend who helped me out. The first of these books is 'Alamein to Zem Zem' by Keith Douglas. Mr. Douglas is a poet who served with the British 8th Army in the North African campaign from the British offensive at Alamein to the surrender of Das Afrika Korps in Tunisia. Unfortunately, he died during the fighting on the Normandy beachhead in June, 1944. The writing is wonderfully clear; full of British military jargon, clear descriptions of what his duties entailed: a great deal of boredom punctuated by moments of terror. The characters are human and believable. His descriptions of the dead and living are like portraits. A wonderful volume.

[Our spring sounds pretty much like yours was. But it's slowly warming up.]

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Summer 1459**

Deadline for Fall 1459: 6/24 Tuesday

Milan's days are numbered as Venice moves into Cremona to forestall a French seizure of the city and the siege of Milan commences. Venice also moves against Austria, as do the Turks. Florence is beset by both France and Naples while Naples moves into position to take Tunis and the Turks fail to reclaim Durazzo.

Spring 1459 Retreats

Neapolitan F Lower Adriatic retreats to Aquila

Outstanding Debt

None

Orders

AUSTRIA ☐: A AUSTRIA to Carinthia, A Carinthia to Trent (DISLODGED, retreat Slavonia, OTB), A Istria to CARNIOLA

FLORENCE ☐: A PISTOIA holds (Rebellion suppressed), A PIOMBINO holds (Rebellion suppressed)

FRANCE ☐: A TYROLA supports A Milan, A COMO supports A Milan, A Turin to SALUZZO, A MILAN besieges, A PAVIA to Parma, A PARMA to Cremona, F Genoa to MODENA, F GULF OF LIONS to Corsica, F LIGURIAN SEA supports F Genoa to Modena, F SARDINIA to Corsica

MILAN ☐: A TRENT to Milan, G MILAN supports A Trent to Milan

NAPLES ☐: A Urbino to FLORENCE, A SPOLETO to Ancona, A Otranto to SALERNO, F BARI supports Turkish F Ionian Sea to Lower Adriatic (nso), F AQUILA to Ancona, F MESSINA to Ionian Sea, F Palermo to CENTRAL MEDITERRANEAN, F Tyrrhenian Sea to WESTERN MEDITERRANEAN

TURKS ☐: A Bosnia to CROATIA, F IONIAN SEA to Durazzo

VENICE ☐: A Bergamo to CREMONA, A MANTUA supports A Bergamo to Cremona, A BOLOGNA supports Florentine A Pistoia, A Verona to

CARINTHIA, A FRIULI supports A Verona to Carinthia, F Lower Adriatic to DALMATIA, F Dalmatia to UPPER ADRIATIC, F Ragusa to LOWER ADRIATIC, F ALBANIA to Durazzo

Your treasury:

Press

Austria – Florence: It's a bad thing for Venice your color is so similar to his: it makes him look bigger than he is and causes the rest to attack him. And it helps if your units can cower behind the bold 20-pt Arial "R"s that signify rebels. Maybe you ARE the rebels????

Austria – France: Damn it! Why does plague kill more of his units than we can? We must have squashed him THIS time???

Austria – Milan: Like a pimple between two fat grubby fingers, France and I are about to remove you by rule of thumb!

Austria – Naples: Your time has come old man.

Austria – Turks: Bye bye love...

Austria – Venice: Perhaps I am the color of a toadie? It's time to look to Naples and Florence I think...

Florence – All: Obviously, I have been trying to reestablish control of my home. I have not been able to consider your many offers until I did so. Now that I lost two units to Plague, I will not be able to be actively allied with you until next spring. However, I AM listening to your offers and suggestions.

Florence – France: Thank you for your offer of support. If either Naples or Venice make any incursions into my areas, I will be happy to take you up on that offer.

Florence – Naples: I appreciate your concern for the push by Venice. He took Bologna from me, but has been non-hostile since. I plan to secure my homeland before moving in any direction.

Florence – Turkey: Hello!

Florence – Venice: I appreciate you not taking advantage of my misfortune. I will remember it, and have considered your words regarding the other players very carefully.

France – Austria: I think that you should protect your provinces of Carniola and Croatia from Venetian units, which can take them without opposition. Trent will be free from the Milanese army in few turns and you can occupy it without opposition.

France – Florence: Dear friend, I had to stop Venice from enter in west coast until you will begin to play again and against your cruel fate that continue to destroy your units. I hope to hear something from you as soon as possible and I shall be happy to support you to retake Bologna when ready and to give back in your hands the menaced Modena.

France – Naples: I think that you need the Messina fleet in Otranto, in order to retake LA and stop Venetian expansion in the south. I agree with you and shall not build other fleets, but eventually I shall disband them.

From the Middle Italy Bulletin of the Chianti Estimator: Even if we leave very rarely our much interesting wine bar, in spite of this we clearly remember that Bologna was a province of our big Gran-duchy, and a good boundary for others four our provinces, thus: why do the Venetian Lions flutter on flags of its towers?

Milan – All: Well, that tears it. See ya!

Naples – All: Sorry, got my orders in late and had little time for this press thing. BUT FLORENCE, we need to hear from you so we can hold off those Yellow and Brown monsters!!!! My own move to Flo was in hopes of bumping with you and keeping Venice out...

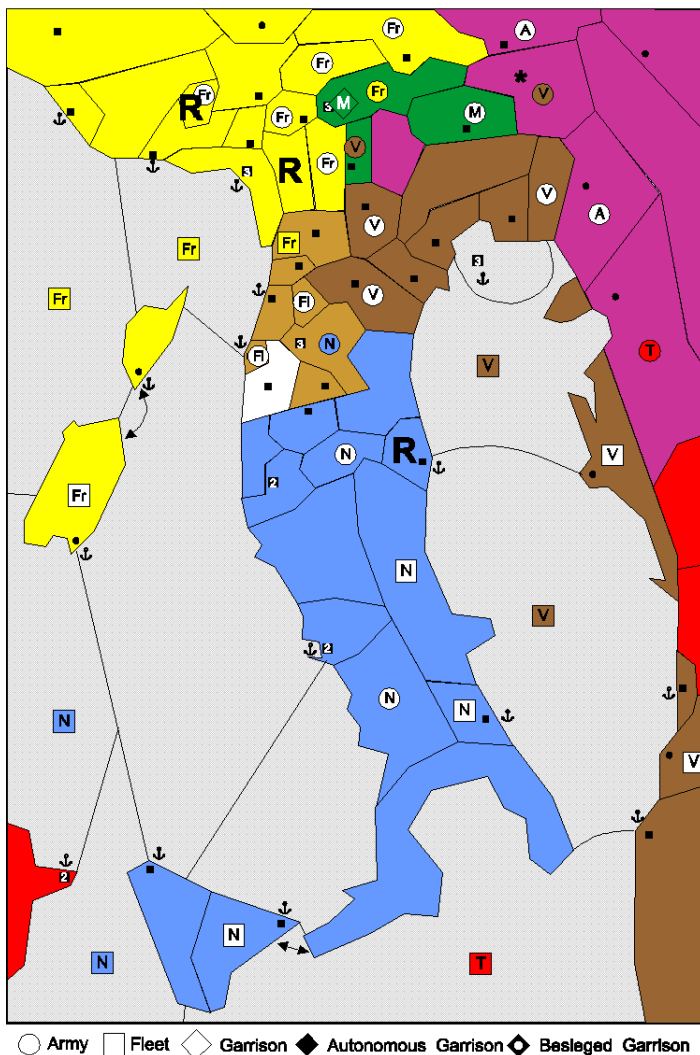
Venice – Austria: Help me understand. France has taken one of your home centers and you have decided to continue to attack me and support France? I guess if I want you to stop attacking me I need to attack you like France did? If I did not trust the GM more I would suspect that France and Austria are being played by the same person! If you did not support France this turn I will stop attacking you next turn.

Venice – Florence: I strongly suggest you guard against France. Where else will he go if not you or Naples?

Venice – France: For someone who is allegedly at peace with Florence and Naples you sure have a lot of fleets.

Venice – Naples: Prepare for France. He is the leader – check either income (gross or net after expenses) or number of cities. Keeping Turkey in the game keeps me occupied but what about France? He can grab plenty of cities.

Off the Leash



Wild Dog

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

Miller Number 2002Fpw10

Summer 1456

Deadline for Fall 1456 6/24, Tuesday

The Pope's days are numbered as Venice and Naples press the attack while the moneylenders express their annoyance at late payments. France expands into vacant areas and Austria tries to move westward. The Turks continue to advance on Venice.

Spring 1456 Retreats

Turkish G Upper Adriatic retreats to Istria

Venice A Austria retreats to Carinthia

Expenditures

The Pope is unable to repay his load to the moneylenders and is assassinated. All units hold, and he may never take a loan from the moneylenders. Arezzo and Perugia rebel.

Outstanding Debt

Fall 1456: 12 ducats due from Austria, 12 ducats due from France.

Summer 1457: 26 ducats due from Austria

Orders

AUSTRIA (Wilson): A AUSTRIA to Tyrolea, A HUNGARY to Austria, A (EM) Milan holds

FRANCE (Partridge): A TURIN to Tyrolea, A SALUZZO besieges (garrison destroyed), A Forno to MODENA, F GULF OF LIONS supports F Ligurian Sea, F LIGURIAN SEA supports F Gulf of Lions

NAPLES (Scharf): A Rome to PATRIMONY, A Spoleto to PERUGIA (rebellion liberated), A Aquila to SPOLETO, A Salerno to NAPLES, A Bari to AQUILA, F Ionian Sea to GULF OF NAPLES, F TYRRHENIAN SEA holds

Orders (cont.)

PAPACY (Carl): A PIOMBINO holds

TURKS (Narhi): A Herzegovina to DALMATIA, F Croatia to UPPER ADRIATIC, F LOWER ADRIATIC supports F Croatia to Upper Adriatic, F Sardinia to WESTERN MEDITERRANEAN, F ISTRIA supports F Croatia to Upper Adriatic

VENICE (Whyte): A CARINTHIA to Tyrolea, A Padua to FERRARA, A Treviso to FRIULI, A Pistoia to PISA, A Florence to AREZZO (rebellion liberated), F VENICE supports F Upper Adriatic, F Upper Adriatic holds (DISLOADED, retreat Padua, Carniola, Ancona, Urbino, Bologna, OTB)

Your treasury:

Press

Austria – Turks: I don't know what you told Venice you would do and then did. But do more of it. I think you would love Venice as a vacation spot.

Austria – Everyone Else: The Pope's gone. Venice will get the spoils. You may wish to join that party.

France – Turkey: Friends is good.

Naples – Venice: With income from Florence added to your regular vast holdings ... you're making yourself a target again ... too much income compared to everyone else ...

Venice – Austria: Why you double crossing, purple-headed son of a wholesome rattlesnake... You make me want to sulk.

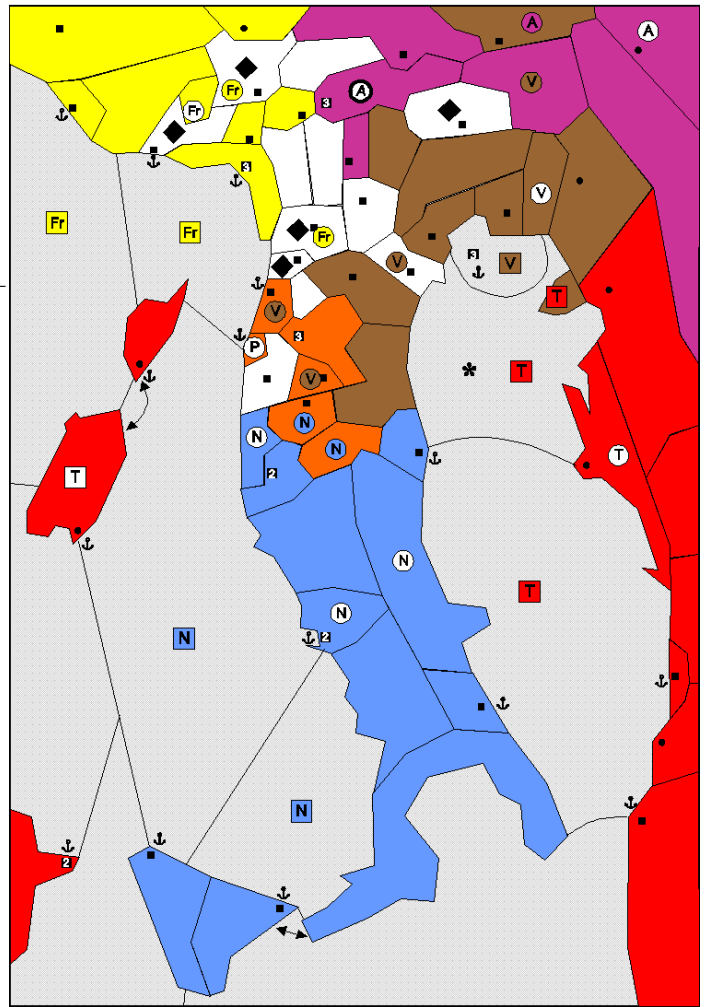
Venice – France: Watch that Austrian, he's a gettin tetchy.

Venice – Naples: As agreed, two each, ok?

Venice – Papacy: That'll learn you 'bout heresy, boy! I'll guard your dots for you.

Venice – Turks: Hello buddy. Why did you hit UA? That wasn't what nice allies do to each other, was it? Better for you to shore up your island holdings. I'm not coming further south... unless you make me.

Wild Dog



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

Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number Pending
Gamestart

Deadline for Spring 1454 6/24, Tuesday

The Players

| | | | |
|----------|------------------|-------------|---------------|
| FLORENCE | Lee McConnell | FRANCE | Mike Scott |
| MILAN | John Biehl | NAPLES | Forest Cole |
| PAPACY | Bob Robles | TURKS | Cary Nichols |
| VENICE | Pasquale Giovine | GAME MASTER | Chris Hassler |

The Positions

Florence: A Florence, A Arezzo, F Pisa, 6 ducats

France: A Swiss, A Avignon, F Marseille, 2 ducats

Milan: A Cremona, A Pavia, A Milan, 6 ducats

Naples: A Bari, A Messina, F Naples, F Palermo, 4 ducats

Papacy: A Bologna, A Perugia, A Rome, F Ancona, 4 ducats

Turks: A Albania, F Durazzo, F Tunis, 4 ducats

Venice: A Padua, A Verona, G Venice, F Dalmatia, 9 ducats

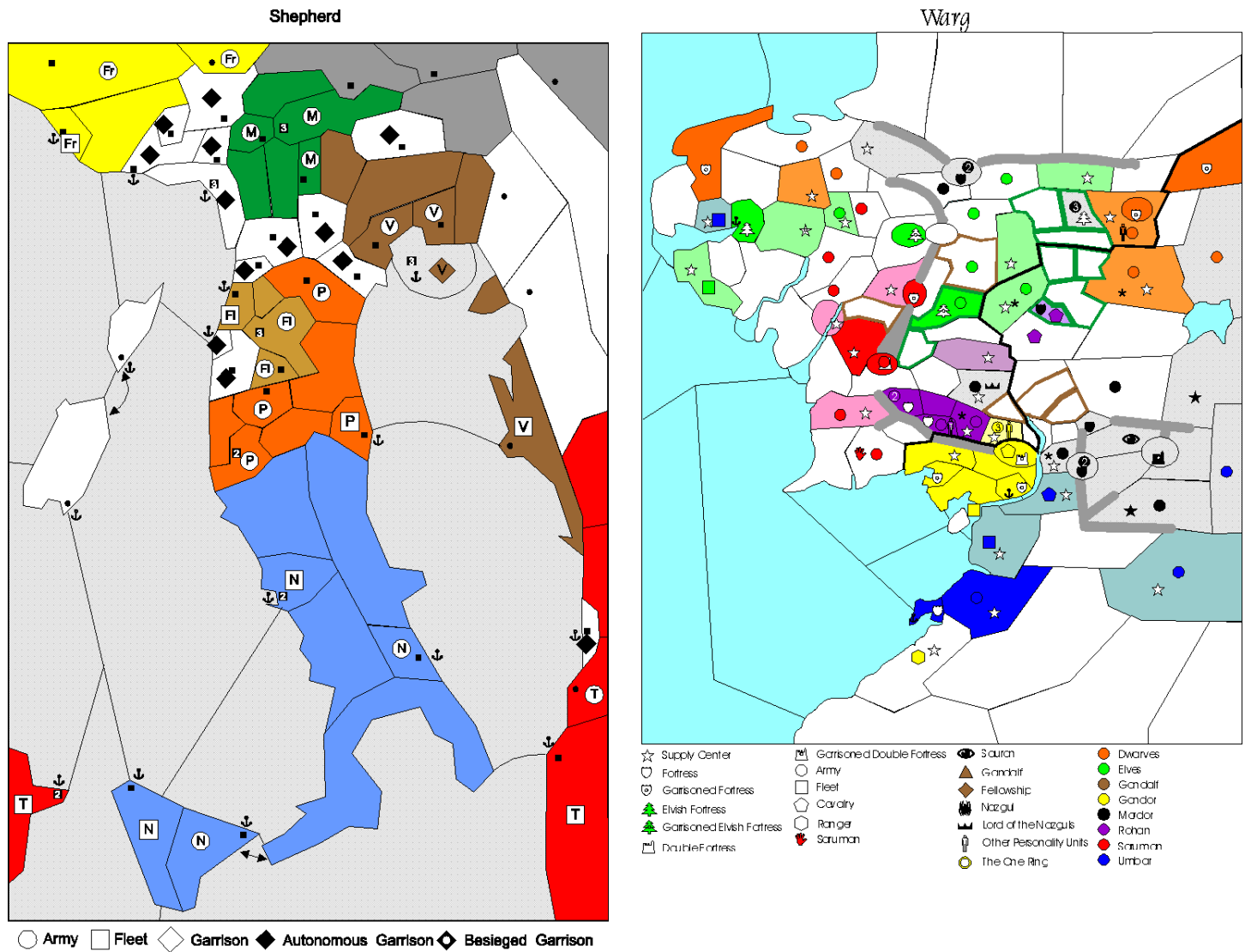
Autonomous Garrisons: Savoy, Saluzzo, Montferrat, Genoa, Lucca, Mantua, Trent, Piombino, Sienna, Ragusa, Ferrara, Modena

Notes

Here is a final tally of the preference votes. Balance of Power and To the Renaissance each got 3 first place votes, but Balance of Power edged out To the Renaissance with 2 second place votes to 1. For victory conditions, standard conditions got 5 votes and there were two abstentions, so victory is 15 cities. For the optional rules, here are the votes:

Natural Disasters: 5 yes, 2 no
 Special Units: 5 yes, 2 no
 Strategic Movement: 2 yes, 5 no
 Moneylenders: 4 yes, 2 no, 1 abstention
 Conquest: 5 yes, 1 no, 1 abstention

For press, we had 3 votes for white press, 1 for gray, and 3 abstentions. So, in summary, we are playing the Balance of Power scenario to Standard Victory conditions, with Natural Disasters, Special Units, Moneylenders, and Conquest. Press is white (the source of all press must be accurately identified).



Mordor is starting to run into trouble. The Elves and Dwarves manage to stalemate him around Mount Gundabad, the Elves and Rohan retake Anduin, the Dwarves advance into River Running, Rohan and Gondor manage to mostly contain the Lord of the Nazgul's army, and Umbar is poised to strike into the heartland of Mordor. Saruman may come to Mordor's rescue by threatening Gondor, but he may have Elvish problems of his own.

3019-3-I Retreats

Elvish A Angmar retreats to Beorn's Marches

Rohan A Eastmarch retreats to Westmarch

Orders

DWARVES (Reynolds): A FOROCHEL to Carn Dum, A NORTH DOWNS supports A Forochel to Carn Dum, A Carnen to RIVER RUNNING, A Iron Hills to NORTH RHUN, Dain leads A ESGAROTH supports A Carnen to River Running

ELVES (Koehler):

Orders (cont.)

A FRAMSBURG GAP to Gundabad, A BEORN'S MARCHES to Angmar, A Carrock to ANDUIN, A GLADDEN FIELDS supports A Carrock to Anduin, A LORIEN supports A Carrock to Anduin (frozen), A BREE to Shire, F HARLINDON holds, R ()

Orders (cont.)

GANDALF (Bolduc): R (), R (), Fe (), Aragorn (), Gandalf ()

GONDOR (York): Faramir leads 3A Minas Tirith to ANORIEN, A Osgiliath supports F Ethir Anduin to South Ithilien (DISLODGED, retreat North Ithilien, OTB), C Lossarnach to MINAS TIRITH, F ETHIR ANDUIN to South Ithilien, R Haradwaith to HAVENS OF UMBAR (neutralizes)

MORDOR (Anderson): Sauron ORODRUIN holds, 3A Eastfold divides: A Eastfold to Anorien (DISLODGED, retreat Entwash, OTB), Lord of the Nazgul leads A Eastfold to EAST EMNET, A Eastfold supports A Eastfold to East Emnet (DISLODGED, retreat Entwash, OTB), A Caer Andros to OSGILIATH, 2A MINAS MORGUL supports A Caer Andros to Osgiliath, A NURN holds, A DAGORLAND to Wilderland, A River Running to Wilderland (DISLODGED, retreat Old Forest Road, Mountains of Mirkwood, Eastern Mirkwood, OTB), 2A Anduin to Carrock (DISLODGED, retreat Central Mirkwood, Mountains of Mirkwood, Celebrant, OTB), Nazgul ANDUIN freezes Elvish A Lorien, 3A Old Forest Road to ELVEN KING'S HALL, 2A GUNDABAD to Carn Dum, A ANGMAR supports 2A Gundabad to Carn Dum (cut)

ROHAN (Scharf): C DOL GULDUR supports Elvish A Carrock to Anduin, C BROWNLANDS to Anduin, 2A HELM'S DEEP supports A Dunharrow, A DUNHARROW supports A Westmarch to Eastmarch, A Westmarch to EASTMARCH, Theoden DUNHARROW holds, Eowyn ()

SARUMAN (Robles): Saruman leads A Druwaith Iaur to ANFALAS, A Gap of Rohan to DRUWAITH IAUR, A ISENGARD holds, A Tharbad to CARDOLAN, A TYRN GORTHAD to Shire, A Rhuadur to WEATHER HILLS

UMBAR (Nichols): A Khand to NURIAD, A POTOS to KHAND, A City of the Corsairs to HARAD, C SOUTH ITHILIEN to Osgiliath, F Harad to SOUTH GONDOR, F Gulf of Lhun to FORLOND

Notes

Mordor can only retreat one of his units from Eastmarch to Entwash, since only single units can occupy marsh spaces, and since units cannot merge on retreat.

Adjustments

| | | |
|----------|--|---------------------|
| DWARVES: | HOME, Esgaroth, Fornost Erain, +River Running | Gain 1 |
| ELVES: | Gray Havens, Lorien, Imladris, Elven King's Hall , Carrock, +Anduin, +Harlindon, Shire, Eothed, +Bree | Gain 2 |
| GANDALF: | None | No change |
| GONDOR: | HOME, Osgiliath , +Anorien | Even ¹ |
| MORDOR: | Gundabad, South Rhun, Udun, Barad-dur, Minas Morgul, Nurn, River Running , +Osgiliath, Carn Dum, South Ithilien, Anorien, Anduin , +East Emnet, +Elven King's Hall | Lose 1 ² |
| ROHAN: | HOME, East Emnet , Wold, Dol Guldur | Lose 1 |
| SARUMAN: | HOME, Hollin, Tharbad, Druwaith Iaur | Even |
| UMBAR: | City of the Corsairs, Havens of Umbar , +Harad, South Gondor, Khand, Harlindon , +Forlond, +South Ithilien | Gain 1 |

¹ May build 1 if Osgiliath retreats OTB

² Depending on retreats, builds range from even to build 4

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Saruman, Umbar

Evil: Mordor

Press

Saruman – Elves: I can take those pesky hobbits off your hands for a couple of uruk hai...

Saruman – Rohan: Other opportunities call.

Sauron – Elves, Dwarves, and Gandalf: You guys want Gundabad, really gundaBAD!!!

Sauron – Gandalf: Well, I see I have found you and you brought somebody along to help you with your walking stick.

Sauron – Gondor: I'll be back. I have to go to Dunharrow first.

Sauron – Rohan: It is time for me to stop horsing around with you.

Dog Show

**Turn 8, Phase 7 and Turn 9, Phases 1 through 3
Deadline for Turn 9, Phases 4 through 6: 6/24 Tuesday**

Turn 8, Phase 7 – Buy Tokens

London buys 22 tokens

Paris buys 34 tokens

Genoa buys 15 tokens

Venice buys 20 tokens

Barcelona buys 28 tokens

Turn 9, Phase 1 – Draw Cards

Done

Phase 2 – Buy Cards

None.

Phase 3 – Play Cards

Genoa plays Timber (Barcelona gains \$3, Venice gains \$27, and London gains \$12, shortage removed)

Venice plays Timber (Barcelona gains \$12, Venice gains \$48, and London gains \$27, shortage removed), Wool (Barcelona gains \$18, Venice gains \$32, and London gains \$8), Henry Oldenburg (protected), and Enlightened Ruler.

London plays Gold (Venice and Paris each gain \$10, Genoa gains \$40, and London gains \$90)

Barcelona plays Rebellion on Acre, Famine (Paris Misery increases to 100, Genoa Misery increases to 350, Venice Misery increases to 100, Barcelona Misery increases to 150, and London Misery increases to 80), Civil War on Venice (immune due to Enlightened Ruler), and Andreas Vesalius (no protection)

Paris plays Alchemist's Gold on Barcelona (loses \$70) and Black Death in area VII.

The Players

| Player | Country | Misery | Tokens | Money | Order | Dominance | Ships | Advances |
|---------------|-----------|--------|--------|-------|-------|-----------|-------|--|
| Caleb Cousins | Paris | 100 | 34 | \$72 | 5 | 10 | 1-O | A, B, C, E, F, I, J, K, N, O, P, Q, R, S, T, V, W, X |
| Ward Narhi | Genoa | 350 | 15 | \$142 | 1 | 4 | 8 | F, I, J, K, L, M |
| Paul Bolduc | Venice | 100 | 20 | \$227 | 2 | 14 | 10 | A, B, E, F, I, J, N, O, P, R, S, V, W, X |
| Bob Robles | Barcelona | 150 | 28 | \$103 | 4 | 11 | 10 | A, F, G, H, I, J, K, N, O, S, V, W |
| Dennis Cain | London | 80 | 22 | \$327 | 3 | 9 | 3-O | A, B, C, E, F, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X |

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

| Commodity | Ward | Bob | Paul | Caleb | Dennis |
|------------|------|-----|------|-------|--------|
| Stone (2) | -- | -- | -- | 2 | -- |
| Wool (3) | -- | 3 | 4 | -- | 1 |
| Timber (4) | -- | -- | 2 | -- | 1 |
| Grain (5) | -- | 2 | -- | 1 | 2 |
| Cloth (6) | 1 | -- | -- | 3 | 1 |
| Wine (7) | -- | 2 | 2 | 1 | -- |
| Metal (8) | -- | 1 | -- | 1 | 2 |
| Fur (9) | -- | -- | 2 | 1 | 1 |
| Silk (10) | -- | 2 | 1 | 1 | 1 |
| Spice (11) | -- | -- | 1 | 1 | 3 |
| Gold (12) | 1 | -- | 1 | 1 | 2 |
| Ivory (12) | 2 | 1 | 1 | -- | -- |

Surplus, Shortage

Watchdog

1966

1967 due: 6/24 Tuesday

Event Card Resolution/Held Event Cards

Texas Combine accepts government order. Next planned launch must be manned.

Skyliners. Astronauts costs 1MB each to recruit.

Purchase Hardware

Masters of Time and Space buys 1 interplanetary satellite for 4MB, 4 two stage rockets for 48MB, 2 kickers for 6MB, 3 two person capsules for 18MB, hires one astronaut (Armstrong) for 2MB, and starts the Three Stage Rocket program for 84MB.

Republic of Texas buys 1 two stage rocket for 12MB, 1 two person capsule for 6MB, 3 kickers for 9MB, and 1 docking module for 2MB.

Texas Combine buys 3 two stage rockets for 36MB, 1 lunar probe for 6MB, and 1 interplanetary satellite for 4MB.

Skyliners passes

Conduct Research

Masters of Time and Space e: 8 dice (1, 2, 2, 2, 3, 5, 6, 6) = +27% to Max R&D. 32MB spent. C: 8 dice (2, 3, 3, 3, 4, 5, 6, 6) = +32%. 48MB spent.

Republic of Texas F: 6 dice (4, 4, 5, 5, 6, 6) = +30% to Max R&D. 6MB spent. D: 6 dice (1, 1, 2, 3, 4, 6) = +17%. 12MB spent. e: 8 dice (2, 2, 2, 4, 4, 5, 6, 6) = +31%. 32MB spent.

Texas Combine 3: 8 dice (1, 1, 2, 4, 5, 5, 5, 6) = +29% to Max R&D. 32MB spent.

Skyliners passes

Declare Future Missions

Masters of Time and Space declares 3 launches, **Republic of Texas** declares 1 launch, **Texas Combine** declares 3 launches, and **Skyliners** declare no launches.

Your mission(s) is(are):

Missions

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

Texas Combine continues a Mars Flyby mission. Mars Orbital Burn (52%<93%), Mars Orbital Activities (75%<93%). Mission Success. +6MB to budget.

Republic of Texas continues a Venus Flyby mission. Venus Orbital Burn (87%<93%), Venus Orbital Activities (81%<93%). Mission Success. +8MB to budget.

Masters of Time and Space continues a Venus Flyby mission. Venus Orbital Burn (66%<93%), Venus Orbital Activities (88%<93%). Mission Success. +6MB to budget.

Texas Combine launches a Lunar Probe. Liftoff: (89%<96%), Earth Orbital Burn: (87%>85%). Mission fails. +1% to B and 3, -6MB to budget.

Texas Combine launches a Lunar Probe. Liftoff: (38%<97%), Earth Orbital Burn: (51%<86%), Earth Mission Burn: (07%<86%), Lunar Orbital Burn: (01%<86%), Lunar De-Orbital Burn: (74%<86%), Photo Recon (30%<75%), Lunar Landing (23%<86%). Mission success. +1% to B and 3, +15% to Photo Recon, +12MB to budget.

Texas Combine launches a Venus Flyby. Liftoff (33%<98%), Earth Orbital Burn (83%<93%), Earth Mission Burn (32%<93%). Mission continues next turn.

Republic of Texas launches a Lunar Probe. Liftoff: (61%<98%), Earth Orbital Burn (99%>85%). Mission failure. +1% to 3, -6MB to budget.

Republic of Texas launches a Manned Lunar Pass (Houston, Navarro). Liftoff: (55%<98%), Earth Orbital Burn (97%>95%), engine burn failure, craft fails to make orbit, Re-entry (02%<87%), Recovery (76%<87%). Mission failure. +1% F and b, Houston to 60%, Navarro to 20% -10MB to budget.

Republic of Texas launches a Manned Lunar Orbital (Travis, Crockett). All safety factors -3% because Manned Lunar Pass not completed successfully. Liftoff: (33%<95%), Earth Orbital Burn (17%<93%), Earth Mission Burn (79%<93%), In-Route Activities (33%<85%), Lunar Orbital Burn (30%<93%), Lunar Orbital Activities (47%<85%), Lunar Mission Burn (07%<93%), In-Route Activities (49%<85%), Earth Orbital Burn (03%<93%), Earth Orbital Activities (77%<85%), Earth De-Orbital Burn (03%<85%), Re-entry (90%>85%), extreme heat causes capsule components to catch fire, fortunate accident negates, Recovery (51%<85%). Mission success. +1% F and b +5% to Photoreconnaissance, Travis to 60%, Crockett to 10% +14MB to budget.

Masters of Time and Space launches a Lunar Flyby. Liftoff (80%<98%), Earth Orbital Burn (14%<93%), Earth Mission Burn (59%<93%), Lunar Orbital Burn (20%<93%), Lunar Orbital Activities (08%<93%). Mission success. +5% to Photo Recon. +2MB to budget.

Masters of Time and Space launches a Manned Orbital with Docking (Astro, Buck Rogers). Liftoff (15%<98%), Earth Orbital Burn (31%<88%), Earth Orbital Activities (41%<88%), Docking Module Power-on (58%<98%), Docking (76%<85%), Earth De-Orbital Burn (55%<88%), Re-entry (32%<88%), Recovery (52%<88%). Mission success. +1% to b, +13% to docking, Astro to 30%, Buck Rodgers to 20%, +5MB to budget.

Masters of Time and Space launches a Manned Lunar Orbital (Roger Manning, Armstrong). Liftoff (92%<98%), Earth Orbital Burn (62%<89%), Earth Mission Burn (35%<97%), In-Route Activities (19%<89%), Lunar Orbital Burn (98%>97%), crew saves, Lunar Orbital Activities (85%<89%), Lunar Mission Burn (62%<97%), In-Route Activities (85%<89%), Earth Orbital Burn (24%<97%), Earth Orbital Activities (80%<89%), Earth De-Orbital Burn (80%<89%), Re-entry (49%<89%), Recovery (85%<89%). Mission success. +1% to F and b, +5% to Photo Reconnaissance, Manning to 70%, Armstrong to 10%, +6MB to budget.

Players

| Player Name | Joe Carl | Cary Nichols | Bill Scharf | Andy York |
|----------------------------|-----------|---------------|---------------------------|-------------------|
| Country | Skyliners | Texas Combine | Masters of Time and Space | Republic of Texas |
| 1966 Budget | 22 | 108 | 188 | 157 |
| Cash | 0 | 6 | 79 | 12 |
| 1-Orbital Satellite | 0 / 91% | 4 / 98% | 0 / 98% | 0 / 98% |
| 2-Interplanetary Satellite | 0 / 65% | 0 / 93% | 0 / 93% | 0 / 93% |
| 3-Lunar Probe | 0 / 70% | 0 / 87% | | 0 / 86% |
| 4-Docking Module | 0 / 98% | 1 / 80% | 3 / 98% | 1 / 98% |
| A-One Stage Rocket | 0 / 88% | 0 / 97% | 0 / 94% | 0 / 98% |
| B-Two Stage Rocket | 0 / 97% | 0 / 98% | 3 / 98% | 1 / 98% |
| C-Three Stage Rocket | | | 1 / 77% | |
| D-Liquid Fuel Strap-ons | 3 / 71% | | 3 / 85% | 1 / 84% |
| F-Kicker | 1 / 76% | 1 / 59% | 3 / 98% | 1 / 97% |
| G-“Mega” Stage Rocket | | | | |
| EVA Suits | 46% | 98% | 98% | 98% |
| a-One Person Capsule | 0 / 81% | 0 / 85% | 0 / 86% | 2 / 87% |
| b-Two Person Capsule | 0 / 43% | 1 / 85% | 3 / 90% | 1 / 89% |
| c-Three Person Capsule | | | | |
| d-Two Person Module | | | | |
| e-One Person Module | 0 / 27% | | 2 / 90% | 1 / 71% |
| f-Three Person Minishuttle | | | | |
| h-Four Person Cap/Module | | | | |
| Photo Recon | 65% | 90% | 85% | 85% |
| Launch Facilities | 3 | 3 | 3 | 3 |
| Astronauts | 4 | 6 | 4 | 8 |

Astronauts are: **Skyliners:** Carne, Jack, Asada, Pollo (0%); **Republic of Texas:** Travis, Houston (60%); Navarro, (20%) Crockett, (10%), Fanin, Austin, Lamar, Green (0%). **Texas Combine:** Torrance, King, (50%); Redmon, Roland, (30%); Flagg, (20%). **MOTAS:** Roger Manning (70%), Astro, (30%), Buck Rodgers (20%), Armstrong (10%).

Draw Event Cards

Bill Scharf: Test failure. -15% on three stage rocket. -20MB to budget.

Andy York: Fortunate accident: Module. -5MB to budget.

Cary Nichols: Computer breakthrough. Increase Max R&D and Max Safety for Interplanetary Satellite and Lunar Probe by 5% each. -7MB to budget.

Joe Carl: Government Order. Next planned launch must be a multi-manned mission with at least one new astronaut. +30MB to budget of accepted, -15MB if declined.

Final Positions

| Player Name | Joe Carl | Cary Nichols | Bill Scharf | Andy York |
|-------------|-----------|---------------|---------------------------|-------------------|
| Country | Skyliners | Texas Combine | Masters of Time and Space | Republic of Texas |
| 1967 Budget | 52 | 140 | 202 | 154 |
| Cash | 22 | 36 | 25 | 90 |
| 1968 Budget | 82 or 37 | 133 | 182 | 149 |

Pavlov**Turn 5 Bidding to Combat****Turn 5 Combat due: 6/24 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 5Bidding Round

The Fremen play the Harvester card in Cielago South, doubling the spice blow to 24 spice.

Bene Tleilaxu give _____ to the Bene Gesserit.

CARD 1 (_____) goes to the Guild for 4 spice

CARD 2 (_____) goes to the Fremen for 5 spice.

CARD 3 (_____) goes to the Guild for 4 spice.

CARD 4 (_____) goes to the Harkonnens for 2 spice.

(Second card: _____)

CARD 5 (_____) goes to the Bene Tleilaxu for 1 spice.

Revival and Movement

Bene Gesserit coexist everywhere. Guild elects to go first.

Revival

Atreides revive 2 tokens

Fremen revive 3 tokens (1 Fedaykin)

Shipping

Guild ship 6 tokens to Cielago South (1 Bene Gesserit token accompanies to Polar Sink)

Atreides ships 3 tokens to Cielago South (1 Bene Gesserit token accompanies to Polar Sink)

Bene Gesserit ship 3 tokens to the Polar Sink

Fremen ships 2 tokens to Habbanya Erg (16)

Movement

Bene Gesserit move 3 tokens Polar Sink to Harg Pass (5)

Emperor moves 8 tokens Pasty Mesa to False Wall South (4)

Fremen moves 5 tokens South Mesa to Cielago East to Cielago South (2)

Harkonnens moves 5 tokens from Hagga Basin to Plastic Basin (14)

Combat

We have a three-way combat in Cielago South. Guild are the initial aggressor and face the Atreides. The winner of that combat faces the Fremen. Leaders available: all.

Positions

Atreides: 8 tokens Arrakeen, 2 tokens Rock Outcroppings (14), 2 tokens Cielago South (2), 8 tokens off-planet

Bene Gesserit: 4 tokens Carthag, 3 tokens False Wall West (18), 3 tokens Harg Pass, 5 tokens Polar Sink, 5 tokens off-planet

Bene Tleilaxu: *Traps:* _____ in Habbanya Ridge Sietch

Emperor: 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) off-planet

Fremen: 10 tokens Sietch Tabr, 5 tokens Cielago South (2), 2 tokens (2 Fedaykin) in the tanks, 2 tokens Habbanya Erg (16), 1 token (1 Fedaykin) southern hemisphere

Guild: 7 tokens Tuek's Sietch, 6 tokens Cielago South (2), 7 tokens off-planet

Harkonnens: 8 tokens Carthag, 5 tokens Plastic Basin (14), 7 tokens off-planet

Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

Common Cause plays Kingdom in the Malay Peninsula (Maurayan army retreats to *Ganges Delta*). BYZANTINES: Plays Leader. Army and Capital *Balkans* (Greek army eliminated), fleet *Eastern Mediterranean* (vs. Arachnids; CC: 5, 5, 3; A: 2; wins, Arachnid fleet *Western Mediterranean* unsupported), *Eastern Mediterranean*, *Western Mediterranean*, *Western Mediterranean*, army *Pindus* (vs. Civil War; B: 2, 2, 1; C: 5, 3; loses), *Pindus* (vs. Civil War; B: 4, 2, 2; C: 5, 3; loses), *Pindus* (vs. Civil War; B: 5, 5, 1; C: 5, 2; B: 4, 4, 3; C: 3, 1; wins), *Dalmatia* (vs. Goths; B: 5, 3, 3; G: 2; wins), *Danubia* (vs. Goths; B: 4, 2, 2; G: 1; wins), *Western Anatolia* (vs. Assyria; B: 6, 5, 4; A: 3; wins), and *Morea* (vs. Persia; B: 5, 5, 2; P: 1; wins, city eliminated). Points: Dominance in Southern Europe (6), Presence in Middle East (3), China (3), Northern Europe (2), and Southeast Asia (2), 1 Capital (2), 2 cities (2), and 4 Seas (4) for 24 points.

Players

| Player Name | Player Faction Name | Empire Strength Points | Victory Points |
|--------------|--|------------------------|----------------|
| Andy Lewis | Dogs and Deities (DAD) (orange) | 21 | 43 |
| Dennis Cain | The Legacy Project (red) | 28 | 55 |
| Chris Geggus | APA (green) | 30 | 79 |
| Kevin Wilson | Royal Manticoran Historical Society (purple) | 30 | 70 |
| Cary Nichols | Common Cause (black) | 32 | 71 |
| Paul Bolduc | Arachnids (blue) | 36 | 51 |

Final Positions

Royal Manticoran Historical Society. INDUS VALLEY: Two armies *Western Deccan*, *Western Ghats*, and *Ceylon*. ASSYRIA: Army *Western Anatolia*. IBERIAN KINGDOM: Army, city, and fort *Southern Iberia*. CELTS: Three armies and Monument *Albion*, two armies *Scandinavia*, armies *Baltic Seaboard*, and *Northern Gaul*. GOTHs: Army and Monument *Central Europe*, *Eastern Anatolia*, *Levant*, and *Upper Tigris*, armies *Northern Apennines*, *Dneipr*, and *Caucuses*.

The Legacy Project. BABYLONIA: Army *Persian Salt Desert*. SASSANIDS: Two armies, Capital, and Monument *Zagros*, army and Monument *Persian Plateau*, army *Hindu Kush*.

Dogs and Dieties. ARYANS: Army *Turanian Plain*. MAURYANS: Two armies, Capital, and Monument *Ganges Delta*, army *Eastern Ghats*.

APA. Fleets *South China Sea* and *Bay of Bengal*. MINOANS: Army *Shatts Plateau*. NILE KINGDOM: Army, city, fort *Upper Nile*. CHOU DYNASTY: Two armies *Irrawaddy*, army *Si-Kyang*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army and Monument *Tarim Basin*, armies *Chekiang*, *Yangtse Kian*, *Szechuan*, *Mekong*, and *East Indies*. CIVIL WAR: Army *Southern Apennines*. GUPTAS: Army and Capital *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, army *Ganges Valley*.

Common Cause. Fleets *Black Sea* (2), *Eastern Mediterranean* (2), *Western Mediterranean* (2), and *Red Sea*. EGYPT: Army *Arabian Peninsula*. GREEK CITY STATES: Army and city *Crete*. HSUING-NU: Armies *Mongolia*, *Eastern Steppe*, *Manchurian Plain*, *Yellow River*, *Wei River*, and *Great Plain of China*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. BYZANTINES: Army and Capital *Balkans*, armies *Danubia*, *Dalmatia*, *Pindus*, *Morea*, and *Western Anatolia*.

Arachnids. ROMANS: Army, city, and Monument *Nile Delta*, two armies and Monument *Middle Tigris*, armies *Libya*, *Palestine*, and *Lower Tigris*.

Event Cards

Epoch IV Empire

Your Event Cards are: _____

Wolfbane

Turn 10

Turn 11 due: 6/24 Tuesday

Commander Actions

Planets 'R Us opens the bidding on a Laboratory at 83 and gets it (Or5, Wa5, Wa7, Wa8, Wa8, Wa10, MWa). Moves a population factor from an ore factory to man the research factory.

Minas Ithil buys a titanium factory (Or2, Or3, Wa7, Ti8, Wa10) and moves a robot from an ore factory to man it.

Discovery Project opens the bidding on Ecoplants at 30 and gets it for 33 (Or1, Or3, Wa4, Wa6, Wa6, Ti13)

OCEAN opens the bidding on Robots at 50 and gets it (MWa, Ti10, Ti10)

2114 Corporation opens the bidding on a Laboratory at 80 and gets it (Or4, Or4, Wa5, Wa6, Wa6, Wa8, Wa9, Wa9, Mi19, DL discount). Buys a water factory (Wa10, Wa10) and moves population from the two ore factories to man the new water factory and research factory.

HBDC buys a water factory (Or2, Wa8, Wa10) and a robot (Or3, Wa9)

Bartertown buys 3 population factors (Or2, Wa9, Ti9, Ti10)

Dogs in Space passes

The Players

| | Outpost Name | Commander | Factories | Upgrades | VP |
|---|-------------------|----------------|---|-----------------|----|
| 1 | Planets 'R Us | Dave Partridge | OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, ReF | No, DL, Ec, La | 22 |
| 2 | 2114 Corporation | Dennis Cain | OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, ReF | No, DL, OL, La | 19 |
| 3 | Discovery Project | Cary Nichols | OrF, OrF, WaF, WaF, WaF, TiF, TiF | 2Wa, No, HE, Ec | 19 |
| 4 | OCEAN | Michael Lowrey | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF | No, HE, Ro | 17 |
| 5 | Minas Ithil | Bill Scharf | OrF, <i>OrF</i> , WaF, WaF, WaF, TiF, TiF, TiF | HE, 2Wa, Ro | 16 |
| 6 | Bartertown | Andy York | OrF, OrF, WaF, WaF, TiF, TiF, TiF | HE, No | 13 |
| 7 | HBDC | Kevin Wilson | OrF, OrF, WaF, WaF, WaF, WaF | 2DL, Wa, Ro | 12 |
| 8 | Dogs in Space | Andy Lewis | OrF, OrF, WaF, WaF, WaF, TiF, TiF | DL, HE | 8 |

Available UpgradesIncome

New Arrivals: Outpost, Robots, Outpost, and Outpost

| Upgrade | Minimum Bid | Available | Not Yet Delivered |
|------------------|-------------|-----------|-------------------|
| Scientists (Sc) | 40 | 0 | 5 |
| Orbital Lab (OL) | 50 | 0 | 4 |
| Robots (Ro) | 50 | 2 | 0 |
| Laboratory (La) | 80 | 2 | 1 |
| Ecoplants (Ec) | 30 | 0 | 3 |
| Outpost (Ou) | 100 | 4 | 1 |

OCEAN and Planets 'R Us take MegaWater cards.

Guard Dog**Turn 2 Funeral Commission through Parade Phase****Turn 3 Cure Phase through Health Phase due: 6/24 Tuesday**Funeral Commission

None.

Replacement Phase

UNCLE declares 3 IP on Mischif, MLI declares 4 IP on Mischif, then TCC and MLI get into a bidding war on Mischif, with MLI ending up with 8 IP and TCC with 9 IP. Mischif then makes Alexei Goferbrok the Defense Minister and Antonj Talksalot the Foreign Minister, demotes G to the People and Manjak to a Candidate, then promotes M to Industry Minister and K to a Candidate. Mischif ages to 79.

Rehabilitation Phase

No actions.

Parade Phase

Anatol Mischif attempts to wave and succeeds (dr = 19). Ages to 81.

Politburo

| Office | Politician | Condition | Influence |
|-------------|-----------------------|----------------|-------------------------------------|
| Party Chief | Anatol Mischif (I) | 81, ++ | 9 (TCC) , 8 (MLI), 3 (UNCLE) |
| KGB Head | Tigran Zenjarplan (Q) | 69, ?, +, weak | 5 (MLI), 6 (HLS) |
| Foreign | Antonj Talksalot (J) | 69, + | |
| Defense | Alexei Goferbrok (C) | 74, +, strong | |
| Ideology | Mikail Strychnin (T) | 57, strong | |

| Office | Politician | Condition | Influence |
|----------|-----------------------|------------|-----------|
| Industry | Sergei Eatstumuch (M) | 64 | |
| Economy | Lech Schukrotoff (B) | 75, strong | |
| Sport | Petr Niewitko (D) | 73, + | |

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

Candidates: F, K, O, P (63), Z**People:** G, H, L, N, S, U, V, W, X, Y (54, 10 IP [UNCLE])**Siberia:** E (73), R**Kremlin Wall:** APlayers

Andy Lewis Trotskyite Internationalists
 Pasquale Giovine Marxist-Lenninists Integralists
 Mike Scot The California Connection
 Ward Narhi Underground Neo-Communist Liberation Effort
 Bob Robles Hard Line Stalinists
 Chris Geggus Lubianka Visitors Club
 MLI have one wave, TCC have one wave.

Intrigue CardsUndeclared Influence

Dogged**Turn 3, Phases IV-VI and Turn 4, Phases I-III****Turn 4 Phases IV-VI and Turn 5 Phases I-III due: 6/24 Tuesday****Turn 3****Construction and Operation**

Blue passes on claim #113.

Red (Scharf) operates claim #85 (\$30, 3 coal) and gains \$130 in passenger revenue.

Green (Nichols) passes.

Orange (Narhi) operates claim #98 (\$60, 1 gold) and claim #109 (\$20, 2 copper) and gains \$60 in passenger revenue.

Blue (Bolduc) operates claim #37 (\$40, 1 silver) and gains \$20 in passenger revenue.

Purple (Carl) operates claims #89 (\$30, 3 coal), #43 (\$50, 2 silver), and #129 (\$40, 1 copper), delivers 4 coal from #89 to Denver for \$240.

Determine Price Changes

Gold: Remains at \$250

Copper: -1 to \$240

Silver: +1 to \$400

| | Denver | Salt Lake City | Pueblo | Santa Fe | El Paso |
|---------|-----------------|------------------|-------------|-----------------|------------|
| Lumber: | Remains at \$40 | Remains at \$120 | +3 to \$100 | +1 to \$60 | -1 to \$60 |
| Coal: | Remains at \$60 | +1 to \$60 | +1 to \$60 | Remains at \$60 | +1 to \$80 |

Turn 4**Move Prospectors and Surveyors**

Red (Scharf) surveys Canon City to Westcliffe, prospects claim #127

Green (Nichols) passes.

Orange (Narhi) surveys Butte Junction to Socorro and Silver City to Pinos Altos (winter track – not allowed), prospects claim #116.

Blue (Bolduc) surveys Thistle to Price and Heber City to Bridgeland, no prospecting.

Purple (Carl) surveys Salida to Buena Vista and Walsenburg to Alamosa (winter track – not allowed), prospects claim #127.

Dispute Resolution

Red and Purple dispute claim #127. Red = 10, Purple = 6+1. Red wins, prospector becomes +1. Red pays \$140, Orange pays \$200, Blue pays \$460, and Purple pays \$60.

The Players

| Player | Color | Starting Location | Money | Trains | Snowplows | Personnell |
|--------------|--------|-------------------|--------|--------|-----------|------------|
| Bill Scharf | Red | Denver | \$1220 | 9 | | P+1, S+1 |
| Cary Nichols | Green | Denver | \$350 | 9, 15 | | P+1, S, S |
| Ward Narhi | Orange | El Paso | \$705 | 9 | | P+1, S, S |
| Paul Bolduc | Blue | Salt Lake City | \$590 | 9 | | P+1, S, S |
| Joe Carl | Purple | Pueblo | \$590 | 9, 15 | | P+1, S, S |

Purchased Claims

| # | City | Owner | Type | Goods | Operation |
|-----|-------------|--------|--------|-------|-----------|
| 85 | Canon City | Red | Coal | 9 | \$30 |
| 127 | Westcliffe | Red | Silver | N | \$20 |
| 32 | Fairplay | Green | Gold | 2 | \$50 |
| 38 | Aspen | Green | Silver | N | \$40 |
| 98 | Pinos Altos | Orange | Gold | 6 | \$60 |
| 109 | Pinos Altos | Orange | Copper | 2 | \$20 |
| 116 | Pinos Altos | Orange | Lumber | N | \$30 |
| 37 | Eureka | Blue | Silver | 6 | \$40 |
| 89 | Walsenburg | Purple | Coal | 2 | \$30 |
| 43 | Leadville | Purple | Silver | 4 | \$50 |
| 129 | Dillon | Purple | Copper | 1 | \$40 |

Available Claims

| # | City | Type | Claim | Operation |
|-----|-------------|--------|-------|-----------|
| 80 | Aspen | Coal | \$60 | \$30 |
| 114 | McGaffey | Lumber | \$40 | \$30 |
| 48 | Ouray | Silver | \$60 | \$40 |
| 107 | Santa Rita | Copper | \$100 | \$50 |
| 65 | El Vado | Lumber | \$100 | \$30 |
| 113 | Porter | Lumber | \$60 | \$30 |
| 121 | York Canyon | Coal | \$100 | \$30 |
| 51 | Silverton | Silver | \$60 | \$30 |

Available Passenger Lines

| # | Type | Route | Payoff | Cost | Notes |
|----|------|---------------------|--------|-------|--|
| 12 | B | Pueblo – Grand Jct. | \$150 | \$310 | Discard when 20 is taken. Good for \$150 toward card 20 or 21 |
| 10 | B | Denver – Aspen | \$130 | \$250 | |
| 8 | A | Denver – Leadville | \$260 | \$500 | Discard after 4 Leadville depletions |

Purchased Passenger Lines

| # | Type | Route | Payoff | Owner | Notes |
|---|------|---------------------------|--------|--------|-------|
| 3 | A | Denver – Colorado Springs | \$50 | Red | |
| 5 | A | Denver – Pueblo | \$80 | Red | |
| 4 | A | El Paso – Deming | \$60 | Orange | |
| 2 | A | Salt Lake City – Provo | \$20 | Blue | |

| # | Type | Route | Payoff | Cost | Notes |
|----|------|-----------------------------|--------|-------|--|
| 16 | B | Salt Lake City – Grand Jct. | \$250 | \$465 | Discard when 22 is taken. Good for \$250 toward card 22 |
| 7 | A | Pueblo – Santa Fe | \$120 | \$280 | |
| 1 | A | Denver – Boulder | \$20 | \$45 | |
| 6 | A | Santa Fe – Albuquerque | \$90 | \$180 | |
| 11 | B | Salt Lake City – Grand Jct. | \$140 | \$310 | Discard when 20 is taken. Good for \$140 toward card 20 or 21 |

Available Trains

| Type | # Available | Cost |
|------|-------------|-------|
| 9 | 1 | \$80 |
| 15 | 4 | \$120 |

Available Snowplows

| Type | # Available | Cost |
|--------|-------------|------|
| Die +2 | 3 | \$40 |

Notes

Just a reminder that Turn 4 is a winter turn. You may not deliver or run passenger lines over winter track (dashed lines) next turn.

Junk Yard Dog**Turn 1a****Turn 1b due: 6/24 Tuesday**Available Cards

| Set 1 | Set 2 | Set 3 | Set 4 | Set 5 |
|---------------|----------------|---------------|---------------|----------------|
| Bribery | Order | Advisor | Innovation | Order |
| Raw Materials | Hiring/Firing | Raw Materials | Growth | Waste Removal |
| Advisor | Waste Disposal | Hiring/Firing | Waste Removal | Waste Disposal |

Eric selects set 5.

Dave prefers set 5, but accepts set 2.

Andy selects set 4 (sets 3 and 1 were backups).

Cary prefers set 4, but accepts set 1 (sets 5 and 3 were backups).

The Players

| Player | Play Order | Money | Loans | Raw Material Supply | Growth | Co-workers | Rationalization | Raw Materials | Waste Reduction | Waste Disposal | Saved Card |
|----------------|------------|-------|-------|---------------------|--------|------------|-----------------|---------------|-----------------|----------------|------------|
| Eric Brosius | 1 | \$15 | 0 | 5 | 14 | 5 | 5/1 | 5/1 | 5/1 | 0 | |
| Dave Partridge | 2 | \$15 | 0 | 5 | 14 | 5 | 5/1 | 5/1 | 5/1 | 0 | |
| Andy York | 3 | \$15 | 0 | 5 | 14 | 5 | 5/1 | 5/1 | 5/1 | 0 | |
| Cary Nichols | 4 | \$15 | 0 | 5 | 14 | 5 | 5/1 | 5/1 | 5/1 | 0 | |

Cards

| Eric | Dave | Andy | Cary |
|----------------|----------------|---------------|---------------|
| Order | Order | Innovation | Bribery |
| Waste Removal | Hiring/Firing | Growth | Raw Materials |
| Waste Disposal | Waste Disposal | Waste Removal | Advisor |

Discards

Accident Innovation Order Hiring/Firing Raw Materials Raw Materials Innovation

The deck will be reshuffled at the beginning of turn 2.

Notes

I neglected to mention last time that we are going to play each game turn in two phases: card selection, and the rest of the turn. So, all I needed from you this turn was your card selection. For the next one, I will need your remaining actions for the turn.

Hot Dog**Initial Bids****Turns 1.1 to 2.1 due: 6/24 Tuesday**

1st: Cary Nichols (Whynoms/Trade and Transport Unity)
Has **\$100** on hand. Die rolls: **1: 1 4, 2: 3 4** (Double one)

2nd: Andy Lewis (Humans/NNR)
Has **\$119** on hand. Die rolls: **3 5 6**

3rd: Chris Geggus (Dell/NNR)
Has **\$110** on hand. Die rolls: **1 3 5 6** (Use 2)

4th: Bob Robles (Eeepeep/NNR)
Has **\$120** on hand. Die rolls: **5 5** (Use 1 * 4)

5th: Caleb Cousins (Qossuth/NNR)
Has **\$120** on hand. Die rolls: **2** (times 3)

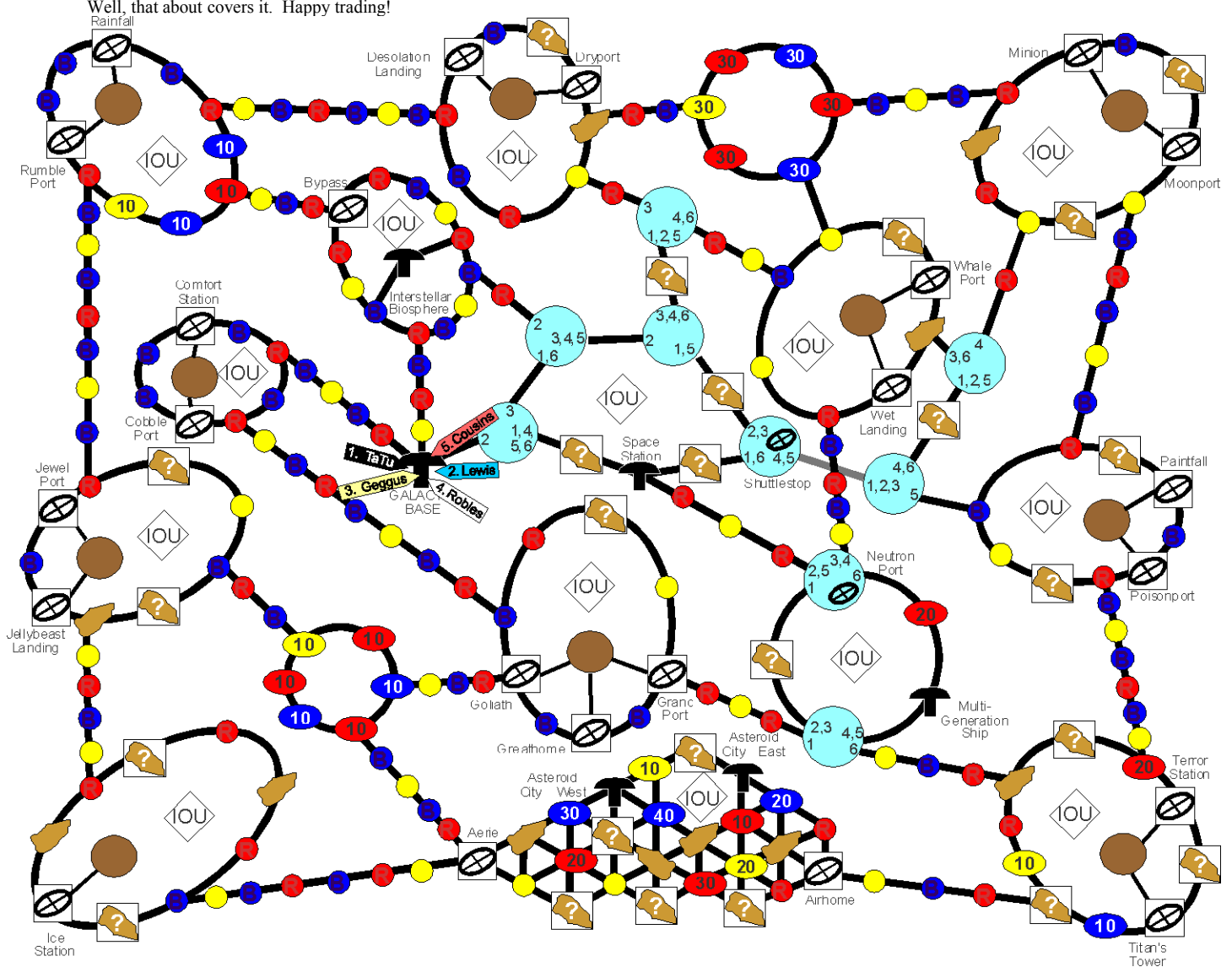
The first 20 draws from the cup are as follows:

6 (Yxklyx): 1 Immortal Grease, 1 Demand for Melf Pelts (+\$50)**7a (Zum):** 1 Chicle Liquor**7b (Eeepeep):** 1 Servo-Mechanism, Fare to Base (\$110)**8 (Whynoms):** 1 Impossible Furniture**9a (Chola):** 1 Designer Genes, 1 Demand for Chicle Liquor (+\$60)**9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)**10 (Qossuth):** Nothing**Base:** Nothing**1a (Nillis):** 2 Bionic Perfume**1b (Volois):** 2 Voll Silk**2 (Graw):** 1 Space Spice, 1 Demand for Psychotic Sculpture (+\$90)**3 (Niks):** Nothing**4a (Dell):** 1 Demand for Mulch Wine (+\$60)**4b (Humans):** 1 Rock Videos**5 (Shenna):** 1 Demand for Mulch Wine (+\$40), 1 Demand for Finest Dust (+\$50)

Upon discovery of each new culture, four more chits will be drawn from the cup, until it is its normal size after all cultures have been discovered. Scott Hutchens has had to withdraw from the game, so we are going to run it with five players.

The use of the Combat rules was voted down 4 votes to 1.

Well, that about covers it. Happy trading!



| | | |
|--|---|--|
| 1. Trade and Transport Unity \$100 Fast Scout 1: 1 4//2: 3 4 (Double 1) Hold1 Hold2 Hull | 2. Lewis (NNR) \$119 Normal Scout 1: 3 5 6 Hold1 Hold2 Hull | 3. Geggus (NNR) \$110 Scow Scout 1: 1 3 5 6 (Use 2) Hold1 Hold2 Hull |
| 4. Robles (NNR) \$120 Rocket Scout 1: 5 5 (Use 1 * 4) Hold1 Hold2 Hull | 5. Cousins (NNR) \$120 Torch Scout 1: 2 (Times 3) Hold1 Hold2 Hull Eq. | |

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 loudest animal?

A1. The loudest sounds emitted by a living source are the low-frequency pulse made by blue whales. They have been measured up to 188 decibels.

Dennis Cain, Bob Robles, Caleb Cousins, Andy Lewis, and Ward Narhi each receive ½ point.

Q2. What is an enneadecagon?

A2. An enneadecagon is a geometrical figure with 19 sides.

Steve Koehler, Brendan Whyte, Dennis Cain, Caleb Cousins, Andy Lewis, and Ward Narhi each receive ½ point.

Q3. What part of the human body can increase up to 200 times its normal volume?

A3 During the final stages of pregnancy, the uterus may be up to 200 times its normal volume.

Steve Koehler and Dennis Cain each receive 1 point.

Q4. Which country has the smallest population?

A4. Vatican City has fewer than 1,000 residents.

Andy York, Steve Koehler, Brendan Whyte, Dennis Cain, Chris Geggus, Bob Robles, Andy Lewis, and Ward Narhi each receive ½ point.

Q5. What temperature is the same on the Fahrenheit scale as the Celsius scale?

A5. -40 degrees Fahrenheit is equivalent to -40 degrees Celsius.

Cary Nichols, Andy York, Steve Koehler, Brendan Whyte, Dennis Cain, Chris Geggus, Andy Lewis, and Ward Narhi each receive ½ point.

Current Scores

| | | | | | |
|---------------|-----|---------------|-----|----------------|-----|
| Chris Geggus | 91 | Andy York | 87 | Joe Carl | 70 |
| Caleb Cousins | 69½ | Paul Bolduc | 67½ | Bill Scharf | 65 |
| Dennis Cain | 61 | Brendan Whyte | 54½ | Andy Lewis | 51½ |
| Bob Robles | 40 | Steve Koehler | 37 | Ward Narhi | 35½ |
| Tom Howell | 28½ | Kevin Wilson | 23½ | Cary Nichols | 16½ |
| Brad Martin | 16 | Sean Cousins | 7 | Scott Hutchens | 6½ |

Dennis Cain, Bob Robles, and Andy Lewis are each awarded a free issue.

New Questions

Topic: Miscellaneous Trivia

1. Of all the stars with identified planets, which appears brightest in the night sky?
2. What made Albert Einstein's divorce settlement (from first wife Mileva Marie) unique?
3. How quickly does the earth move in its orbit around the sun?
4. What is the highest recorded atmospheric temperature in Antarctica?
5. How many calories are stored in one pound of body fat?

Pedagoguery

Galaxies assume an almost bewildering variety of shapes. Edwin Hubble first classified those shapes in the now famous "tuning fork" diagram. In this diagram, elliptical galaxies form the handle, with type E0 (pretty much spherical) going to E7 (very prolate) to S0 (a faint disk surrounding a bulge) where it forks. On each fork you have the spirals, regular spirals on one fork, and barred spirals on the other. In each case, the central bulge becomes less prominent as you move along the tines. Since Hubble came up with his diagram, we have gained a greater understanding about how evolution of galaxies influences their shapes.

First, let's take a closer look at the different types of galaxies. Larger galaxies fall into three general types: ellipticals, spirals, and irregulars. Ellipticals are smooth, nearly spherical galaxies, generally with little gas and dust and composed of old stars. They tend to be disorganized, with the stars zipping about like bees in a hive. They tend to be found in large galaxy clusters. Spirals, like our galaxy, are flattened structures, generally containing fair amounts of gas and dust. They are divided into a disk and a bulge. The bulge tends to resemble a miniature elliptical galaxy, while the disk contains spiral arms composed of

younger stars. Spirals predominate in areas of lower galaxy density. Finally, we have the irregulars. These are galaxies that cannot be clearly defined as elliptical or spiral. Usually, they show some signs of having undergone a recent galaxy collision. Smaller galaxies are harder to pin down. In very broad terms, they can be classified as either containing gas and dust, and therefore having active star formation, or not containing gas and dust, and therefore being quiescent.

The first inkling that galaxies indulged in evolution over time was the discovery of quasars. A quasar is an extremely bright, star-like source of light and radio waves that is now believed to be a black hole ingesting matter. As the matter gets closer to the black hole, it heats up, and some of it is ejected along the poles of rotation. Closer to home, we see galaxies with bright, point-like cores. These are called active galactic nuclei, or AGN. Speculation was that in the earlier universe, such AGNs were more active than they are today, thus becoming quasars. Confirmation of this did not occur until recently, when the Hubble Space Telescope was able to image the galaxy surrounding a quasar, thus confirming that the early universe was a much more active place than it is today.

What could explain this? Here is how we currently believe events occurred in the early universe. The galaxies first congealed out of the remnants of the Big Bang were small, much smaller than our galaxy today. They were also much more numerous. As they were forming, they would interact with each other, and occasionally merge. The results of these mergers varied. It would usually be accompanied by a burst of star formation, as gas clouds from each galaxy collided, triggering portions to collapse in on themselves and form stars. Portions of each component galaxy would eventually form a disk, and the remainder the bulge. The central black holes of the component galaxies would eventually merge, and the gas and stars near those black holes would be disturbed. Some of the gas and stars would eventually be cannibalized by the black hole, resulting in a quasar.

This process would continue, with large galaxies getting still larger by absorbing smaller galaxies. The shapes we see today would be a result of this process. Spirals with loosely wound arms and small central bulges would have grown by absorbing many smaller galaxies. Ellipticals would be the result of the merger of two large, and evenly matched galaxies. Such a merger would totally disrupt stellar orbits, and fuel a massive burst of star formation that would use up all the gas in the galaxy – and what it didn't use, would be blown out of the galaxy altogether.

Each merger would generally be accompanied by increased activity around the central black hole. The larger the galaxy being absorbed, the more material would find its way there and the brighter the resulting quasar.

This process fits very well in with what we see. Elliptical galaxies are generally found in large galaxy clusters, where they are likely the result of mergers of galaxies in the past. They have used up all their gas, so the stars remaining are all older. Spirals are more predominant in areas of lower galaxy density, where they can quietly absorb smaller galaxies without becoming disrupted. Dwarf galaxies are probably very common, but since they are so faint, they are hard to detect. Our Local Group of galaxies contains mostly dwarf galaxies – nearly 20 of them, but there are only three spirals in our Local Group: our galaxy, the Andromeda galaxy, and the Pinwheel galaxy (M33). In fact, our galaxy is in the process of absorbing a dwarf galaxy right now. The Sagittarius Dwarf was discovered recently through a survey of stellar motions toward the galactic core. It is currently passing through the disk of our galaxy on the other side of the galactic core, and it has been stretched by gravity to a very elongated shape. Eventually, its stars will be evenly distributed throughout our galactic halo, and its gas (if any) will be absorbed into the disk. It probably won't trigger any quasar-like activity because it is very small, and it is not passing near the core.

Next time, I will discuss the anatomy of supernovae.

Best in Show

This is the selected list of games that have finished in this zine, as well as who won.

Machiavelli

| Game | Winner |
|--------------------|--|
| The Gates of Hades | Chris Hurley |
| Mastiff | Bill Scharf |
| Pack of Curs | Bill Scharf |
| Doghouse | Dave Anderson |
| Rude Dog | Ward Narhi |
| The River | Ken Marcinonis |
| Not Guilty | Dave Anderson |
| Rabid Dog | Ward Narhi |
| Fleabag | Berry Renken/Ray Grib/Pasquale Giovine |
| Feral Dogs | Pasquale Giovine |
| Citizen Dog | Pasquale Giovine |
| New Tricks | Phil Reynolds |

Merchant of Venus

| Game | Winner |
|-----------------|---------------|
| Dingo's Delight | Caleb Cousins |
| Dog Food | Andy Lewis |
| Dogged | Dennis Cain |
| Hyena | Andy Lewis |

Dune

| Game | Winner |
|--------------|---------------|
| Sand Dog | Chris Hurley |
| Canine | Paul Bolduc |
| Running Dogs | Andy York |

Outpost

| Game | Winner |
|----------------|----------------|
| Dog Breath | Andy York |
| Mutt | Kevin Kinsel |
| Dogstar | Kevin Wilson |
| Canes Venatici | Michael Lowrey |

History of the World

| Game | Winner |
|-------------|---------------|
| Fenris Wolf | Dave Anderson |
| Mongrel | Andy Lewis |
| Wolfpack | Sean Cousins |
| Dogpaddle | Andy Lewis |
| Dog Days | Andy Lewis |

New World

| Game | Winner |
|--------------------|---------------|
| Anubis | Bill Scharf |
| Chihuahua | Bill Scharf |
| Pooch | Bill Scharf |
| Coyote | Andy Lewis |
| Hounds of Tindalos | Andy Lewis |
| Doggerel | Andy Lewis |

Settlers/Seafarers of Catan

| Game | Winner |
|-------------|----------------|
| Rin Tin Tin | Brendan Whyte |
| Benji | Brad Martin |
| Fenris | Ward Narhi |
| Wolfhound | Dave Partridge |

Liftoff!

| Game | Winner |
|-------------|---------------|
| Astro | Andy Lewis |
| Dog Pound | Dennis Cain |
| Rover | Bill Scharf |

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| | | | | |
|--|---|---|--|--|
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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, Lee McConnell **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:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf **Silverton:** Cary Nichols, Bill Scharf, Joe Carl **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Joe Carl

Standby Calls

None this issue.