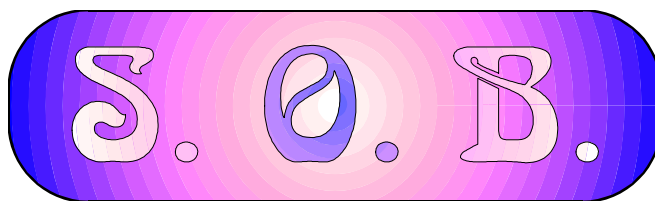


Number 138

August/September,
2007**Notes from Hades**

Last month, we took the boys camping for the first time. We went to Palomar State Park, a place that Celeste and I had been to several years ago. It was mid-week, and the campground was not crowded at all. The boys loved it. We were there for two nights, and they thoroughly enjoyed the experience. It didn't hurt that on our second day, a family showed up in an adjacent campsite with boys close to their age – instant friendship. They are already talking about the next time.

I also took another business trip (which is why the deadline for this zine was a week later than normal). This time it was to the exotic locale of Detroit, Michigan. We were in the northern suburb of Southfield (ironic), and as usual, I was kept pretty busy, so I didn't really get to see much of the city.

Once again, two games end this issue – both of them Machiavelli. Off the Leash finally ends with a French victory, and Naples pulls it out in Dogfight. Since both games were gunboat, I am not revealing the identities of the players, so that the players can make guesses in their end of game statements.

The next deadline is **Tuesday, October 2 at 5:00 p.m. Pacific Time.** Please do not call or fax orders after 10:00 p.m. Pacific time. My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

Contents

Howling at the Moon	Letter Column	Page 1
Off the Leash	Machiavelli	Page 2
Dogfight	Machiavelli	Page 3
Dog Chow	Age of Renaissance	Page 3
Sirius	Merchant of Venus	Page 4
Outlaw Dogs	Gunslinger	Page 6
Doberman	Industrial Waste	Page 7
Jackal	New World	Page 7
Flea Collar	Kremlin	Page 8
Terrier	Silverton	Page 8
Hound	Outpost	Page 10
Bulldog	Seafarers of Catan	Page 10
Malamute	New World Gamestart	Page 11
Cats and Dogs	History of the World Gamestart	Page 12
Pedagoguery		Page 12

Game Openings

Dog Park. Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, Dale Horsely, Jerry Roalstad, and Lynn Mercer. This game is full. **Starts next issue!**

Greyhound. Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin, Bob Robles, Dave Partridge, and Steve Koehler, will take 2 more.

Malamute. New World. Have Dennis Cain, Andy Lewis, Andy York, Dave Partridge, and Cary Nichols, will take up to 1 more. **Starts this issue!**

Cats and Dogs. History of the World. Have Andy Lewis, Kevin Wilson, Dave Partridge, Dave Anderson, Paul Bolduc, Michael Longdin, and Dennis Caon. **Starts this issue!**

Sand Flea. Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, Paul Bolduc, Michael Longdin, and Ward Narhi, will take up to 1 more (2 if one player plays the Bene Tleilaxu).

Canus Domesticus. Republic of Rome. This will be run as a pbem game through the website, and will not be synchronized with the zine. Have Ward Narhi, Dave Partridge, Paul Bolduc, and Michael Longdin. Will take 1 or 2 more.

Frontier Dog. Gunslinger .Scenario to be determined. Have Paul Bolduc, Chris Geggus, Mike Scott, and Andy Lewis, will take up to 3 more.

Pateel. Kremlin. Will start after Flea Collar ends. Have Ward Narhi, Mike Scott, Bill Scharf, and Bob Robles, will take up to 2 more.

Hunter. Silverton. Will start after Terrier ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, and Bill Scharf, will take up to 1 more

Barking Up the Wrong Tree. Machiavelli. Have Mike Scott, Cary Nichols, Dave Partridge, and Bob Robles. Will take up to 4 more. **Starts next issue with whoever is signed up!**

Wish List

Robo Rally. Have Dave Partridge and Bill Scharf. Will take up to 6 more.

History of the World. Have Chris Geggus and Dave Partridge, will take up to 5 more.

Merchant of Venus. Have Dave Partridge and Bob Robles. Will take up to 4 more.

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

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

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

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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

None this issue.

Off the Leash

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

Fall 1470

Deadline for End of Game Statements: 10/2 Tuesday

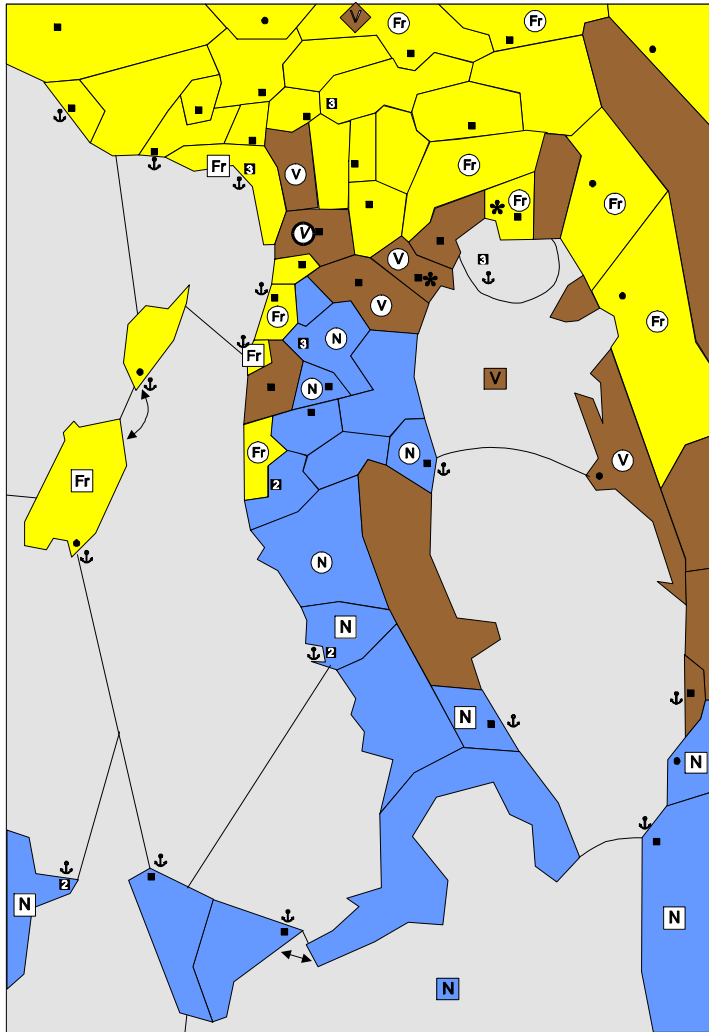
Venice moves northward against France, while Naples grabs what he can.

Summer 1470 Retreats

France retreats A Lucca to Pistoia and A Sienna to Patrimony

Venice retreats A Tyrolea to garrison

Off the Leash



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

Outstanding Debt

Spring 1472: 21 ducats due from Venice (14 borrowed)

Orders

FRANCE □: A AUSTRIA supports A Tyrolea, A TYROLEA besieges, A Carinthia to CARNIOLA, A VERONA supports A Friuli to Treviso, A Friuli to TREVISIO, A CROATIA supports A Carinthia to Carniola, A Ferrara to Padua (DISLODGED, retreat Mantua, garrison, OTB), A Pistoia to PISA, A PATRIMONY to Rome, F Gulf of Lions to SARDINIA, F

Ligurian Sea to GENOA, F Tyrrhenian Sea to PIOMBINO

NAPLES + □: A Sienna to FLORENCE, A Perugia to AREZZO, A CAPUA to Rome, A Aquila to ANCONA, F Otranto to BARI, F Gulf of Naples to NAPLES, F Palermo to IONIAN SEA, F Ionian Sea to DURAZZO, F Durazzo to ALBANIA, F TUNIS holds

VENICE □: A Padua to FERRARA, A Treviso to Verona (DISLODGED, retreat Padua, garrison, OTB), A BOLOGNA supports A Padua to Ferrara, A (EM) Lucca to MODENA, A Modena to FORNOVA, A Ancona to DALMATIA, F UPPER ADRIATIC transports A Ancona to Dalmatia, G TYROLEA convert to A

Press

France – Naples: Do you want to prove for a solo? I think that it should better for all to have a two-way draw, if Venice continues to suicide himself.

France – Venice: What a pity! It seems that you are going to become the last one in the game: why? You should consolidate your provinces and come in a possible three-way draw, I think.

Naples – France: Sorry, Friend France, for the push out in Sienna last turn. wasn't expecting you to move such.... and wanted to consolidate my position... other wise we are moving north - go north young man, go north...

Naples – Venice: Waiting for the count this winter.

Naples – All (including GM): Please, no separation of seasons. Let's get done with what is done...

Notes

And with that, France now controls 23 cities, and has the victory. Congratulations to France. Identities will be revealed with the end of game statements

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63
Austria:	3	2	3	4	5	4	2	4	0	0
Florence:	3	6	8	7	6	6	6	7	11	10
France:	3	7	8	9	10	12	13	10	12	12
Milan:	3	5	5	2	2	3	0	0	0	0
Naples:	4	4	5	6	7	7	8	9	8	7
Papacy:	4	3	2	2	0	0	0	0	0	0
Turks:	3	5	5	6	4	1	0	0	0	0
Venice:	4	6	7	6	9	10	14	14	12	15

	'64	'65	'66	'67	'68	'69	'70	'71
Austria:	0	0	0	0	0	0	0	0
Florence:	8	7	6	0	0	0	0	0
France:	14	12	11	12	13	15	20	23
Milan:	0	0	0	0	0	0	0	0
Naples:	7	10	10	12	12	10	8	12
Papacy:	0	0	0	0	0	0	0	0
Turks:	0	0	0	0	0	0	0	0
Venice:	13	15	15	20	18	18	16	8

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory Miller Number 2005Apw10 Fall 1459

Deadline for End of Game Statements 10/2, Tuesday

With one massive push, Naples gains ascendancy.

Summer 1459 Retreats

Venice retreats A Carniola to Croatia

Orders

AUSTRIA ☐: A Hungary to SLAVONIA, G MILAN convert to A

FLORENCE (CD): No units, Out!

FRANCE ☐: A TYROLEA supports A Milan, A (EM) MILAN besieges, A Turin to MONTFERRAT, A PAVIA supports A Milan, A CREMONA supports A Milan, A MODENA to Mantua, F SARDINIA supports F Corsica, F CORSICA supports F Sardinia

NAPLES ☐: A Urbino to PERUGIA, A Rome supports A Urbino to Perugia (cut, DISLOADED, retreat Patrimony, Spoleto, Capua, garrison, OTB), A (EM) CARNIOLA holds, A RAGUSA holds, F Gulf of Lions to MARSEILLES, F PIOMBINO to Pisa, F TYRRHENIAN SEA to Piombino, F Upper Adriatic to FERRARA, F PADUA supports F Upper Adriatic to Ferrara, F VENICE supports F Padua

PAPACY ☐: A PISTOIA to Pisa, A SIENNA to AREZZO, A FLORENCE holds, A (EM) Perugia to ROME

VENICE ☐: A TRENT holds, A Bergamo to VERONA, A MANTUA to Ferrara, A Verona to TREVISO, A CROATIA to DALMATIA, F FRIULI supports A Verona to Treviso

Notes

The France/Naples draw proposal fails with 2 no votes and one abstention.

However, Naples now controls 18 cities, and with it, the victory. Players will be revealed with the end of game statements.

Press

Austria – France: Smack!

Naples – France: At the end I came back in my Marseille, you does not like this city. And if you loses for Saluzzo?

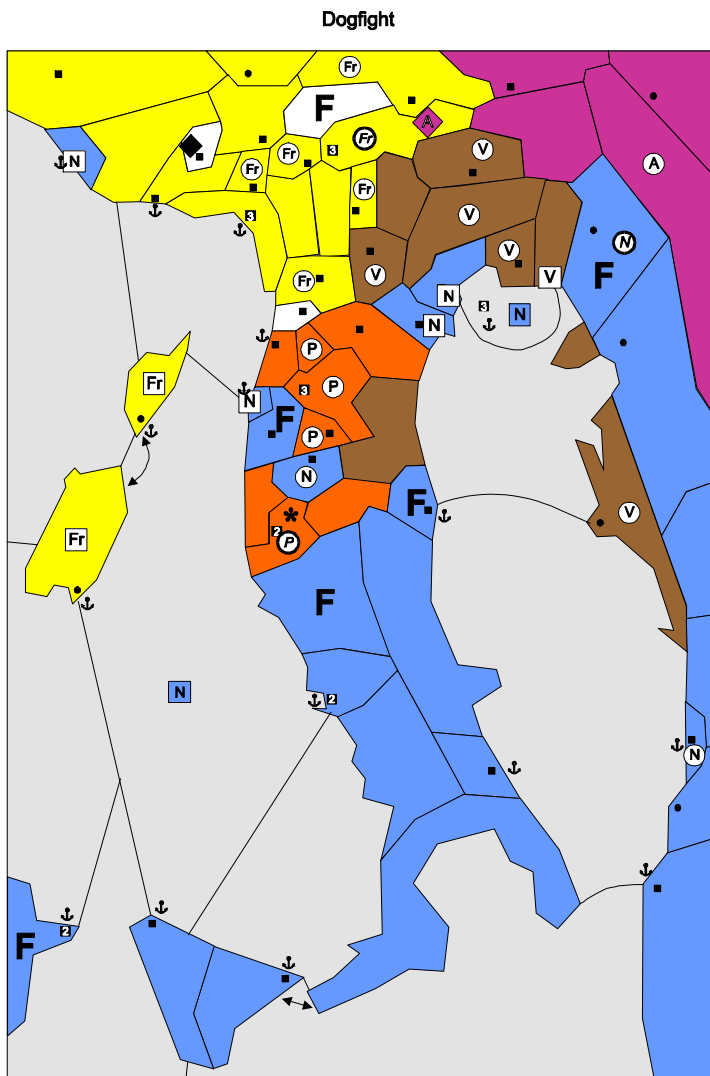
Papacy – All: The Holy See has been moved to Florence. See you later.

Spring 1459 Famine

Poor Year – Column Only: Ancona, Tunis, Sienna, Como, Capua, Carniola

Game Summary

	1454	1455	1456	1457	1458	1459	1460
Austria:	3	3	5	3	3	3	2
Florence:	3	2	3	2	2	1	0
France:	3	4	3	6	9	11	12
Milan:	3	1	0	0	0	0	0
Naples:	4	6	7	8	10	13	18



	1454	1455	1456	1457	1458	1459	1460
Papacy:	4	4	5	6	5	5	5
Turks:	3	4	2	2	0	0	0
Venice:	4	6	8	10	10	8	4

Dog Chow

Age of Renaissance

Turn 7 Phases 4 through 6

Deadline Turn 7, Phase 8 and Turn 7, Phases 1 through 3 7/3, Tuesday

Phase 3: Play Cards

Genoa chooses to lose 13 tokens due to Civil War.

Phase 4: Purchases

London buys Proselytism (G, 40 credit for Religion, \$50, Misery increases to 150) and pays \$1 for stabilization.

Venice buys Human Body (B, 20 credit for Science, 20 credit for da Vinci, \$20, Misery reduced to 90) and Ocean Navigation (T, 40 credit for Exploration, 30 credit for Columbus, \$50).

Paris buys Improved Agriculture (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20, Misery reduced to 200), Interest and Profit (L, 20 credit for Commerce, 10 credit for Institutional Research, \$50), Urban Ascendancy (V, 50 credit for Civics, free), and pays \$10 for stabilization.

Genoa buys a ship upgrade (\$10), Cosmopolitan (Y, 40 credit for Civics, 40 credit for de las Casas, \$70), New World (U, 60 credit for Exploration, 40 credit for Columbus, 10 credit for Institutional Research, \$50), and pays \$15 for stabilization. 50 Misery Reduction credits plus 2 tiers reduces Misery to 80.

Hamburg buys Ocean Navigation (T, 40 credits from Expansion and 40 credit from Columbus, \$40) and pays \$10 for stabilization.

Barcelona buys ship upgrade (\$10), pays stabilization for \$6, Nationalism (W, 80 credit from Civics, free), Human Body (B, 20 credit from Science, 10 credit from Institutional Research, 30 credit from Andreas Vesalius, Misery reduced to 125), New World (U, 60 credit from Exploration, 40 credit from Columbus, 10 credit from Institutional Research, \$50), Interest and Profit (L, 30 credit from Commerce, 10 credit from Institutional Research, \$40). Gains 40 Misery Relief credits, with 2 tiers, Misery reduced to 90.

Phase 5: Expansion

Paris loses 10 tokens to Holy Indulgence, and each other player gains 2. (Hamburg gains \$2 due to lack of available tokens.) Genoa moves to last place in the order due to the Civil War.

London expands to Bergen (7, vs. Hamburg, dr = 1, 5, 6; wins due to Proselytism).

Venice expands to India (10, vs. Barcelona, dr = 2, 4, 3; wins).

Paris passes.

Hamburg expands to Kamishin (1), Sarai (4, vs. Genoa, dr = 4, 1, 6; wins due to Proselytism), Erzerum (6, vs. Genoa, dr = 6, 1, 2; wins), Trebizond (8, vs. Genoa, dr = 4, 1, 6; wins due to Proselytism), Angora (4, vs. Barcelona, dr = 1, 1, 5; loses), buys a card (3,)

Barcelona expands to South America (6), China (6, vs. Genoa, dr = 4, 2, 3; loses), China (6, vs. Genoa, dr = 1, 6, 4; wins), buys a card (6,), Erzerum (6, vs. Hamburg, dr = 1, 2, 3; loses), Durazzo (1)

Genoa expands to North America (6), Genoa (4), Levant (2, vs. Venice, dr = 5, 6, 6; loses).

Hamburg gains

Phase 6: Income

Barcelona gains \$28 and Paris gains \$25 due to Interest and Profit.

London gains \$60

Venice gains \$81

Paris gains \$53.

Hamburg gains \$99

Barcelona gains \$117

Genoa gains \$93

New World Misery reduction: Barcelona to 80, Genoa to 70.

Surplus of Wool, Surplus of Wine (Barcelona loses \$3).

Turn 8, Phase 1: Draw Cards

Your card is:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	80		\$142		17	O3	5	A, B, E, F, I, J, K, L, N, O, R, S, T, U, V, W, X, Y
Cary Nichols	Hamburg	125		\$186		14	O1	7	A, E, F, G, I, J, N, O, R, S, T, V
Bob Robles	London	150		\$100		9	8	2	A, E, F, G, I, J, V, W
Dennis Cain	Venice	90		\$111		11	O1	1	A, B, E, F, I, R, S, T, V
Steve Koehler	Genoa	70		\$94		13	O2	6	A, B, C, E, F, I, J, K, N, O, R, S, T, U, V, X, Y
Michael Longdin	Paris	200		\$103		8		5	E, I, J, K, L, V, W, X

Players are listed in reverse tie breaking order.

Commodity Log

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

Cards

Shortage, Surplus

Sirius

Merchant of Venus

Turns 20.6 to 22.6

Turns 23.1 to 25.1 10/2, Tuesday

Turn 20

6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 3 5**

Sells Chicle Liquor for \$90 (from the cup: Servo-Mechanism at 7b).

A – R10 – Asteroid City East.

Turn 21

- 1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 3 6**
Cobble Port(p) – R – B – R – B – Y – B – R – Galactic Base.
 Picks up Fare to 2 and Fare to 9a.
- 2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 4 4 (uses Auto Pilot)**
B – (Y) – Moonport(o) - Moonport(s).
 Buys Moonport for \$200.
- 3rd: Paul Bolduc (Eeepeep/R. Olivaw) Rolls Used: 4 * 4**
Aerie – R – B – (Y) – B – R10 – B10 – (Y) – B – R – Goliath(p) – B – Greathome(o) - Greathome(s).
 Buys Greathome for \$200.
- 4th: Dennis Cain (Niks)**
Space Howitzer Rolls Used: 6 6

- Titan's Tower(p) – B10 (pays \$10) – TeleGate 6 – (R) – B – (Y) – Airhome – (R) – (Y20) – (R30) – A – (Y) – (R20) – (Y) – Aerie – (Y) – (R) – B – (R) – B – (Y) – B – (R40) – Ice Station(p) – A – (R) – (Y) – B**
Space Revolver Rolls Used: 2 2 6 6
Titan's Tower(s) – Titan's Tower(p) – B10 – TeleGate6 – TeleGate 2 – NC2 – NC2 – R – B – Y – B – R – B – R – Y – Galactic Base.
 Picks up Fare to 4a.
- 5th: Chris Geggus (Qossuth/Atlantis) Rolls Used: 4 * 3**
Space Station – A – NC4 – NC4 – Open Port – NC4 – R – (Y) – Open Port – (Y) – B – R – B – (Y) – B – R.
- 6th: Bob Robles (Dell/Dells Without Names) Rolls Used: 4 6**
Asteroid City East.
 Buys 2 Impossible Furniture for \$220.

Turn 22

- 1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 4 5**
Galactic Base – NC4 – B30 (pays \$10) – Space Station.
 Sells Psychotic Sculpture for \$250 (from the cup: Infinite Puzzles at 10).
 Drops off Fare for \$160 (from the cup: Finest Dust at 4a). Picks up Fare to 10.
- 2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 4 4 (uses Auto Pilot)**
Moonport(s) – Moonport(p).
 Sells Immortal Grease for \$100 plus \$200 demand (from the cup: Demand for Genes at 10 and Psychotic Sculpture at 10). Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Demand for Genes at 10 and Psychotic Sculpture at 10). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Impossible Furniture at 8 and Bionic Perfume at 1a). Sells Shining Slime for \$200 (from the cup: Chicle Liquor at 7a). Buys 3 Servo-Mechanisms for \$600 and picks up Fare to Base. Gains \$155 in commissions.
- 3rd: Paul Bolduc (Eeepeep/R. Olivaw) Rolls Used: 1 * 4**
 Currently available:
1a (Nillis): 3 Bionic Perfume
1b (Volois): 5 Voll Silk
2 (Graw): 6 Space Spice, 2 Demand for Designer Genes (+\$40)
3 (Niks): 5 Mulch Wine, 2 Demand for Space Spice (+\$60), 2 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60)
4a (Dell): Fare to Base (\$180), Finest Dust, 1 Demand for Mulch Wine (+\$60)
4b (Humans): 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art
5 (Shenna): 2 Demand for Mulch Wine (+\$50), 1 Demand for Finest Dust (+\$50), Melf Pelts
6 (Yxklyx): 3 Immortal Grease

- Greathome(s) - Greathome(s).**
 Sells Impossible Furniture for \$180 (from the cup: Designer Genes at 9a).
 Cashes in the IOU for \$90 credit and buys 2 Designer Genes for the credit plus \$30. Gains \$39 in commissions.
- 4th: Dennis Cain (Niks)**
Space Revolver Rolls Used: 2 2 3 3
Galactic Base – R – B – Y – B – R – B – R – Cobble Port(p).
 Sells Other Shoes for \$160 (from the cup: Immortal Grease at 6). Buys Psychotic Sculpture for \$160. Gains \$32 in port commissions.
Space Howitzer Rolls Used: 3 4
B – (R) – (Y) – A – Jellybeast Landing(p).
 Buys 3 Finest Dust for \$30. Eeepeep gain \$3 in port commissions.
- 5th: Chris Geggus (Qossuth/Atlantis) Rolls Used: 1 * 3**
R – TeleGate 1 – Paintfall(o) - B.
- 6th: Bob Robles (Dell/Dells Without Names) Rolls Used: 4 6**
Asteroid City East – B20 – R – Airhome – Y – B – R – TeleGate 6 – Y10 – R – A – R.

- 7a (Zum):** 5 Chicle Liquor, 1 Demand for Finest Dust (+\$50)
7b (Eeepeep): 1 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)
8 (Whynoms): Impossible Furniture
9a (Cholos): 3 Designer Genes, 2 Demand for Chicle Liquor (+\$60), Life Project
9b (Wollow): 3 Megalith Paperweights, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)
10 (Qossuth): 3 Psychotic Sculpture, Infinite Puzzles, 2 Demand for Designer Genes (+\$60)
Base: Nothing

1. Mystery Machine 4 \$1054			
Normal Scout			
23: 1 2 3/24: 2 5 6/25: 2 3 4			
Hold1	Hold2	Hull	
Psychotic Sculpture 10/\$250	Fare to 10 \$120	Shield (\$60)	
Graw \$200	Niks \$200	Fare to 9a \$110	
Zum \$200	Goliath \$200		
Cholos \$200	Rainfall \$200	Ice Station \$200	

2. VOOM \$670			
Fast Freighter			
23: 3 4/24: 2 4 (Use 1 x 2)			
Hold1	Hold2	Hold3	Hull
Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	RELIC Auto Pilot 4 \$80
Hold4	Hold5		
Fare to Base \$110	Comb. Dice (\$300)		
	Fare to 4b \$120	4b \$90	
Jewelport \$200	Bypass \$200	Yxklyx \$200	Moonport \$200

3. R. Olivaw \$211		
Rocket Scout		
23: 2 4/24: 1 6 (Use 1 * 4)		
Hold1	Hold2	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120	Shield (\$60)
Shenna \$100		RELIC Yellow Drive \$80
Comfort Station \$200	Desolation Landing \$200	
Dell \$200	Aerie \$200	Jellybeast Landing \$200
Greathome \$200		

4a. Space Revolver \$30		
Sports Clipper		
23: 2 3 6 6/24: 3 3 3 5 (Use 2*2)		
Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250	Fare to 4a \$140	Shield (\$60)
Cobble Port \$200	Titan's Tower \$200	
Eeepeep \$100	Human \$100	Whynoms \$100

Doberman**Turn 6a****Turn 6b due 10/2, Tuesday****Available Cards**

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

BIBCO takes set 3

PIT takes set 1

GOO takes set 2

100%Trash takes set 5

Press

PIT – GOO: Your slime is starting to pervade everything. Great execution so far. Let's see how the end-game goes.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	4	\$13	0	4	17	5	
Dave Partridge	BIBCO	1	\$14	0	13	17	5	Order
Richard Weiss	PIT	2	\$29	0	0	19	4	Bribery
Eric Brosius	GOO	3	\$4	0	5	15	4	Innovation

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	2/10	5/1	16	35
Dave Partridge	5/1	4/3	4/3	6	31
Richard Weiss	5/1	5/1	5/1	1	36
Eric Brosius	4/3	4/3	3/6	4	29

Cards

100%Trash	BIBCO	PIT	GOO
Growth	Order	Raw Materials	Order
Innovation	Waste Disposal	Growth	Raw Materials
Raw Materials	Hiring/Firing	Waste Removal	Waste Disposal

Discards

Raw Materials

Advisor

Hiring/Firing

Jackal**End of Game Statements**

Andy York (Spanish) Wow, I'm surprised. In turn 9, I suddenly realized that the game ended in one turn. I'd been playing longer game in my mind (OK, I haven't played this game many times) and had to confirm with Chris that we're in the end-game. Fortunately, my long-term plans worked out to result in an unexpected short-term win.

Thanks to Chris for running the game and for the challenges provided by the other players. I'm sure things will turn out differently next game!

Andy Lewis (French) to Dave - You'll pay for that I have a long memory. What was your name again?

Congrats to the other Andy for the win. Gold and a better position that didn't get attacked made the difference. Good play.

Bob Robles (English) Fast start then fumbled around for the rest of the game.

Still, congratulations to Andy York.

Dave Partridge (Dutch) The attacks by the Portuguese tied me down early which slowed me just enough to prevent a good run at the win. I took my best shot in turn 9 but as expected it fell short. I decided early on on the Political Control strategy rather than money and I think it was the right choice and would have worked well were it not for the need to keep fighting. Enjoy your riches Andy, and slip Brendan a few doubloons, he needs them (<:

Cary Nichols (Swedes) Congrats, Andy, well done!

Brendan Whyte (Portuguese) I'm glad our fellow Iberians won and not the Dutch or English! I suck at this game, but still enjoy it. Anyone got any secrets to winning they could share with me?

Flea Collar**Kremlin****Turn 3 Cure through Health****Turn 3 Funeral Commission through Parade, 10/2, Tuesday****Cure Phase**

Left Wing Trendies declare 2 IP on Alexej Goferbrok. REDS declare 1 IP on Viktor Wasolin. Hard Line Mencheviks declare 5 IP on Lech Schukrutoff and 4 IP on Viktor Wasolin.. Lech goes to the Sanatorium. Natasha Nogoodnik ages to 84, Lech Schukrutoff ages to 82, and Ludmilla Patina ages to 68.

Purge Phase

Andrej Purgemoff attempts to purge Ludmilla Patina (dr = 10) and succeeds. Purgemoff ages to 94.

Spy Investigation Phase

MLI, TCC, and LWT end up in a bidding war over Alexej Goferbrok. MLI ends up with 9 IP and LWT ends up with 10. Goferbrok declares a trial on Natasha Nogoodnik. MLI and TCC end up in a bidding war over Eduard Boremtodev, Anatol Mischif, and Viktor Wasolin. MLI ends up declaring 4 IP on Boremtodev, 5 IP on Mischif, and 8 IP on Wasolin, with TCC declaring 5, 4, and 7, respectively. Nogoodnik, Mischif, and Wasolin all vote to acquit, so the trial fails. Goferbrok opens investigations on Eduard Boremtodev, Anatol Mischif, and Viktor Wasolin, and ages to 81.

Health Phase

Natasha Nogoodnik (dr = 7) falls ill.
Andrej Purgemoff (dr = 4) dies
Lech Schukrutoff (dr = 20) recovers to sick
Alexej Goferbrok (dr = 12) gets sick.
Eduard Boremtodev (dr = 5) gets sick.
Anatol Mischif (dr = 16) remains healthy.
Viktor Wasolin (dr = 17) remains healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief	Natasha Nogoodnik (V)	84, ++	1 (MLI)
KGB Head			
Foreign	Lech Schukrutoff (B)	82 +, ?	3 (KGB), 2 (LWT), 5 (HLM)
Defense	Alexej Goferbrok (C)	81, strong, +	2 (MLI), 9 (TCC), 10 (LWT)
Ideology	Eduard Boremtodev (K)	66, +, ?	4 (MLI), 5 (TCC)
Industry	Anatol Mischif (I)	68, ?	5 (MLI) , 4 (TCC)
Economy			
Sport	Viktor Wasolin (Z)	50, ?	1 (REDS), 4

Office	Politician	Condition	Influence
			(HLM), 8 (MLI) , 7 (TCC)

Politicians in **bold** are in the sanatorium.

Alexej Goferbrok is currently **Blackmailing (20)** Natasha Nogoodnik.

Candidates: O, T, W, X, Y

People: D, E, G, H, J, L, M, N, P, Q, R, U

Siberia: S (68, +)

Kremlin Wall: A, G, F

Players

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

Intrigue Cards**Undeclared Influence****Terrier****Silverton****Turn 5, Phases IV- VI and Turn 6, Phases I-III****Turn 6, Phases IV- VI and Turn 7, Phases I-III, 10/2, Tuesday****Turn 5****Operations**

Brown (Partridge) gains \$130 from passenger revenue.

Blue (Bolduc) gains \$20 from passenger revenue.

Red (Scharf) gains \$60 from passenger revenue.

Aqua (Lewis) operates #35 (\$50, 2 silver), #36 (\$50, 1 silver), and #37 (\$40, 4 silver). Delivers 8 silver from Eureka #36 to Salt Lake City for \$1600. Gains \$20 from passenger revenue.

Green (Longdin) operates #41 (\$50, 4 silver).

Orange (Hooton) operates #106 (\$30, 3 copper), #62 (\$30, depletes), and #113 (\$30, 3 lumber). Delivers 3 lumber from Taos to Santa Fe for \$180. Gains \$90 from passenger revenue.

Determine Price Changes

Gold: Remains at \$275

Copper: Remains at \$240

Silver: -6 to \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+2 to \$200	+2 to \$300	Remains at \$200	+1 to \$80	+1 to \$120
Coal:	+1 to \$80	+1 to \$60	+1 to \$20	+2 to \$80	Remains at \$60

Turn 6Move Prospectors and Surveyors**Brown** (Partridge) surveys Salida to Gunnison, no prospecting.**Blue** (Bolduc) survey Rollinsville to Hot Sulphur Springs, prospects #32.**Red** (Scharf) surveys Whitewater to Silver City, prospects #108**Aqua** (Lewis) surveys Green River to Cisco and Price to Scofield, and prospects #68.**Green** (Longdin) surveys Buena Vista to Leadville and Manitou Junction to Denver, no prospecting**Orange** (Hooton) surveys San Ysidro to Cuba and San Ysidro to Porter, no prospecting.Dispute Resolution

No disputes. Brown spends \$300, Blue spends \$440, Red spends \$200, Aqua spends \$300, Green spends \$200, and Orange spends \$200.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$230	9, 15		S, S, P+1
Paul Bolduc	Blue	Denver	\$275	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$125	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$1800	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$10	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$130	9, 15		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
32	Fairplay	Blue	Gold	N	\$50
105	Silver City	Red	Silver	4	Depleted
98	Pinos Altos	Red	Gold	5	\$60
102	Hillsboro	Red	Silver	2	\$40
108	Lordsburg	Red	Copper	N	\$40
36	Eureka	Aqua	Silver	1	\$50
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	2	\$50
37	Eureka	Aqua	Silver	4	\$40
68	Scofield	Aqua	Coal	N	\$20
92	Raton	Green	Coal	5	\$40
81	Crested Butte	Green	Coal	5	\$40
41	Leadville	Green	Silver	5	\$50
47	Ouray	Green	Silver	N	\$40
106	Cuba	Orange	Copper	3	\$30
119	Farmington	Orange	Coal	3	\$40
113	Porter	Orange	Lumber	3	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
1	A	Denver – Boulder	\$20	Blue	
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
46	Telluride	Silver	\$160	\$40

#	City	Type	Claim	Operation
80	Aspen	Coal	\$60	\$30
121	York Canyon	Coal	\$100	\$30
73	Hiawatha	Coal	\$60	\$20
88	Walsenburg	Coal	\$80	\$50
128	South Fork	Silver	\$100	\$40

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
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
9	B	Denver – Leadville	\$120	\$230	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
10	B	Denver – Aspen	\$130	\$250	
13	B	El Paso – Santa Fe	\$140	\$320	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	8	\$200

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$70

Hound**Turn 4****Deadline Turn 5, 10/2, Tuesday****Commander Actions**

Little Green Men buys a water factory (Or2, Or3, Wa7, Wa8) and moves a population factor from an ore factory to man it.

Scharfpost passes.

BORG opens the bidding on a Data Library at 17 and Golden Orb gets it for 22 (Or1, Or2, Or4, Wa7, Wa8). Buys a titanium factory (Or3, Or4, Wa8, Wa8, Wa9) and moves a population factor from an ore factory to man it.

Brosiarium opens the bidding on a Warehouse at 25 and gets it (Or2, Or4, Wa6, Wa6, Wa7).

Golden Orb passes.

Roobie-Roo opens the bidding on Heavy Equipment at 30 and gets it (Or1, Or5, Wa7, Wa7, Wa10).

Bartertown X buys a water factory for (Or2, Or2, Or3, Or3, Or4, Wa7).

Miles from Nowhere opens the bidding on a Nodule at 25 and gets it (Or4, Or5, Wa5, Wa6, HE discount)

FEARLESS buys a water factory (Wa5, Wa6, Wa9) and moves a population factor from an ore factory to man it.

HBDC opens the bidding on Heavy Equipment at 30 and gets it (Or1, Wa5, Wa7, Wa8, Wa9).

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF	HE, No	7
2	Golden Orb	Cary Nichols	OrF, OrF, WaF, WaF	2DL	6
3	Bartertown X	Andy York	OrF, OrF, WaF, WaF	2DL	6
4	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF	Wa	6
5	Scharfpost	Bill Scharf	OrF, OrF, WaF	3DL	6
6	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF	No	6
7	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF	HE	6
8	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE	6
9	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF		4
10	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	HE	4

BORG is Basic Orbital Research Group. HBDC is Heavenly Bodies Development Corporation. FEARLESS is Forward Extraction and Resource Location Exoterrestrial Space Services

Available Upgrades**Income**

New Arrival: Nodule, 2 Warehouse, 2 Heavy Equipment

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	5	1
Heavy Equipment (HE)	30	3	0
Nodule (No)	25	2	3

Bulldog**Build Phase 1****Deadline Build Phase 2, 10/2 Tuesday****Initial Placement, Round 1**

Mike places at D10, road at D10-D9

Michael places at C14, road at C14-D14

Dave H. places at D16, ship at D16-D17

Dave P. places at F12 road at F12-F13

Andy places at C7, road at C7-B7

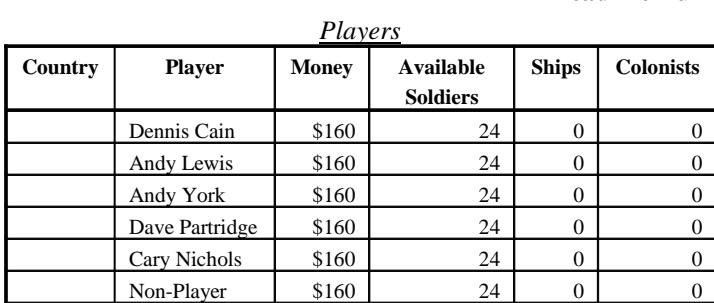
Chris places at B9, road at B9-B8

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Mike Scott	Red							
Dave Partridge	Blue							
Michael Longdin	Green							
Andy York	Yellow							
Dave Hooton	Purple							
Chris Geggus	Brown							

Notes

Remember that placement for the second settlement is in reverse order.



Deadline Turn 1, 10/2 Tuesday

Notes

Dennis Cain has proposed an interesting variant: unique advantages for each country. I've tweaked the very slightly, and I'm not sure of their effect on play balance, but I'll leave it up to the players as to whether or not to use them. Here they are:

-

For this first turn, I will need your vote on the use of the variant rules, your country preference in case those rules get used, and your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take

the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.

Cats and Dogs

Game Start

Deadline Epoch 1 Empire Selection and Sumerians, 10/2 Tuesday

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Michael Longdin	?	0	0
Dennis Cain	?	0	0
Andy Lewis	?	0	0
Paul Bolduc	Arachnids (blue)	0	0
Dave Anderson	?	0	0
Dave Partridge	?	0	0

Event Cards

Epoch I Empire Draw

Pedagoguery

One of the classic sights of astronomy is the spiral galaxy. Most galaxies that we observe have this spiral structure; most with a central bar, some without. Our own galaxy is a barred spiral, although that wasn't confirmed until recently. How does the spiral structure form, and how does it persist?

Spiral galaxies are rotating structures, but they do not rotate rigidly like a solid disc. Instead, they are made up of myriad stars and gas clouds, each in its own orbit around the center of the galaxy. In addition, the orbits are not like the orbits of the planets around the sun. In that case, the bulk of the matter in the solar system is the sun, whereas the central black hole of a galaxy is tiny compared to the mass of the galaxy itself. As a result, stellar orbits are messy things. They are elliptical, but the ellipse does not close in on itself. Instead, the trace of a star's orbit around the center of the galaxy more resembles a Spirograph trace; an ellipse with the semimajor axis twisting around. As an example, the Sun orbits the galaxy about once every 230 million years, but in a single orbit, the orbit gets twisted around by 105 degrees. As a result, the Sun's orbit makes a full rotation every 790 million years. It is this fact about stellar orbits that is central to spiral formation.

Spirals in galaxies are density waves. In some places, there are more stars than average, and in some places there are fewer. The density wave arises when stellar orbits synchronize with each other. If the orbits align with each other, a bar wave results, with the area of greatest density along the semimajor axis of the ellipse. If the orbits are progressively offset from each other, a spiral results, with the area of greatest density where the ellipses crowd together. The density wave tends to be self-perpetuating. Since there are more stars in the area of highest density, stars are attracted to the area. The wave itself travels around the galaxy at a set speed, and there are three circles that are important in determining the structure and evolution of the spiral. The first is the corotation circle. This is the point at which a star orbiting the galaxy would travel at the same speed as the spiral wave. Stars inside the corotation circle will catch up with the spiral, slow down in the spiral, and finally exit the spiral, in much the same way as a motorist on a freeway approaching an area of major congestion. Stars outside the corotation circle will get "rear ended" by the spiral wave, which will linger around the star, and

eventually pass it. The other two are inside and outside of this circle and are called Lindblad resonances. They are the circles at which the rotation rate of a star's orbit matches the speed of the spiral wave. These circles tend to demarcate the boundaries of the spiral itself.

All of this was good in theory, but closer examination of the dynamics indicated that the spiral wave should eventually lose energy and dissipate. A number of alternatives were suggested, most involving reflection and amplification of the wave at the corotation circle and the Lindblad resonances, but they tended to make the spiral structure dissipate even sooner. Finally, the crucial link was discovered: gas. Gas clouds behave differently within the spiral structure than stars. First of all, they are much bigger. Secondly, they tend to collide, while stars do not. As a result, they will tend to lose energy due to shock and radiation, and slowly spiral inward. If the galaxy has a bar, then an additional dynamic takes hold. The bar exerts a torque on the gas clouds. Clouds outside the corotation circle rotate slower than the bar, so the gravity of the bar drags them forward, adding orbital energy and causing them to spiral outwards. Gas clouds inside the corotation circle rotates faster than the stars in the bar. As a result, the rotation of the clouds tends to get held back by the gravity of the bar, and the cloud spirals inward. Once such a cloud reaches the outer edge of the bar, it will pile up there in a ring where a great deal of star formation happens.

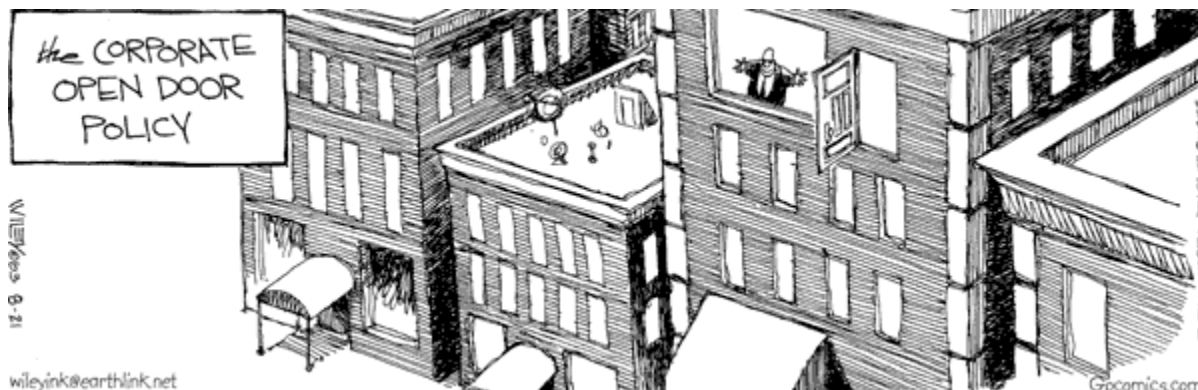
The combined dynamics of the bar, stars, and gas clouds has an interesting result. During the period where the bar exists, some gas clouds are drawn toward the center, but most are kept away. However the star formation just outside the bar leads to the bar's undoing as the additional stars cause the orbits to become desynchronized. With the bar gone, the standard collision process of the gas clouds take over, and the galaxy starts to accrete additional gas from its surroundings. Eventually, orbits in the center of the galaxy will resynchronize and the bar will reform, starting the whole process over again. Based on observations, galaxies spend about ¾ of their life with a bar.

Next issue: Are we all really the descendants of Martians?

Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is determined at the start of the game. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your email address, I will email you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
16. 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.
17. 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.
18. 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.
19. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
20. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

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



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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, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue.