Notes from Hades

Once again, I apologize for the lateness of this issue. Work has continued to be crazy, including a week back in Danbury Connecticut before Thanksgiving. What was worse was that the weekend after my deadline was also the weekend of our Christmas party, which means that I had little time to work on this. So, once again, I am extending the deadline a week to compensate.

Andy Lewis has had to fold his subzine. His final letter concerning this is later in the zine, so I'll let him give you the details of his decision. I will be sorry to see his contribution go, but I can understand his reasons. If anyone else out there would like to try to fill the vacuum, I wholeheartedly welcome you to try. I enjoyed having a subzine grace these pages, and I will miss In the Doghouse.

Nothing much more to report this issue. Just best wishes to all of you during this holiday season.

This issue's deadline will be on **Tuesday, January 19 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

Contents

Game Openings

Coyote. New World. This one will start after Pooch ends. Have Brad Martin, Bob Robles, Kevin Wilson, and Brendan Whyte, need 2 more.

New Tricks. Machiavelli. 1995 edition, rules decided by majority vote. Have Ward Narhi, Jason Wilke, Bob Robles, Lee McConnell, Phil Reynolds, and Brendan Whyte, need up to 2 more.

Wish List

Silverton is a game of rail building and mining in Colorado. Game ownership is not required. Have Bill Scharf, Brendan Whyte, and Brad Martin, need 3 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.

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

Bob Robles

The latest book review, HER-2 by Robert Bazell (I think I got that right). Mr. Bazell is a science writer for the New York Times. This book chronicles the development of one of the latest treatments for breast cancer, Herceptin. The title of the book refers to the target of Herceptin, Her-2, which is an antigen, a target, for herceptin, an antibody. Mr. Bazell paints an interesting story of the behind the scenes action in cancer drug development. He captures the egos and personalities of the men (they're all men) who are developing Herceptin, as well as the tragic individual stories of the women involved in the early clinical trials. When I first finished the book, I lamented the time I spent reading the book. I now look back and feel it was a good read, but certainly a book for a fairly narrow audience.

Fleabag/MGN# B2/B/8/1
End of Game Statements

Game Summary

Country	1454	1455	1456	1457	1458	1459	1460
Austria:	3	5	4	6	7	10	14
Florence:	3	4	5	5	4	2	0
France:	3	5	6	8	10	12	16
Milan:	3	4	4	2	0	0	0
Naples:	4	6	7	7	7	4	0
Papacy:	4	3	2	2	2	1	0
Turks:	3	4	3	3	5	8	8
Venice:	4	5	5	6	5	1	1

Game ends in 1460 with an Austro-Franco-Turkish draw.

The Players

AUSTRIA:	Berry Renken	2nd place	8
FLORENCE:	Jason Wilke (out, 1460)	5th place	3
FRANCE:	Ray Grib	1ST PLACE	10
MILAN:	Stuart Schoenberger (drop, Fall 1456), Dave Anderson (out, 1458)		
		5th place	3
NAPLES:	Andy Lewis	5th place	3
PAPACY:	Andy York	5th place	3
TURKS:	Sigourney Street (drop, Spring 1460), Pasquale Giovine		
		3rd place	7
VENICE:	Sean Cousins	4th place	6

Statements

Pasquale Giovine (Turks): Well, this is the quickest winning that I had never seen: I win with only one move. Obviously, I cannot do any comments about this game because I didn't follow it before.

Ray Grib (France): So, the first official new Mach postal game has ended in a F-A-T draw. As France, I enjoyed playing very much and was anxious to play in a mail game ever since I received my game from Avalon Hill. For the record, I enjoy the new Mach much more than the old. The gamestart was announced in S.O.B.'s October '96 issue and lasted until this December '98 issue. Like any pbm game, this one had its share of dropouts, but kept up a high level of quality due to gamesmen like Jason Wilke (Florence) and Andy Lewis (Naples) who stuck it out and played to the last army. A special pat on the back goes to Sig Street who never played the new Mach, yet did a masterful job as the Turk! (Wait 'till this guy gets more experience!) From the start, I allied with Berry Renken and agreed to concentrate on marching south. Everything seemed to fall our way as

empires crumbled and we walked over the remains and the Turk did the same down south. I probably had the easiest time, but sweated heavily a few seasons ago when Berry's armies made a sudden thrust westward. I thought a real conflict would evolve, but we quickly settled our differences and went on to victory with the Turk. Special thanks and attaboys go to Chris Hassler, who once again did an outstanding job as GM, and puts out the best Mach zine going. It's always a pleasure to be part of S.O.B. and I hope Citizen Dog will end as well as Fleabag.

Chris Hassler (GM): This game demonstrates the power of an early game alliance that goes the distance. France and Austria did a masterful job of carving up the north and marching southwards with a minimum of conflict. The center of the board remained unsettled throughout the midgame, until the inexorable march of the non-Italian armies made the game a forgone conclusion. Congratulations go to Berry, Ray, and Sigourney on a job well done. Kudos also go to Jason, Andy, and Andy for sticking out difficult positions to the bitter end. Well played.

Feral Dogs/MGN# A2/A/8/1 - Gunboat
Spring 1458
Deadline/Summer 1458 1/19 Tuesday

Confusion between Milan and Austria, along with some Turkish help, allows Venice to bounce back against them. France's help goes unappreciated, but he does manage to secure his position in the west. The Pope loses two units, an army that Florence pays to go away, and a fleet with nowhere to run and nowhere to hide. Naples finally takes the Lower Adriatic, but loses the Tyrrhenian Sea to the Turks. Where will things go from here?

Fall 1457 Retreats

Venice retreats A Carinthia to Verona

Builds

		Treas	Cost	Rem
Aus	Maintains all, no new builds	13	12	1
Flo	Maintains A Lucca, A Pisa, A Piombino, no new builds	26	9	17
Fra	Maintains all, builds A Marseilles	32	21	11
Mil	Maintains all, builds G Milan	14	12	2
Nap	Maintains A Aquila, F Naples, F Palermo, F Corsica, F Ionian Sea, F Bari, no new builds	18	18	0
Pap	Maintains all, builds A Rome	27	21	6
Tur	Maintains A Herzegovina, F Durazzo, F Central Mediterranean, F Western Mediterranean, F Sardinia	15	15	0
Ven	Maintains all, builds F Venice, A Treviso	38	36	2

Expenditures

Florence disbands Papal A Florence for 12 ducats.

Orders

Austria ❏ A Carinthia to Trent (DISLODGED, retreat Austria, Friuli, OTB)
A HUNGARY to Slavonia
A SLAVONIA to Croatia
A BOSNIA supports A Slavonia to Croatia (cut)

Florence ❏ A LUCCA to Pisa
A PISA to Florence
A PIOMBINO to Sienna

France ❏ A Marseilles to PROVENCE
A Savoy to GENOA
A TYROLEA supports Austrian A Carinthia (nso)
A COMO supports Milan A Milan (nso)
A Saluzzo to SAVOY

F Genoa to LIGURIAN SEA
F GULF OF LIONS supports A Marseilles to Provence

Milan ❏ A MILAN to Cremona
A PARMA supports A Milan to Cremona (cut)
A Pavia to FORNOVA
G MILAN converts to A

Naples ❏ A AQUILA to Ancona
F NAPLES to Tyrrhenian Sea
F PALERMO supports F Ionian Sea
F CORSICA supports F Naples to Tyrrhenian Sea
F IONIAN SEA supports F Bari to Lower Adriatic (cut)
F Bari to LOWER ADRIATIC

Papacy ❏ A BOLOGNA supports F Padua to Ferrara
A Florence to Pistoia (nsu)
A AREZZO to Florence
A SIENNA supports A Arezzo to Florence (cut)
A Perugia to URBINO
A ROME to Spoleto
F Padua to Ferrara (DESTROYED!)

Turks ❏ A HERZEGOVINA to Bosnia
F SARDINIA support F Western Mediterranean to Tyrrhenian Sea
F Western Mediterranean to TYRRHENIAN SEA
F CENTRAL MEDITERRANEAN support F Western Mediterranean to Tyrrhenian Sea
F DURAZZO to Ionian Sea

Venice ❏ A ANCONA to Spoleto
A MODENA to Parma
A FERRARA to Mantua
A TRENT to Milan
A CREMONA to Mantua
A CARNIOLA supports A Verona to Carinthia
A Verona to CARINTHIA
F Lower Adriatic to UPPER ADRIATIC
F DALMATIA supports F Croatia

F Croatia holds
F Venice supports A Treviso to Padua
A Treviso to Padua

Press

Austria – Milan: As you can see, I followed your proposal to attack Trent. I hope you gave me the support you promised.

France – Papacy: About your calculations on our respective sizes. Did you notice our income was identical last round? And also, my alliance with my neighbors will significantly stunt my rate of growth, you have no such limitations.

France – Naples: You're doing a fine job.

Milan – France: Florence became annoying for you. If I am in Fornova, I need your support in Modena this Summer and then I can support you in Lucca in Fall.

Milan – Austria: Probably Venice retreated in Verona, so my support for Trent was useless and I make other. I hope to see a better opportunity this deadline.

Milan – Papacy: We could cooperate in order to avoid that Venice grows too much; I see that your relations aren't more quite good.
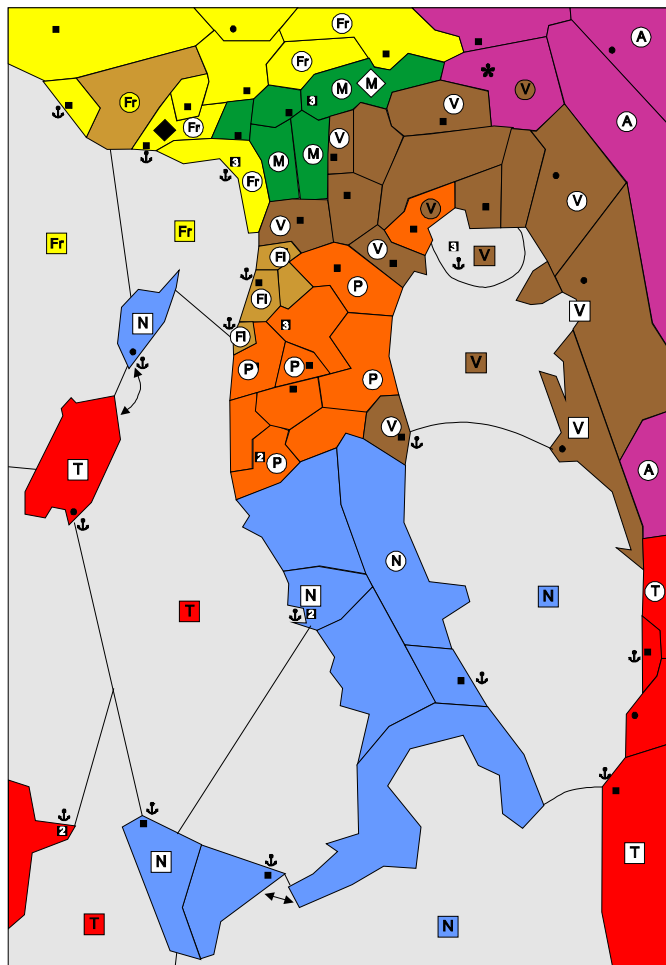
Naples – Rome: You were always so insistent that our border provinces be kept free of troops, yet you collude in the establishment of a Venetian base on your territory. Such perfidity!

Naples – Turk: Haven't you got anything better to do?

Naples – France: How about some help? Sardinia and Tunis are yours.

Papacy – Venice: Pah you don't know what an alliance is. You take my SC's when if you used your head you wouldn't have to. You're a greedy player and I won't help you anymore. If I had really wanted to hurt you I would have taken Ven, but I didn't. You are just making noise as excuses to expand on all fronts

Papacy – Austria/Milan/France: Venice needs to be taken down. I've seen his true colors and they are black and blue. Please specify what supports you want against Venice and I'll try to give them.

Papacy – Turkey: Discard Venice like the trash that he is. You should be the ruler of the Adriatic Seas. I'd love to be allied with you.

Papacy – Naples: Can you support me into Ancona next season? If I make it into Sp please support me from there, if not then please support me from Urb. I'll owe you one!

Turks – Venice: I'll be happy to work with you. I'll continue pressing my case against the Neapolitan vermin. A spare hand would be welcome to slip into the Ionian. My army is at your command to help with mopping up Austria.

Venice – France: Where I come from impunctuality is a lethal sin, certainly on dates too! We are free to indulge in sex with 12 year olds, take about any drug we like and drive 90 mph on highways. But when we're even a minute too late at an appointment of any nature the expecting party will consider us to be an antisocial outcast unworthy of her/his/their attention.

Venice – Papacy: Ancona was no trick, pal, I don't care which dots are mine and which are my ally's as long as our own home dots don't change hands between them and me (as that limits the capacity to build). Hadn't you gotten so distrustful and hence unworthy of any alliance, I would have left Ancona for Spoleto just to make sure it stayed yours. Now I think you're a paranoid prick and I'd like to see an honorable enemy like France win the game rather than you!

Venice – Austria: How did the GM confuse you? Chris is totally clear about everything he says, wants and does, no confusion possible with this man!

"Feral Dogs"
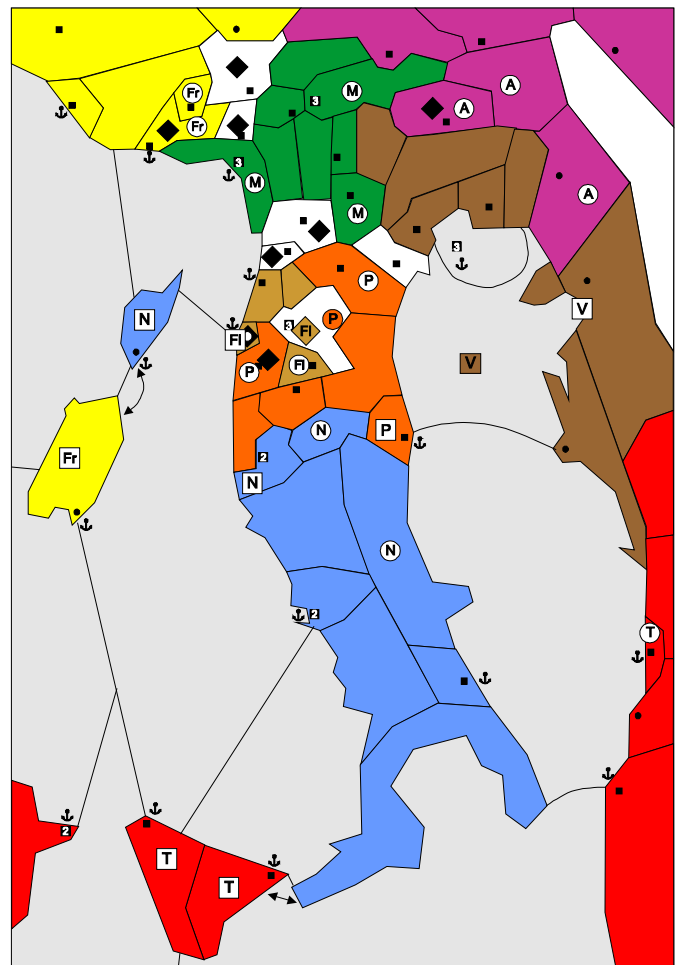
Citizen Dog

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

Citizen Dog
Fall 1454
Deadline for Winter/Spring 1455: 1/19 Tuesday

Peace in the north continues, to the profit of Austria, France, Milan, and Venice, who all easily gain territory. Florence takes a defensive posture against the Pope, who attacks heedless of the advancing Neapolitan forces. Likewise the Neapolitan forces attack the Pope, heedless of the advancing Turkish forces. The Turks, with no-one advancing on them, quietly annex the island of Sicily.

Summer 1454 Retreats

Florence A retreats to garrison

Orders

AUSTRIA	A CARNIOLA holds
(Robles)	A Carinthia to TRENT
	A Austria to CARINTHIA
FLORENCE	A Perugia to AREZZO
(Wilson)	F PIOMBINO besieges
	G FLORENCE converts to A
FRANCE	A Turin to SALUZZO
(Scott)	A SAVOY holds
	F Western Mediterranean to SARDINIA
MILAN	A MILAN holds
(Giovine)	A GENOA holds
	A MANTUA besieges (autonomous garrison destroyed)
NAPLES	A Aquila to SPOLETO
(McConnell)	A Bari to AQUILA
	F ROME holds
	F Tyrrhenian Sea to CORSICA
PAPACY	A FLORENCE supports A Patrimony to Sienna
(Martin)	A Patrimony to SIENNA
	A BOLOGNA to FERRARA
	F Urbino to ANCONA
TURKS	A RAGUSA besieges (Autonomous garrison destroyed)
(Wilke)	F Otranto to MESSINA
	F Central Mediterranean to PALERMO
VENICE	F CROATIA holds
(Grib)	F Upper Adriatic to Ferrara

Press

France – Turk: I wondered why I was invited to the Wes Med, as you can see, it is of no interest to me.... More later.... **Naples – Turk:** Will you be staying for tea?

Venice – All powers: I regret to inform you all that I am no longer on-line. I expect to be back on-line soon as things are being shuffled around on my job. As soon as I'm back, I'll let you know.

Spring 1455 Famine

Good Year – No famine!

Spring 1455 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia, Trent, Carniola	(6)
FLO	Piombino, Pisa, Pistoia, Arezzo	(4)
FRA	Avignon, Provence, Marseilles, Swiss, Savoy, Saluzzo, Sardinia	(7)
MIL	Pavia, Fornova, Parma, Cremona, Milan, Como, Genoa, Mantua	(8)
NAP	Capua, Aquila, Naples, Salerno, Bari, Otranto, Rome, Spoleto, Corsica	(9)
PAP	Siena, Florence, Urbino, Ancona, Perugia, Patrimony, Bologna	(7)
TUR	Tunis, Durazzo, Albania, Ragusa, Bosnia, Herzegovina, Palermo, Messina	(8)
VEN	Bergamo, Verona, Padua, Istria, Dalmatia, Treviso, Croatia, Friuli	(8)

Seas

VEN	Upper Adriatic	(1)

Cities

AUS	Tyrolea, Austria, Hungary, Carniola	(4)
FLO	Pisa, Florence(3), Arezzo	(5)
FRA	Avignon, Marseilles, Swiss, Saluzzo, Sardinia	(5)
MIL	Genoa(3), Milan(3), Cremona, Pavia, Mantua	(9)
NAP	Naples(2), Bari, Rome(2), Corsica	(6)
PAP	Ancona, Perugia, Bologna	(3)
TUR	Tunis(2), Durazzo, Albania, Ragusa, Palermo, Messina	(7)
VEN	Treviso, Padua, Venice(3), Dalmatia, Croatia	(7)

Totals

Variable income die roll was 3.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	3	6	0	4	13	1	14
FLO	6	4	0	5	15	3	18
FRA	3	7	0	5	15	2	17
MIL	5	8	0	9	22	6	28
NAP	2	9	0	6	17	4	21
PAP	3	7	0	3	13	4	17
TUR	3	8	0	7	18	4	22
VEN	6	8	1	7	22	9	31

Game Summary

	1454	1455
Austria:	3	4
Florence:	3	3
France:	3	5
Milan:	3	5
Naples:	4	4
Papacy:	4	3
Turks:	3	6
Venice:	4	5

Dogpaddle
Epoch IV Empire Selection
Deadline for Epoch IV Guptas, Goths, Huns, and Byzantines: 1/19 Tuesday

Gaming Through the Ages (Lewis) keeps

The Triffids (Geggus) gives to the Zircon Utopia

The Go Masters (Carl) keeps

Snoopy's Blanket Chasers (Eisenhut) keeps

Impending Ascension (Cain) gives to the Triffids

Zircon Utopia (Martin) gives to Impending Ascension

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	20	44
Chris Geggus	The Triffids (Green)	21	41
Joe Carl	The Go Masters (Black)	21	33
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	27	54
Dennis Cain	Impending Ascension (Red)	29	50
Brad Martin	The Zircon Utopia (Blue)	35	59

Final Positions

Snoopy's Blanket Chasers: Fleet *Red Sea*. SCYTHEANS: Armies *Caucuses* and *Western Anatolia*. MACEDONIA: Army and city *Shatts Plateau*, armies *Danubia, Nile Delta, Nubia,* and *Palestine*.

Impending Ascension: PERSIANS: Army and fort *Hindu Kush*. MAURYA: Two armies and fort *Irrawaddy*, armies *Eastern Deccan, Malayan Peninsula, Sumatra,* and *Szechuan.*

The Zircon Utopia: Fleet *Eastern Mediterranean*. INDUS VALLEY: Armies *Western Deccan, Eastern Ghats,* and *Ceylon.* CIVIL WAR: Army *Arabian Peninsula.* CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin,* and *Yangtse Kian.* ROMANS: Army, Capital, and Monument *Southern Apennines*, army, city, and Monument *Pindus*, armies *Northern Apennines, Dalmatia, Morea, Persian Salt Desert, Lower Indus, Upper Indus,* and *Ganges Valley.*

The Go Masters: ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris.* MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. SASSANIDS: Army, Capital, and Monument *Zagros*, army and Monument *Upper Tigris, Eastern Anatolia*, and *Persian Plateau*, army and fort *Hindu Kush*, army *Levant*.

The Triffids: GREEK CITY STATES: Army, city, and fort *Crete*, two armies *Balkans*. CELTS: Army and Monument *Central Europe*, armies *Northern Gaul, Albion, Central Massif, Pyrenees,* and *Dneipr*.

Gaming Through the Ages: Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*. CARTHAGINIA: Armies *Libya, Southern Iberia,* and *Western Iberia.* NILE KINGDOM: Army, city, and fort *Upper Nile*. HSUING-NU: Army and Monument *Wei River*, armies *Mongolia, Great Plain of China, Chekiang, Si-Kyang,* and *Mekong.*

Your event cards are: _____
_____
_____

Epoch IV Empire

Your Empire is: _____

Rock Hound
End of Game Statements

Statements

Dennis Cain (Carved in Stone): Congratulations to Caleb for winning, and to all who played. As a veteran of many 18xx games, I wanted to offer my comments on 2038.

This game is actually most similar to 1835, the game set in Germany. Both games feature a 2-3-2 format of stock buys, with minor companies being absorbed by a super line (the Prussian Railroad and the Asteroid League, respectively). Also, the first line out generally tends to be the strongest (I trace my loss due to never acquiring any TSI stock.)

However, while 1835 is staid in some places, 2038 is far more freewheeling. The very nature of space prevents any bottlenecks from developing, as is common in the 18xx series. Also, the independants have the option to become growth companies, not present in 1835, which tends to bring more money out of the bank. I was rather surprised that the game ended this soon, before the freighters were out. I also expected TSI to buy a freighter, which would leave some companies without a ship (such as my Venus Prospectors). Also, there was not nearly the amount of stock trashing prevalent in the 18xx series. In all, a worthy addition to a gaming legacy.

Bill Scharf (Errol's Outfit): Twice I held onto funds rather than paying them out, which was not my intent. The $200 I lost wouldn't have made a difference in the final standings, it just served as a sharp reminder on how poorly I do in games with a stock system. I invested in companies (and people) I though would do well. Caleb/TSI combo was a no brainer; I had an opportunity to pick up a significant share and I went for it. They (TSI) can be mishandled but usually its a big success. I would have liked some RU (that free claim a turn is awe inspiring) but Andy got such huge share of it that at best I could have had was a share, and the disparity between my holdings and the major shareholder was too large for me to generate much interest.

It was an interesting game. I mishandled a few things but believe I could do better next time. This game seems to work well by mail. Congrats to Caleb on his win, and thanks to Chris for running it.

Andy Lewis (Blue Sky Mining): Nice victory Caleb. I'm just happy to come in 2nd being my first time playing and with all the mistakes. I do see this is hard game to catch the leader in.

Chris Hassler (GM): To be honest, I have some reservations about this game. In every playing I have ever seen, the player who gets control of TSI at the start ends up winning it. I don't know if that is a result of game imbalance or simply that we haven't stumbled on the tactics that would allow a different course of

action. There might also be some simple tweaking that would help balance things out. One thing I would strongly consider doing a next time, is to put about $2000 more in the bank. Early game endings are not at all uncommon.

Overall, I thought the players did a good job. Caleb played very well, trashing Mars Mining in the best robber baron style. Congratulations on his win. As for another game, I will consider running one if there is enough interest.

Running Dogs
Turn 8 Bidding to Combat
Turn 8 Combat due: 1/19 Tuesday

Players

ATREIDES	Paul Bolduc	BENE GESSERIT	Kevin Wilson
BENE TLEILAXU	Andy York	EMPEROR	Andy Lewis
FREMEN	Dennis Cain	GUILD	Brad Martin
HARKONNENS	Steve Koehler	IXIANS	Bill Scharf
LANSRAAD	Stuart Tucker	GAME MASTER	Chris Hassler

Bidding

CARD 1 (_____) goes to the Lansraad for 6 spice
CARD 2 (_____) goes to the Lansraad for 6 spice.
CARD 3 (_____) goes to the Emperor for 3 spice.
CARD 4 (_____) goes to the Emperor for 3 spice.
CARD 5 (_____) goes to the Harkonnens for 3 spice (extra card: _____)
CARD 6 (_____) goes to the Guild for 2 spice
Emperor reimburses 6 spice to the Lansraad

Revival and Movement
Bene Gesserit are coexisting everywhere except Carthag
Revival

Atreides revive 2 tokens

Bene Gesserit revive 2 tokens, 2 spice paid

Emperor revives 3 tokens (1 Elite Sadaukar), 4 spice paid

Fremen revive 3 tokens (1 Fedaykin)

Guild revives 1 token

Harkonnens revives 3 tokens, 2 spice paid

Ixians revive 3 tokens, 2 spice paid

Lansraad revives 3 tokens

Shipping

Bene Gesserit ship 5 tokens to Carthag

Emperor ships 3 tokens (1 Elite Sadaukar) to Arrakeen

Fremen ship 6 tokens (1 Fedaykin) to Habbanya Erg

Guild ships 2 tokens to Carthag (loses tie with Ixians)

Harkonnens ship 2 tokens to Arrakeen

Ixians ship 12 tokens to Carthag

Movement

Atreides move 5 tokens False Wall East to Imperial Basin

Bene Gesserit move 2 tokens False Wall West – Habbanya Ridge Flat – Habbanya Ridge Sietch

Fremen move 10 tokens (2 Fedaykin) to Tuek's Sietch

Harkonnens move 2 tokens Arrakeen to OH Gap

Lansraad move 5 tokens Habbanya Ridge Flat to False Wall West

Combat

We have one combat: Bene Gesserit vs. Ixians in Carthag

Final Positions
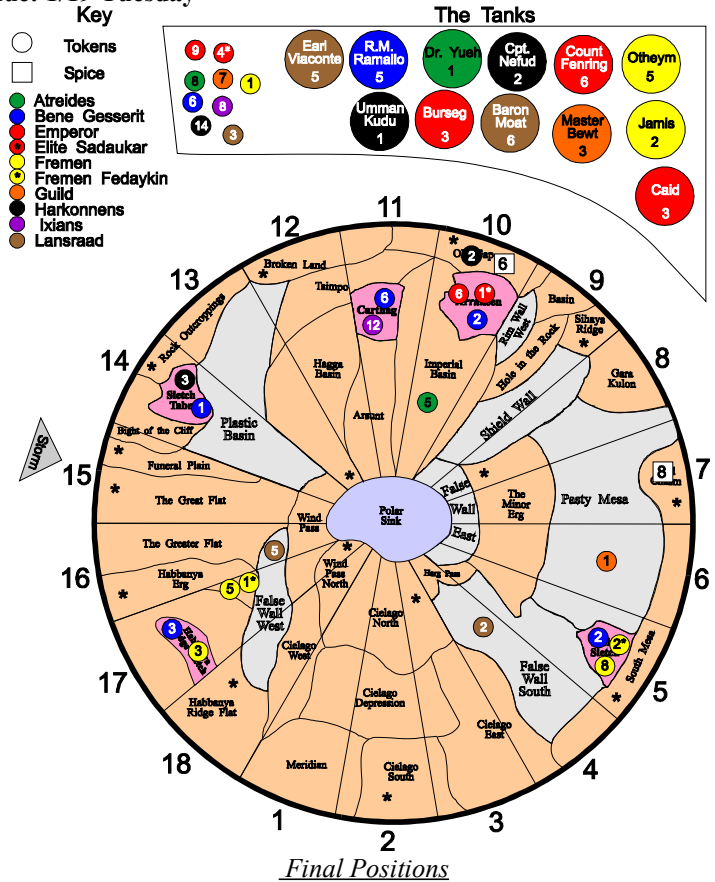
Atreides: 8 tokens and Dr. Yueh in the tanks, 5 tokens Imperial Basin, 7 tokens off-planet

Bene Gesserit: 1 token Sietch Tabr, 6 token Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 3 tokens Habbanya Ridge Sietch, 6 tokens and Reverend Mother Ramallo in the tanks tanks, 3 tokens off-planet

Bene Tleilaxu: _____ traitors, no traps

Emperor: 7 tokens (1 Elite Sadaukar) Arrakeen, 13 tokens (4 Elite Sadaukar), Count Fenring, Caid, and Burseg in the tanks

Fremen: 3 tokens Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) Tuek's Sietch, 6 tokens (1 Fedaykin) Habbanya Erg (16), 1 token, Otheym, and Jamis in the tanks

Guild: 1 token Pasty Mesa (6), 7 tokens and Master Bewt in the tanks, 12 tokens off-planet

Harkonnens: 14 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens OH Gap, 1 token off-planet

Ixians: 8 tokens in the tanks, 12 tokens Carthag

Lansraad: 2 tokens False Wall South, 5 tokens False Wall West (16), 7 tokens off-planet, 6 tokens, Earl Viaconte, and Baron Moat in the tanks

Your cards: _____
Your spice: _____

Lupine
Turn 3 Media Tokens and Campaign Days
Turn 3 Opinion Polls and Campaign Results due: 12/8 Tuesday

Opinion Polls

Neidersachsen

Grüne wins the bid at 600DM and buys 1. Turns Grüne +2 and SPD –2.

Saarland

SPD wins the bid at 100DM and buys 18. Turns SPD +2 and FDP –1.

Bremen

SPD wins the bid at 200DM and buys 4. Turns SPD +2 and Grüne –1.

Hamburg

SPD wins the bid at 100DM and buys 20. Turns SPD +2 and CDU –2.

Campaign Results

Hamburg

SPD turns in 3 days for 6 vote share.

Bremen

SPD turns in 4 days for 8 vote share.

Saarland

SPD turns in 3 days for 6 vote share

Neidersachsen

CDU has no campaign days.
Grüne turns in 10 days for 20 vote share.
FDP has no campaign days.
SPD turns in 1 day for 1 vote share.

Election Results

CDU has (0 + 6) * 1 = 6 votes
Grüne has (0 + 8) * 25 = 200 votes
FDP has (0 + 6) * 0 = 0 votes
SPD has (3 + 11) * 50 = 700 votes

SPD wins another election with an overall majority, moving one media token, NATO JA, §218 NEIN, and 35-Stunden Woche JA to Bonn

CDU gains 0 party bases, Grüne gains 0 party bases, FDP gains 3 party bases, and SPD gains 4 party bases in Bonn.

CDU gains 1800DM, Grüne gains 2600DM, FDP gains 1700DM, and SPD gains 9200DM, including Pankow

Notes

CDU has NMRed. **Will Bill Scharf please submit standby orders for CDU.**

The Parties

CDU

Player: Caleb Cousins
Campaign Days: 0
Media: 2
Conferences: 2 Special
Platform: Freugeutliche Grundordnung
Atomkraft NEIN
NATO NEIN
Steuersenkung JA
Gewerkschaft

Grüne

Player: Brad Martin
Campaign Days: 15
Media: 4
Conferences: 2 Special
Regular
Platform: Umweltshutz
§218 JA
Atomkraft NEIN
Steuersenkung JA
Gewerkschaft

FDP

Player: Andy York
Campaign Days: 3
Media: 0
Conferences: Special
Regular
Platform: Marktwirtschaft
35-Stunden-Woche JA
NATO NEIN
Steuersenkung NEIN
Atomkraft JA

SPD

Player: Andy Lewis
Campaign Days: 13
Media: 1
Conferences: 2 Special
Regular
Platform: Gewerkschaft
35-Stunden-Woche JA
NATO JA
§218 NEIN
Atomkraft JA

The Provinces

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	10	0	4	1
Vote Share	5	5	0	6
Media Tokens	2	1	1	0
Trend	+2	0	0	+1

Issues: NATO NEIN
Atomkraft NEIN
Steuersenkung JA
35-Stunden-Woche NEIN
Mandate Range: 4-9

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	1	0	4	0
Vote Share	0	0	0	8
Media Tokens	0	0	3	0
Trend	-2	-1	+2	+2

Issues: Marktwirtschaft
§218 JA
35-Stunden-Woche JA
Mandate Range: 1-6

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	4	0	4	1
Vote Share	0	0	0	6
Media Tokens	1	0	0	2
Trend	-2	0	0	+2

Issues: §218 NEIN
35-Stunden-Woche JA
Mandate Range: 2-7

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

Issues: §218 JA
Mandate Range: 5-10

Available Issues

Steuersenkung JA	Gewerkschaft
Atomkraft NEIN	35-Stunden-Woche NEIN
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	Gewerkschaft
Freugeutliche Grundordnung	Freugeutliche Grundordnung
NATO NEIN	§218 JA
Steuersenkung NEIN	

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	2
Party Bases	11	6	17	17
Votes	140	356	700	1420

Issues: Atomkraft JA (x2), Steuersenkung NEIN, 35-Stunden-Woche JA (x2), NATO JA, §218 NEIN

Order for turn 4 is: SPD, CDU, Grüne, FDP

Your cash: _____

Available Ministers: _____

Sun Dog
Turns 19.5 to 21.5
Turns 21.6 to 23.6 due: 12/8 Tuesday

Turn 19

	Starting Location	Die Roll	Ending Location	Notes
LRI	Blank Dot 10	1, 6	Saturn Space Dock	Pays $120 rent to vRE
RD/RSE	Blank Dot 10	2, 2	Phoebe	Gains $100.

Turn 20

	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	1, 2	Thalassa	3 fuel used, $195 rent paid to LRI
Century 22	Metis	4, 6	Uranus Space Dock	10 fuel used, $50 rent paid to LRI
SSU	Federation Station I	2, 3	Blank Dot 3	
vRE	Metis	3, 5	Blank Dot 5	8 fuel used
LRI	Saturn Space Dock	2, 5	Janus	Buys for $210.
RD/RSE	Phoebe	4, 6	Enceladus	10 fuel used, buys for $750 ($250 plus $500 for the fuel station), refuels to full

Turn 21

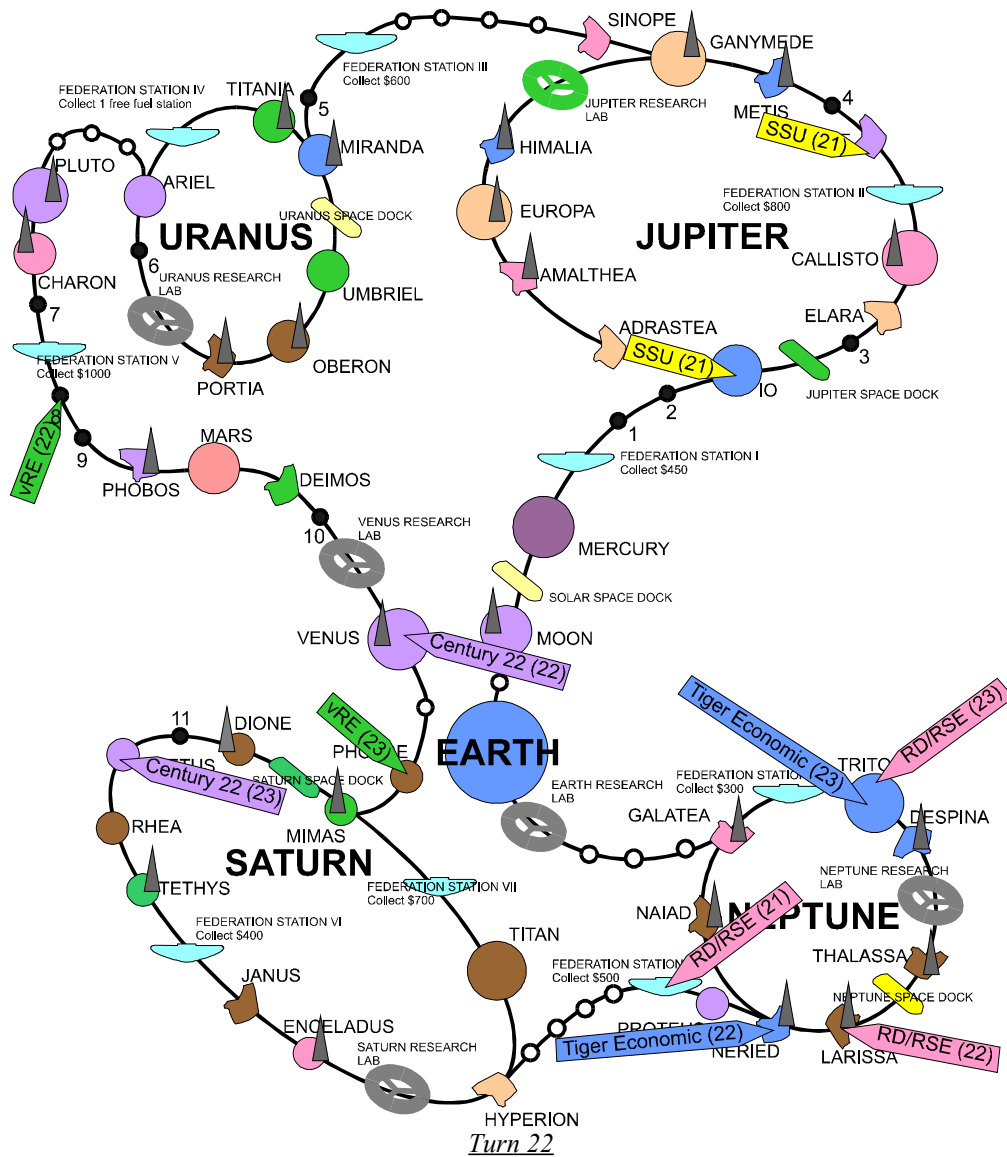|	Starting Location	Die Roll	Ending Location	Notes
TE	Thalassa	1, 6	Nereid	7 fuel used, refuels to full
Century 22	Uranus Space Dock	4, 6	Pluto	Buys Pluto for $925 ($425 plus $500 for fuel station), refuels to full
SSU	Blank Dot 3	3, 6	Himalia	$155 rent paid to TE, buys 5 fuel for $50
vRE	Blank Dot 5	1, 6	Uranus Research Lab	$430 rent paid to LRI
LRI	Janus	2, 2; 1, 6	Rhea	4 fuel used, gains $100, bypasses Titan, buys Rhea for $300.

The Players (After Turn 21.5)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton	2	25	3140
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus, Pluto	1	25	560
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Neptune Space Dock	1	25	460
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock	3	17	2320
Lunar Rendezvouses, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa, Earth Research Lab, Uranus Space Dock, Uranus Research Lab, Oberon, Janus	0	8	1805
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus	0	25	165

Turn 21

	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Enceladus	2, 5	Federation Station VIII	Gains $500, may purchase fuel stations for $500.

FEDERATION STATION IV
Collect 1 free fuel station

FEDERATION STATION III
Collect $600

SINOPE
GANYMEDE
JUPITER RESEARCH LAB
METIS
SSU (21)
FEDERATION STATION II
Collect $800
CALLISTO
ELARA
3
JUPITER SPACE DOCK
ADRASTEA
SSU (21)
IO
2
1
FEDERATION STATION I
Collect $450

TITANIA
MIRANDA
5
ARIEL
PLUTO
URANUS SPACE DOCK
URANUS
6
URANUS RESEARCH LAB
UMBRIEL
CHARON
7
PORTIA
OBERON
FEDERATION STATION V
Collect $1000
VRE (22)
9
PHOBOS
MARS
DEIMOS
10
VENUS RESEARCH LAB
MERCURY
SOLAR SPACE DOCK
VENUS
Century 22 (22)
MOON
EARTH
EARTH RESEARCH LAB

HIMALIA
EUROPA
AMALTHEA

Tiger Economic (23)
TRITON
RD/RSE (23)
DESPINA
FEDERATION STATION
Collect $300
GALATEA
NEPTUNE RESEARCH LAB

DIONE
11
TETHYS
Century 22 (23)
VRE (23)
PHOEBE
SATURN SPACE DOCK
RHEA
MIMAS
SATURN
TETHYS
FEDERATION STATION VII
Collect $700
FEDERATION STATION VI
Collect $400
JANUS
TITAN
FEDERATION STATION
Collect $500
NAIAD
RD/RSE (21)
NEPTUNE
THALASSA
NEPTUNE SPACE DOCK
ENCELADUS
SATURN RESEARCH LAB
PROTEUS
Tiger Economic (22)
NERIED
RD/RSE (22)
LARISSA
HYPERION

Turn 22

	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	4, 6	Nereid	10 fuel used, refuels to full
Century 22	Pluto	5, 6	Venus	11 fuel used, refuels to full
SSU	Himalia	1, 4	Io	5 fuel used, owes $270 to TE
vRE	Uranus Research Lab	5, 5	Blank Dot 8?	Gains $100
LRI	Rhea	1, 6	Titan	7 fuel used. LRI is stranded and out of the game! All his owned properties revert to control of the bank.
RD/RSE	Federation Station VIII	1, 2	Larissa	3 fuel used, unable to buy due to lack of funds

Turn 23

	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	1, 5	Triton	6 fuel used
Century 22	Venus	2, 5	Iapetus	Buys Iapetus for $295
SSU	Io	1, 5	Thebe	6 fuel used, $65 rent owed to Century 22
vRE	Blank Dot 8?	4, 5	Phoebe?	May purchase for $200
RD/RSE	Larissa	2, 3	Rhea	5 fuel used, pays $370 to TE

Pooch
Turn 8
Turn 9 due: 1/19 Tuesday

Addendum

Last turn I mistakenly neglected England's combat against the natives in R. The result was that the English lost both soldiers without killing a native. Then a native uprising eliminated all the English colonists. As a result, the English did not gain political control of R, and only received $258 last turn instead of $300.

Planning

Dutch maintain 4 ships ($16) and buy 1 soldier ($10) for $26.

English maintain 6 ships ($24) and buy 2 soldiers ($20) for $44.

French maintains 3 ships ($12), buys 7 ships ($84) and 15 soldiers ($150) for $246.

Portuguese maintains 4 ships ($16), buys 1 ship ($12), and 6 soldiers ($60) for $88.

Spanish maintains 6 ships ($24), buys 5 ships ($60) and 10 soldiers ($100) for $184. Four ships are declared pirates versus the English.

Swedes maintains 4 ships ($16), buys 2 ships ($24), and 8 soldiers ($80) for $120.

Outbound Naval Movement

Dutch move to J. Dice: 2, 2, 3, 3. No losses.

English move to R. Dice: 1, 3, 4, 5. Loses 1 soldier. Move to X. Dice: 5, 6. No losses.

French move to X. Dice: 4, 4, 4, 5, 5. No losses.

Portuguese move to I. Dice: 1, 2, 2, 3, 3, 5, 5, 5, 5, 6. Loses 1 colonist.

Spanish move to K. Dice: 2, 2, 4. No losses, drop off 3 soldiers. Move to W. Dice: 3, 5, 6. No losses, drops off 4 colonists and 7 soldiers. Move to X. Dice: 4. No losses.

Swedes move to D. Dice: 1, 6, 6. Loses 1 colonist.

Discovery

No new mines discovered.

Mining

Spain mines one bar in M. **French** mine one bar in N. The mine is exhausted.

English raid 3 gold bars in X.

Land Movement

Dutch move 4 soldiers and 5 colonists from F to A (It's a climate 3 area with 3 natives), 4 soldiers and 5 colonists from G to F, 3 colonists and 1 soldier from I to E, 3 colonists and 1 soldier J to I, and 4 colonists and 1 soldier from anchorage dot to J.

English move 3 gold bars from X to fleet, 1 soldier and 1 colonists from U to R, 4 soldiers from X to T, 2 soldiers from X to W, 4 colonists and 1 soldier from anchorage dot to R.

Portuguese moves 3 colonists and 6 soldiers from anchorage dot to I.

Swedes move 5 colonists and 6 soldiers from C to G, 4 colonists and 6 soldiers from D to C, 3 colonists and 8 soldiers from anchorage dot to D.

French moves 1 gold bar from N to anchorage dot, 1 soldier from Q to T, 15 soldiers and 4 colonists from anchorage dot to X.

Spanish move 1 gold bar from M to anchorage dot, 1 colonist from Y to Z, soldier in Z prospects, 9 colonists from Y to W, and 7 soldiers and 4 colonists from anchroage dot to W, 3 soldiers from anchorage dot to K.

Combat

Dutch attack the Portuguese in I. 1 Portuguese soldier killed. **English** attack the French in T. French lose 2 soldiers and 3 colonists, English lose 1 soldier. **English** attack the French in X. English lose 2 soldiers. **English** attack the Spanish in W. English lose 1 soldier, Spanish lose 3 soldiers. **French** attack the English in X. English lose 5 colonists. **Spanish** attack English in W. Spanish lose 2 soldiers, English lose 2 soldiers and 4 colonists. **Spanish** attack Portuguese in K. Spanish lose 1 soldier, Portuguese lose 2 soldiers and 9 colonists.

Native Combat

Dutch kill 1 native and lose 1 soldier in E. **English** lose 2 soldiers in R.

Native Uprisings

Climate is a 5. Uprising in R, 4 colonists killed.

Survival

Climate is a 4. **Dutch** lose 1 soldier each in E, F, and A. **English** lose 1 soldier in T. **Portuguese** lose 1 soldier in O. **Swedes** lose 1 soldier in G. **French** lose 1 soldier each in N and X. **Spanish** lose 1 prospector in Z, and 1 prospector and 1 colonist in Y.

Political Control

Dutch lose political control of G and I, and gain political control of A and E. **English** lose polictical control of X and gain political control of T. **Swedes** gain political control over G. **French** gain political control over X. **Spanish** lose political control of Y and gain political control of K and W.

Homebound Naval Movement

Dutch: Dice: 2, 4, 6, 6. No losses.

English: Dice: 2, 2, 3, 4, 4. No losses.

Portuguese: Dice: 2, 2, 3, 4, 4, 4, 4, 5, 5, 5. No losses.

Swedes: Dice: 1, 2, 6. No losses.

French: Move to N. Dice: 1, 3, 3, 4. No losses. Picks up gold. Home. Dice: 2, 3, 4, 6. No losses.

Spanish: Move to M. Dice: 1, 2, 2, 6. Loses 1 ship. Picks up gold. Home. Dice: 1, 3, 4, 5. No losses.
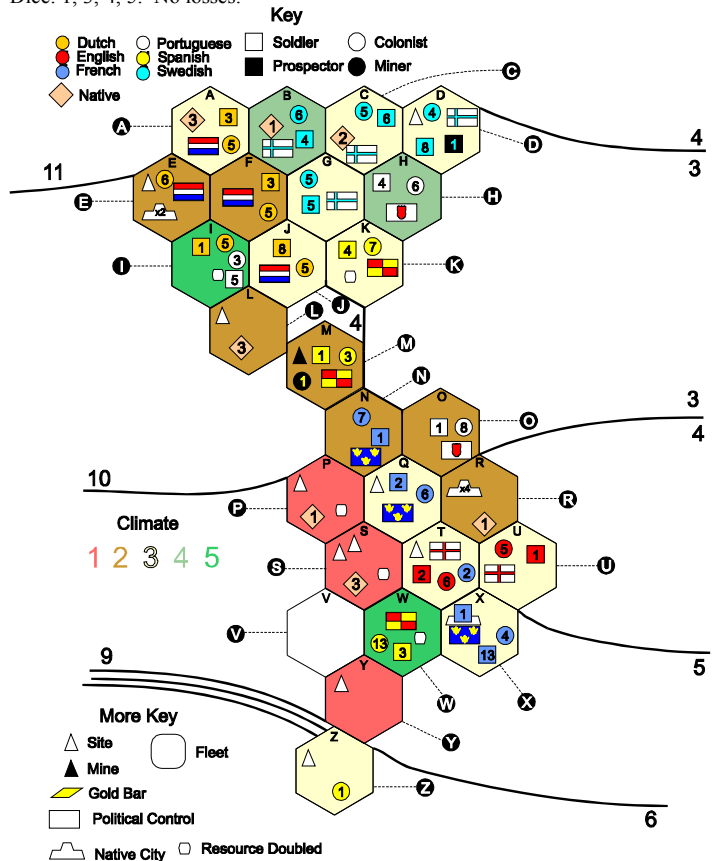
Dutch: Political Control: $200, resources: $93.

English: Political Control: $120, gold: $120, resources: $33.

Portuguese: Political Control: $120, resources: $60.

Swedes: Political Control: $200, resources: $60.

French: Political Control: $160, gold: $40, resources: $34.

Spanish: Political Control: $160, gold: $40, resources: $132.

Turn 9 Initiative

Spanish, French, Portuguese, Dutch, English, Swedes

Press

Dutch – Portuguese: I don't hold grudges, but if you attack me in this game prepare to be attacked in return. Just because you were unlucky doesn't buy you immunity. I'm surprised you expect anything different!?!

Dutch – GM: Missed it by that much!

Dutch – All: Hey, England is trying for a five center win, how dastardly ... I hate people who do that!

Dutch – English: All that money <u>and</u> a run at five areas, how do you do it?

England – GM: Do you always do this to people who correct an oversight?

Cerberus – English: No, I save such treatment for my special friends.

England – France: Looks like I inherited your bad luck. Curse of the Incas, indeed!

England – Netherlands: Thanks for painting the bullseye on me ;-/. You should have this won again.

England – Portugal & Sweden: C'mon guys, you're not going to let Bill win again, are you?

England – Spain: Sorry, but I had to try for the win.

French – English: Apology accepted.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	$683	2	4	4
English	Dennis Cain	$679	4	6	4
French	Dan Eisenhut	$261	0	10	4
Portuguese	Andy Lewis	$500	8	5	4
Spanish	Bob Robles	$583	2	10	4
Swedish	Kevin Wilson	$549	0	6	4

Dogstar
Turn 3
Turn 4 due: 1/19 Tuesday

Heavenly Bodies Development Company III (Wilson) buys a water factory (Or2, Or2, Or4, Wa5, Wa7) and moves a population over from an ore factory to man it.

Dark Matter Mining Corp. (Eisenhut) passes

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) buys a water factory (Or1, Or3, Wa8, Wa8) and moves a population factor over from an ore factory to man it.

ID (Scharf) buys a water factory (Or5, Wa6, Wa9) and a population factor (Or3, Wa7)

Basset Base Beta (Koehler) buys a titanium factory (Or4, Or4, Or4, Or5, Wa5, Wa8) and moves a population factor over from an ore factory to man it.

The Mystery Machine (Lewis) buys a water factory (Or5, Wa6, Wa9) and a population factor (Or3, Wa7)

BarterTown III (York) opens the bidding on Heavy Equipment at 30 and gets it (Or1, Wa6, Wa5, Wa8, Wa10)

2112 Corporation (Cain) opens the bidding on a Data Library at 15 and gets it (Or1, Or3, Or4, Wa7)

Australis (Martin) buys two population factors (Wa7, Wa7, Wa7)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	ID	Bill Scharf	OrF, **OrF, WaF, WaF, WaF, WaF**		5
2	2112 Corporation	Dennis Cain	**OrF, OrF, WaF, WaF**	DL	5
3	BarterTown III	Andy York	**OrF, OrF, WaF, WaF**	HE	5
4	Basset Base Beta	Steve Koehler	OrF, **OrF, WaF, TiF**	HE	5
5	Australis	Brad Martin	**OrF, OrF, WaF, WaF, WaF**		5
6	The Mystery Machine	Andy Lewis	**OrF, OrF, WaF, WaF, WaF**		5
7	HBDC3	Kevin Wilson	OrF, OrF, **WaF, WaF, WaF**	DL	4
8	COLOSSUS	Michael Lowrey	OrF, **OrF, WaF, WaF, WaF**		4
9	DMMC	Dan Eisenhut	**OrF, OrF, WaF**	Wa	4

Available Upgrades

New Arrivals: Warehouse, Heavy Equipment

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	0	4
Warehouses (Wa)	25	4	1
Heavy Equipment (HE)	30	2	2
Nodules (No)	25	3	3

In the warehouse: _____

_____

New cards: _____

Kennel Club
Turn 1, Phases 4 - 6
Turn 1, Phase 7 and Turn 2 Phases 1 - 3 due: 1/19 Tuesday
Phase 4 – Purchase or Pass

Hamburg (Martin) purchases Galley 2 ($10) and Caravan (I, $20). Misery goes to 10.

London (Cowles) purchases Galley 2 ($10) and stabilization ($3).

Venice (Cain) purchases Galley 2 ($10) and stabilization ($3)

Paris (Burgdorf) purchases stabilization ($3)

Genoa (C. Cousins?) purchases Galley 2 ($10) and stabilization ($3)

Barcelona (Koehler) purchases Caravan (I, $20) and stabilization ($3)

Phase 5 – Expansion

Hamburg expands to Prague (2), Nuremburg (3), Konigsberg (1), Stettin (1), and Strassburg (3)

London expands to Edinburgh (2), York (3), Portsmouth (5), St. Malo (2), and Cornwall (1)

Venice expands to Florence (4), Dubrovnik (3), Belgrad (2), Milan (3), Salzburg (1), and St. Gali (1)

Paris expands to Bourges (4), Strassburg (5, vs. Hamburg – 5, 6, 2, wins), Dijon (3), Bordeau (4)

Genoa expands to Lyon (4), Marseilles (5), Rome (4), Naples (2), Montpelier (2), and Cagliari (1)

Barcelona expands to Basque (2), Lisbon (3), Toledo (3), Valencia (2), Grenada (2), Seville (3), and Toulouse (1)

Barcelona receives expansion bonus card

(_____)

Phase 6 – Income

Hamburg receives $33	**Venice** receives $45	**Genoa** receives $45
London receives $45	**Paris** receives $45	**Barcelona** receives $57

Surplus of wine, Barcelona pays $2. Surplus of win, Barcelona pays $2.

Turn 1
Phase 1 – Card Draw

Your card is: _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	0	0	$56	3	5	2	
Steve Koehler	Barcelona	0	0	$53	5	7		I
Brad Martin	Hamburg	10	0	$33	1	3	2	I
Martin Burgdorf	Paris	0	0	$76	4	5		
Caleb Cousins	Genoa	0	0	$54	6	5	2	
Murray Cowles	London	0	0	$59	2	5	2	

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	--	2	--	1	1	1
Wool (3)	--	--	2	3	--	--
Timber (4)	1	--	--	--	1	1
Grain (5)	--	--	1	1	1	1
Cloth (6)	--	1	--	--	2	1
Wine (7)*	--	1	2	--	--	1
Metal (8)	1	1	1	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	1	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	1	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

* Double surplus in effect.

Notes

Caleb Cousins has NMRed. **Will Phil Reynolds please submit standby orders for Genoa.**

Your Cards: _____

_____

_____

Dog Pound
1958
1959 Orders due: 1/19 Tuesday
1958

Held Event Cards

AL: Computer breakthrough

Event Card Resolution

RMR: Accepts government order.

Purchase Hardware

Republic of Texas: Buys 3 one-stage rockets for 9MB, 1 one-person capsule for 2MB, 1 orbital satellite for 1MB, Astronaut Training Program for 18MB (astronaut Simmons), extra astronaut (Ocnaschek) for 2MB, second launch facility for 30MB, and EVA Suit program for 18MB.

RMR: Buys second launch facility for 30MB, EVA Suit program for 18MB, and astronaut (Red Auerbach) for 2MB.

SLEEP: Buys 2 one-stage rockets for 6MB, second launch facility for 30MB, and 1 orbital satellite for 1MB.

AL: Buys Astronaut Training Program for 18MB (astronaut Bucky Barnes) and 2 one-person capsules for 4MB.

Australia: Buys 1 orbital satellite for 1MB, 1 one-stage rocket for 3MB, and 1 one-person capsule for 2MB.

Conduct Research and Development

Republic of Texas: A: 8 dice: 1, 2, 2, 2, 2, 3, 4, 6 = +22%, 16MB spent. a: 7 dice: 1, 1, 3, 4, 5, 5, 6 = +25%, 7 MB spent. EVA: 8 dice: 3, 4, 4, 4, 5, 5, 5, 6 = +36%, 8MB spent.

RMR: A: 8 rolls: 1, 1, 1, 2, 3, 6, 6, 6 = +25% to Max R&D, 16MB spent. EVA: 8 dice: 1, 1, 1, 3, 3, 4, 5, 6 = +24%, 8MB spent.

SLEEP: 1: 7 dice: 1, 3, 3, 3, 4, 6, 6 = +26% to Max R&D, 7MB spent. A: 5 dice: 1, 1, 4, 5, 5 = +16% to Max R&D, 10MB spent. a: 6 dice: 1, 4, 5, 6, 6, 6 = +28% to Max R&D, 6MB spent.

AL: A: 4 dice: 1, 1, 2, 6 = +10% to Max R&D, 8MB spent. a: 8 dice: 1, 2, 3, 3, 3, 3, 6, 6 = +27%, 8MB spent.

Australia: A: 8 dice: 1, 2, 2, 3, 4, 4, 4, 6 = +26% to Max R&D, 16MB spent. a: 8 dice: 1, 2, 3, 3, 4, 4, 4, 5 = +26%, 8MB spent.

Declare Future Missions

Republic of Texas, RMR, and SLEEP each declare two missions. AL and Australia each declare one mission. Your mission(s) is (are):

_____

_____

Missions

Rushing. AL rushes by 2 months (2MB paid, -4% to safety on all components), Australia rushes by 1 month (1MB paid, -2% to safety on all components). Launch order: AL, Australia, RMR, Republic of Texas

AL launches an Orbital Satellite mission. Liftoff: 57%<81%, Earth Orbital Burn: 66%<91%, Earth Orbital Activities: 22%<91%. Success. +1% to 1 and A, +10MB to budget.

Australia launches a Manned Sub-Orbital mission with True Blue. Suffers –3% safety penalty for lack of Orbital Satellite launch. Liftoff: 52%<80%, Re-entry: 22%<62%, Recovery: 96%>62%, minor problems, mission success! +1% to A and a, True Blue to 10%, +24MB to budget.

RMR launches a Manned Sub-Orbital mission with Red Grange. Suffers –3% safety penalty for lack of Orbital Satellite launch. Liftoff: 04%<83%, Re-entry: 93%>78%, heat shield is ajar, suffer –25% check on Recovery, Recovery: 30%<62%, success! +1% to A and a, Red Grange to 10%, +12MB to budget, fulfils government order.

Republic of Texas launches an Orbital Satellite mission. Liftoff: 69%<84%, Earth Orbital Burn: 04%<96%, Earth Orbital Activities: 81%<96%. Success. +1% to 1 and A, +2MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1958)	105	73	94	71	91
Cash	0	10	5	18	0
1-Orbital Satellite		1 / 95%	2 / 95%	2 / 96%	1 / 97%
2-Interplanetary Satellite					
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket	2 / 86%	2 / 85%	2 / 61%	4 / 86%	3 / 85%
B-Two Stage Rocket					
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits	54%				66%
a-One Person Capsule	2 / 81%	1 / 80%	2 / 68%	3 / 64%	2 / 70%
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	2	2	1	1	2
Astronauts	2	1	1	1	2

Astronauts are

Australia: True Blue (10%)

RMR: Red Grange (10%), Red Auerbach

SLEEP: Groucho

AL: Bucky Barnes

Republic of Texas: Simmons, Ocnaschek

1959
Draw Event Cards

RMR: Espionage. May increase safety factor of one program to that of another player's. +1MB to budget.

Australia: Test Failure. –25% to one-stage rocket. +5MB to budget.

Replublic of Texas: Minor Problem. Pay 10MB or lose 3% on safety of one-person capsule on next mission. –2MB to budget.

SLEEP: Diplomatic Breakthrough. Next mission must be international (choose parner). +1MB to budget.

AL: Production Delay. May not purchase rockets this turn. +10MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1958 Budget	105	73	94	71	91
Cash	0	10	5	18	0
1959 Budget	106	74	99	81	89

RMR is Red Moon Rising

AL is the Alliance for the Development and Exploration of Time and Space for the Advancement and Betterment of All Mankind.

SLEEP is Some Launches Establish Extreme Parameters

In the Doghouse
with Marmaduke

I apologize to Chris and those gamers who have been diligent with submitting orders, but other time commitments and NMR's coupled with few players stepping up to submit stand-by orders, I must fold In The Doghouse. ITD has been slowing Chris down for months on getting SOB out and I no longer feel that it is appropriate to do this to such a fine publication. I started ITD to give Chris a chance to play in some games and others a chance to try some games Chris wasn't running. Some of those games worked, while others were probably boring for the players and a ton of work for me. Having given it a shot, I must give Chris a big round of applause for his unending work on SOB. I'd say maybe the future would hold another window of opportunity to try it again, but I know that it won't between family involvements and my increased activity in developing games. Thanks for the fun.

Marmaduke

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 was unique about the ruler Wu Pi?

A1. She was the only ruling Chinese Empress.

Steve Koehler, Chris Geggus, and Brendan Whyte each receive ½ point.

Q2. What socio-economic force led to the development of the wok?

A2. A shortage of cooking fuel.

Brad Martin and Andy York each receive 1 point.

Q3. What were the first two commodities that China established monopolies on?

A3. Salt and iron.

Tom Howell receives 2 points.

Q4. When Western merchant ships appeared off the coast of China, they were restricted to trading in one city only. Which city?

A4. Canton.

Brad Martin and Tom Howell each receive 1 point.

Q5. Tea is not originally from China. Whence did China get it?

A5. Vietnam

No correct answers. Caleb Cousins receives 2 points.

Current Scores

| Chris Geggus | 47½ | Pitt Crandlemire | 46½ |

Andy York	39½	Andy Lewis	31½
Paul Bolduc	30	Dennis Cain	29½
Brendan Whyte	25½	Steve Koehler	24½
Caleb Cousins	23½	Bill Scharf	21
Dan Eisenhut	19½	Joe Carl	19½
Berry Renken	18	Brad Martin	16
Bob Robles	14½	Ward Narhi	11½
Tom Howell	11½	Sean Cousins	5
Debbie Osborne	4	Kevin Wilson	3½
Sigourney Street	½		

Tom Howell receives a free issue.

New Questions

Topic: Historical Brain Teasers

1. In 1685, it was decided that a portrait should be painted of the Duke of Monmouth. However, a needle and thread were required before the artist could begin his work. There was nothing wrong with the Duke's clothes, so why were the needle and thread needed?

2. In 1902 in the French West Indies Mr. Cyparis was in prison awaiting trial for drunkenness. He was detained longer than expected, was neglected, and was left without food or water. Yet when he was released, he was grateful to have been in prison. Why should that be so?

3. Ben Jonson was a great English poet and playwright who lived from 1572 until 1637. Why was he buried in a sitting position?

4. Lord Strathallen was an important Scottish nobleman who was used to getting what he wanted. One day in 1746, he ordered some food and drink even though he was neither hungry nor thirsty. What he wanted was not available and he was offered whiskey and oatcake instead. He was glad to quickly consume a little of each. Why?

5. In 1930, two men drove from New York to Los Angeles in a Ford motor car. The journey of 3,340 miles took 18 days. This wasn't the first, the fastest, or the slowest journey of its kind. They drove normal roads. The car was not remarkable and the two men were normal. But because of this journey, these two men hold a world record that endures to this day. What is it?

Pedagoguery

The search for Pluto began in 1905 when Percival Lowell decided that residual irregularities in the orbit of Uranus were due to another planet. This was the same method by which Neptune was discovered, so there was ample precedent. However, Lowell died without ever finding the elusive "Planet X." It was more than a decade after Lowell's death when Lowell Observatory hired a young amateur astronomer from Kansas named Clyde Tombaugh. Within a year of his joining the observatory staff, he had located Pluto by making a systematic survey of the ecliptic.

The discovery was made using a blink comarator. This is an object which takes two photographs and blinks them back and forth in front of the user. In this particular case, they were two photos taken a few days apart of the same area of the sky. When first one, then the other was blinked on and off, one object appeared to move. This was Pluto.

Pluto is tiny. No one knew just how small until relatively recently. In 1978, James Christy discovered that Pluto had a moon, which was christened Charon, after the boatman that ferried souls across the river Styx into Hades. When Charon's orbit was plotted, it was discovered that between 1985 and 1990, the moon's orbital plane would be parallel to us, so we would get to see Pluto and Charon eclipse each other every 3.2 days. This offered an unprecedented opportunity to measure the size and mass of the two objects. It was discovered that Pluto is 2,300 km (1425 mi.) in diameter, and Charon is fully half Pluto's diameter at 1,220 km (760 mi.). Charon orbits a mere 19,500 km (12,100 mi.) away from Pluto, making it the largest and closest moon relative to its primary in the solar system. Also their combined mass is less than 1/400th the mass of the Earth. This makes Pluto by far the smallest of the planets, less than half Mercury's diameter.

Pluto also has an atmosphere, at least for now. In 1988, Pluto just happened to pass in front of (or occult, in astronomical terms) a 12th magnitude star. By watching the star as it disappeared behind Pluto, astronomers noticed that the star dimmed before it passed behind the planet. This was due to a diffuse, hazy atmosphere, made up mainly of nitrogen and methane. However, Pluto is too small to be able to hold onto this atmosphere. In fact, for most of its orbit, the atmosphere doesn't exist at all. Pluto was at perihelion, or the closest point to the Sun, in 1989. For most of Pluto's orbit, it is too cold for even nitrogen and methane to be gaseous. Pluto's atmosphere will probably condense out as snow by 2010.

But is Pluto really a planet? Such a question would not have occurred before a few years ago, but the seeds of such speculation were sown more than 50 years ago. It was at that time that Kenneth Edgeworth and Gerard Kuiper independently predicted that a belt of leftovers from the formation of the solar system existed out beyond the orbit of Neptune. The theory is that out beyond about 35 astronomical units (1 AU is the Earth's orbit), the planetesimals of the early solar nebula were too far apart and moving too slowly to collide and form planets. Their prediction remained just that until 1992, when the first Kuiper Belt Object, or KBO was found. Since then, over 70 such objects have been spotted. It is also believed that more than 100,000 KBO exist, most no more than a few hundred kilometers in diameter. The Kuiper Belt is believed to extend out to about 1000 AU.

However, KBOs were seen much earlier than 1992, it just wasn't obvious what they were. This is because it is possible for a KBO to be perturbed out of its orbit and thrown into the inner solar system. When that happens, we see it as a comet. KBOs, like comets, are made up primarily of ices. When they get too close to the Sun, the ice sublimes, or turns to vapor, and the result is a brief atmosphere, like Pluto's, called the coma. Some of this atmosphere is swept away by solar wind and radiation to form the characteristic tail.

The Kuiper Belt is not the only source of comets, however. Out beyond the Kuiper Belt is the Oort Cloud. Unlike the Kuiper Belt, the Oort Cloud completely surrounds the solar system, extending out to probably at least a couple light years. It is believed that Oort Cloud objects, like KBOs are left over from the formation of the solar system, but unlike KBOs, they got where they are because they were thrown out of the solar system by near collisions with the giant planets, particularly Jupiter. We can tell comets that were spawned by the Oort Cloud rather than the Kuiper Belt because Oort comets tend to have very long periods – hundreds if not thousands of years. Oort comets also tend to come from any direction. Kuiper comets tend to stay close to the ecliptic and have periods shorter than a couple of hundred years.

This concludes our tour of the solar system. Next time, I will talk about gamma ray bursters.

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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, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Dan Eisenhut, Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York, Phil Reynolds **Outpost:** Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds

Standby Calls

Bill Scharf for CDU in Lupine and Phil Reynolds for Genoa in Kennel Club.