Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Kevin Wilson, and Sara Reichert. Will take up to 2 more.

Wish List

Gunboat Machiavelli. This game will start when Feral Dogs ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 3. Need up to 5. You are signed up if this box is checked: ❏

Liftoff! This game will start when Dog Pound ends. Have Andy York and Bill Scharf, will take up to 3 more.

History of the World. This game will start when Dogpaddle ends. Have Andy Lewis and Chris Geggus, will take up to 4 more.

Merchant of Venus. This game will start when Sun Dog ends. Will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships variant rules. Will use the combat rules if a majority of players agree. If so, the Variable Nova Balls and Mercenaries variant rules will also be used. Have Andy Lewis, Dennis Cain and Chris Geggus, need 3 more.

Settlers of Catan. Most of you are familiar with this game from when it ran in Andy Lewis' erstwhile subzine. Have Sara Reichert, Ward Narhi, and Chris Geggus, will take up to 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.

Notes from Hades

First of all, I have to apologize for the debacle regarding last issue's deadline. On the front page, I remembered to change the month, but forgot to change the day, leading to a date which won't happen until 2002. Fortunately, no-one seems to have been seriously affected by the mistake.

On the home front, things have been very busy. Last Wednesday, my parents came to visit from North Idaho. They stayed until today (November 9th), and we all had a good time. We took them to the Getty Museum, visited with family that lives in the area, and they went to Dad's 40th high school reunion. Meanwhile, while all this is happening, our landscaping is in full swing. They poured concrete last Saturday, and most of the walls are in place. And, on top of all that, my observatory dome arrived today. Never a dull moment.

This issue's deadline to **Tuesday, December 14 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

Contents

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

Chris Geggus

I thought it would make for a nice change to get my turns in earlyish. I like your " Millenium House " idea - did you pay extra for the house number?

[The house number came with the house, and we couldn't have changed it if we wanted to.]

I also have a dispute with one of your answers in the previous quiz. Barnes Wallis was the guy who came up with the idea of the bouncing bomb (he also designed the Wellington bomber). He was strictly a civilian and whilst he may have been skimming stones at the seaside he was not a military commander in any shape or form. He was too old, too unfit and in a protected profession, so never did military service. As a fan of the " Dam Busters " film I can say that enough information was available in that to know that the question and answer in the quiz do not match. Still I couldn't think of anything else so 'nix at the end of the day for me anyway.

[It appears there was some inaccuracy in my source, then. Oh, well.]

Joe Carl

Well I'm glad to be able to write you this turns orders. I was in a car accident with a semi-truck. Head on collision, and I'm hear to talk about it! I'm very happy to be alive and with able to walk and talk about it. I should have been dead, but somehow I came out with very little harm.

[Sounds like you were quite fortunate. Was it a relatively low-speed collision? I assume your car was totaled.]

Ward Narhi

I got to do a little sailing on my birthday a few days back. I was up in Detroit for a business trip and our salesman and I were talking and discovered that he had just bought a 17' sailboat and that I grep up sailing. He invited me out after the customer visit and I readily agreed. It turned out to be a rather windy day for a small sailboat like his and he being a novice was quite worried. I tried to show him that we were in control the whole time but he did not believe it. After about an hour of sailing he decided he had had enough of the stress and we went in.

Still, it was a very unexpected surprise to go sailing on my birthday like that. We have made plans to do it again next spring.

Andy York

It's good to hear that your new place is coming together. Before you know it, it will all be done and you won't know what to do all that spare time!

Go ahead and sign me up for the next Liftoff! game. One of these days I'll get some folks out of Earth's orbit.

In Austin, they are going all out for New Year's this year. They are going to block off a large section of downtown (focusing around 6th St - the center of live music for the City) and throw a city-wide party. I most likely will be wandering down there, or visiting a bar a friend owns. Of course, that is assuming that the current plan for my section's computers is implemented (for the most part, power down and unplug them until Saturday afternoon).

Bob Robles

Time to get my orders in, but first two books reviews.

The Wealth and Poverty of Nations-David S. Landes. This is a LARGE tome which attempts to explain past and current national and economic power from a historian's perspective, i.e., how do noneconomic factors such as religion, culture, geography, etc explain economic success. This book reads well despite its size. This is the type of book which can be endlessly debated regardless of your personal feelings about the haves and havenots of the world. There is debate fodder for all economic and social stripes. I highly recommend this book. The second is "The Mambo Kings Play Songs of Love" by Oscar Hijuelos. This book was made into a movie, The Mambo Kings, with Armand Asante. It tells the story of 2 Cuban brothers who come to America to make their fortune playing in an orchestra. The story and writing is at its best when there are multiple characters interacting and gets frankly boring when describing the thoughts of a single character. An uneven book which I find hard to recommend.

Feral Dogs
Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Winter-Spring 1461
Deadline/Summer 1461 12/14 Tuesday

France takes control of the west with some astute bribery and movement. The Turks lose out against France, but make gains against Naples, along with Venice. The Pope concentrates on taking over the lands vacated by France while Milan and Austria make no headway against Venice.

Fall 1460 Retreats

France retreats F Western Mediterranean to Gulf of Lions
Turks retreat F Tyrrhenian Sea to Patrimony

Builds

|		Treas	Cost	Rem
Aus	Maintains all	9	9	0
Fra	Maintains A Tyrolea, A Genoa, F Sardinia, F Tyrrhenian Sea, F Ligurian Sea, F Gulf of Lions, builds F Marseilles	39	21	18
Mil	Maintains all, no new builds	22	21	1
Nap	Maintains A Bari, A Otranto, F Naples, G Palermo	14	12	2
Pap	Maintains all, no new builds	30	18	12
Tur	Maintains all, no new builds	23	21	2
Ven	Maintains all except A Carinthia, no new builds	31	30	1

Expenditures

France buys Turkish fleet Central Mediterranean for 18 ducats.

Orders

Austria ❏
    A Austria supports A Slavonia
    A Hungary supports A Slavonia
    A Slavonia supports Milan A Milan to Carinthia (cut, nso)

France ❏
    A Tyrolea supports Milan A Milan to Carinthia (nso)
    A Genoa converts to garrison
    F Sardinia supports F Gulf of Lions to Western Mediterranean
    F Tyrrhenian Sea supports F Gulf of Lions to Western Mediterranean
    F Ligurian Sea supports F Tyrrhenian Sea
    F Marseilles to Gulf of Lions
    F Gulf of Lions to Western Mediterranean
    F Central Mediterranean to Tunis

"Feral Dogs"

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

Milan ❏   A Mᴀɴᴛᴜᴀ to Verona
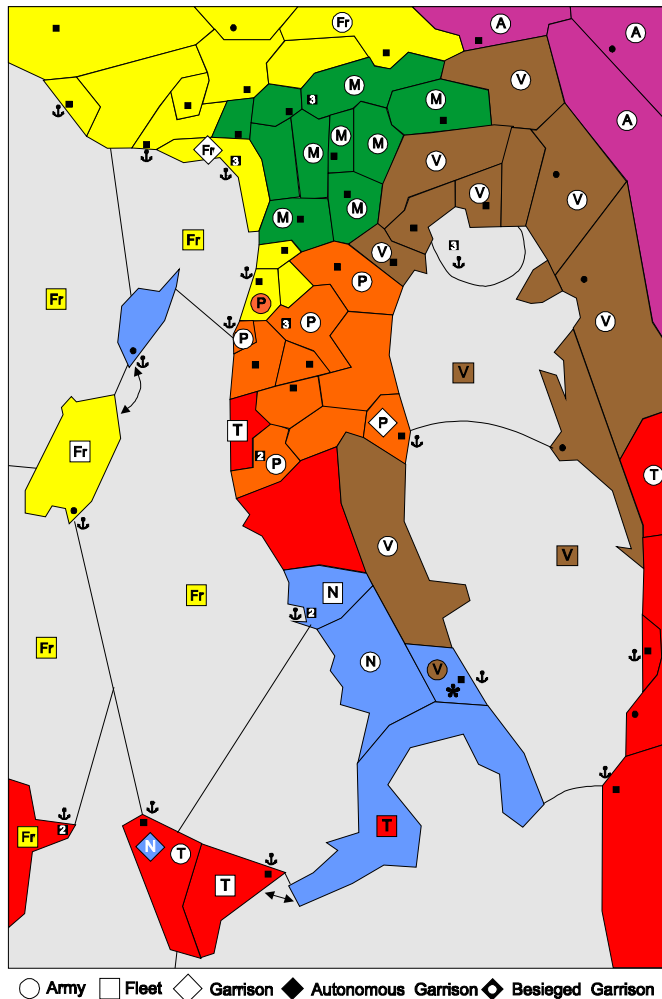
    A Bᴇʀɢᴀᴍᴏ supports A Mantua to Verona

    A Tʀᴇɴᴛ supports A Mantua to Verona

    A Mɪʟᴀɴ supports A Trent

    A Cʀᴇᴍᴏɴᴀ to Mantua

    A Mᴏᴅᴇɴᴀ supports A Cremona to Mantua

    A Pᴀʀᴍᴀ supports A Modena

Naples ❏   A Bari supports A Otranto to Salerno (cut, Dɪsʟᴏᴅɢᴇᴅ, retreat garrison, OTB)

    A Otranto to Sᴀʟᴇʀɴᴏ

    F Naples supports A Otranto to Sᴀʟᴇʀɴᴏ

    G Pᴀʟᴇʀᴍᴏ converts to F

Papacy ❏   A Sienna to Pɪsᴀ

    A Pɪᴏᴍʙɪɴᴏ supports A Sienna to Pisa

    A Fʟᴏʀᴇɴᴄᴇ supports A Sienna to Pisa

    A Bᴏʟᴏɢɴᴀ holds

    A Aɴᴄᴏɴᴀ converts to G

    A Rᴏᴍᴇ holds

Turks ❏   A Bᴏsɴɪᴀ supports Venetian A Croatia

    F Mᴇssɪɴᴀ supports F Ionian Sea to Otranto

    F Ionian Sea to Oᴛʀᴀɴᴛᴏ

    F Pᴀʟᴇʀᴍᴏ besieges

    F Pᴀᴛʀɪᴍᴏɴʏ supports F Central Mediterranean to Tyrrhenian Sea (nsu)

    F Central Mediterranean to Tyrrhenian Sea (nsu)

    F Western Mediterranean supports F Central Mediterranean to Tyrrhenian Sea (nsu, Dᴇsᴛʀᴏʏᴇᴅ)

Venice ❏   A Aǫᴜɪʟᴀ supports A Padua to Bari

    A Fᴇʀʀᴀʀᴀ supports A Verona

    A Vᴇʀᴏɴᴀ supports A Friuli to Carinthia (cut)

    A Padua to Bᴀʀɪ

    A Tʀᴇᴠɪsᴏ supports A Verona

    A Friuli to Cᴀʀɪɴᴛʜɪᴀ

    A Cᴀʀɴɪᴏʟᴀ supports A Friuli to Carinthia

    A Croatia to Slavonia

    F Upper Adriatic transports A Padua to Bari

    F Lower Adriatic transports A Padua to Bari

Press

France – Venice: Your black press writing has improved tremendously. Too bad enough press was written that your attempts at dissension became painfully obvious.

France – Papacy: I don't consider you an enemy. Venice became very persuasive when he had to be.

Milan – Venice: Why don't you dedicate to Adriatic coasts? Your soldiers are surely better seamen than infantrymen from centuries.

Milan – Austria: I suggest that you will prove from Slavonia to Carinthia with supports of Austria, my Milan and French Tyrol; in this manner we disband Venice army there; after we can think about Slavonia and Verona.

Thus next fall I shall supports from Milan your A Slavonia - Carinthia.

Milan – Papacy: What are your intentions about me? It isn't too much clear after your truce with Venice and, moreover, I am the only without any your message.

Milan – France: If Papacy supported Venice against me, I ask your support from Pistoia and Lucca for my fall move A Modena - Bologna. For the north army, you see my message to Austria.

Pope – France: I won't turn on you. Have no fear on that account. I also appreciate you offer to vacate the peninsula. I accept your offer and in return I offer my hand of allegiance when you do so.

Pope – Milan: Thank you for the help. I owe you one.

Pope – Naples: I'll help where I can, but it looks like France is coming to the rescue.

Pope – Turkey: You must be the strong silent type.

Citizen Dog
Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Summer 1457
Deadline for Fall 1457: 12/14 Tuesday

Naples strikes out at Venice while the Sultan sleeps. Can Milan survive an attack by France, Austria, and Florence?

Spring 1457 Retreats

Milan retreats A Trent to Bergamo

Venice retreats F Lower Adriatic to Albania

Orders

AUSTRIA	A Austria to Tʏʀᴏʟᴇᴀ
(Robles)	A Como to Milan
	A Tʀᴇɴᴛ supports A Como to Milan
FLORENCE	A (EM) Bᴏʟᴏɢɴᴀ supports A Pisa to Modena
(Wilson)	A Pisa to Mᴏᴅᴇɴᴀ
	A Rome to Pᴀᴛʀɪᴍᴏɴʏ
	A Uʀʙɪɴᴏ holds
	F Lɪɢᴜʀɪᴀɴ Sᴇᴀ transport A Pisa to Modena
FRANCE	A Swiss supports A Avignon to Turin
(Scott)	A Avignon to Tᴜʀɪɴ
	A Sᴀʟᴜᴢᴢᴏ supports A Provence to Savoy
	A Provence to Sᴀᴠᴏʏ
	F Durazzo to Albania

Orders (cont.)

MILAN	A Bergamo to Mɪʟᴀɴ
(Giovine)	A Pᴀᴠɪᴀ supports A Bergamo to Milan
	A Pᴀʀᴍᴀ supports A Bergamo to Milan
	A Cʀᴇᴍᴏɴᴀ supports A Bergamo to Milan
	A Fornova to Modena
	A Gᴇɴᴏᴀ supports A Fornova to Modena
NAPLES	A Aquila to Aɴᴄᴏɴᴀ
(McConnell)	F Cᴇɴᴛʀᴀʟ Mᴇᴅɪᴛᴇʀʀᴀɴᴇᴀɴ holds
	F Tʏʀʀʜᴇɴɪᴀɴ Sᴇᴀ to Western Mediterranean
	F Palermo to Iᴏɴɪᴀɴ Sᴇᴀ
	F Ancona to Lᴏᴡᴇʀ Aᴅʀɪᴀᴛɪᴄ
	F (EM) Lower Adriatic to Uᴘᴘᴇʀ Aᴅʀɪᴀᴛɪᴄ
TURKS	NMR! F Wᴇsᴛᴇʀɴ Mᴇᴅɪᴛᴇʀʀᴀɴᴇᴀɴ holds
(Scharf?)	

Orders (cont.)

VENICE   A (EM) Verona to FERRARA
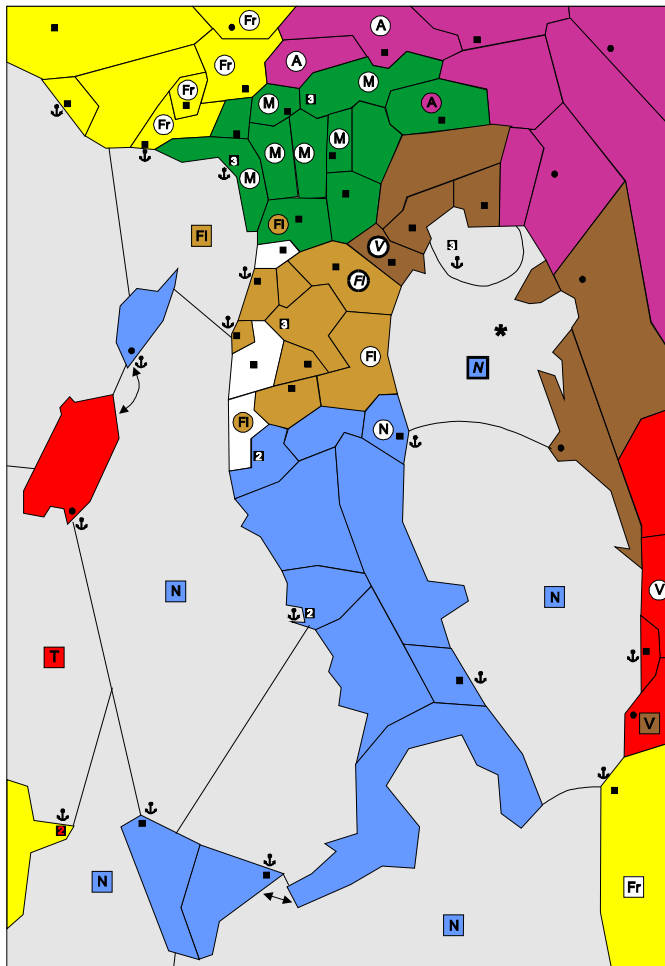
(Grib)   A Dalmatia to HERZEGOVINA

F Upper Adriatic supports A Verona to Ferrara (cut, DISLODGED, retreat Dalmatia, Croatia, Istria, Carniola, Friuli, Venice, Padua, OTB)

F ALBANIA supports A Dalmatia to Herzegovina (cut)

Notes

The Turks have NMRed. If Bill does not submit orders next time, the Turks will go into CD (if they survive).

Citizen Dog

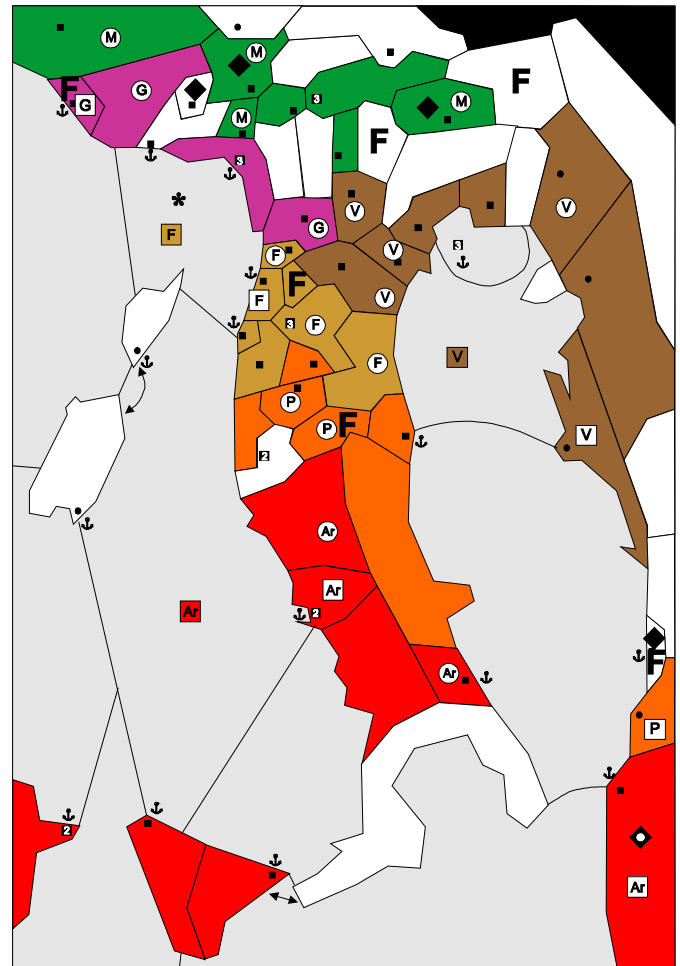Army ○   Fleet ▢   Garrison ◇   Autonomous Garrison ◆   Besieged Garrison ◈

New Tricks

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

New Tricks
Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Fall 1254
Deadline for Winter-Spring 1255: 12/14 Tuesday

The forces arrayed against Avignon prove too much, and his homeland is overrun. Aragon, Milan, and Genoa are the primary beneficiaries. Aragon appears to be readying itself for a war with the Pope, while Florence moves against Genoa. Finally, Venice continues to quietly grow.

Summer 1254 Retreats

Milan retreats A Modena to Fornova

Orders

ARAGON   A Otranto to BARI

(Whyte)   A CAPUA supports Avignon A Rome holds

F DURAZZO besieges

F Gulf of Naples to NAPLES

F Sardinia to TYRRHENIAN SEA

Orders (cont.)

AVIGNON   A SAVOY to Turin

(Koehler)   F Corsica to SARDINIA

F ROME holds **OUT!**

FLORENCE   A Urbino supports A Florence

(Robles)   A FLORENCE supports A Urbino

A LUCCA supports Milan A Fornova to Modena (nso)

F PIOMBINO supports F Pisa to Ligurian Sea

F Pisa to LIGURIAN SEA

Orders (cont.)

Genoa	A Modena to Genoa
(Scott)	A Saluzzo to Provence
	F Ligurian Sea to Genoa (Dislodged, retreat Corsica, Gulf of Lions, OTB)
	F Marseilles supports A Saluzzo to Provence
Milan	A Fornova to Montferrat
(Street)	A Turin support A Fornova to Montferrat (cut)
	A Trent holds
	A Avignon holds
Papacy	A Spoleto to Rome
(Narhi)	A Perugia supports A Spoleto to Rome
	F Lower Adriatic to Albania
Venice	A Friuli to Carniola
(Reynolds)	A Bologna supports A Mantua
	A Mantua supports A Bologna
	A Ferrara supports A Bologna
	F Dalmatia holds
	F Upper Adriatic supports A Bologna

Notes

Since Avignon no longer has control over any of his home cities, Avignon has been eliminated!

Press

Florence – Venice: Nothing to worry about, really...

Papacy – Avignon: Out, oh demons of stupidity!

Papacy – Aragon: I thank you for keeping to our deal. You demonstrate that you are very worthy of trust. Let all who read this see that is so.

Venice – Florence: Am I supposed to be encouraged by your last set of orders?

Spring 1255 Famine

Poor Year, Row Only – Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto

Spring 1255 Income

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

Seas

Ara	Tyrrhenian Sea	(1)
Flo	Ligurian Sea	(1)
Ven	Venice, Upper Adriatic	(2)

Provinces

Ara	Tunis, Palermo, Messina, Capua, Naples, Salerno, Bari, Durazzo	(8)
Flo	Lucca, Pisa, Pistoia, Piombino, Sienna, Florence, Urbino	(6)
Gen	Marseilles, Provence, Genoa, Modena	(3)
Mil	Avignon, Turin, Montferrat, Pavia, Milan, Cremona, Trent	(7)
Pap	Arezzo, Patrimony, Perugia, Spoleto, Ancona, Aquila, Albania	(6)
Ven	Bologna, Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia	(8)

Cities

Ara	Tunis (2), Palermo, Messina, Naples (2), Bari	(7)
Flo	Lucca, Pisa, Piombino, Sienna, Florence (3)	(7)
Gen	Marseilles, Genoa (3), Modena	(4)
Mil	Avignon, Montferrat, Pavia, Milan (3), Cremona	(7)
Pap	Arezzo, Perugia, Ancona, Albania	(4)
Ven	Bologna, Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Venice (3)	(11)

Totals

Variable income die roll was 1.

	Var.	Prov.	Seas	Cities	Gross	Treas.	Total
Ara	1	8	1	7	17	3	20
Flo	1	6	1	7	15	1	16
Gen	1	3	0	4	8	2	10
Mil	2	7	0	7	16	1	17
Pap	2	6	0	4	12	10	22
Ven	2	8	2	11	23	4	27

Game Summary

	1253	1254	1254
Aragon	3	4	5
Avignon	4	4	0
Florence	3	4	5
Genoa	3	3	*3*
Milan	3	4	5
Papacy	3	5	4
Venice	3	6	9

Dogpaddle
Epoch VII Empire Selection
Deadline for Epoch VII Russia, Manchu Dynasty, Netherlands, and France: 12/14 Tuesday

Epoch VII

The Go Masters (Carl) gives to The Triffids

Gaming Through the Ages (Lewis) gives to Impending Ascension

The Triffids (Geggus) gives to Zircon Utopia

Zircon Utopia (Martin) gives to Gaming Through the Ages

Snoopy's Blanket Chasers (Eisenhut) keeps

Impending Ascension (Cain) gives to the Go Masters

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Joe Carl	The Go Masters (Black)	53	108
Andy Lewis	Gaming Through the Ages (Purple)	56	146
Chris Geggus	The Triffids (Green)	57	144
Brad Martin	The Zircon Utopia (Blue)	59	122
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	62	130
Dennis Cain	Impending Ascension (Red)	71	136

Final Positions

Snoopy's Blanket Chasers: Fleets *North Sea, Black Sea, Eastern Mediterranean, Red Sea,* and *Atlantic Ocean.* GOLD COAST KINGDOM: Army, city, and fort *Gold Coast.* T'ANG DYNASTY: Armies *Yellow River* and *East Indies.* VIKINGS: Armies *Scandinavia* and *West Indies.* OTTOMAN TURKS: Army, Capital, and Monument *Western Anatolia*, army and Monument *Levant, Upper Tigris,* and *Arabian Peninsula*, armies *Nile Delta, Nubia,* and *Caucuses.*

Impending Ascension: Fleets *Atlantic Ocean, Indian Ocean, Bay of Bengal,* and *Caribbean Sea.* MAURYA: Army and fort *Irrawaddy*, army *Sumatra.* ARABS: Army and Monument *Pindus*, two armies *Balkans.* JEWS: Army, city, and fort *Palestine.* SUNG DYNASTY: Army and city *Szechwan,* army *Tarim Basin.* ZULUS: Armies *Central Africa* and *Madagascar.* SPAIN: Army, Capital, and Monument *Pyrenees*, army, city, and Monument *Western Iberia*, army and city *Central America*, armies *Mexican Valley, Deep South, South Africa,* and *Southern Iberia.*

The Zircon Utopia: Fleets *Atlantic Ocean* and *Indian Ocean.* INDUS VALLEY: Two armies *Ceylon.* ROMANS: Army *Morea.* CHOLA: Armies *Western Ghats* and *Lower Indus.* PORTUGAL: Armies *Patagonia, Southern Indies, Northern Indies, Western Gaul,* and *Congo Basin.*

The Go Masters: Fleet *South China Sea.* ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris.* MAYANS: Army

Guyana Highlands. GOTHS: Armies *Southern Apennines* and *Central Massif.* SELJUK TURKS: Two armies *Western Steppe,* armies *Lower Rhine, Danubia, Dniepr,* and *Hindu Kush.* MING DYNASTY: Army and Monument *Wei River*, army *Great Plain of China.*

The Triffids: Fleet *Sea of Japan.* GREEK CITY STATES: Army, city, and fort *Crete.* CELTS: Armies *Northern Gaul* and *Albion.* SCOTS: Army, city, and fort in *Highlands.* MONGOLS: Two armies and Monument *Yangtse Kian*, army and Monument *Central Europe,* army and city *Honshu*, armies *Baltic Seaboard, North European Plain, Eastern Steppe, Mongolia,* and *Manchurian Plain.* TIMURID EMIRATES: Army and Capital *Turanian Plain*, army and Monument *Eastern Anatolia*, army *Persian Plateau.*

Gaming Through the Ages: Fleet *Western Mediterranean.* NILE KINGDOM: Army, city, and fort *Upper Nile.* HOLY ROMAN EMPIRE: Armies *Dalmatia* and *Northern Apennines.* SAFAVIDS: Army and Capital *Persian Salt Desert*, army and Monument *Zagros.* MUGHALS: Army, Capital, and Monument *Ganges Valley*, army, city, and Monument *Eastern Deccan*, army and Monument *Upper Indus, Ganges Delta, Mekong,* and *Eastern Ghats*, army and city *Chekiang*, armies *Western Deccan, Malayan Peninsula,* and *Si-Kyang.*

Your event cards are: _____

Epoch VII Empire

Your Empire is: _____

Lupine
Turn 6 Opinion Polls and Campaign Results
Turn 7 Conferences, Cabinet, and Coalitions due: 12/14 Tuesday

Opinion Polls

Hamburg

CDU wins the bid at 100 and buys 3. Turns CDU +1, FDP –1.

Schleswig-Holstein

SPD wins the bid at 100 and buys 1. No action.

Campaign Results

Schleswig-Holstein

SPD turns in 3 days for 6 vote share.

FDP turns in 7 days for 14 vote share. Converts Atomkraft NEIN to Atomkraft JA.

Hamburg

SPD turns in 0 campaign days.

FDP turns in 8 campaign days for 4 vote share.

Grüne turns in 3 campaign days for 6 vote share.

CDU turns in 9 campaign days for 18 vote share.

Campaign Results

SPD has (7 + 1) * 50 = 400 votes.

FDP has (3 + 0) * 10 = 30 votes.

Grüne has (2 + 0) * 6 = 12 votes.

CDU has (3 + 2) * 18 = 90 votes.

SPD wins with an overall majority. He moves one media token, Atomkraft JA, §218 NEIN, and 35-Stunden-Woche NEIN to Bonn.

SPD gains 4 party bases, **FDP** gains 4, **Grüne** gains 1, and **CDU** gains 3.

SPD gains 8200 DM including Pankow, **FDP** gains 4300 DM, **Grüne** gains 1400 DM, and **CDU** gains 3400 DM.

The Parties

CDU	Grüne	FDP	SPD
Player: Caleb Cousins	**Player:** Brad Martin	**Player:** Andy York	**Player:** Andy Lewis
Campaign Days: 9	**Campaign Days:** 5	**Campaign Days:** 15	**Campaign Days:** 9
Media: 0	**Media:** 3	**Media:** 1	**Media:** 1
Conferences: None	**Conferences:** Regular	**Conferences:** None	**Conferences:** Regular
Platform: Freugeutliche Grundordnung	**Platform**: Umweltshutz	**Platform**: Marktwirtschaft	**Platform**: Gewerkschaft
§218 NEIN	§218 JA	35-Stunden-Woche JA	35-Stunden-Woche JA
NATO NEIN	Atomkraft NEIN	NATO NEIN	Steuersenkung NEIN
Steuersenkung JA	Steuersenkung JA	Steuersenkung NEIN	§218 NEIN
35-Stunden Woche JA	NATO NEIN	Atomkraft JA	Atomkraft JA

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	6	10	0	6
Vote Share	0	8	30	6
Media Tokens	1	2	2	0
Trend	-2	0	+2	+2

Available Issues

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

Issues: §218 JA
Atomkraft NEIN
NATO NEIN
Steuersenkung NEIN

Mandate Range: 5-10

FDP Parteiboss, Kanzler, Hinterbänkler, Fraktionsfürher

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	3
Party Bases	25	12	40	37
Votes	883	459	1270	2226

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

Order for turn 7 is: FDP, Grüne, SPD, CDU

Your cash: _____

Available Ministers: _____

Press

Andy – All: I just picked up the new edition of Die Macher. It looks like it might even be better than the original. It can now handle up to 5 players. There is no more multiplication at the end of the game to see who wins. It's straight victory points. When issues and media tokens are sent to Bonn (or is it Berlin) affect their worth - earlier better for media but worse for issues. There are more issues and you can change up to one of your party programs per turn. The game is cheaper than the original - FunAgain has it for $50. If you like Die Macher, you should check it out.

Sun Dog
Turns 39.4 to 41.4
### Turns 42.1 to 44.1 due: 12/14 Tuesday

Turn 39

Company	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Titan	1, 5	Blank Dot 11	5 fuel used

Turn 40

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station IX	1, 3	Earth Research Lab	1 fuel used (Red Shift card)
Century 22	Federation Station I	4, 4	Federation Station II	Gains $100, then $800.
vRE	Europa	5, 6	Metis	11 fuel used, owes $155 to TE
RD/RSE	Blank Dot 11	2, 5	Saturn Research Lab	Owes $150 to vRE

Turn 41

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth Research Lab	3, 6	Io	Gains $500 from passing Earth
Century 22	Federation Station II	6, 6; 3, 5	Federation Station IV	Gains $100, bypasses Miranda, gains 1 fuel station
vRE	Metis	2, 2	Europa	4 fuel used, gains $100, refuels to full
RD/RSE	Saturn Research Lab	2, 5	Proteus	Pays $1200 to TE, sells Solar Space Dock, Titan, and Galatea, buys 13 fuel at $45 per hydron of fuel for $585
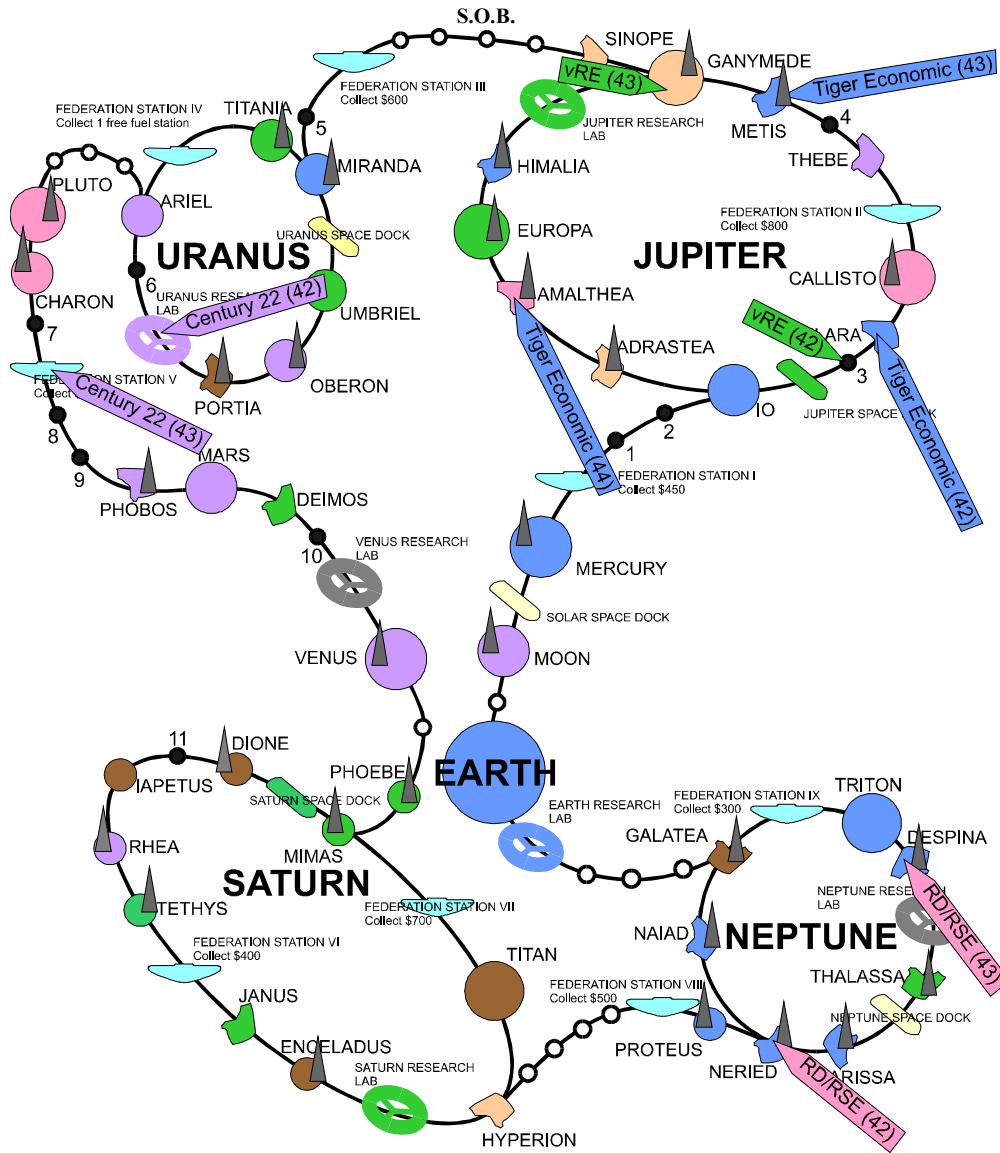
The Players (After Turn 41.4)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa	3	14	5710
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon	2	25	3105
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe, Janus, Saturn Research Lab, Thalassa, Europa	4	25	3050
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Charon, Pluto	0	13	515

Turn 42

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Io	1, 2	Elara	3 fuel used
Century 22	Federation Station IV	2, 5	Uranus Research Lab	Buys for $425
vRE	Europa	1, 4	Blank Dot 3	5 fuel used
RD/RSE	Proteus	5, 6	Nereid	11 fuel used, owes $1150 to TE, plus $40 per hydron of fuel, must sell something to pay debt

Turn 43

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Elara	1, 4	Metis	5 fuel used, refuels to full
Century 22	Uranus Research Lab	3, 6	Federation Station V	Gains $1000, may purchase fuel stations
vRE	Blank Dot 3	3, 4	Ganymede	7 fuel used, may purchase for $860
RD/RSE	Nereid	2, 3	Despina	5 fuel used, owes $600 to TE, plus $35 per hydron of fuel, must sell something to pay debt

Turn 44

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Metis	2, 3	Amalthea	5 fuel used, $110 owed to RD/RSE (if still owned, otherwise, may purchase for $700)

Dogstar
Turn 12
Turn 13 due: 12/14 Tuesday

Heavenly Bodies Development Company III (Wilson) opens the bidding for a Laboratory at 80 and gets it (Re10, Re13, Mi17, DL discounts). Opens the bidding on the second Laboratory at 80 and get it (Or1, Or4, Wa5, Wa9, Wa9, Re12, DL discounts). Moves population from an ore and a water factory to man the research factories.

The Mystery Machine (Lewis) opens the bidding on Ecoplants at 31 and gets them (Wa7, Wa8, Mi16).

2112 Corporation (Cain) buys 2 titanium factories (Or3, Or4, Ti11, Ti12, MWa) and a population factor (Or2, Or3). One population factor is moved from an ore factory to man the second titanium factory.

ID (Scharf) opens the bidding on a Warehouse at 25 and get it (Or2, Ti9, Ti9, HE discount). Buys a titanium factory (MWa) and a robot (Ti11).

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on an Outpost at 101 and Australis gets it for 103 (Wa6, Wa9, Wa9, Wa10, MTi, HE discount, Ec discount). Opens the bidding on a second Outpost at 101 and BarterTown III gets it for 102 (Wa7, Ti10, Ti10, Re10, Ti12, Mi19, Mi19, HE discount). Opens the bidding on the third Outpost at 101 and gets it (Wa6, Wa7, Wa8, Re14, Mi18, Mi18, MWa). Moves population factor from ore factory to man the titanium factory.

Australis (Martin) buys 3 population factors (Wa7, Wa8).

Basset Base Beta (Koehler) buys 2 titanium factories (Ti8, Ti9, MTi) and 2 robots (Wa6, Wa6, Ti13)

BarterTown III (York) buys 2 population factors (Wa5, Mi16)

Dark Matter Mining Corp. (Eisenhut) buys 2 water factories (Wa10, MWa) and 3 robots (Re13, Re17)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	OrF, OrF, WaF, **WaF, WaF, TiF, ReF, ReF**, *ReF*	4DL, 2Sc, OL, Ro, 3La, Ou	44
2	Australis	Brad Martin	**OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF**	No, HE, Ro, Ec, Ou	31
3	The Mystery Machine	Andy Lewis	**OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF**	HE, No, Wa, OL, Ou, Ec	30
4	COLOSSUS	Michael Lowrey	OrF, OrF, **WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF**	No, Wa, 2OL, La, Ou	29
5	2112 Corporation	Dennis Cain	OrF, **OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF**	DL, HE, 2Ec, No, Sc	27
6	ID	Bill Scharf	*OrF,* **OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF,** *TiF, TiF, TiF*	HE, No, 2Wa, Ro	26
7	BarterTown III	Andy York	OrF, OrF, WaF, **WaF, WaF, WaF, TiF, TiF, TiF, TiF**	HE, 2OL, Sc, Ou	25
8	Basset Base Beta	Steve Koehler	OrF, OrF, **WaF, TiF, TiF, TiF, TiF,** *TiF, TiF, TiF, TiF*	HE, Wa, Ro	22
9	DMMC	Dan Eisenhut	OrF, *OrF,* **WaF, WaF, WaF, WaF, WaF,** *WaF, WaF*	Wa, DL, 2Sc, Ro	17

Available Upgrades

New Arrivals: Space Station, Space Station, Planetary Cruiser, Ecoplants, Planetary Cruiser, Moon Base, Moon Base

Upgrade	Minimum Bid	Available	Not Yet Delivered
Nodules (No)	25	1	0
Robots (Ro)	50	1	0
Laboratory (La)	80	0	2
Ecoplants (Ec)	30	1	1
Outpost (Ou)	100	0	1
Space Station (SS)	120	2	4
Planetary Cruiser (PC)	160	2	4
Moon Base (MB)	200	2	4

In the warehouse: _____

_____

New cards: _____

2112 Corporation, ID, COLOSSUS, and DMMC all take Mega Water cards. The Mystery Machine, Australis, and ID take Mega Titanium cards. Basset Base Beta takes 2 Mega Titanium cards.

Kennel Club
Turn 5 Phase 7 and Turn 6 Phases 1 – 3
Turn 6 Phases 4 – 6 due: 10/5 Tuesday

Turn 5, Phase 7 – Purchase Tokens

Paris (Burgdorf) buys 10 tokens. **Genoa** (C. Cousins) buys 32 tokens. **Venice** (Cain) buys 21 tokens. **London** (Scharf) buys 6 tokens. **Hamburg** (Martin) buys 26 tokens. **Barcelona** (Koehler) buys 20 tokens.

Turn 6, Phase 1 – Card Draw

London does not buy off a surplus or shortage

Phase 2 – Purchase Cards

Barcelona (Koehler) buys _____   **Venice** (Cain) buys _____

Phase 3 – Play Cards

London (Scharf) plays Wine (Genoa gains $5, surplus removed), and Timber (Hamburg gains $48, London gains $3, and Venice gains $12).

Paris (Burgdorf) plays Stone (Hamburg gains $4, Genoa and Paris each gain $9)

Barcelona (Koehler) plays Johann Gutenberg (protected, receives $40 in rebates) and Ibn Majid ($10 protection)

Venice (Cain) passes

Hamburg (Martin) plays Mysticism Abounds (Venice and Barcelona misery increases to 200, Hamburg misery increases to 250, Paris misery increases to 400, Genoa misery increases to 300, and London misery increases to 350), Cloth (Hamburg gains $80, Genoa and Venice each gain $45, shortage removed), and Desiderius Erasmus (no protection)

Genoa (C. Cousins) plays Papal Decree, forbidding Religion advances, Civil War on Venice (Venice reduced, must lose either 11 tokens or $55, plays last during Expansion), and Pirates/Vikings on Florence and Constaninople

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	200	21	$157	4	12	O-1	A, F, I, N, O, R, S, T, V
Steve Koehler	Barcelona	200	20	$114	3	13	10	A, E, F, G, I, J, N, O, R, S, V, W
Brad Martin	Hamburg	250	26	$249	5	19	4	A, B, E, F, I, N, R, V
Martin Burgdorf	Paris	400	10	$43	2	4	6	A, E, F, I, N, V, W
Caleb Cousins	Genoa	300	32	$97	6	9	6	A, E, F, I, N, X
Bill Scharf	London	350	6	$80	1	7	4	A, E, F, I, N, O, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Stone (2)	2	3	--	--	--	3
Wool (3)	2	--	3	4	--	--
Timber (4)	4	--	--	1	2	--
Grain (5)	3	1	1	1	1	--
Cloth (6)	3	2	--	--	--	--
Wine (7)	1	2	1	1	1	1
Metal (8)	2	1	1	--	--	--

Commodity	Brad	Caleb	Steve	Bill	Dennis	Martin
Fur (9)	1	--	--	--	2	--
Silk (10)	--	--	1	--	4	--
Spice (11)	--	--	3	--	1	--
Gold (12)	1	--	--	--	2	--
Ivory (12)	--	1	3	--	--	--

Shortage, *Surplus*

Your Cards: _____

_____

_____

Dog Pound
End of Game Statements

Bill Scharf (AL): Good game, and it plays well by mail. I actually spent quite a bit of time looking the game over and planning my moves several turns in advance. I'd say I was two years from landing on the Moon (barring disasters). I didn't take chances ... which probably cost me the game.

I recommend this game to anyone. It features a system where everyone can buy any advance...and each player has minimal impact on the others. If you like a game where you need to make touch choices about spending your limited resources (and taking some risks is necessary to increase those resources...) without having to worry about a loose cannon player wrecking your chances this it the game for you.

Dennis Cain (Red Moon Rising): My strategy is to go straight from 1-stage & 1-person capsules to 3-stage. When the government order came, I figured it would be tight, but the increase of income would be enough to give me a shot. And even a non-catastrophic failure by the deadline would put me ahead.

Chris Geggus (SLEEP): Too luck oriented for my liking, but congratulations to Dennis anyway. Won't be playing that again.

Andy York (Republic of Texas): Congrats to Dennis! I guess I'm playing too close to my vest for a win in this game. Maybe I should take some more risks!

Coyote
Turn 6
Turn 7 Orders due: 12/14 Tuesday

Planning

Dutch maintains 4 ships ($16), buys 4 soldiers ($40) for $56

English maintains 2 ships ($8) for $8.

French maintains 3 ships ($12), buys 1 ship ($12) and 4 soldiers ($40) for $64.

Portuguese maintains 3 ships ($12), buys 2 ships ($24) and 5 soldiers ($50) for $86.

Spanish maintains 2 ships ($8), buys 4 ships ($48) and 8 soldiers ($80) for $136.

Swedes maintain 3 ships ($12), buys 2 soldiers ($20) for $32.

Outbound Naval Movement

Dutch Move to O. Dice: 2, 4, 5. No losses.

English Move to M. Dice: 1, 2, 3, 5. No losses.

French Move to D. Dice: 3, 4, 6. No losses, drops off 2 colonists and 2 soldiers. Move to C. Dice: 2, 3. No losses.

Portuguese Move to O. Dice: 1, 2, 5. Loses 1 soldier, drops off 4 colonists and 4 soldiers. Move to U. Dice: 1, 5. Loses 1 ship

Spanish Move to L. Dice: 4, 4, 6, 6. No losses, drops off 2 soldiers. Move to J. Dice: 6, no losses.

Swedes Move to H. Dice: 2, 3, 3. No losses.

Mining

Spain raids 3 gold bars in L, Dutch mine 1 gold bar in O, Portuguese mine 1 gold bar in R.

Exploration

None.

Land Movement

English moves 4 colonists from anchorage dot to M. 1 soldier in M prospects.

Portuguese move gold from U to fleet, 1 soldier and 2 colonists from O to R, 1 soldier and 1 gold from R to U, and 4 soldiers and 4 colonists from anchorage dot to O.

French move 1 soldier and 1 colonist from C to G, 2 colonists and 2 soldiers from anchorage dot to C (1 soldier prospects), 2 soldiers and 2 colonists from anchorage dot to D (1 soldier prospects).

Spanish moves 3 gold from L to anchorage dot, 2 soldiers from anchorage dot to L, 4 colonists and 6 soldiers from anchorage dot to J (1 soldier prospects).

Swedes move 2 soldiers from H to K and 2 soldiers and 4 colonists from anchorage dot to H.

Dutch moves 1 gold bar O to anchorage dot, 4 soldiers and 4 colonists from anchorage dot to O (1 soldier prospects).

Combat

Portuguese attach the **Dutch** in O. **Portuguese** lose 4 soldiers. **Dutch** attach **Portuguese** in O. **Dutch** lose 2 soldiers, **Portuguese** lose 3 colonists.

Native Combat

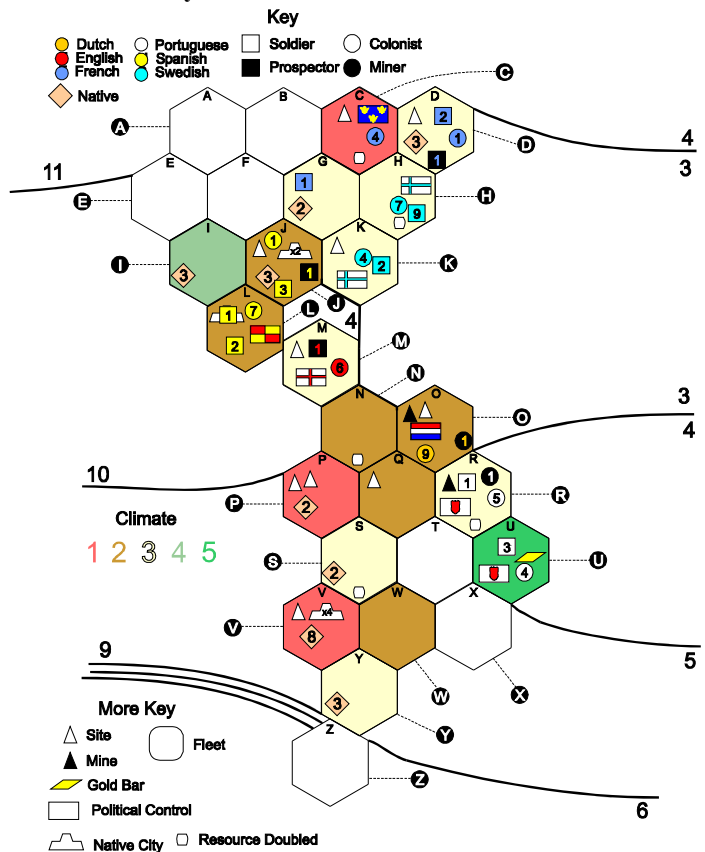**Swedes**: 3 natives in H.

Native Uprisings

Climate is a 1. Uprisings in D (3 colonists killed), G (2 colonists killed), and J (2 colonist killed).

Survival

Climate is a 2. **French** lose 1 colonist and 2 soldiers in C, 1 colonist and 1 soldier in D, and 1 colonist and 1 soldier in G. **Swedes** lose 1 colonist each in H and K. **Spanish** lose 1 colonist and 2 soldiers in J, and 1 colonist and 1 soldier in L. **Dutch** lose 1 soldier in J, and 1 colonist and 2 soldiers in O. **English** lose 1 colonist and 1 soldier in M. **Portuguese** lose 3 colonists in O and 1 soldier in R.

Key

Climate

1 2 3 4 5

More Key

△ Site
▲ Mine
▱ Gold Bar
▢ Political Control
⌂ Native City
▢ Resource Doubled
◯ Fleet

Political Control

English gain political control of M. **Dutch** gain political control of O.

Homebound Naval Movement

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

Portuguese: Dice: 1, 1, 2, 3. No losses.

French: Dice: 1, 1, 2, 2. Loses 2 ships.

Spanish: Moves to L. Dice: 6. No losses, picks up gold. Dice: 3, 3, 3, 6. No losses.

Swedes: Dice: 4, 5, 5. No losses.

Dutch: Dice: 2, 5, 5. No losses.

Income

Dutch: Political control: $60, gold: $40, resources: $18.

French: Political control: $60, resources: $18.

Swedes: Political control: $90, resources: $26.

English: Political control: $60, resources $12.

Spanish: Political control: $60, gold: $120, resources: $16.

Portuguese: Political control: $90, gold: $40, resources: $28.

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	$153	17	4	4
English	Brad Martin	$130	23	2	4
French	Martin Burgdorf	$106	20	2	4
Portuguese	Brendan Whyte	$213	10	4	4
Spanish	Kevin Wilson	$265	16	6	4
Swedish	Andy Lewis	$229	12	3	4

Press

Francisco the Spaniard – GM: Better dice last time. Turn 4 almost killed me!

Portugeezers – All: It's my gold, keepen deine handies offen-sie!

Dirty Dogs
Turn 5, Before Funeral Commission
Turn 5 Funeral Commission and After due: 12/14 Tuesday

Cure

Nestor and Mikail remain in the Sanatorium. TCC declares 1 IP on Antonj and SODS declares 2 IP on Antonj. Nestor ages to 95, Mikail ages to 64, Lech ages to 81, Anatol ages to 83, Antonj ages to 69, Tigran ages to 62, and Eduard ages to 68.

Purge

RE plays card 27 (Resistance against Afghan Involvement). The first purge must be against the Ideology Minister at a +3. TCC plays card 28 (Downing of Airliner) to reduce the purge attempt against the Ideology Minister by –3. SODS declares 1 IP on Antonj and carries out the purge. DR = 14. Success! Anatol Mischif goes to Siberia. Antonj continues with a purge attempt versus T (DR = 20 + 3, success) and Lech (DR = 2, fails). Antonj ages to 74.

Spy Investigation

Alexi condemns Boris Karrienko (N) without a trial. He ages to 78.

Health

Nestor Aparatschik (dr = 6) dies.

Lech Schukrutoff (dr = 6) falls ill.

Alexei Goferbrok (dr=20) remains healthy.

Antonj Talksalott (dr = 10) dies.

Tigran Zenjarplan (dr = 18) remains healthy.

Eduard Boremtodev (dr = 20) remains healthy.

Funeral Commission

We'll go ahead and stop here. Please submit orders for the remainder of the turn.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head			

Office	Politician	Condition	Influence
Foreign	Lech Schukrutoff (B)	81 ++	1 (PURGE), 3 (TI)
Defense	Alexei Goferbrok (C)	78, strength position	2 (SODS), 3 (TI)
Ideology			
Industry			
Economy	Tigran Zenjarplan (Q)	62 ?	2 (PURGE), 1 (RE), 2 (STORK)
Sport	Eduard Boremtodev (K)	68, weakness position	

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

Candidates: M, O, P, S

People: G, R, U, V, W, X (53 ++), Y, Z

Siberia: F, I (83 ++), T (64 ? +), N

Kremlin Wall: H, D, L, E, A, J

Your cards: _____

_____

_____

Your undeclared influence: _____

_____

Players

Player	Faction Name
Chris Geggus	Reform Expansionists
Brad Martin	Party Urging Rigorous Government Efficiencies
Ward Narhi	Socialist Team of Reformed Tyranny
Phil Reynolds	Society of Old Depraved Socialists
Bill Scharf	Trotskyite Internationalists
Mike Scott	The California Connection

SODS have one wave.

Doggin' It
Turn 4, Phases IV-VII, Turn 5, Phases I-III
Turn 5, Phases IV-VII, Turn 6, Phases I-III due: 11/9 Tuesday

Turn 4

Construction and Operation

Red (Scharf) pays $300 to operate claim #4 in Leadville (depletes).

Green (Whyte) pays $150 to operate claim #15 in Aspen (1 silver), gains $650 in passenger revenue.

Brown (Carl) pays $350 to operate claim #42 in Vallecitos (2 lumber) and claim #40 in Lumberton (4 lumber).

Gray (Cain) pays $250 to operate claim #11 in Heber City (depletes).

Gold (Bolduc) pays $300 to operate claim #45 in Scofield (2 coal) and claim #48 in Emery (4 coal), gains $100 from passenger revenue.

Blue (Martin) pays $600 to operate claim #66 (4 coal) and #67 (1 coal) in Trinidad, and #9 (¼ gold) in Silverton.

Turn 5

Move Prospectors and Surveyors

Red (Scharf) surveys Dillon to Leadville.

Green (Whyte) surveys I to H, prospects claim #6

Brown (Carl) surveys M to Lumberton, prospects claim #64

Gray (Cain) surveys FF to Z, prospects claim #10

Gold (Bolduc) surveys HH to JJ, prospects claim #10

Blue (Martin) surveys Walsenburg to Trinidad, passenger line #6

Dispute Resolution

Gray and Gold have a dispute over claim #10. Gray dr = 8 + 3 (+1 for prospector, +2 for current connection). Gold dr = 7. Gray wins. Red pays $800, Green pays $700, Brown pays $1800, Gray pays $1000, Gold pays $900, and Blue pays $400 (insufficient funds to pay for passenger line #6, $1400 needed).

Notes

The deck is reshuffled. New claims listed below. Also, my apologies for leaving Bowie off the map. The error has been corrected.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	$0	S+1, P
Brendan Whyte	Green	Denver	$1650	S, P+1
Joe Carl	Brown	Pueblo	$600	S+1, P
Dennis Cain	Gray	Salt Lake City	$5600	S, P+1

Player	Color	Starting Location	Money	Personnel
Paul Bolduc	Gold	Salt Lake City	$2400	S+1, P
Brad Martin	Blue	Santa Fe	$300	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
4	Leadville	Red	2.25	Gold	Depleted
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	1	Silver	$150
6	Georgetown	Green	0	Gold	$150
42	Vallecitos	Brown	6	Lumber	$150
40	Lumberton	Brown	4	Lumber	$200
64	Walsenburg	Brown	0	Coal	$250
10	Heber City	Gray	0	Silver	$200
45	Scofield	Gold	2	Coal	$150
48	Emery	Gold	4	Coal	$150
66	Trinidad	Blue	14	Coal	$200
67	Trinidad	Blue	4	Coal	$150
9	Silverton	Blue	0.25	Gold	$250

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
5	A	Salt Lake City – Provo	$100	Gold	
2	A	Denver – Colorado Springs	$250	Green	
3	A	Denver – Pueblo	$400	Green	

Available Claims

#	City	Type	Claim	Operation
44	Scofield	Coal	$400	$100
3	Dillon	Gold	$600	$200
38	Taos	Lumber	$200	$150
1	Bingham	Gold	$1000	$300
24	Ouray	Silver	$300	$200
41	El Vado	Lumber	$500	$150

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
9	B	Denver – Grand Jct.	$1350	D x $75	Discard when 15 is taken. Good for $1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	$750	D x $50	Discard when 17 is taken. Good for $750 toward card 17 or 18
6	A	Pueblo – Santa Fe	$600	D x $50	
4	A	Denver – Leadville	$1350	D x $100	Discard after 4 Leadville depletions
1	A	Denver – Boulder	$100	D x $75	
8	B	Denver – Aspen	$650	D x $50	

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. A man lay dead in a field next to a piece of string and a cloth. How did he die?

A1. His kite had snagged across some electricity power lines. It was raining. He had been electrocuted. The cloth and string were the remains of the kite.

Paul Bolduc, Brendan Whyte, Andy York, Dennis Cain, and Bill Scharf each receive ½ point.

Q2. At the Carlton Club, Alan Quartermain was telling one of his stories. "When the animal emerged from the lake I could see that its four knees were wet," he said. Marmaduke, who had walked into the room at that very point, then interrupted, "I know what kind of animal that was." How did he know and what kind of animal was it?

A2. Marmaduke knew that the only animal with four knees is the elephant.

Chris Geggus, Joe Carl, and Brendan Whyte each receive ½ point.

Q3. A man was trapped on an island in the middle of a large and deep lake. He could not swim and had no boat or means of making one. He waited desperately for help, but none came. Eventually, he managed to escape. How?

A3. He walked over the frozen lake.

Paul Bolduc, Brendan Whyte, Dennis Cain, and Bill Scharf each receive ½ point.

Q4. At the beginning of his act, a magician places a solid metal ball, 4 inches in diameter, on a table and places a cover over it. At the end of his act when he lifts the cover, the ball has disappeared. How?

A4. The disappearing ball was a ball of frozen mercury, which was taken from a freezer. It melted during the course of the act.

Paul Bolduc, Andy York, and Bill Scharf each receive ½ point.

Q5. A deaf and dumb man went into a subway. He walked up to the cashier's booth and gave the cashier a dollar. The subway tokens cost 40 cents each. The cashier gave the man two tokens. Not a word was said, nor any sign given. How did the cashier know that the man indeed wanted two tokens?

A5. He gives the cashier four quarters, from which the cashier correctly deduces that the man wants two 40-cent tokens.

Joe Carl receives 2 points.

Current Scores

Chris Geggus	60½	Andy York	47½
Caleb Cousins	41½	Dennis Cain	37½
Paul Bolduc	35½	Brendan Whyte	35
Andy Lewis	31½	Joe Carl	31
Bill Scharf	28½	Steve Koehler	27½
Dan Eisenhut	19½	Berry Renken	19
Ward Narhi	18½	Brad Martin	16
Bob Robles	15	Tom Howell	11½
Sean Cousins	7	Kevin Wilson	5
Sigourney Street	½		

Joe Carl receives a free issue.

New Questions

Topic: Brain Teasers

1. It was reported in the paper that Jim Jones married his widow's sister. How did he do this?

2. There are three light switches outside a room. They are connected to three light bulbs inside the room. Each switch can be in the on position or the off position.

You are allowed to set the switches and then to enter the room once. You then have to determine which switch is connected to which bulb. How do you do it?

3. During the dark days of the Soviet Union, purges took place following which experts in photography would doctor photographs to remove individuals who had been purged. How was one expert caught out?

4. A recluse who had lived for many years in a small community was charged with a serious crime. He knew nobody in the area. Whom did he call as a character witness?

5. A man's car runs out of gasoline. His car tank holds exactly 13 gallons. He has three empty unmarked containers which can hold 3, 6, and 11 gallons. Using only these containers at the gas station, how can the man bring back exactly 13 gallons? He is not allowed to buy more than 13 gallons and dispose of the extra.

Pedagoguery

Computers are playing an increasingly important role in our lives, and this is equally true in amateur astronomy. From software aids to computerized telescopes, computers are transforming the world of amateur astronomy.

There is a fantastic array of software available for the amateur astronomer, far too many for me to go into detail here. They do fall into some general categories, however, but there are some subtle distinctions between some of the categories.

Planetarium software concentrates on letting you see how the sky will look from a particular place at a particular time. It will even let you zoom in on an area of the sky and see deep sky objects up close. At least one such software package can even transport you to other planets in the solar system, thus allowing you to see what they sky looks like from there. By contrast, sky charting software is designed as an observational aid. Such packages will let you select a list of observation targets from a database, then allow you to plot sky charts showing you the objects you are interested in. Some of the more sophisticated packages even include control software for some of the more popular computerized telescopes.

Which brings me to the next subject – computer controlled telescopes. The advantages of such telescopes are primarily that you can tell it to go to any point in the sky, and if you have the telescope properly aligned, it will do so. This can eliminate many tedious minutes of trying to find faint fuzzies in the sky with a sky chart and a red flashlight. Some of the more experienced amateurs claim that this is a kind of cheating, and that you can miss out on some spectacular areas of the sky that you would ordinarily only run across on the way to something else. However, beginners can easily become frustrated trying to find something amid star fields that all look the same at first glance. Thus, such systems can make the field much more accessible to the beginner. There are two ways you can computerize your telescope. You can either buy a computerized mount, or you can buy a telescope that has either a built in or optional computerization system.

Computerized mounts have the advantage that you can computerize nearly any telescope. They are generally equatorial mounts with built-in motors, and a standard clamp that fits most telescopes. They come equipped with a standard serial port for communication with a computer, and generally with some control software as well. They do have some drawbacks, however. One is cost. Expect to pay several thousand dollars for such a mount. The second is portability. They are not portable at all. Apart from needing a power supply, they are generally designed to be permanently installed in an observatory. However, an observatory equipped with such a mount can be run in a totally automated fashion when equipped with a CCD camera. Program your observing run and the telescope can take pictures while you sleep.

Computerized telescopes are still relatively new to the market. You have two basic options – a telescope with a built in computer, or one that has an optional computer accessory. For the first type, you have basically two choices: Celestron and Meade. Celestron makes an 8-inch Schmidt-Cassegrain telescope with a built in computer, while Meade makes 8-, 10-, 12-, and 16-inch Schmidt-Cassegrains and a 7-inch Maktusov-Cassegrain. (Maktusov-Cassegrains are very similar to the Schmidt-Cassegrains I described a few columns ago. The main difference is in the exact curvature of the mirrors and the corrective lens.) The prices are comparable. They range from about $2800 for the 8-inch models

to $15,000 for the 16-inch. I own a 12-inch Meade LX200, so I have a great deal of familiarity with this model. Setup is pretty easy. You simply enter in the approximate latitude and longitude of your observing site, the exact local time, and the number of hours away from GMT. Then you level the mount (which comes equipped with a small bubble level), and select two bright stars from a list the control pad presents you. One by one, you center the star in the telescope's field of view. After this is complete, you have available to you over 64,000 objects in the computer's internal database. It will even calculate the current positions of the planets for you. The 12-inch is pretty much at the limit of portability; 70 pounds (32 kg) for the telescope and fork mount, and another 30 pounds (14 kg) for the mount. It runs off of either an AC power supply or the cigarette lighter of a car. I am quite happy with mine.

Another option is to buy a telescope that can be optionally equipped with a computer system. Meade is the primary vendor here. Their LX50 series of telescopes is very similar to the fully computerized LX200 series. It comes in 8- and 10-inch Schmidt-Cassegrain and 7-inch Maktusov-Cassegrain varieties, but costs about half the amount of the LX200 series. The computer control can be purchased separately for about $500, and it contains an internal database of about 12,000 objects. Meade has recently come out with an even more inexpensive version. This is the ETX series. It comes in 2 sizes; 90mm (about 3.5 inches) and 125mm (about 5 inches). The 90mm costs about $600 and the 125mm about $900 without a tripod. The tripod costs an additional $200, and the computer control costs about $150 and has an internal database of about 14,000 objects. This allows you to have a fully computerized, highly portable telescope for under $1000. Celestron has a comparable new telescope called the Celestar 5, a 5-inch computerized telescope that sells for about $1100 without the tripod. This makes it somewhat more expensive than the Meade ETX-125, but the performance may or may not justify this. Sky & Telescope magazine plans on doing a comparison review of the Celestar and ETX-125 earlier next year.

Meade also has recently come out with a new line of small telescopes that can be equipped with their computer control. These are a series of small refractors ranging from 50mm (about 2 inches) to 90 mm (about 3.5 inches) and a 4.5 inch Newtonian reflector. These are all priced very affordably, with the complete system (minus the computer control) topping out at about $400. The computer control is an additional $100. An extraordinarily low price for a small telescope with a computer control.

Another accessory that is highly computer related is the CCD camera. A CCD, or Charge Coupled Device, is a light-sensitive computer chip. CCD chips are used in standard digital cameras, as well as in internet cameras and some video recorders. However, simply due to the nature of the electronics the images tend to have a lot of noise. For well-lit pictures, this is not a problem, but it does make those standard cameras unsuitable for astrophotographic work. For this reason, CCD cameras designed for use with telescopes have special cooling mechanisms to reduce dark frame noise. They are also designed to fit directly in place of an eyepiece of a telescope. One of the main drawbacks of CCD cameras is that they are generally not color. To get color photos out of them, you need to take three exposures through different color filters (either red, green, and blue, or cyan, magenta, and yellow) and add the three exposures together. CCD cameras also have the advantage in that they are generally about

50 times more sensitive to light than photographic film. This allows much shorter exposures. They are also much more sensitive to red light than film. CCD cameras can range anywhere from a few hundred to a few thousand dollars.

Next time, I will discuss the role that amateur astronomers play in conducting real astronomical research.

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 black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.

11. Phone orders will be accepted but written 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 phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.

12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.

15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.

16. 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.

17. 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.

18. 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.

19. 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.

20. 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.

21. 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.

Addresses

John Boardman
234 E. 16th St.
Brooklyn, NY 11226-5302

Paul Bolduc
203 Devon Court
FWB, FL 32547-3110
Prbolduc@aol.com
bolduc@eglin.af.mil
(850) 863-9081

Dr. Martin Burgdorf
Avenida de Espania, 135
2B-20-13
28230 Las Rozas, Spain
mburgdor@iso.vilspa.esa.es
burgdorf@lander.es

Tom Butcher
12269 Horado Rd.
San Diego, CA 92128-2713

Dennis Cain "Red Dog"
1218 N. 3rd St.
Quincy, IL 62301-1727
(217) 223-2284
fax (217) 224-8393
dbear@rnet.com

Joe Carl
302 38th St. NW
Canton, OH 44709
Jcarl@neo.lrun.com

Caleb Cousins
96 Cedar St. #4
Bangor, ME 04401
(207) 941-8568

Sean Cousins
96 Cedar St. #4
Bangor, ME 04401
(207) 941-8568

Murray Cowles
6 Chafford Gardens, West
Horndun, Brentwood, Essex
CM13 3NJ UK
100431.70@compuserve.com

Dan Eisenhut "Sadaukar"
2542 N Farwell Ave. #4
Milwaukee, WI 53211-4118
eisenhut@execpc.com

Chris Geggus "Davey Boy
Smith"
10 Talbrook, Brentwood
Essex, CM14 4PY, UK
Chris@geggus99.freeserve.co.
uk

Pasquale Giovine
Via Ulisse Dini, 18
I-56126 Pisa, Italia
giovine@mail.dm.unipi.it

Ray Grib "Ray-Bid Basset"
2424 Penton Ct.
Deltona, FL 32725
(904) 789-7867
Ray.Grib@hboc.com

Tom Howell "Whippet"
1101 W. 18th St. Apt. #1
Port Angeles, WA 98363-7413
off-the-shelf@pt.olympus.net
(360) 379-9697

Steve Koehler "Devil Dog"
418 Linderhill Ln.
Mathews, NC 28105
Steve_Koehler@Prodigy.com
(704) 544-2849

Andy Lewis "Marmaduke"
16 Gossling Dr.
Lewes, DE 19958
alewis16@aol.com
(302) 644-1984

Michael Lowrey
6903 Kentucky Derby Drive
Charlotte, NC 28215
Mlowrey@charlotte.infi.net
(704) 569-4269

Ken Marcinonis
657 Gannet Ln.
Bolingbrook, IL 60440-1245
Kmarc@mediaone.net

Brad Martin
15 Turo Close
Willeton 6155
Western Australia
Australia
Westfront@hotmail.com

Lee McConnell
2023 Stancrest Rd.
Dublin, OH 43016-9546
104547.1370@compuserve.co
m

Conrad von Metzke
4374 Donald Ave.
San Diego, CA 92117

Karl Muller
75-17 60 Place
Glendale, NY 11385-6044
Pegankarl@mindspring.com

Ward Narhi
521 Moreley
Akron, OH 44320
Wenarh@aestpe.com
(330) 835-4013

Sara Reichert
20805 Margaret St.
Carson, CA 90745-1224

Berry Renken "Carnivore"
van Nootenstrat 6
7981 DG Diever
The Netherlands
blues@chal.xs4all.nl

Phil Reynolds
2896 Oak St.
Sarasota, FL 34237
preyno@yahoo.com

Bob Robles "Howler"
67 Tara Rd.
Orinda, CA 94563
76350.2203@compuserve.com
(510) 254-6354

Bob Rutherford "Chili Dog"
P.O. Box 48
Kingman, AZ 86402
Bobr@eaze.net
Bob-rutherford@amrcorp.com

Bill Scharf "Doge"
4814 Walnut Grove Ave.
Rosemead, CA 91770
(818) 286-4428

Mike Scott
5508 Withers Ave.
Fontana, CA 92336
mikesmag2@juno.com
(909) 899-2378

Sigourney Street "Canine
Killer"
PO Box 1235
Boston, MA 02130-0011

Stuart Tucker
16724 Frontenac Terrace
Derwood, MD 20855
econedit@juno.com

Brendan Whyte
Geography Department
University of Melbourne
Parkville 3052, Australia
b.whyte@pgrad.unimelb.edu.a
u

Jason Wilke "Rock-it Man"
2042 Dalton Ave.
Deltona, FL 32725
wilke@n-jcenter.com
(904) 532-4508

Kevin Wilson
373 Gateford Dr.
Ballwin, MO 63021
ckevinw@aol.com
(314) 391-9865

Andrew York "Greyhound"
P.O. Box 201117
Austin, TX 78720-1117
73210.3053@compuserve.com
(210) 658-6066

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:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** None

Standby Calls

None this issue!