

Notes from Hades

First of all, I would like to wish everyone happy holidays, whatever holiday you may choose to celebrate.

It has been an eventful month for me. We got the first phase of the landscaping complete, and my observatory is up and running, but it looks like further progress on these things is going to be a bit delayed. This is because I am now working on a job for the county of Santa Clara, up in San Jose. Furthermore, this is where I will be until next May. I will get to come home on the weekends, and I will have email access throughout, but keep in mind if you submit orders by phone or post that if you get the orders in at the last minute, there is a chance that they will get garbled. This is because Celeste will have to read them to me over the phone and there is a chance that a mistake will be made due to her unfamiliarity with the game.

This issue's deadline to **Tuesday, January 18 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 | Letter Column | Page 1 |
| Feral Dogs | Machiavelli | Page 2 |
| Citizen Dog | Machiavelli | Page 3 |
| New Tricks | Machiavelli | Page 5 |
| Dogpaddle | History of the World | Page 5 |
| Lupine | Die Macher | Page 6 |
| Sun Dog | SolarQuest | Page 7 |
| Dogstar | Outpost | Page 9 |
| Kennel Club | Age of Renaissance | Page 9 |
| Dog Pound | Liftoff!Page Error: Reference source not found | |
| Coyote | New World | Page 11 |
| Dirty Dogs | Kremlin | Page 12 |
| Doggin' It | Silverton | Page 12 |
| Trivia Quiz | | Page 13 |
| Pedagogy | | Page 14 |

Game Openings

Off the Leash. 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 5. Need up to 3. You are signed up if this box is checked: ☐

Pavlov. Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Kevin Wilson, Sara Reichert, and Martin Burgdorf. Will take up to 1 more.

Rover. Liftoff! Have Andy York, Bill Scharf, Phil Reynolds, and Dennis Cain, will take 1 more.

Dog Days. History of the World. This game will start when Dogpaddle ends. Have Andy Lewis, Chris Geggus, Kevin Wilson, and Phil Reynolds, will take up to 2 more.

Hyena. 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, Chris Geggus, Kevin Wilson, and Bob Robles, need 1 more.

Fenris. 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, Chris Geggus, and Kevin Wilson will take up to 2 more.

Wish List

None at this time.

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

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

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

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

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

Joe Carl

You asked me last time if my accident was low speed collision.

I was doing 55 down the highway in a construction zone, with concrete barriers to either side. A jerk in the left lane merged on top of me clipping the nose of my car despite me slamming on the breaks. I spun out of control and ended up in the left hand lane facing the wrong direction. I was going slower than the rest of the traffic at this time, but the truck didn't hit his breaks till the last second. So he was going 55 slowed down to maybe 40, while I was going maybe 30 still. I don't know the speeds, but the head on collision difference of about 20-30 mph while still traveling 20-30 mph (in the wrong direction). My car was thrown across my original lane of traffic and into a closed on ramp. I was fortunate that the concrete barriers had stopped for the on-ramp or I would have been pinball. I was fortunate that the on-ramp was closed as well, so there was no one to hit. I was fortunate it didn't happen a little bit later too otherwise I would be been thrown over the overpass to traffic below. I had the presence of

mind to know I was out of control and laid down into the passenger seat. The front dash was crushed down and my leg would have been pinned had they not been laying off to the side instead.

All I got out of it was a hurt neck, a hurt ankle, messed up skin on my legs, and a hair line fracture on my ribs. Not a scratch on me today, so I'm very lucky and thankful. I'm still a little nervous on the road now though.

The guy got away scott-free, no one got his plates.

[I had a similar, although not quite as drastic, experience a couple of years ago. I was driving home from work and the traffic on the freeway was moving, but heavy. Suddenly, there was a slowdown ahead, so I hit my brakes. Without any warning, I hear a screech behind me and the next thing I know, I'm spinning around. I end up perpendicular to traffic lanes, after spinning nearly around. How I managed not to hit anybody else, I have no idea. Anyway, the accident was caused when one driver cut another one off. The second driver swerved into me and the first driver got away.]

Sara Reichert

S.O.B. #67 arrived yesterday. I note that Settlers of Catan is starting to fill, as is Dune. A question about Dune. You say you are looking for up to two more players, for a total of six. Yet with the three variant powers, would it be possible to have up to nine players? Just curious, since I am not sure you could get together nine players, not to mention how complicated the adjudication might be. But just curious. Has this game ever been run anywhere with all nine powers in action? With what result?

[Funny you should ask that. As a matter of fact, the last game I ran of this (which ended just before you started subscribing) was a nine-player game with all three variant powers in play. The game ended with a Bene Tleilaxu victory by spice. Overall, the consensus I got from the players was that with nine players, the game was just too crowded. Also, the Treachery Card deck isn't really big enough to support nine hands effectively. The deck was being reshuffled about every other turn, and most of the cards being cycled through were worthless. That's why I decided to make this game a six-player, but give players the option of bringing in the variant powers.]

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Summer 1461**

Deadline/Fall 1461 1/18 Tuesday

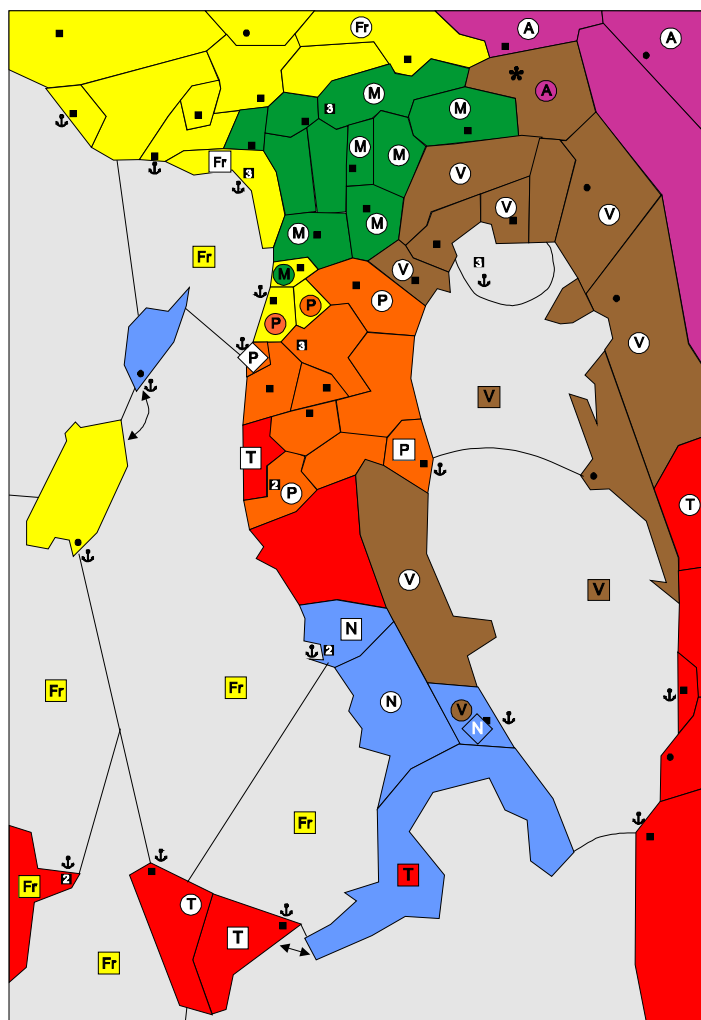
Things are looking grim for Naples as Venice and the Turks tighten the noose around him. Can France get there in time to save the day? The stalemate in the north is finally broken as Austria, Milan, and France get their moves coordinated and knock Venice off of ancestral Austrian lands. The Pope, meanwhile, starts investing in his navy, but is subject to some aggressive moves by Venice and the Turks.

Spring 1461 Retreats

Naples A Bari retreats to garrison

Orders

- Austria ☐ A AUSTRIA supports A Slavonia to Carinthia
 A HUNGARY to Slavonia
 A Slavonia to CARINTHIA
- France ☐ A TYROLEA supports Austran A Slavonia to Carinthia
 F Western Mediterranean to CENTRAL MEDITERRANEAN
 F TUNIS supports F Western Mediterranean to Central Mediterranean
 F Sardinia to TYRRHENIAN SEA
 F Gulf of Lions to WESTERN MEDITERRANEAN
 F LIGURIAN SEA supports F Sardinia to Tyrrhenian Sea
 F Tyrrhenian Sea to GULF OF NAPLES
 G GENOA converts to F
- Milan ☐ A MILAN supports Austrian A Slavonia to Carinthia
 A TRENT supports Austrian A Slavonia to Carinthia
 A BERGAMO supports A Trent
 A CREMONA to Mantua
 A Parma to MODENA
 A MANTUA to Verona
 A Modena to LUCCA
- Naples ☐ A SALERNO supports G Bari convert to A
 F NAPLES supports A Salerno
 G BARI converts to A
 G Palermo converts to F (DESTROYED)
- Papacy ☐ A PISA supports A Piombino convert to G
 A BOLOGNA supports A Florence to Pistoia
 A Florence to PISTOIA
 A PIOMBINO converts to G
 A ROME holds
 G ANCONA converts to F
- Turks ☐ A BOSNIA supports Venice A Croatia (nso)
 F MESSINA supports F Palermo
 F OTRANTO holds
 F PALERMO besieges
 F PATRIMONY to Rome

"Feral Dogs"

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

- Venice ☐ A CROATIA to Slavonia
 A CARNIOLA supports A Carinthia
 A Carinthia supports A Verona (cut, DISLODGED, retreat Friuli, OTB)
 A TREVISO supports A Verona
 A VERONA supports A Carinthia (cut)

A FERRARA supports A Verona

A AQUILA supports Turkish F Otranto to Salerno (nso)

A BARI besieges

F UPPER ADRIATIC to ANCONA

F LOWER ADRIATIC supports A Bari

Press

Austria – Milan: I agree with your proposal.

France – Venice: Sure, you don't want a solo win. Earlier in the game when it was being handed to you I didn't see your "principles" refusing it then.

France – Papacy: I helped you out by taking out Florence...and now I've turned the spoils of that contest to you as well. I suggest you keep hugging the fence until the Turks or I get the upper hand. Keep an eye on Venice though.... I think he needs to offer a quiet front for now...but keep an eye on him... his erstwhile ally Turkey doesn't seem to value your territorial integrity any, and I expect when push comes to shove...Venice won't either. Good luck.

France – Milan: As always, let me know when my support can be of assistance. At this point of the game it's united we stand, divided we fall.

Milan – Austria: I hope that you are in Carinthia; in this case I need your support for my A Mantua - Verona.

Milan – France: I proved for Lucca because it seems to me that you are elsewhere interested.

Papacy – All: Looks like this game is between France and Venice. I'm not going to be guilty of helping on over the other, so I'm staying neutral in their fight

against each other. Turkey is helping Venice and Milan is helping France. Seems like a fair fight, and I'll remain neutral so long as I'm not dragged into it by being attacked.

Papacy – France: I don't consider you an enemy either. Let's remain friendly.

Papacy – Milan: I will not be supporting anyone against you. I don't consider you an enemy either. I still owe you a favor though, I won't forget that debt.

Papacy – Turks: I would appreciate it if you would not be stealing Papal lands as you retreat from your attackers.

Venice – Turk: Unless you have another useful application for it, I'll gladly support your fleet currently in Otranto first to Salerno and then to Naples.

Venice – Pope: What.. Papal press for everybody else but not for me? And what were you planning to do in Ancona? If you get yourself a fleet there, you could only use that against me! I thought we had a deal, don't we?

Venice – Milan: Why I "don't dedicate to Adriatic coasts"? Only the Naples part! The Turk is a good pal, and so will be the Pope I hope. Note that I'm not attacking you, just defending. Neither of us can get ahead against each other anyway, so why don't you send part of your armies into the yellow part of the map, while still keeping enough in my neighborhood so you won't have to worry about me? If you get yourself into Tyrolia, I'll be happy to support you into Austria.

Venice – Papacy: Stay on the straight and narrow and we can stay allies, whine about past mistakes and we'll be here forever. I believe we are even now, (evidently I can't repeat this enough!)

Citizen Dog

Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Fall 1457

Deadline for Winter-Spring 1458: 1/18 Tuesday

The Turks see their final hour while Austria and France make small gains against Milan. Florence adjusts his border with Naples, while Naples continues to push Venice northwards.

Summer 1457 Retreats

Venice F Upper Adriatic retreats to Venice

Orders

AUSTRIA A COMO supports A Trent to Milan

(Robles) A TYROLEA supports French A Turin

A TRENT to MILAN

FLORENCE A (EM) BOLOGNA holds

(Wilson) A Patrimony to ROME

A Modena to LUCCA

A Urbino to SPOLETO

F Ligurian Sea to CORSICA

FRANCE A SAVOY supports Florence A Modena to Genoa (nso)

(Scott) A Saluzzo to TURIN

A Turin to PAVIA

A SWISS holds

F DURAZZO to ALBANIA

MILAN A Pavia to MILAN

(Giovine) A GENOA supports A Fornova to Montferrat

A Fornova to MONTFERRAT

A PARMA supports A Pavia to Milan

A CREMONA supports A Pavia to Milan

A Milan to CARINTHIA

NAPLES A ANCONA holds

(McConnell) F (EM) Upper Adriatic to VENICE

F CENTRAL MEDITERRANEAN to TUNIS

F Tyrrhenian Sea to SARDINIA

F Lower Adriatic to UPPER ADRIATIC

F Ionian Sea to LOWER ADRIATIC

Orders (cont.)

TURKS F WESTERN MEDITERRANEAN to TUNIS OUT!

(Scharf)

VENICE A (EM) FERRARA holds

(Grib) A Herzegovina to RAGUSA

F ALBANIA supports A Herzegovina to Ragusa (cut)

F Venice holds (u, DISLODGED, retreat Padua, Treviso, Friuli, garrison, OTB)

Notes

Since the Turks no longer control any of their home cities (city and province must both be controlled to count), they are eliminated.

Press

Austria – Milan: This REALLY seems like a fruitless stalemate.

Turks – All: Everything considered, I'd rather be in Cleveland.

Venice – Florence: You're not going to start picking on me are you?

Venice – Austria: Let's show Milan what a few good allies can do.

Venice – France: Wimping out on us are ya?

Venice – Turkey: You look like roving pirates taking what you can get.

Spring 1458 Famine

Poor Year, Column Only – Corsica, Milan, Spoleto, Arezzo, Mantua, Tyrolea, Lucca

Spring 1458 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

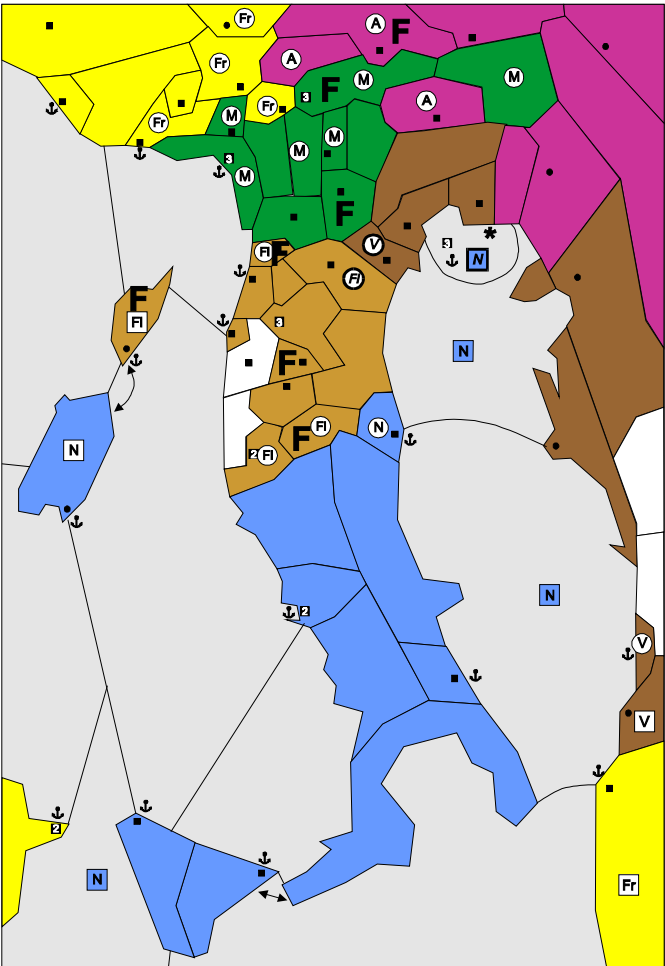
Provinces

| | | |
|-----|---|------|
| AUS | Tyrolea, Austria, Hungary, Slavonia, <i>Friuli</i> , Carniola, Trent, Como | (7) |
| FLO | Pisa, Pistoia, Bologna, Urbino, Florence, Piombino, <i>Arezzo</i> , Perugia, Rome, <i>Spoletto</i> , <i>Lucca</i> , Corsica | (9) |
| FRA | Avignon, Swiss, Marseilles, Provence, Saluzzo, Turin, Savoy, Tunis, Durazzo, Pavia | (10) |
| MIL | Genoa, Montferrat, Modena, <i>Mantua</i> , Fornova, Parma, <i>Milan</i> , Cremona, Bergamo, Carinthia | (8) |
| NAP | Ancona, Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo, Sardinia | (10) |
| VEN | Ferrara, Verona, Padua, Treviso, Dalmatia, Croatia, Istria, Ragusa, Albania | (9) |

Cities

| | | |
|-----|--|------|
| AUS | Tyrolea, Austria, Hungary, Carniola, Trent | (4) |
| FLO | Pisa, Bologna, Florence (3), Piombino, <i>Arezzo</i> , Perugia, Rome (2), <i>Lucca</i> , Corsica | (10) |
| FRA | Avignon, Swiss, Marseilles, Saluzzo, Turin, Savoy, Tunis (2), Durazzo, Pavia | (10) |
| MIL | Genoa (3), Montferrat, Modena, <i>Mantua</i> , <i>Milan</i> (3), Cremona | (6) |
| NAP | Ancona, Naples (2), Bari, Messina, Palermo, Sardinia | (7) |
| VEN | Ferrara, Padua, Treviso, Dalmatia, Croatia, Ragusa, Albania, <i>Venice</i> (3) | (10) |

Citizen Dog



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

Seas

| | | |
|-----|---|-----|
| NAP | Central Mediterranean, Lower Adriatic, Upper Adriatic, Venice | (4) |
|-----|---|-----|

Totals

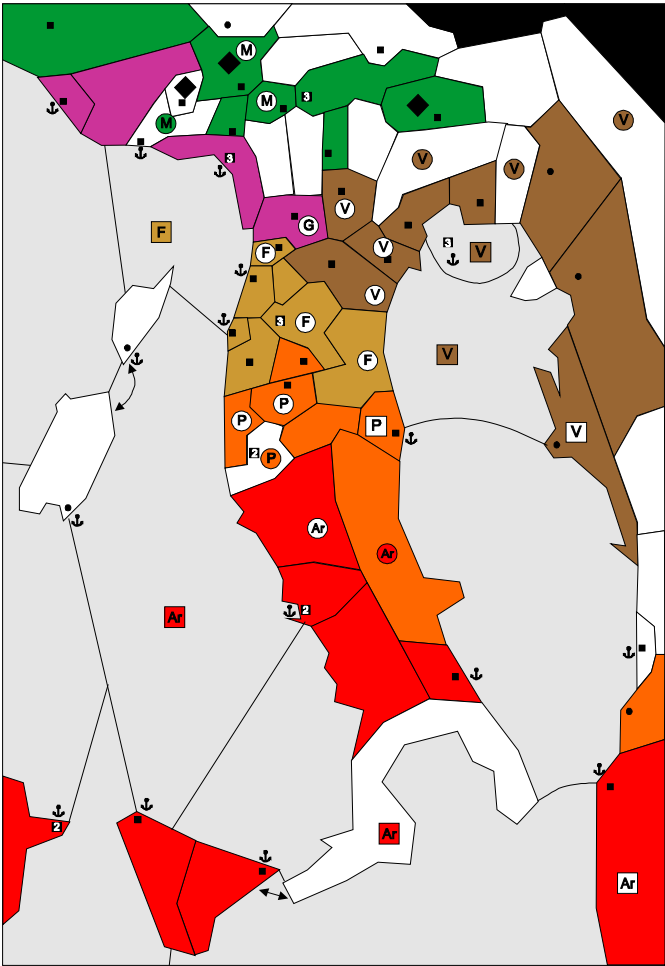
Variable income die roll was 1.

| | Var. | Prov. | Seas | Cities | Gross | Treas. | Total |
|-----|------|-------|------|--------|-------|--------|-------|
| AUS | 1 | 7 | 0 | 4 | 12 | 1 | 13 |
| FLO | 2 | 9 | 0 | 10 | 21 | 0 | 21 |
| FRA | 1 | 10 | 0 | 10 | 21 | 0 | 21 |
| MIL | 3 | 8 | 0 | 6 | 17 | 1 | 18 |
| NAP | 1 | 10 | 4 | 7 | 22 | 2 | 24 |
| VEN | 4 | 9 | 0 | 10 | 23 | 3 | 26 |

Game Summary

| | 1454 | 1455 | 1456 | 1457 | 1458 |
|-----------|------|------|------|------|------|
| Austria: | 3 | 4 | 5 | 4 | 5 |
| Florence: | 3 | 3 | 4 | 6 | 9 |
| France: | 3 | 5 | 7 | 7 | 9 |
| Milan: | 3 | 5 | 7 | 8 | 6 |
| Naples: | 4 | 4 | 6 | 7 | 6 |
| Papacy: | 4 | 3 | 0 | 0 | 0 |
| Turks: | 3 | 6 | 7 | 3 | 0 |
| Venice: | 4 | 5 | 6 | 6 | 8 |

New Tricks



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

New Tricks

Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory Winter-Spring 1255

Deadline for Summer 1255: 1/18 Tuesday

Genoa has gotten into some dire straits while Milan closes in for the kill. Florence and Venice are still patrolling their mutual border. Aragon works to occupy the boot and the Pope reclaims his lost capital.

Fall 1254 Retreats

Genoa retreats F Ligurian Sea to Savoy (imp., province occupied by Avignon army at time of retreat, retreats OTB)

Builds

| | | Treas. | Cost | Rem. |
|------------|---|--------|------|------|
| Ara | Maintains all, builds F Messina | 18 | 18 | 0 |
| Flo | Maintains all, no new builds | 16 | 15 | 1 |
| Gen | Maintains A Modena and <u>F Savoy (nsu)</u> , builds A Genoa, <u>G Genoa (only 1 unit per year may be built in a single area)</u> | 12 | 12 | 0 |
| Mil | Maintains all, builds A Pavia | 17 | 15 | 2 |
| Pap | Maintains all, builds F Ancona, G Perugia | 22 | 15 | 7 |
| Ven | Maintains all, builds F Venice, A Treviso, A Padua | 27 | 27 | 0 |

Expenditures

The Papacy spends 3 ducats for famine relief in Spoleto

Orders

| | |
|----------|--|
| ARAGON | A Bari to AQUILA |
| (Whyte) | A CAPUA supports A Bari to Aquila F Tyrrhian Sea to SARDINIA F Naples to TYRRHENIAN SEA F DURAZZO besieges (garrison destroyed) F Messina to OTRANTO |
| FLORENCE | A LUCCA supports F Ligurian Sea to Modena |
| (Robles) | A FLORENCE supports A Urbino A URBINO supports A Florence F PISA to Ligurian Sea F LIGURIAN SEA to Modena |
| GENOA | A MODENA supports A Genoa to Fornova (cut) |
| (Scott) | A GENOA to Fornova |

Orders (cont.)

| | |
|------------|---|
| MILAN | A Montferrat to SAVOY |
| (Street) | A Trent to BERGAMO A Avignon to PROVENCE A TURIN supports A Montferrat to Savoy A PAVIA to Fornova |
| PAPACY | A Perugia to PATRIMONY |
| (Narhi) | A Spoleto to ROME F ALBANIA to Lower Adriatic F ANCONA supports F Albania to Lower Adriatic G PERUGIA converts to A |
| VENICE | A BOLOGNA supports Genoese A Modena |
| (Reynolds) | A MANTUA supports A Bologna A FERRARA supports A Bologna A Carniola to SLAVONIA A Treviso to FRIULI A Padua to VERONA F DALMATIA supports F Upper Adriatic to Lower Adriatic F UPPER ADRIATIC to Lower Adriatic F VENICE to Upper Adriatic |

Spring 1255 Famine Losses

Milan army Bergamo and autonomous garrison Ragusa

Summer 1255 Plague

Poor Year – Row Only. Palermo, Genoa (Genoese A destroyed), Albania (Papal F destroyed), Pisa (Florentine F destroyed), Tunis, Avignon (Milanese A destroyed), Milan, Sardinia (Aragon F destroyed).

Press

Aragont – All: To those who think I can't be trusted: a plague upon both your units!

Pope – All: It seems I do better when I remain silent.

Venice – Florence: Nothing for me to worry about, and you still have three armies next to Bologna? Nah!

Venice – Papacy and Aragon: Gee, if nobody wants the Lower Adriatic, I'll take it!

Venice – Genoa: Hang on...

Venice – Milan: Uh, pick on someone other than me. (Sorry, Mike!)

Dogpaddle

Epoch VII Russia, Manchu Dynasty, Netherlands, and France Deadline for Epoch VII Britain, United States, and Germany: 1/18 Tuesday

Epoch VII

Zircon Utopia (Martin) plays Japan. Army and Capital Hokaido, fleet Sea of Japan (vs. The Triffids: ZU: 2, 1; T: 6; loses), Sea of Japan (vs. The Triffids: ZU: 3, 2; T: 3; ZU: 5, 2; T: 5; ZU: 6, 3; T: 3; wins), army Korea, army Honshu (vs. Mongols: J: 5, 3; M: 5; J: 6, 5; M: 2; wins, city eliminated). RUSSIA: Army and Capital North European Plain (Mongol army retreats to Baltic Seaboard), fleet North Sea (vs. Snoopy's Blanket Chasers: ZU: 4, 2; SBC: 4; ZU: 6, 1; SBC: 1; wins), army Baltic Seaboard (vs. Mongols: R: 4, 2; M: 5; loses), Baltic Seaboard (vs. Mongols: R: 5, 4; M: 2; R: 2, 1; M: 3; loses), Baltic Seaboard (vs. Mongols: R: 5, 3; M: 1; wins), Central Europe (vs. Mongols: R:

5, 2; M: 6; loses), Central Europe (vs. Mongols: R: 2, 1; M: 6; loses), Central Europe (vs. Mongols: R: 4, 1; M: 2; wins), Lower Rhine (vs. Seljuk Turks: R: 6, 5; S: 6; R: 5, 2; S: 3; wins), Ireland, Northern Gaul (vs. Celts: R: 6, 2; C: 6, 3; R: 3, 1; C: 5, 1; loses), Northern Gaul (vs. Celts: R: 1, 1; C: 6, 2; loses). Points: Control in Nippon (6), Dominance in Northern Europe (8) and South America (4), Presence in India (3), Southern Europe (2), Eurasia (2), and Sub-Saharan Africa (2), 2 Capitals (4), 2 Seas (2), and 1 Monument (1) for 34 points. MANCHU DYNASTY is absent.

Gaming Through the Ages (Lewis) NETHERLANDS. Plays Fanaticism and Ship Building. Army and Capital *Lower Rhine* (Russian army retreats to *Baltic Seaboard*), fleet *North Sea* (vs. Zircon Utopia: GTTA: 6, 2; ZU: 2; wins), *Atlantic Ocean*, *Pacific Ocean*, army *Pacific Seaboard*, *Brasil*, *New Guinea*, *Australia*, *Hokaido* (vs. Japan: N: 5, 4; J: 2, 1; wins, Capital reduced to city), *Pyrenees* (vs. Spain: N: 5, 2; S: 3, 2; wins, Capital reduced to city). Builds Monument in *Lower Rhine*. Points: Control of Australia (3), Dominance in India (6), Presence in North Africa (1), Middle East (1), China (3), Southern Europe (2), Northern Europe (4), Southeast Asia (2), North America (3), South America (2), and Nippon (2), 3 Capitals (6), 5 cities (5), 2 Seas (2), and 9 Monuments (9) for 51 points.

The Go Masters (Carl) FRANCE. Plays Elite Troops. Army and Capital in *Western Gaul* (Portuguese army eliminated), fleet *Atlantic Ocean*, army

Appalachia, *Deep South* (vs. Spain: F: 6, 4, 3; S: 4; wins), *Great Lakes*, *Northern Gaul* (vs. Celts: F: 6, 5, 2; C: 3; wins), *Lower Rhine* (vs. Netherlands: F: 5, 4, 1; N: 5; F: 4, 3, 1; N: 1; wins, Capital reduced to city), fleet *Indian Ocean*, army *East Africa*, fleet *Pacific Ocean*, army *Chekiang* (vs. Mughals: F: 6, 4, 2; M: 1, 1; wins, city eliminated), fleet *South China Sea*, army *Malayan Peninsula* (vs. Mughals: F: 6, 5, 1; M: 5, 3; wins), army *Brasil* (vs. Netherlands: F: 3, 3, 2; N: 6, 5; loses, elite troops lost), *Shatts Plateau* (city eliminated). Builds Monument *Western Gaul*. Points: Dominance in China (6), Northern Europe (8), and North America (6), Presence in North Africa (1), Middle East (1), India (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), South America (2), and Sub-Saharan Africa (2), 1 Capital (2), 2 cities (2), 1 Sea (1), and 3 Monuments (3) for 43 points.

Players

| Player Name | Player Faction Name | Empire Strength Points | Victory Points |
|----------------|-----------------------------------|------------------------|----------------|
| Andy Lewis | Gaming Through the Ages (Purple) | 64 | 197 |
| Brad Martin | The Zircon Utopia (Blue) | 71 | 156 |
| Joe Carl | The Go Masters (Black) | 68 | 151 |
| Chris Geggus | The Triffids (Green) | 57 | 144 |
| Dan Eisenhower | Snoopy's Blanket Chasers (Orange) | 62 | 130 |
| Dennis Cain | Impending Ascension (Red) | 71 | 136 |

Final Positions

Snoopy's Blanket Chasers: Fleets *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 *Szechuan*, army *Tarim Basin*. ZULUS: Armies *Central Africa* and *Madagascar*. SPAIN: Army, city, and Monument *Western Iberia*, army and city *Central America*, armies *Mexican Valley*, *South Africa*, and *Southern Iberia*.

The Zircon Utopia: Fleets *Atlantic Ocean*, *Indian Ocean*, and *Sea of Japan*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA: Armies *Western Ghats* and *Lower Indus*. PORTUGAL: Armies *Patagonia*, *Southern Indies*, *Northern Indies*, and *Congo Basin*. JAPAN: Armies *Honshu* and *Korea*. RUSSIA: Army and Capital *North European Plain*, army and Monument *Central Europe*, two armies *Baltic Seaboard*, army *Ireland*.

The Go Masters: Fleets *South China Sea*, *Atlantic Ocean*, *Indian Ocean*, and *Pacific Ocean*. ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army *Guiana Highlands*. GOTHs: Armies *Southern Apennines* and *Central Massif*. SELJUK TURKS: Two armies *Western Steppe*, armies *Danubia*, *Dneipr*, and *Hindu Kush*. MING DYNASTY: Army and Monument *Wei River*, army *Great Plain of China*. FRANCE: Army, Capital, and Monument *Western Gaul*, army, city, and

Monument *Lower Rhine*, armies *Northern Gaul*, *Shatts Plateau*, *Appalachia*, *Deep South*, *Great Lakes*, *East Africa*, *Chekiang*, and *Malayan Peninsula*.

The Triffids: GREEK CITY STATES: Army, city, and fort *Crete*. CELTS: Army *Albion*. SCOTS: Army, city, and fort in *Highlands*. MONGOLS: Two armies and Monument *Yangtse Kian*, armies *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: Fleets *Western Mediterranean*, *North Sea*, *Atlantic Ocean*, and *Pacific Ocean*. 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*, armies *Western Deccan* and *Si-Kyang*. NETHERLANDS: Army, city, and Monument *Pyrenees*, army and city *Hokaido*, armies *New Guinea*, *Australia*, *Pacific Seaboard*, and *Brasil*.

Your event cards are: _____

Epoch VII Empire

Your Empire is: _____

Notes

The orders listed for France are not the orders submitted by Joe Carl. Joe essentially ordered a pass for France, based on the fact that he didn't believe that he could place anywhere but last. However, in my opinion, a pass at this stage of the game, particularly by a major power such as France, would have an unbalancing effect on the game as a whole. Therefore, I came up with the orders for France myself. My apologies if this offends anyone.

Lupine

Turn 7 Conferences, Cabinet, and Coalitions

Turn 7 Media Tokens and Campaign Days due: 1/18 Tuesday

Conferences

Grüne holds a Regular conference for 700DM and receives 3 party bases, but declines to change any platform issues.

SPD holds a Regular conference for 700DM, receives 3 party bases, and changes §218 NEIN to §218 JA.

FDP gains 3 party bases, **Grüne** gains 2, **SPD** gains 3, and **CDU** gains 1.

Cabinet

SPD plays the Parteiboss (?DM) in Schleswig-Holstien to take a media token from Grüne (800 DM to Grüne).

Coalition

SPD forces a coalition on **FDP**

The Parties

| <u>CDU</u> | | <u>Grüne</u> | | <u>FDP</u> | | <u>SPD</u> | |
|-----------------------|----------------------|-----------------------|---------------------|-----------------------|------------------------|-----------------------|---------------------|
| 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: | 4 | Media: | 1 | Media: | 0 |
| Platform: | <u>Freugeutliche</u> | Platform: | <u>Umweltschutz</u> | Platform: | <u>Marktwirtschaft</u> | Platform: | <u>Gewerkschaft</u> |
| | <u>Grundordnung</u> | | §218 JA | | 35-Stunden-Woche JA | | 35-Stunden-Woche JA |
| | §218 NEIN | | Atomkraft NEIN | | NATO NEIN | | Steuersenkung NEIN |
| | NATO NEIN | | Steuersenkung JA | | Steuersenkung NEIN | | §218 NEIN |
| | Steuersenkung JA | | NATO NEIN | | Atomkraft JA | | Atomkraft JA |
| | 35-Stunden Woche JA | | | | | | |

The Provinces

| <u>Schleswig-Holstein</u> | | | | |
|---------------------------|------------|--------------|------------|------------|
| | 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 |

Issues: §218 JA
Atomkraft JA
NATO NEIN
Steuersenkung NEIN
Mandate Range: 5-10
FDP-SPD Coalition

Available Issues

| | |
|----------------------------|-----------------------|
| Steuersenkung JA | Marktwirtschaft |
| Atomkraft JA | 35-Stunden-Woche NEIN |
| Umweltschutz | Umweltschutz |
| 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 | |

Bonn

| | CDU | Grüne | FDP | SPD |
|--------------|------------|--------------|------------|------------|
| Media Tokens | 1 | 0 | 2 | 3 |
| Party Bases | 26 | 17 | 43 | 43 |
| 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: _____

Sun Dog

Turns 42.1 to 44.1

Turns 44.2 to 46.2 due: 12/14 Tuesday

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, sells Callisto and Amalthea, pays \$1150 to TE, plus \$400 for 10 hydrons of fuel |

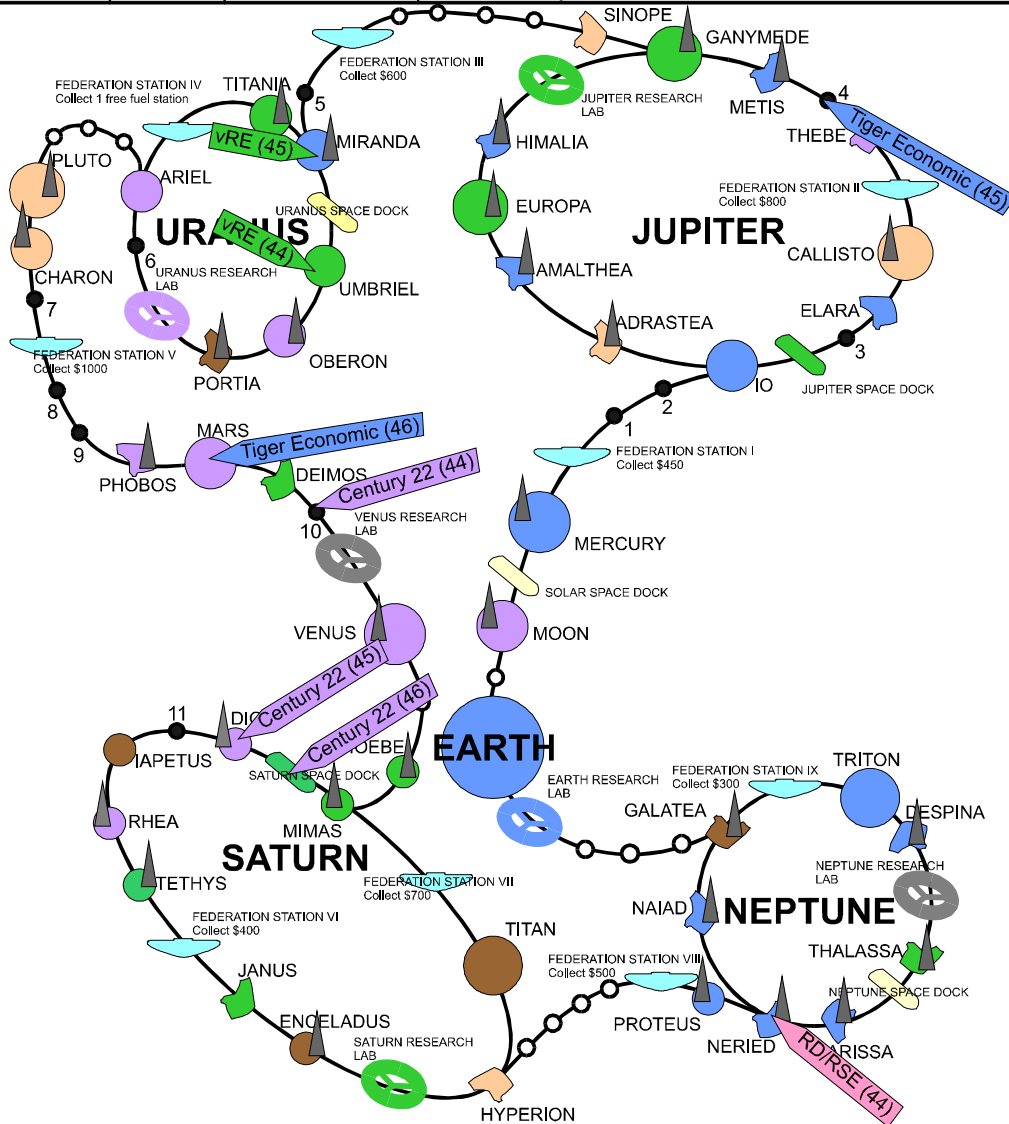
Turn 43

| 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 |
| VRE | Blank Dot 3 | 3, 4 | Ganymede | 7 fuel used, buys for \$860, refuels to full |

| | | | | |
|--------|--------|------|---------|---|
| RD/RSE | Nereid | 2, 3 | Despina | 5 fuel used, sells Charon, pays \$600 to TE, plus \$175 for 5 hydrons of fuel |
|--------|--------|------|---------|---|

Turn 44

| Company | Starting Location | Die Roll | Ending Location | Notes |
|---------|-------------------|----------|-----------------|-----------------------------|
| TE | Metis | 2, 3 | Amalthea | 5 fuel used, buys for \$700 |

The Players (After Turn 44.1)

| 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, Amalthea | 3 | 25 | 7335 |
| Century 22 (Purple) | Bill Scharf | Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab | 2 | 25 | 3680 |
| 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, Ganymede | 4 | 25 | 2190 |
| Red Dog/Red Shift Enterprises (Red) | Dennis Cain | Pluto | 0 | 12 | 540 |

Turn 44

| Company | Starting Location | Die Roll | Ending Location | Notes |
|------------|----------------------|----------|-----------------|--|
| Century 22 | Federation Station V | 1, 5 | Blank Dot 10 | |
| VRE | Ganymede | 5, 5 | Umbriel? | 10 fuel used, \$100 gained, may bypass Umbriel |

| | | | | |
|--------|---------|------|--------|--|
| RD/RSE | Despina | 1, 4 | Nereid | 5 fuel used, sells Pluto, pays \$1150 plus \$200 for 5 hydrons of fuel to TE |
|--------|---------|------|--------|--|

Turn 45

| Company | Starting Location | Die Roll | Ending Location | Notes |
|------------|-------------------|----------|-----------------|--|
| TE | Amalthea | 3, 6 | Blank Dot 4 | 9 fuel used |
| Century 22 | Blank Dot 10 | 2, 5 | Dione | Buys Dione for \$785 |
| VRE | Umbriel? | 2, 6 | Miranda? | 8 fuel used, owes \$130 rent to TE |
| RD/RSE | Nereid | 3, 5 | Triton | Bankrupt and out of the game, last \$115 to TE |

Turn 46

| Company | Starting Location | Die Roll | Ending Location | Notes |
|------------|-------------------|------------|-------------------|---|
| TE | Blank Dot 4 | 5, 5; 1, 3 | Mars | \$100 gained, bypasses Miranda, Red Shift advance to Mars, 2 fuel used, owes \$1335 to Century 22 |
| Century 22 | Dione | 2, 2; 3, 9 | Saturn Space Dock | 4 fuel used, \$100 gained, bypasses Tethys, owes \$120 to vRE |

Dogstar

Turn 13

Turn 14 due: 1/18 Tuesday

Heavenly Bodies Development Company III (Wilson) buys 3 population factors (Wa5, Wa7, Ti8, Re10)

Australis (Martin) opens the bidding for Ecoplants at 30 and COLOSSUS gets it at 37 (Wa5, Re15, Mi17). Passes.

The Mystery Machine (Lewis) opens the bidding on a Space Station at 120 and gets it (Wa6, Wa8, Wa9, Wa9, MTi, MTi) and buys a population factor (Or2, Or3).

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) buys 2 research factories (Or2, Wa10, MWa, Mi18) and 2 population factors (Ti11)

2112 Corporation (Cain) opens the bidding on Robots at 50 and gets it (MWa, Ti9, Ti11). Buys a titanium factory (Ti10, Re11, Re13) and moves a population from an ore factory to man it.

ID (Scharf) buys a titanium factory (MWa) and moves a robot from an ore factory to man it.

BarterTown III (York) buys 3 population factors (Ti9, Ti10, Ti11)

Basset Base Beta (Koehler) buys 1 titanium factory (MTi) and moves a population from the water factory to man it.

Dark Matter Mining Corp. (Eisenhut) opens the bidding on a Nodule at 25 and gets it (Or2, Wa7, Wa8, Wa8) and a population factor (Re11)

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 | 47 |
| 2 | The Mystery Machine | Andy Lewis | OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF | HE, No, Wa, OL, Ou, Ec, SS | 40 |
| 3 | COLOSSUS | Michael Lowrey | OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF | No, Wa, 2OL, La, Ou, Ec | 38 |
| 4 | Australis | Brad Martin | OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF | No, HE, Ro, Ec, Ou | 31 |
| 5 | 2112 Corporation | Dennis Cain | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF | DL, HE, 2Ec, No, Sc, Ro | 31 |
| 6 | BarterTown III | Andy York | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF | HE, 2OL, Sc, Ou | 28 |
| 7 | ID | Bill Scharf | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF | HE, No, 2Wa, Ro | 27 |
| 8 | Basset Base Beta | Steve Koehler | OrF, OrF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF | HE, Wa, Ro | 23 |
| 9 | DMMC | Dan Eisenhut | OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, WaF | Wa, DL, 2Sc, Ro, No | 20 |

Available Upgrades

New Arrivals: Space Station, Moon Base, Space Station, and Space Station

| Upgrade | Minimum Bid | Available | Not Yet Delivered |
|------------------------|-------------|-----------|-------------------|
| Laboratory (La) | 80 | 0 | 2 |
| Ecoplants (Ec) | 30 | 0 | 1 |
| Outpost (Ou) | 100 | 0 | 1 |
| Space Station (SS) | 120 | 4 | 1 |
| Planetary Cruiser (PC) | 160 | 2 | 4 |
| Moon Base (MB) | 200 | 3 | 3 |

In the warehouse: _____

New cards: _____

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

Australis discards Or1, Or3, Or3, Or4, and Wa6. ID discards Or2, Or4, Or5, and Or5.

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

Venice chooses to lose 11 tokens due to the civil war.

Phase 4 – Purchase or Pass

London (Scharf) buys Water/Windmill (J) for \$30 (\$10 credit) and Overland East (R) for \$40.

Paris (Burgdorf) buys Overland East (R) for \$40 and pays \$3 for stabilization.

Barcelona (Koehler) buys Ocean Navigation (T) for \$50 (\$40 credit and \$30 from Ibn Majid), Human Body (B) for \$40 (\$20 credit, misery drops to 175), \$10 for misery relief (misery drops to 150), and \$6 for stabilization.

Venice (Cain) buys New World (U) for \$100 (\$60 credit), Human Body (B) for \$40 (\$20 credit, misery drops to 175), \$10 for a ship upgrade, and \$3 for stabilization. Misery drops to 150 with misery reduction credits.

Hamburg (Martin) buys Institutional Research (X) for \$90 (\$10 credit), Printed Word (O) for \$10 (\$10 credit, \$10 from research, \$30 from Erasmus),

Seaworthy Vessels (S) for \$50 (\$20 credit, \$10 from research), Water/Windmill (J) for \$20 (\$10 credit, \$10 from research), Improved Agriculture (I) for \$30 (\$10 credit, \$10 from research, misery drops to 200), Laws of Matter (C) for \$40 (\$40 credit, \$10 from research), and \$1 for stabilization. Misery drops to 150 with misery reduction credits.

Genoa (C. Cousins) buys Human Body (B) for \$30 (\$20 credit, \$10 from research, misery drops to 250), Printed Word (O) for \$10 (\$10 credit, \$10 from research, \$30 from Erasmus), Seaworthy Vessels (S) for \$50 (\$20 credit, \$10 from research), and \$3 for stabilization.

Phase 5 – Expansion

London (Scharf) expands to Bari (2 tokens, vs. Genoa dr = 6, 1, 2; wins), buys _____ (3 tokens).

Paris (Burgdorf) expands to Breslau (1 token, vs. Hamburg dr = 1, 5, 3; wins), Vienna (6 tokens, vs. Hamburg dr = 3, 2, 4; wins), Esseg (1 token, vs. Hamburg dr = 2, 3, 6; loses), Esseg (1 token, vs. Hamburg dr = 4, 2, 6; wins).

Barcelona (Koehler) expands to the East Indies (5 tokens), Constantinople (6 tokens, uses Cathedral), Grenada (4 tokens, uses Cathedral), and Sicily (4 tokens, uses Cathedral).

Hamburg (Martin) expands to Iceland (4 tokens, vs. Barcelona dr = 6, 5, 5; wins), West Africa (4 tokens, vs. Barcelona dr = 4, 5, 5; fails), Gallipoli (2

tokens, vs. Venice dr = 4, 6, 2; wins), Salonika (4 tokens, vs. Venice dr = 3, 1, 1; loses), Varna (4 tokens, vs. Venice dr = 6, 5, 6; wins), buys _____ (6 tokens), Abasgia (2 tokens, vs. Venice dr = 6, 1, 3; wins).

Genoa (C. Cousins) expands to Acre (9 tokens, vs. Barcelona dr = 5, 6, 4; wins), Alexandria (8 tokens, vs. Barcelona dr = 6, 6, 3; wins), Constantinople (6 tokens, vs. Barcelona dr = 1, 6, 3; wins), Grenada (4 tokens, vs. Barcelona dr = 1, 2, 3; fails), Grenada (4 tokens, vs. Barcelona dr = 2, 3, 5; fails).

Venice (Cain) expands to South America (6 tokens) and Venice (4 tokens).

Barcelona gains _____.

Phase 6 – Collect Income

London (Scharf) gains \$57.

Paris (Burgdorf) gains \$45.

Barcelona (Koehler) gains \$93.

Hamburg (Martin) gains \$129.

Genoa (C. Cousins) gains \$87.

Venice (Cain) gains \$93, and reduced misery to 125 due to New World.

Surplus in Cloth (Hamburg loses \$3) and Wine (Genoa loses \$2).

Turn 7, Phase 1 – Draw Cards

Your draw is: _____

Phase III begins after the third draw

The Players

| Player | Country | Misery | Tokens | Money | Order | Dominance | Ships | Advances |
|-----------------|-----------|--------|--------|-------|-------|-----------|-------|--|
| Dennis Cain | Venice | 125 | 0 | \$97 | 4 | 13 | O-1 | A, B, F, I, N, O, R, S, T, U, V |
| Steve Koehler | Barcelona | 150 | 0 | \$101 | 3 | 13 | O-1 | A, B, E, F, H, I, J, N, O, R, S, T, V, W |
| Brad Martin | Hamburg | 150 | 0 | \$134 | 5 | 19 | 10 | A, B, C, E, F, I, J, K, N, O, R, S, V, X |
| Martin Burgdorf | Paris | 400 | 0 | \$45 | 2 | 5 | 6 | A, E, F, I, N, R, V, W |
| Caleb Cousins | Genoa | 300 | 0 | \$89 | 6 | 12 | 10 | A, B, E, F, I, N, O, S, X |
| Bill Scharf | London | 350 | 0 | \$67 | 1 | 7 | 4 | A, E, F, I, J, N, O, R, V |

Players are listed in reverse tie breaking order

Commodity Log

| Commodity | Brad | Caleb | Steve | Bill | Dennis | Martin |
|------------|------|-------|-------|------|--------|--------|
| Stone (2) | 1 | 3 | -- | -- | -- | 4 |
| Wool (3) | 2 | -- | 3 | 4 | -- | -- |
| Timber (4) | 4 | -- | -- | 1 | 2 | -- |
| Grain (5) | 3 | -- | 2 | 1 | 1 | -- |
| Cloth (6) | 3 | 2 | -- | -- | 1 | -- |
| Wine (7) | 1 | 2 | 1 | 1 | 1 | -- |
| Metal (8) | 1 | 2 | 2 | -- | 1 | 1 |
| Fur (9) | 2 | -- | -- | -- | 1 | -- |

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

Shortage, Surplus

Your Cards: _____

Press

London – Genoa: No offense, just on my way to area V.

London – London: Note to self: I'm London and I only have 4 boats...what was I thinking?

Coyote

Turn 7

Turn 8 Orders due: 1/18 Tuesday

Planning

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

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

French maintains 2 ships (\$8), buys 3 ship (\$36) and 6 soldiers (\$60) for \$104.

Portuguese maintains 4 ships (\$16), buys 3 ships (\$36) and 10 soldiers (\$100) for \$152.

Spanish maintains 6 ships (\$24) buys 8 soldiers (\$80) for \$104.

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

Outbound Naval Movement

Dutch Move to O. Dice: 1, 3, 6. Loses 1 soldier.

English Move to M. Dice: 1, 2, 4, 6. No losses.

French Move to D. Dice: 1, 3, 5. Loses 1 soldier, drops off 3 colonists and 2 soldiers. Move to C. Dice: 1, 5. Loses 1 ship and an additional soldier.

Portuguese Move to K. Dice: 1, 1, 5. Loses 1 ship carrying 2 soldiers and 1 additional soldier, drops off 4 colonists and 5 soldiers. Move to U. Dice: 2, 3. No losses.

Spanish Move to J. Dice: 1, 2, 5, 6. Loses 1 ship containing 1 colonist and 1 soldier

Swedes Move to H. Dice: 3, 3, 6. No losses.

Mining

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

Exploration

Spain finds a mine in J.

Land Movement

Spanish moves 3 gold from L to anchorage dot, 3 soldiers from J to L, 3 colonists and 7 soldiers from anchorage dot to J (1 colonist mines).

Swedes move 1 colonist from H to K, 5 colonists and 7 soldiers from H to G, and 2 soldiers and 4 colonists from anchorage dot to H.

French move 1 colonist from C to G, 3 colonists and 2 soldiers from anchorage dot to D, 2 soldiers and 1 colonist from anchorage dot to C (1 soldier prospects).

Dutch moves 1 gold bar O to anchorage dot, 3 soldiers and 4 colonists from anchorage dot to O (1 soldier prospects).

English moves 4 colonists from anchorage dot to M.

Portuguese move gold from U to fleet, 1 soldier and 1 gold from R to U, 3 soldiers from U to R, 2 soldiers from anchorage dot to U, and 5 soldiers and 4 colonists from anchorage dot to K.

Combat

Swedes attack the **Portuguese** in K. **Portuguese** lose 3 soldiers. **Portuguese** attach **Swedes** in K. **Portuguese** lose 1 soldier, **Swedes** lose 1 soldier.

Native Combat

Spain: 3 natives and 3 soldiers killed in J. 1 soldier raids. **Swedes:** 2 natives killed in G.

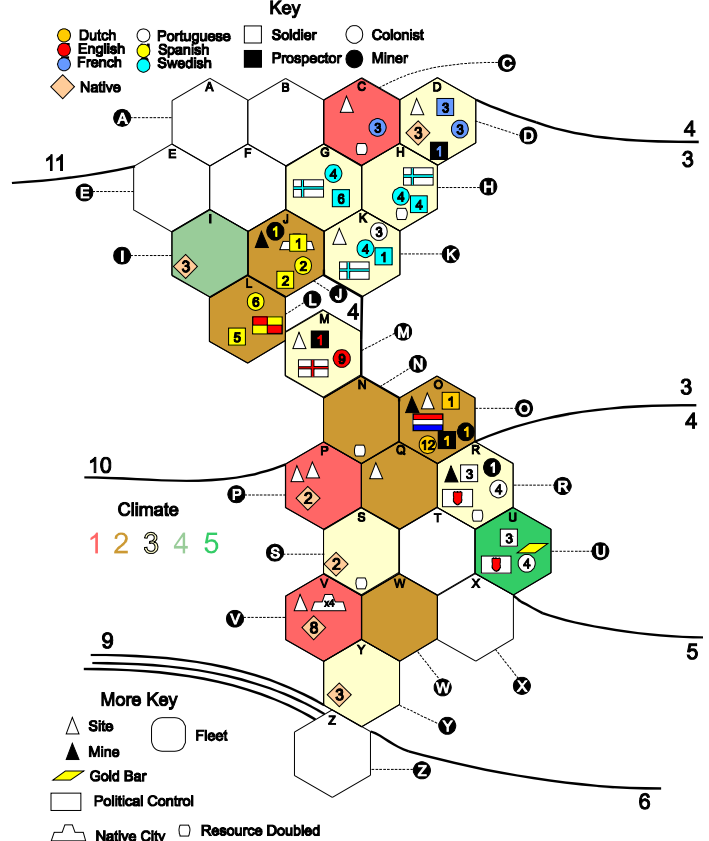
Native Uprisings

Climate is a 6. No uprisings.

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 and 1 soldier in G, and 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 colonist and 1

soldier in O. **English** lose 1 colonist in M. **Portuguese** lose 1 colonist and 1 soldier in K and 1 colonist in R.



Political Control

Swedes gain political control of G. **French** lose political control of C.

Homebound Naval Movement

Spanish: Moves to L. Dice: 2. No losses, picks up gold. Dice: 1, 1, 3, 4. Loses 1 ship.

Swedes: Dice: 4, 5, 6. No losses.

French: Dice: 1, 4, 6, 6. No losses.

Dutch: Dice: 1, 3, 6. No losses.

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

Portuguese: Dice: 1, 2, 2, 5. Loses 2 ships.

Players

| | Player | Money | Available Soldiers | Ships | Colonists |
|------------|-----------------|-------|-----------------------|-------|-----------|
| Dutch | Bob Robles | \$221 | 16 | 4 | 4 |
| English | Brad Martin | \$200 | 23 | 2 | 4 |
| French | Martin Burgdorf | \$50 | 11 | 4 | 4 |
| Portuguese | Brendan Whyte | \$221 | 5 | 4 | 4 |
| Spanish | Kevin Wilson | \$356 | 8 | 4 | 4 |
| Swedish | Andy Lewis | \$349 | 12 | 3 | 4 |

Income

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

Swedes: Political control: \$120, resources: \$32.

French: Political control: \$30, resources: \$18.

Dutch: Political control: \$60, gold: \$40, resources: \$24.

English: Political control: \$60, resources \$18.

Portuguese: Political control: \$90, gold: \$40, resources: \$30.

Turn 7 Initiative

Spanish, Swedes, Dutch, Portuguese, French, English

Press

Portugeezers to anyone who cares to listen: Them swedes? We swang, they swayed. They're suede! As for the Dutchies? We passed them on the left hand side! and look out Spanyolcos, you've been chosen for turn 8!

Dirty Dogs**Turn 5, Funeral Commission to Parade****Turn 6 due: 1/18 Tuesday**Funeral Commission

STORK declares 1 IP on Tigran Zenjarplan and RE declares 3 IP on Tigran and 1 IP on Eduard Boremtoev. Lech Schukrutoff nominates Alexi Goferbok. Alexi and Lech each vote yes, and Tigran and Eduard vote no. Since we have fewer than the three no votes required to defeat the nomination, Alexi rises to the position of Party Chief

Replacement Phase

As his first act, Alexei promotes Eduard to KGB head (Alexi ages to 79). Tigran rises to the position of Defense Minister. Sergei Eastumuch (M) becomes Ideology Minister, Oleg Satin (O) becomes Industry Minister, Iwan Manjak (P) becomes Economy Minister, and Ludmilla Patina (S) becomes Sport Minister. G, R, U, V, and W become candidates.

Rehabilitation

SODS declare 2 IP on Eduard Boremtoev. Eduard then rehabilitates Mikail Strychnin (T). Eduard ages to 73.

Parade

Alexei Goferbok waves.

Press

TI – SODS: I think you have a problem with the revolutionary spirit, comrade.

SODS – All: While we mourn the loss of Nestor Aparaschik, a marvelously old and depraved and mildly effective leader, we believe that the recently purged Mikail Strychnin has had sufficient quiet time in Siberia to ponder his earlier mistaken political affiliation and to merit a second chance. Welcome back, comrade!

STORK – TCC: We feel your pain.

Politburo

| Office | Politician | Condition | Influence |
|-------------|---------------------|-----------|------------------|
| Party Chief | Alexei Goferbok (C) | 79 | 2 (SODS), 3 (TI) |

| Office | Politician | Condition | Influence |
|----------|-----------------------|-----------------------|------------------------------|
| KGB Head | Eduard Boremtoev (K) | 73 | 1 (RE), 2 (SODS) |
| Foreign | Lech Schukrutoff (B) | 81 ++ | 1 (PURGE), 3 (TI) |
| Defense | Tigran Zenjarplan (Q) | 62 ? | 2 (PURGE), 4 (RE), 3 (STORK) |
| Ideology | Sergei Eastumuch (M) | 64 | |
| Industry | Oleg Satin (O) | 62 | |
| Economy | Iwan Manjak (P) | 61, strength position | |
| Sport | Ludmilla Patina (S) | 58 | |

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

Candidates: G, R, U, V, W

People: T (64 +), X (53 ++), Y, Z

Siberia: F, I (83 ++), 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. TI have one wave.

Doggin' It**Turn 5, Phases IV-VII, Turn 6, Phases I-III****Turn 6, Phases IV-VII, Turn 7, Phases I-III due: 11/9 Tuesday****Turn 5**Construction and Operation

Red (Scharf) delivers 2.25 gold to Denver for \$15750.

Green (Whyte) gains \$650 in passenger revenue.

Brown (Carl) pays \$350 to operate claim #42 in Vallecitos (1 lumber) and claim #40 in Lumberton (depletes). Delivers 4 lumber from 40 to Pueblo for \$1200.

Gray (Cain) pays \$200 to operate claim #10 in Heber City (2 silver). Delivers 2 silver to Salt Lake City for \$4000.

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

Blue (Martin) delivers 6 coal from #66 to Santa Fe for \$900.

Turn 5Move Prospectors and Surveyors

Red (Scharf) surveys Leadville to O, prospects passenger line #4.

Green (Whyte) surveys H to Leadville

Brown (Carl) surveys Lumberton to Durango, prospects claim #24

Gray (Cain) surveys Salt Lake City to Bingham, prospects claim #1

Gold (Bolduc) surveys JJ to Emery, prospects claim #1

Blue (Martin) surveys Pueblo to A, prospects claim #38

Dispute Resolution

Gray and Gold have a dispute over claim #1. Gray dr = 6 + 1 (+1 for prospector). Gold dr = 7. Dispute remains unresolved and both players may try again next turn. Red pays \$2500, Green pays \$500, Brown pays \$1200, Gray pays \$600, Gold pays \$800, and Blue pays \$700.

Notes

There has been a question raised about how the track segments that connect to Ouray and Telluride work. They are treated as single, Y-shaped track segments, so if you survey the track that goes to Telluride, you have also connected junctions T and U.

The Players

| Player | Color | Starting Location | Money | Personnel |
|---------------|-------|-------------------|---------|-----------|
| Bill Scharf | Red | Denver | \$13250 | S+1, P |
| Brendan Whyte | Green | Denver | \$1800 | S, P+1 |
| Joe Carl | Brown | Pueblo | \$250 | S+1, P |
| Dennis Cain | Gray | Salt Lake City | \$8800 | S, P+1 |
| Paul Bolduc | Gold | Salt Lake City | \$1400 | S+1, P |
| Brad Martin | Blue | Santa Fe | \$500 | S, P+1 |

Owned Claims

| # | City | Owner | Goods | Type | Operation |
|----|------------|-------|-------|--------|-----------|
| 56 | Aspen | Green | 4 | Coal | Depleted |
| 15 | Aspen | Green | 1 | Silver | \$150 |
| 6 | Georgetown | Green | 0 | Gold | \$150 |
| 42 | Vallecitos | Brown | 7 | Lumber | \$150 |
| 64 | Walsenburg | Brown | 0 | Coal | \$250 |
| 24 | Ouray | Brown | 0 | Silver | \$200 |
| 10 | Heber City | Gray | 0 | Silver | \$200 |
| 45 | Scofield | Gold | 2 | Coal | Depleted |
| 48 | Emery | Gold | 6 | Coal | \$150 |
| 66 | Trinidad | Blue | 14 | Coal | \$200 |
| 67 | Trinidad | Blue | 4 | Coal | \$150 |
| 9 | Silverton | Blue | 0.25 | Gold | \$250 |
| 38 | Taos | Blue | 0 | Lumber | \$150 |

Owned Passenger Lines

| # | Type | Route | Payoff | Owner | Notes |
|---|------|--------------------|--------|-------|--------------------------------|
| 4 | A | Denver – Leadville | \$1350 | Red | Discard after 3 more Leadville |

| # | Type | Route | Payoff | Owner | Notes |
|---|------|---------------------------|--------|-------|------------|
| | | | | | depletions |
| 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 |
| 1 | Bingham | Gold | \$1000 | \$300 |
| 41 | El Vado | Lumber | \$500 | \$150 |
| 16 | Aspen | Silver | \$200 | \$200 |
| 13 | Eureka | Silver | \$300 | \$200 |

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 | |
| 7 | B | Denver – Leadville | \$600 | D x \$50 | |
| 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. It was reported in the paper that Jim Jones married his widow's sister. How did he do this?

A1. Jim Jones married Ella in 1820. She died in 1830. In 1840 he married Ella's sister, Mary. She became his widow when he died in 1850. So in 1820 he had married his widow's sister.

Joe Carl and Kevin Wilson each receive 1 point.

Q2. 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?

A2. You set switches A and B on and switch C off. You wait a few minutes and then switch B off. You then enter the room. The bulb which is on is connected to

A. The cold bulb which is off is connected to C. The warm bulb which is off is connected to B.

Dennis Cain and Ward Narhi each receive 1 point.

Q3. 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?

A3. In a group of ten Soviet officials photographed sitting around a table there were eleven pairs of feet underneath the table.

No correct answers.

Q4. 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?

A4. He called the local sheriff, who had never heard of him. He used this as proof of his good character.

No correct answers.

Q5. 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.

A5. The man uses the meter at the gas pump to measure out exactly 13 gallons. He puts 11 gallons in the large container and 2 gallons in one of the others. Kevin Wilson receives 2 points.

Current Scores

| | | | |
|------------------|-----|---------------|-----|
| Chris Geggus | 60½ | Andy York | 47½ |
| Caleb Cousins | 41½ | Dennis Cain | 38½ |
| Paul Bolduc | 35½ | Brendan Whyte | 35 |
| Joe Carl | 32 | Andy Lewis | 31½ |
| Bill Scharf | 28½ | Steve Koehler | 27½ |
| Dan Eisenhower | 19½ | Ward Narhi | 19½ |
| Berry Renken | 19 | Brad Martin | 16 |
| Bob Robles | 15 | Tom Howell | 11½ |
| Kevin Wilson | 8 | Sean Cousins | 7 |
| Sigourney Street | ½ | | |

New Questions

Topic: Brain Teasers

1. When the music stopped, he died very suddenly. How?
2. A man was born before his father, killed his mother, and married his sister. Yet he was considered normal by all those who knew him. How come?
3. An agency offered personality assessment on the basis of handwriting. How did an enterprising client show that the operation was unreliable?
4. King George the Third of England suffered a temporary bout of madness. A movie was made in England on this subject. It was entitled "The Madness of George III," but this name was changed for American audiences. Why?
5. A travel article on Brazil observed that, in restaurants in Rio, soup was a very popular starter choice for rich ladies. Why?

Pedagogy

Over the past couple of decades, there has been a growing appreciation on the part of professional astronomers for the work of the amateur community. Part of this is as a result of some of the limitations of professional observatories, and part of it stems from a number of amateur organizations that enable amateurs to do professional quality work.

Professional astronomy is limited by facilities. There are only so many large telescopes in the world, and although the number is growing, the demand always keeps pace. Most time on these telescopes is scheduled months if not years in advance. And if you happen to get clouded out during your scheduled observing time, tough luck. Another problem is that the large telescopes are usually used at high magnification, thereby showing only a small patch of sky. Amateur telescopes, on the other hand, while much smaller than their professional counterparts, generally are a comparable optical quality. What's more, they are totally under control of the owner. This allows the amateur to react to changing conditions in the sky much more quickly than his or her professional counterpart. It also allows the amateur to track things on a long-term, continuous basis, something not possible for a professional who gets maybe two or three weeks of observing time per year.

A number of organizations have grown up because of these advantages. One of the biggest is the American Association of Variable Star Observers, or AAVSO. This organization is dedicated to the long term observation of variable stars. Now, the observed output of light from a star can vary for many reasons. It could be eclipsed by a dimmer star, like Algol, or it could actually pulsate in and out like Mira. Furthermore, the time scale of the variability can be anywhere from hours to years. Some newly discovered variable stars have not been classified yet, since we have not been able to observe the full light curve of the star. AAVSO makes available finder charts for these variable stars, with the known visual magnitudes of nearby stars. This allows the observer to gage the star's current brightness at a particular time. These reports are sent back to AAVSO, which then correlates and averages the many observations to get an overall light curve out of it. The AAVSO database provides a rich resource for astronomers who are studying variable stars.

Another organization is the International Occultation Timing Association, or IOTA. This organization specializes in observing occultations, which occur whenever one heavenly body passes in front of another. Most occultations occur when an asteroid passes in front of a star, or when the moon passes in front of a star or planet. By carefully recording your position, and the exact time that a star

appears or disappears during an occultation, valuable information regarding the orbit of the asteroid or the moon can be obtained.

Another organization devoted to observing transient phenomena is the Association of Lunar and Planetary Observers, or ALPO. Members of this organization devote themselves to keeping a close watch over the planets and the moon, to observe the changing conditions there. The most common targets include the moon (watching for TLPs, or Transient Lunar Phenomena) and Jupiter (watching the storms in the Jovian atmosphere). Mars is also a popular target when it is close enough to show appreciable surface detail.

A relatively new service is being provided through the Sky Alert service. Essentially, it is a supernova watch. In a supernova, vast numbers of neutrinos are produced. Well, the neutrinos are able to escape the explosion several days before the light produced by the explosion is able to break through the collapsed core of the star. These neutrinos can be detected here on Earth. Unfortunately, the current technology in neutrino detection is such that only a rough idea of the direction can be obtained. That is where Sky Alert comes in. It is an email service that you can subscribe to. Whenever a neutrino signal is detected, all the subscribers are told where to look, generally a patch of sky about 10 degrees square. The amateurs then aim their telescopes at the area and take pictures to see if they can catch the first glimmers of light from the supernova.

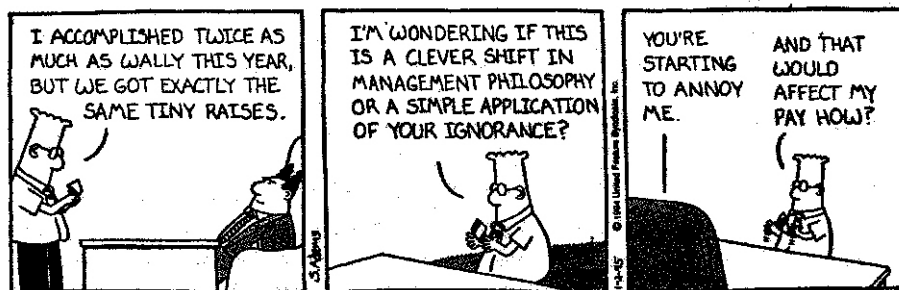
Another organization, which is not directly connected with observation, but still deserves a mention is the International Dark Sky Association. It is an organization dedicated to reducing light pollution around the world. It accomplishes this by educating people and governments about how to select lighting that accomplishes the desired ends of illuminating the landscape, without allowing too much spillover into the sky. Such efficient lighting is not only more friendly to astronomers, it is also less costly to run and more effective at its purpose, since the light is exactly where you need it without causing unnecessary glare.

Finally, I should also mention the many contributions of individual astronomers. Until recently, most comets were discovered by amateurs. That only changed recently with the advent of robotic telescopes designed to look for near earth asteroids. Also, many novae are discovered by amateurs. The fact is that the sky is big, and professionals do not have the time or equipment to cover the whole sky all of the time, so they pick out those objects that meet their research goals. Amateurs, on the other hand, are free to go where the whimsy takes them, and are thus much better suited for certain science than are the professionals.

I don't have a particular topic in mind for next time. Any suggestions?

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.**



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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:** 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!