

## Notes from Hades

**N**ot much to say this time. The landscape work has slowed down considerably, although our fish pond had a major algae bloom, so we had to get the fish out and clean the thing out. I'm looking forward to actually relaxing on the weekends for a change.

This issue's deadline to **Tuesday, June 6 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.

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Game Openings

**Off the Leash.** Gunboat Machiavelli. This game will start when the next Machiavelli game ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 8. This game is closed. 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, and Sara Reichert. 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.

**Canes Venatici.** Outpost. This will again be the Expert rules version. Have Sara Reichert, Andy York, Phil Reynolds, Andy Lewis, Kevin Wilson, Michael Lowrey, Bill Scharf, and Dennis Cain. Will take up to 2 more.

**Hounds of Tindalos.** New World. Have Phil Reynolds, Andy Lewis, Kevin Wilson, Bill Scharf, and Bob Robles. Will take 1 more.

Wish List

**Age of Renaissance.** This game will start when Kennel Club ends. Will take up to 6.

**Kremlin.** This game will end when Dirty Dogs ends. Will take up to 6.

**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:

**Chris Hassler a.k.a. Cerberus**

**2000 S. Armour Court**

**La Habra, CA 90631**

**Phone: (562) 690-7827**

**Fax: (562) 690-7827**

**chassler@compuserve.com**

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

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

Andy Lewis

We are proud to announce that Wesley Benton Lewis joined our clan at 12:04 p.m. today [April 5]. He weighed in at 8 lb. 10 oz. and 22 inches. He looks a lot like his big brother. Everyone is doing fine. [Congratulations!]

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat  
Fall 1462**

**Deadline/Winter-Spring 1463 6/6 Tuesday**

*Austria's attack on his ally continues, allowing Venice to make gains. France has meanwhile continued his assault on the Turks, joined by Venice. Naples has reclaimed the boot while Milan maintains a defensive posture. The Pope quietly starts to build a navy.*

Summer 1462 Retreats

France A Tyrolea retreats to Swiss

Orders

Austria ☐

A Tyrolea to TURIN

A AUSTRIA to Tyrolea

A Slavonia to Carniola (DISLODGED, retreat Hungary, OTB)

France ☐

A SWISS to Tyrolea

F GENOA holds

F TYRRHENIAN SEA to Gulf of Lions

F LIGURIAN SEA holds

F GULF OF NAPLES supports F Ionian Sea to Messina

F WESTERN MEDITERRANEAN to Gulf of Lions

F CENTRAL MEDITERRANEAN supports F Palermo

F PALERMO besieges (garrison destroyed)

F Ionian Sea to MESSINA

Orders (cont.)

Orders (cont.)

- Milan ☐ A Milan to Como  
A TRENT to Milan  
A BERGAMO to Milan  
 A MANTUA supports A Modena  
 A LUCCA supports A Modena  
 A MODENA supports A Mantua
- Naples ☐ A Salerno to AQUILA  
 A BARI supports A Salerno to Aquila  
F OTRANTO supports French F Ionian Sea hold (nso)  
 F Naples to SALERNO
- Papacy ☐ A Urbino to ANCONA  
 A BOLOGNA holds  
 A PISA converts to G  
 A ROME holds  
 F PATRIMONY holds  
 F Ancona to LOWER ADRIATIC
- Turks ☐ A DURAZZO holds  
F Messina supports G Palermo convert to F (cut, DISLODGED, retreat garrison, OTB)  
F Palermo convert to F (DESTROYED!)
- Venice ☐ A Croatia to SLAVONIA  
 A CARNIOLA supports A Croatia to Slavonia  
 A Friuli to CARINTHIA  
 A TREVISO supports A Verona  
 A VERONA supports A Friuli to Carinthia  
 A FERRARA supports Papal A Bologna  
 A PADUA supports A Verona  
 F UPPER ADRIATIC supports Papal A Bologna  
 F Lower Adriatic to RAGUSA  
 F VENICE holds

Press

**Austria – France:** You can help me best by going back to Avignon.

**Austria – Venice:** Please give me CAR to help me grow. Then I will be your ally.

**France – Milan:** Austrian moves are forcing me to build more armies than I would like. Fortunately they are easy to remove.

**France – Naples:** Good guess work with regards to Turkey. Venice will consider him a liability now.

**France – Austria:** I hope your attack on me doesn't open you up to a Venetian attack. I bear you no ill will, heck, you can even keep Tyrolea. But, I will no longer leave my border with you unguarded – you've lost that privilege – and continuing attacks will convince me that you're a loose cannon. Look at how many armies I have on your borders as compared to Venice.

**France – Venice:** Re: your question about how I like Venetian press and orders now. I, too, would be trying to break up an alliance by appealing to the greedy and gullible. A word of caution though, they may not be fooled by you for long.

**Milan – Austria:** I am obliged to protect myself from the venetian menace of six armies near my boundaries (and two yours?), thus.....

**Milan – France:** I proved for Como in order to have a good defense of Milan from enemy encirclement.

**Naples – Venice:** Friends.

**Naples – Papacy:** Everything is back on track now.

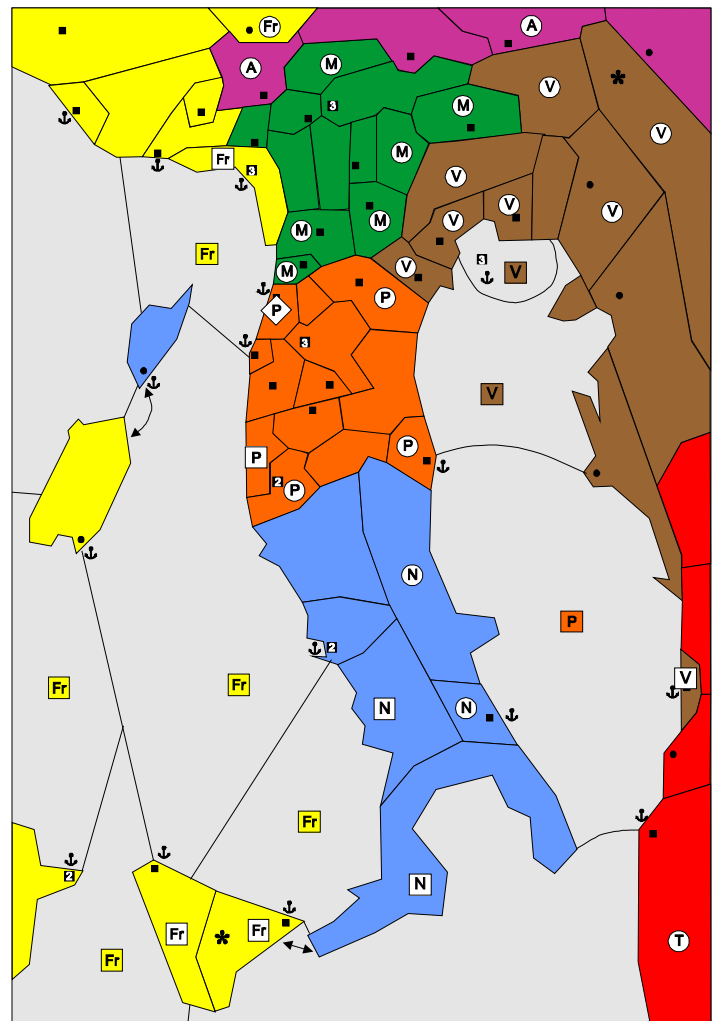
**Naples – Turk:** Enemies!

**Naples – France:** At your service...

**Naples – Papacy:** Let's join Venice against France.

**Pope – France:** I can't remember what the black press was anymore. It was so long ago. I noticed a few last time though.

**"Feral Dogs"**



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

**Pope – Naples:** If you want to move to Aqu to make the boot "Blue", that's fine with me.

**Pope – Venice:** Hopefully you have let me enter the Lower Adriatic. If you took one of the Turkish SC's I'll take the other.

**Pope – Milan:** I hope you appreciate my low front presence. I'm remaining neutral in your conflict with Venice. Neither you nor he have done me any harm and I don't see how I can choose one over the other.

**Pope – France:** Man that sucked! I'll help you out in anyway I can. Whatever you requested of me this turn, you can count on me following through. Good luck against the Austrian.

**Venice – Austria:** Thanks for doing something different. It gives me great hope that my attack on you will succeed. Look, you're just in too dangerous of a location on the board for me to allow you to get stronger. You would attack me sooner or later, so I might as well try to limit your growth now. No offense -- the geography mandates this for me.

**Venice – France:** What I mean by saying that I am an experienced Machiavelli player is that I won't do something harebrained, like my predecessor did, by maintaining units around Naples while the home front crumbles. As for being open-minded, I won't rule out the possibility of working with you at some point, but I just don't see it happening as things stand now. You're the one threatening to sweep the board, not me. As for your anti-Venice bent on the basis of seeing Venice win so many games, it just shows that you are not open-minded.

**Venice – Turks:** I have nothing against you, but I cannot afford to see the Papacy side with Milan against me. So, as an explanation for my attack on Ragusa, I can only say, "The Pope made me do it!"

**Venice – Naples:** I have nothing against you wither. I just hope the Papacy feels the same way. You, too, can be of much help vs. France.

**Venice – Papacy:** I still think Turkey can be of significant help vs. France, but I don't want you to attack me over this. Sail on to the Lower Adriatic and points south -- I won't stop you. Just make sure it's south and not north!

**Venice – Milan:** How about this: We work together to wipe out Austria and keep the territories we presently occupy. After this turn, I won't attack you unless you attack me. Then, maybe, we can swing a Milan-Papacy-Venice alliance. Think about it.

### Spring 1462 Income Provinces

Aus	Tyrolea, Austria, Hungary, Turin	(4)
Fra	Avignon, Swiss, Provence, Saluzzo, Marseilles, Savoy, Genoa, Sardinia, Palermo, Messina, Tunis	(11)
Mil	Montferrat, Pavia, Como, Milan, Trent, Bergamo, Cremona, Parma, Fornova, Mantua, Modena, Lucca	(12)
Nap	Corsica, Capua, Aquila, Naples, Salerno, Bari, Otranto	(7)
Pap	Pisa, Pistoia, Florence, Bologna, Urbino, Arezzo, Sienna, Piombino, Patrimony, Rome, Perugia, Spoleto, Ancona	(13)
Tur	Bosnia, Herzegovina, Albania, Durazzo	(4)
Ven	Carinthia, Slavonia, Croatia, Dalmaita, Istria, Carniola, Friuli, Treviso, Verona, Padua, Ferrara, Ragusa	(12)

### Cities

Aus	Tyrolea, Austria, Hungary, Turin	(4)
Fra	Avignon, Swiss, Saluzzo, Marseilles, Savoy, Genoa (3), Sardinia, Palermo, <i>Messina</i> , Tunis (2)	(13)
Mil	Montferrat, Pavia, Milan (3), Trent, Cremona, Mantua, Modena, Lucca	(10)
Nap	Corsica, Naples (2), Bari	(4)
Pap	Pisa, Florence (3), Bologna, Arezzo, Sienna, Piombino, Rome (2), Perugia, Ancona	(12)
Tur	Albania, Durazzo	(2)
Ven	Croatia, Dalmaita, Carniola, Treviso, Padua, Ferrara, Ragusa, Venice (3)	(10)

### Seas

Fra	Ligurian Sea, Tyrrhenian Sea, Western Mediterranean, Central Mediterranean, Gulf of Naples	(5)
Pap	Lower Adriatic	(1)
Ven	Upper Adriatic, Venice	(2)

### Totals

The variable income die roll was a 1.

	Variable	Prov	Seas	Cities	Gross	Treas	Total
AUS	1	4	0	4	9	0	9
FRA	2	11	5	13	31	0	31
MIL	2	12	0	10	24	1	25
NAP	1	7	0	4	12	2	14
PAP	2	13	1	12	28	12	40
TUR	1	4	0	2	7	2	9
VEN	4	12	2	10	28	1	29

### Game Summary

	1454	1455	1456	1457	1458	1459	1460
Aus	3	5	6	2	2	2	2
Flo	3	5	6	4	3	3	2
Fra	3	2	4	6	7	8	9
Mil	3	4	3	2	3	4	6
Nap	4	5	5	5	5	5	4
Pap	4	3	3	6	6	7	5
Tur	3	4	4	5	5	5	6
Ven	4	5	6	11	11	9	10

	1461	1462
Aus	2	4
Flo	0	0
Fra	11	10
Mil	7	8
Nap	3	3
Pap	8	9
Tur	5	2
Ven	7	8

## **Citizen Dog**

### **Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory**

#### **Spring 1459**

#### **Deadline for Summer 1459: 6/6 Tuesday**

*Naples and France form a working partnership, making things look grim for Florence. Milan consolidates his position while Austria and Venice defend against each other.*

### Fall 1458 Retreats

Austria retreats A Carniola to Slavonia, Milan retreats A Saluzzo and A Genoa to garrison

		Tre	Cost	Rem
Ven	Maintains A Padua, A Carniola, A Croatia, A Ragusa, F Upper Adriatic, builds A Treviso, F (Elite Mercenary) Venice	30	24	6

### Builds

		Tre	Cost	Rem
Aus	Maintains A Tyrolea, Trent, and Slavonia, builds A Austria and A Hungary	15	15	0
Flo	Maintains all, builds A Pisa	20	15	5
Fra	Maintains all, builds A Avignon	21	18	3
Mil	Maintains A Verona, A Milan, and A Pavia, builds A Cremona, G Milan, G (Elite Mercenary) Pavia	22	18	4
Nap	Maintains all, builds F Palermo	27	27	0

### Expenditures

Florence spends 3 ducats for Famine Relief in Florence

### Orders

AUSTRIA	A AUSTRIA supports A Trent to Carinthia (Robles)
	A TYROLEA to Como
	A Trent to CARINTHIA
	A SLAVONIA holds
	A HUNGARY supports A Slavonia

Orders (cont.)

FLORENCE A (EM) FLORENCE supports A Perugia to Sienna

(Wilson) A PISA supports A Florence

A Perugia to SIENNA

F PIOMBINO supports A Perugia to Sienna (cut)

FRANCE A AVIGNON supports A Turin

(Scott) A TURIN supports A Avignon

A Savoy to GENOA

A Saluzzo to SAVOY

F DURAZZO supports Naples F Ancona to Lower Adriatic

F (EM) Genoa to LIGURIAN SEAMILAN A MILAN to Como

(Giovine) A Verona to MANTUA

A Pavia to FORNOVA

A CREMONA supports G Milan convert to A

G MILAN convert to AG (EM) PAVIA convert to A

NAPLES A (EM) AREZZO supports A Urbino to Bologna

(McConnell) A Urbino to BOLOGNA

A Rome to PERUGIA

A SPOLETO supports A Rome to Perugia

F TYRRHENIAN SEA to Piombino

F Ligurian Sea to LUCCA

F PALERMO to Tyrrhenian Sea

F Ancona to LOWER ADRIATIC

Orders (cont.)

VENICE A Padua to FERRARA

(Grib) A CARNIOLA holds

A CROATIA supports A Carniola

A RAGUSA converts to G

A Treviso to PADUA

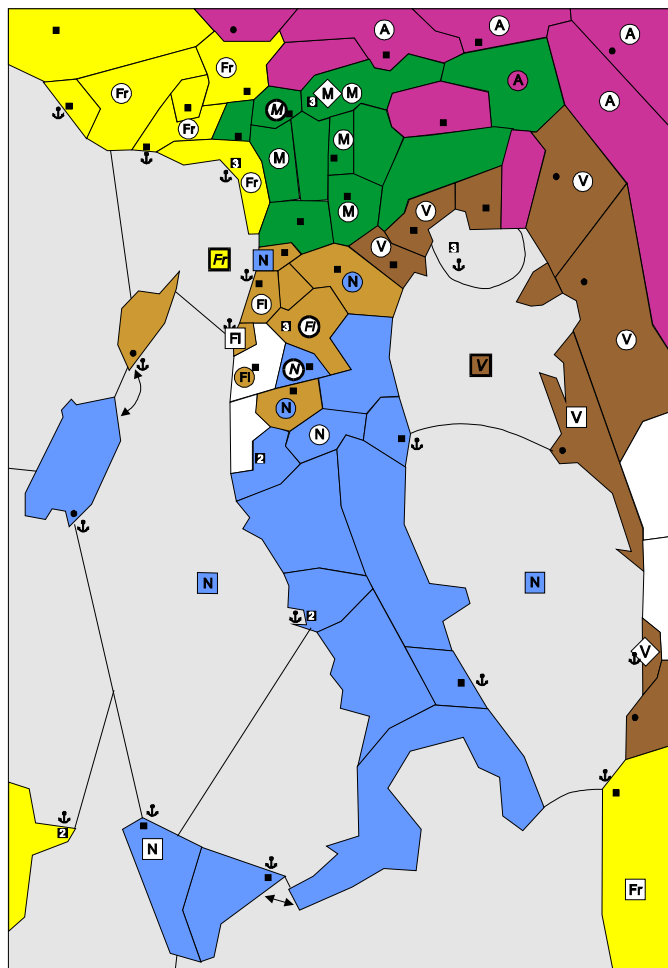
F Upper Adriatic to DALMATIA

F (EM) Venice to UPPER ADRIATICPress**Austria – Venice:** I guess we WILL get into a tit for tat sort of relationship.**Milan – All:** Does anyone know where I could jump into the lake in order to bless myself against Famine and Plague? And, at the same time, if it is possible to curse France that is completely immune to all two from the beginning of the game? Please help me to curse him.Notes

In order to receive the variable income from Genoa, you must control both the city and the province. Hence, nobody gets it this turn.

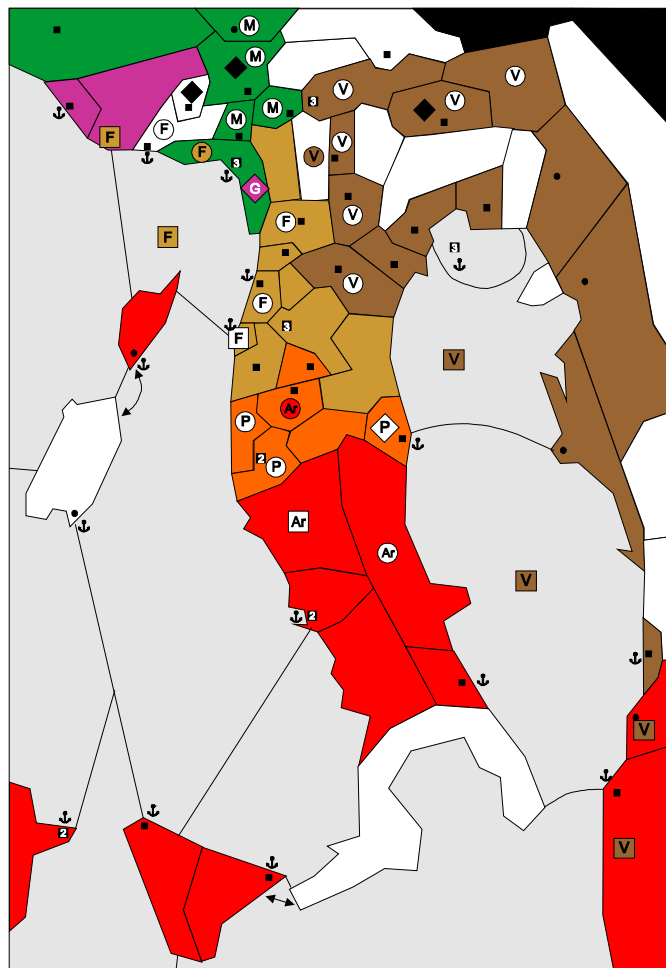
Summer 1459 Plague**Good Year – No Plague!**

Citizen Dog



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

New Tricks



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

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## New Tricks

### **Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory Summer 1256**

**Deadline for Fall 1256: 6/6 Tuesday**

*Milan continues to hold off Venice, but Florence begins to mass troops on the southern flank. The Pope's forces defend, but Aragon makes headway. Genoa's days are clearly numbered.*

#### Spring 1256 Retreats

Milan A Genoa retreats to Montferrat

#### Orders

ARAGON A AQUILA to Bari

(Whyte) A Spoleto to PERUGIA

F CAPUA to Tyrrhenian Sea

FLORENCE A GENOA besieges

(Robles) A MODENA supports A Genoa

A Pisa to SAVOY

A Florence to PISA

F PROVENCE supports A Pisa to Savoy

F LIGURIAN SEA transports A Pisa to Savoy

F PIOMBINO to Tyrrhenian Sea

GENOA G GENOA converts to A

(Scott)

MILAN A MONTFERRAT to Savoy

(Street) A TURIN supports A Swiss to Tyrolea

A SWISS to Tyrolea

A PAVIA to Milan

PAPACY A PATRIMONY supports A Rome

(Narhi) A ROME holds

F ANCONA converts to G

#### Orders (cont.)

VENICE A MILAN to Tyrolea

(Reynolds) A TRENT to Milan

A CARINTHIA supports A Milan to Tyrolea

A PARMA to Pavia

A CREMONA supports A Trent to Milan

A MANTUA supports A Ferrara to Bologna

A Ferrara to BOLOGNA

F UPPER ADRIATIC supports Papal F Ancona

F LOWER ADRIATIC to Bari

F ALBANIA to Lower Adriatic

F DURAZZO to Lower Adriatic

#### Press

**Florence – Aragon:** Have no fear; this is a very large detour.

**Milan – Florence and Venice:** I don't know who among my enemies I hate more.

**Papacy – Aragon:** Well, you may have won the war but the cost is going to be rather high for you. That is a whole mess of Venetian fleets heading your way. Say goodbye to all of your islands. I rest assured that even if you beat me your grand strategy was totally whack as there is no way you will be involved in a win or draw.

**Venice – Genoa:** What's with making Florence your benefactor? He's one of the guys taking you out!

**Venice – Florence:** I hope you have cooked up a scheme vs. Milan, not me, your loyal ally!

**Venice – Milan:** Parry THIS!

**Venice – Papacy:** And now it's time for me to support you.

**Venice – Aragon:** That's far enough.

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## Sun Dog

**Turns 51.2 to 53.2**

**Turns 53.3 to 57.3 due: 6/6 Tuesday**

#### Turn 51

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Titan	3, 6	Mimas	9 fuel used, pays \$300 to vRE
VRE	Neried	2, 4	Triton	6 fuel used, owes \$1600 to TE, sells Saturn Space Dock for \$400 and Jupiter Space Dock for \$350, pays rent

#### Turn 52

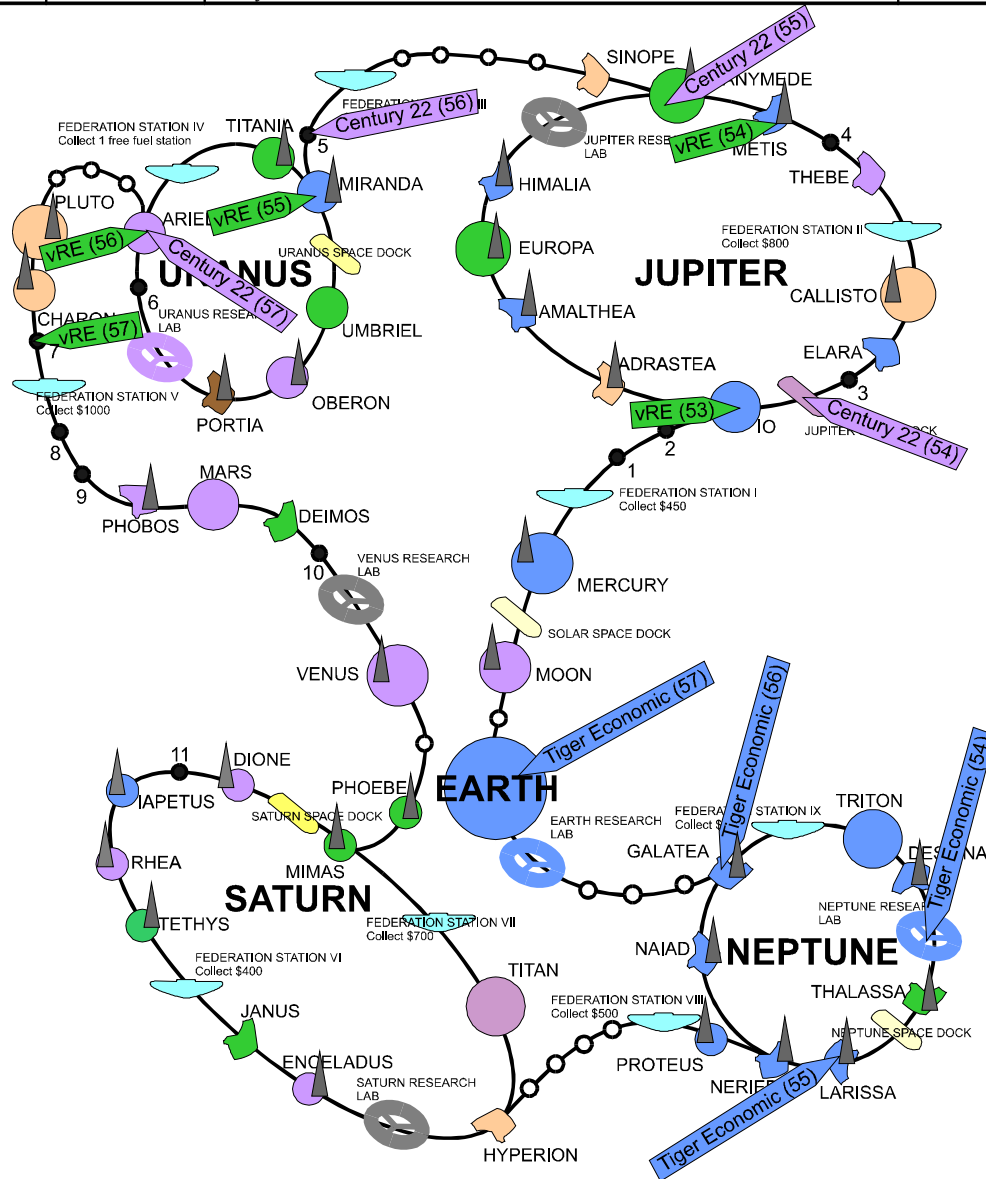
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	1, 3	Naiad	Red Shift 5, 5 fuel used, refuels to full
Century 22	Mimas	1, 1	Dione	\$100 gained, 2 fuel used, refuels to full
VRE	Triton	4, 5	Moon	9 fuel used, owes \$1000 to Century 22, sells Jupiter Research Lab for \$350, Saturn Research Lab for \$350, and Charon for \$800. Pays rent.

#### Turn 53

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	4, 6	Naiad	10 fuel used, refuels to full
Century 22	Dione	3, 4	Enceladus	7 fuel used, buys for \$750

The Players (After Turn 53.2)

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, Iapetus	5	25	10000
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus	3	25	4785
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Phoebe, Janus, Thalassa, Europa, Ganymede	4	10	1005

Turn 53

Company	Starting Location	Die Roll	Ending Location	Notes
VRE	Moon	1, 5	Io	6 fuel used, owes \$540 to TE, pay purchase Io for \$335

Turn 54

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	2, 3	Neptune Research Lab	5 fuel used, buys for \$450
Century 22	Enceladus	1, 3	Jupiter Space Dock	Red Shift: 3 fuel used, \$500 gained, purchases Jupiter Space Dock for \$350, refuels to full
VRE	Io	2, 6	Io or Metis	8 fuel used, may not move unless Io purchased and fuel station placed, owes \$155 to TE if at Metis (must sell something to do so)

Turn 55

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Neptune Research Lab	3, 4	Larissa	7 fuel used, refuels to full
Century 22	Jupiter Space Dock	3, 5	Ganymede	8 fuel used, owes \$200 or \$280 to vRE (depending on who owns Io)
VRE	Metis	3, 6	Miranda	9 fuel used, owes \$130 to TE

Turn 56

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	3, 4	Galatea	7 fuel used, purchases Galatea for \$700
Century 22	Ganymede	3, 4	Blank Dot 5	7 fuel used
VRE	Miranda	2, 5	Ariel	7 fuel used, owes \$285 to Century 22 (must sell something to pay), may purchase for \$285

Turn 57

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Galatea	2, 4	Earth	6 fuel used, gains \$1000, refuels to full
Century 22	Blank Dot 5	4, 4	Ariel	\$100 gained, may bypass Ariel
VRE	Ariel	3, 3	Blank Dot 7	6 fuel used, \$100 gained, may bypass blank dot

**Kennel Club**

**Turn 8 Phases 4 – 6**

**Turn 8 Phase 7 and Turn 9 Phases 1 – 3 due: 6/6 Tuesday**

Phase 4 – Purchase or Pass

**Barcelona** pays \$6 to Paris for Prince Henry, buys Institutional Research (X, 70 credits from Civics, 30 credits from Prince Henry), Enlightenment (D, 40 credits for Sciences, 10 credits for Institutional Research, 40 credits for Henry Oldenburg, \$30), pays \$5 to Hamburg for Leonardo da Vinci, buys Master Art (P, 20 credits for Communications, 10 credits for Institutional Research, 30 credits for Leonardo, \$30, discards Famine), Renaissance (Q, 20 credits for Communications, 10 credits for Institutional Research, 30 credits for Leonardo, \$60). No stabilization (misery increases to 175). Has 165 misery relief credits and 3 tiers, misery decreases to 100.

**Paris** buys Institutional Research (X, 30 credits from Civics, 30 credits from Prince Henry, \$40), pays \$5 to Hamburg for Leonardo da Vinci, buys Human Body (B, 20 credits from Sciences, 10 credits from Institutional Research, 30 credits from Leonardo, misery drops to 450), Wind/Watermill (J, 10 credits from Commerce, 10 credits from Institutional Research, \$20), pays \$1 for stabilization.

**Hamburg** buys Nationalism (W, 80 credits from Civics), Master Art (P, 20 credits from Communications, 10 credits from Institutional Research, 30 credits from Leonardo, \$30), Renaissance (Q, 20 credits from Communications, 10 credits from Institutional Research, 30 credits from Leonardo, \$60), Enlightenment (D, 60 credits from Sciences, 10 credits from Institutional Research, \$50), Proselytism (G, 40 credits from Religion, \$50, misery increases to 150), has 160 misery relief credits and 3 tiers, misery decreases to 90.

**Hamburg** exchanges places with **Paris** using Renaissance. **Genoa** exchanges places with **Venice** using Renaissance.

**Barcelona** expands to South America (0, impossible, no New World advance), East Indies (1), and buys a card (3, \_\_\_\_\_).

**Hamburg** expands to Venice (1), Acre (1), Alexandria (1), and Trebizond (3).

**Paris** expands to Stockholm (6, requires 7 [3 +2 (domination) +1 (Malmo) +1 (Nationalism)])

**Genoa** expands to East Indies (6, vs. Barcelona, DR = 3, 2, 5; loses), East Indies (6, vs. Barcelona, DR = 5, 6, 2; wins), Valencia (6, vs. Barcelona, DR = 5, 4, 4; wins), Erzerum (5, vs. Venice, DR = 1, 2, 2; loses), Erzerum (5, vs. Venice, DR = 3, 3, 6; loses)

**Venice** pays \$5 to Hamburg for Leonardo da Vinci, buys Master Art (P, 20 credits from Communications, 10 credits from Institutional Research, 30 credits from Leonardo, \$30), Proselytism (G, 40 credits from Religions, \$50, misery increases to 200), Cathedral (H, 40 credits from Religions, \$80, misery increases to 250), Wind/Watermill (J, 10 credits from Commerce, 10 credits from Institutional Research, \$20), Improved Agriculture (K, 10 credits from Commerce, 10 credits from Institutional Research, \$30, misery decreases to 200), Nationalism (W, 40 credits from Civics, \$20). No stabilization, misery increases to 250. Has 65 misery relief credits and 2 tiers, misery drops to 200.

**Genoa** pays \$5 to Hamburg for Leonardo da Vinci and \$6 to Paris for Prince Henry. Buys Master Art (P, 20 credits from Communications, 10 credits from Institutional Research, 30 credits from Leonardo, \$30, discards The Crusades), Renaissance (Q, 20 credits from Communications, 10 credits from Institutional Research, 30 credits from Leonardo, \$60), Wind/Watermill (J, 10 credits from Commerce, 10 credits from Institutional Research, \$20), Improved Agriculture (K, 10 credits from Commerce, 10 credits from Institutional Research, \$30, misery drops to 400), Ocean Navigation (T, 40 credits from Exploration, 10 credits from Institutional Research, 30 credits from Prince Henry, \$40), \$3 for stabilization. Has 140 misery relief credits and 2 tiers, misery drops to 300.

**London** pays \$5 to Hamburg for Leonardo da Vinci, buys Human Body (B, 20 credits from Sciences, 30 credits from Leonardo, \$10, misery drops to 350), upgrades ship for \$10, \$3 for stabilization.

Phase 5 – Expansion

**Venice** expands to South America (6), Venice (1, vs. Hamburg, Cathedral victory), Florence (3), and Smyrna (4, vs. Barcelona, DR = 2, 6, 1; wins)

**London** expands to Algiers (4, vs. Barcelona, Cathedral loss), Fez (4, vs. Barcelona, DR = 4, 5, 3; wins), Mitau (3, vs. Hamburg, DR = 3, 3, 4; loses), Mitau (3, vs. Hamburg, DR = 1, 2, 3; loses), buys a card (6, \_\_\_\_\_), Cornwall (2, vs. Paris, DR = 3, 5, 3; wins), Wales (2, vs. Paris, DR = 3, 5, 4; wins), Armagh (2, vs. Paris, DR = 3, 3, 2; wins), Chester (5, vs. Paris, DR = 5, 3, 1; wins)

**Venice** receives the bonus card of \_\_\_\_\_

Phase 6 – Income

**Hamburg** gains \$27 from Interest & Profit.

**Barcelona** (Koehler) gains \$75

**Hamburg** (Martin) gains \$93

**Paris** (Burgdorf) gains \$39

**Genoa** (C. Cousins) gains \$99

**Venice** (Cain) gains \$135

**London** (Scharf) gains \$69

**Hamburg** reduces misery to 80 and **Venice** reduces misery to 175

**Shortage** of wine (Genoa gains \_\_\_\_\_)  
and **Surplus** of silk (Venice pays \$4)

Turn 8, Phase 1 – Card Draw

Your card was: \_\_\_\_\_

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	175	15	\$131	4	20	O-3	A, B, E, F, G, H, I, J, K, N, O, P, R, S, T, U, V, W, X
Steve Koehler	Barcelona	100	5	\$75	1	10	O-2	A, B, D, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X, Y
Brad Martin	Hamburg	80	6	\$147	3	13	O-1	A, B, C, D, E, F, G, I, J, K, L, N, O, P, Q, R, S, T, U, V, W, X, Y
Martin Burgdorf	Paris	450	6	\$51	2	4	8	A, B, E, F, I, J, N, R, V, W, X
Caleb Cousins	Genoa	300	29	\$137	5	14	O-1	A, B, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X
Bill Scharf	London	350	32	\$123	6	9	6	A, B, E, F, I, J, K, N, O, R, 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)	--	--	4	4	1	--
Timber (4)	2	--	1	2	2	--
Grain (5)	2	--	1	1	3	--
Cloth (6)	2	2	--	--	4	--
<b>Wine (7)</b>	1	2	1	1	1	--
Metal (8)	--	4	--	1	1	1
Fur (9)	1	--	--	--	4	--
<i>Silk (10)</i>	--	2	--	--	4	--

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

**Shortage, Surplus**

Your Cards: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Press

**Paris – London:** I am only a poorly programmed person...

Dirty Dogs

**Turn 7, Funeral Commission through Parade**

**Turn 8 due: 6/6 Tuesday**

Funeral Commission

Tigran Zenjarplan, as acting Foreign Minister, nominates Sergei Eaststumuch for Party Chief. TCC declares 4 IP on M and RE declares 3 IP on O. Q, M and S vote in favor, O and P against. Sergei becomes the new Party Chief.

Replacement

SODS plays Rehabilitation by the State President (12) to rehabilitate G. Sergei moves Q to Foreign Minister, P to Industry Minister, and O to Economy Minister. Oleg Satin promotes to KGB Head by age, as does P to Defense Minister. Turi Nikotin (R) promotes to Ideology Minister, Mikail Strychnin (T) to Industry Minister, and Wassily Protzky (U) to Economy Minister by age. G, N, and Y are promoted to Candidates

Rehabilitation

None

Parade

Sergei waves vigorously.

Press

**TCC – All :** Good job last turn guys!

**TI – All:** Well...since you are all against the true will of the people...I will avoid exposing my true believers until you are powerless to stop them! I can wait...

**TI – All:** At least Alexi took a few closet capitalist dogs with him.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eaststumuch (M)	70	7 (TCC), 6 (STORK), 5 (PURGE), 4 (RE), 6 (SODS)
KGB Head	Oleg Satin (O)	62, weakness position	2 (SODS), 3 (RE)
Foreign	Tigran Zenjarplan (Q)	72 + ?, strength position	10+ (PURGE)
Defense	Iwan Manjak (P)	61 +	3 (PURGE), 1 (SODS), 4 (RE)
Ideology	Turi Nikotin (R)	59	
Industry	Mikail Strychnin (T)	64 +, weakness position	
Economy	Wassily Protzky (U)	56	
Sport	Ludmila Patina (S)	58 +	10 (TCC), 1 (TI), 6 (PURGE)

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



**Candidates:** G (71), N, Y, V, X (53 ++)  
**People:** Z  
**Siberia:** F, I (83 ++), W, K (77 +), C (82)  
**Kremlin Wall:** H, D, L, E, A, J, B

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 two waves. TCC has one wave.	

## **Doggin' It**

**Turn 9, Phases IV-VII, Turn 10, Phases I-III**

**Turn 10, Phases IV-VII, Turn 11, Phases I-III due: 6/6 Tuesday**

### **Turn 9**

#### Construction and Operation

**Red** (Scharf) operates claim #17 (\$250, 1 silver) and #30 (\$200, 4 lumber). Gains \$1950 in passenger revenue.

**Green** (Whyte) operates claim #15 (\$150, ½ silver), #16 (\$200, 2 silver), and #8 (\$250, depleted), delivers 5½ silver to Denver for \$22,000, gains \$1300 in passenger revenue.

**Brown** (Carl) operates claim #64 (\$250, 3 coal), delivers 3 coal to Pueblo for \$900.

**Gray** (Cain) operates claim #1 (\$300, ¼ gold).

**Gold** (Bolduc) took claim #39 for \$800, operates claim #2 (\$200, ¼ gold) and #44 (\$100, 3 coal), delivers 7 coal to Salt Lake City for \$2800, gains \$100 from passenger revenue.

**Blue** (Martin) operates claim #27 (\$150, depletes) #9 (\$250, 1 gold), #66 (\$200, 4 coal), and #67 (\$150, 5 coal), gains \$600 in passenger revenue.

### **Turn 10**

#### Move Prospectors and Surveyors

**Red** (Scharf) surveys Denver to Colorado Springs, prospects claim #18.

**Green** (Whyte) surveys D to Fairplay, prospects claim #18.

**Brown** (Carl) passes

**Gray** (Cain) surveys AA to Grand Junction

**Gold** (Bolduc) surveys Price to Hiawatha, prospects claim #49

**Blue** (Martin) surveys Pagosa Springs to Durango, prospects the deck (claim #5, gold in Leadville, \$500 to start, \$100 to operate)

#### Dispute Resolution

Red and Green have a dispute over claim #18: Red: 8 + 3, Green: 3 + 4. Red wins. Red pays \$1300, Green pays \$500, Gray pays \$200, Gold pays \$700, and Blue pays \$900.

#### Notes

Blue has first option to buy the Leadville claim.

#### Press

**Brown:** Hip hip hooray, I get to do something again. What the market fall through the floor again :(

#### The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$12100	S+1, P
Brendan Whyte	Green	Denver	\$28500	S, P+1
Joe Carl	Brown	Pueblo	\$900	S+1, P
Dennis Cain	Gray	Salt Lake City	\$13600	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$7350	S+1, P
Brad Martin	Blue	Santa Fe	\$3000	S, P+1

#### Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	\$250
30	Steamboat Springs	Red	4	Lumber	\$200
18	Leadville	Red	N	Silver	\$200
56	Aspen	Green	4	Coal	Depleted
15	Aspen	Green	0	Silver	\$150
6	Georgetown	Green	½	Gold	Depleted
16	Aspen	Green	0	Silver	\$200
42	Vallecitos	Brown	7	Lumber	\$150
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	0	Silver	\$200
1	Bingham	Gray	¼	Gold	\$300
44	Scofield	Gold	0	Coal	\$100
2	Marysvale	Gold	¼	Gold	\$200
39	Lumberton	Gold	N	Lumber	\$250
49	Hiawatha	Gold	N	Coal	\$100
66	Trinidad	Blue	17	Coal	\$200
67	Trinidad	Blue	9	Coal	\$150
9	Silverton	Blue	1½	Gold	\$250
41	El Vado	Blue	N	Lumber	\$150

#### Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
4	A	Denver – Leadville	\$1350	Red	Discard after 3 more Leadville depletions
7	B	Denver – Leadville	\$600	Red	
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
5	A	Salt Lake City – Provo	\$100	Gold	
6	A	Pueblo – Santa Fe	\$600	Blue	

#### Available Claims

#	City	Type	Claim	Operation
60	Durango	Coal	\$300	\$100
26	Silverton	Silver	\$500	\$250
23	Ouray	Silver	\$500	\$200
5	Leadville	Gold	\$500	\$100

#	City	Type	Claim	Operation
58	Crested Butte	Coal	\$300	\$100
68	Raton	Coal	\$400	\$200
37	South Fork	Lumber	\$200	\$100

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

#	Type	Route	Payoff	Cost	Notes
12	B	Salt Lake City – Grand Jct.	\$1250	D x \$75	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
16	C	Santa Fe – Leadville	\$800	D x \$50	
1	A	Denver – Boulder	\$100	D x \$75	
18	C	Salt Lake City – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

**Rover**

**1957**

**1958 due: 6/6 Tuesday**

**1957**

Event Cards

**Penny Pines** declines the Government Order.

Purchases

**SCIFI** (Cain) buys the Orbital Satellite Program (1) for 6MB and the Astronaut Training Program for 18MB

**Penny Pines** (Scharf) buys the One Person Capsule Program (a) for 18MB.

**Moonshooter Unlimited** (Reynolds) buys a one stage rocket (A) for 3MB, the One Person Capsule Program (a) for 18MB, and the Astronaut Training Program for 18MB

**Cinnabar** (Carl) buys a one stage rocket (A) for 3MB, the Liquid Fuel Strap On Program (D) for 12MB, and the Interplanetary Satellite Program (2) for 24MB

**Republic of Texas** (York) buys a one stage rocket (A) for 3MB and a second launch facility for 30MB.

Research and Development

**SCIFI** (Cain) 1: 7 dice (1, 1, 3, 4, 4, 6) = +25%. 7MB spent. A: 7 dice (1, 2, 4, 5, 5, 6) = +28%. 14MB spent. a: 7 dice (1, 2, 2, 3, 3, 4, 6) = +21%. 7MB spent.

**Penny Pines** (Scharf) 1: 8 dice (1, 2, 3, 3, 4, 5, 5, 6) = +29%. 8MB spent. A: 8 dice (2, 2, 3, 4, 4, 4, 5, 5) = +29%. 16MB spent. a: 8 dice (2, 2, 2, 4, 4, 6, 6, 6) = +32%. 8MB spent.

**Moonshooter Unlimited** (Reynolds) 8MB spent. A: 8 dice (1, 3, 4, 4, 5, 5, 5, 6) = +33%. 16MB spent. a: 8 dice (1, 2, 2, 4, 4, 5, 6, 6) = +30%. 8MB spent.

**Cinnabar** (Carl) 1: 8 dice (2, 3, 3, 3, 5, 5, 6, 6) = +33% to Max R&D. 8MB spent. A: 2 dice (4, 5) = +9%. 4MB spent. D: 8 dice (1, 3, 4, 4, 4, 5, 5, 5) = +31%. 16MB spent.

**Republic of Texas** (York) 1: 8 dice (2, 3, 3, 3, 4, 4, 5, 6) = +33% to Max R&D. 8MB spent. A: 8 dice (1, 1, 4, 4, 5, 6, 6, 6) = +33% to Max R&D. 16MB spent.

Declare Future Missions

**Penny Pines** (Scharf) and **Moonshooter Unlimited** (Reynolds) declares one mission. **Republic of Texas** (York) declares 2 missions.

Your mission(s) is(are): \_\_\_\_\_

Missions

Rushing: Penny Pines rushes 2 months (2MB spent, -4% on safety of all programs). Launch Order: Penny Pines, Moonshooter Unlimited, Cinnabar, Republic of Texas.

**Penny Pines** and **SCIFI** launch an orbital satellite (Penny Pines provides the satellite, SCIFI provides the launcher). Liftoff: 74%>54% (Major booster problem, launch is cancelled). +1% to A, -3MB to budget.

**Moonshooter Unlimited** launches an orbital satellite. Liftoff: 92%>71% (Last second countdown abort, major problem with boosters, -20% to booster safety, mission failure). -3MB to budget.

**Cinnabar** launches an orbital satellite. Liftoff: 83%>39% (Last second countdown abort, major problem with boosters, -20% to booster safety, mission failure). -3MB to budget.

**Republic of Texas** launches an orbital satellite. Liftoff: 08%<85%, Earth Orbital Burn: 83%<95%, Earth Orbital Activities: 29%<95%. Mission success. +1% to A and 1, +16MB to budget.

**Players**

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter, Unlimited	Penny Pines	Republic of Texas
Budget (1957)	58	67	65	61	70
Cash	0	5	6	2	0
1-Orbital Satellite	1 / 65%	0 / 95%	0 / 60%	1 / 89%	3 / 96%
2-Interplanetary Satellite		1 / 40%			
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket	0 / 59%	1 / 19%	1 / 51%	2 / 65%	2 / 86%
B-Two Stage Rocket					
C-Three Stage Rocket					

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
D-Liquid Fuel Strap-ons		1 / 41%			
F-Kicker					
G-“Mega” Stage Rocket					
EVA Suits					
a-One Person Capsule	1 / 48%		1 / 40%	1 / 42%	
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	1	1	1	1	2
Astronauts	1		1		

Astronauts are: SCIFI (Astronaut 1, 0%), Moonshooter Unlimited (Astronaut 1, 0%)

### 1958

#### Draw Event Cards

- Bill Scharf:** R&D Bonus: +1 to all R&D dice this year. +15% to budget.
- Dennis Cain:** Military support, gain 3 astronauts with 20% experience each. +7MB to budget.
- Joe Carl:** Scientific Breakthrough. 6 free R&D dice on most advanced capsule or module (no effect). +7MB to budget.
- Phil Reynolds:** Engineering Advance. All hardware is half price. +3MB to budget.
- Andy York:** Astronaut killed in training (no effect). +1MB to budget.
- Andy York:** Scientific Breakthrough: +15% to One Stage Rocket. +1MB to budget.

#### Final Positions

Player Name	Dennis Cain	Joe Carl	Phil Reynolds	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter, Unlimited	Penny Pines	Republic of Texas
1958 Budget	65	65	69	46	87
Cash	6	5	8	9	13
1959 Budget	72	72	72	61	88

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

### Dog Days

#### Epoch I

#### Deadline for Epoch II Empire Selection: 6/6 Tuesday

**Amorphous, Cadaverous, and Nebulous** (Reynolds) EGYPT: Army and Capital *Nile Delta*, armies *Nubia*, *Upper Nile*, fleet *Red Sea*, army *Levant*. Builds Monument *Nile Delta*. Points: Dominance in North Africa (2), Presence in Middle East (2), 1 Capital (2), 1 Monument (1), and 1 Sea (1) for 8 points.

**The Triffids** (Geggus) MINOANS: Plays Engineering. Army, fort, and Capital *Crete*, fleet *Eastern Mediterranean* (vs. ACN; T: 5, 5; ACN: 2; wins), army and fort *Western Anatolia*, army *Nile Delta* (vs. Egypt: M: 1, 1; E: 6, 1; loses). Points: Presence in Middle East (2), 1 Capital (2), 1 Sea (1) for 5 points.

**Peoples who Need Peoples** (Cousins) INDUS VALLEY: Army and Capital *Lower Indus*, armies *Western Deccan*, *Western Ghats*, *Persian Salt Desert*. Points: Dominance in India (2), Presence in Middle East (2), 1 Capital (2) for 6 points.

**Royal Manticoran Historical Society** (Wilson) BABYLONIANS: Army and Capital *Middle Tigris* (Sumerian army retreats to *Lower Tigris*), plays Allies,

armies *Upper Tigris*, *Levant* (vs. Egypt; B: 6, 1; E: 4; wins), *Zagros* (vs. Sumeria; B: 6, 3; S: 6; B: 6, 5; S: 6; B: 6, 1; S: 5; wins), *Persian Plateau*, and *Hindu Kush*. Builds Monument *Middle Tigris*. Points: Dominance in Middle East (4), Presence in India (1), 1 Capital (2), 1 Monument (1) for 8 points.

**Kibbles and Bits** (Narhi) SHANG DYNASTY: Army, fort, and Capital *Yellow River*, armies *Great Plain of China* and *Wei River*. Points: Dominance in China (2), 1 Capital (2) for 4 points.

**Gaming Through the Ages** (Lewis) ARYANS: Army *Turanian Plain*, *Persian Plateau* (vs. Babylonia: A: 5, 1; B: 5, 1; A: 5, 4; B: 4, 2; wins), *Tarim Basin*, *Hindu Kush* (vs. Babylonia: A: 3, 2; B: 6; loses), *Hindu Kush* (vs. Babylonia: A: 6, 5; B: 2; wins). Points: Presence in Middle East (2), India (1), and China (1) for 4 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (Blue)	4	8
Caleb Cousins	Peoples who Need Peoples (Red)	4	6
Chris Geggus	The Triffids (Green)	4	5
Ward Narhi	Kibbles and Bits (Orange)	4	4
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	5	8
Andy Lewis	Gaming Through the Ages (Purple)	5	4

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

**Amorphous, Cadaverous, and Nebulous.** EGYPT: Army, Monument, and Capital *Nile Delta*, armies *Nubia*, and *Upper Nile*.

**The Triffids.** Fleet *Eastern Mediterranean*. MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia*.

**Peoples Who Need Peoples.** INDUS VALLEY: Army and Capital *Lower Indus*, armies *Western Deccan*, *Western Ghats*, *Persian Salt Desert*.

**Royal Manticoran Historical Society.** BABYLONIA: Army, Monument, and Capital *Middle Tigris*, armies *Upper Tigris*, *Levant*, and *Zagros*.

**Kibbles and Bits** SHANG DYNASTY: Army, fort, and Capital *Yellow River*, armies *Great Plain of China* and *Wei River*.

**Gaming Through the Ages** ARYANS: Armies *Turanian Plain*, *Tarim Basin*, *Hindu Kush*, and *Persian Plateau*.

Event Cards

Epoch II Empire Draw

Fenris

**First Initial Placement**

**Deadline for Second Initial Placement Turn: 6/6 Tuesday**

Initial Placement, Round 1

**Sara** places at M6/H3/OP, road at M6/H3.

**Steve** places at P5/W6/F9, road at W6/F9

**Kevin** places at F6/M10/H4, road at F6/M10

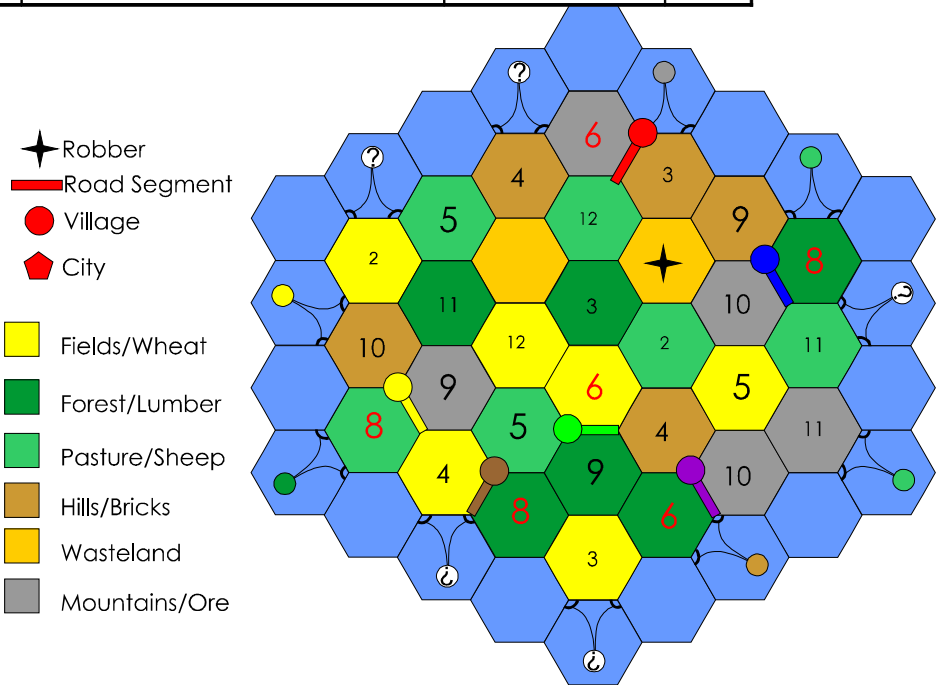
**Ward** places at F8/H9/M10, road at F8/M10

**Chris** places at M9/H10/P8, road at M9/P8

**Bill** places at W4/P5/F8, road at W4/F8

The Players

Player	Color	Resource Cards	Development Cards	VP
Sara Reichert	Red			
Ward Narhi	Blue			
Steve Koehler	Green			
Chris Geggus	Yellow			
Kevin Wilson	Purple			
Bill Sharf	Brown			



### Notes

First of all, my apologies for neglecting to mention how a particular place on the map is to be designated. Villages and Cities are noted by the terrain type and number of the three surrounding hexes. Roads are designated by the terrain type and number of the surrounding two hexes. For this purpose, the following abbreviations are used: W = wheatfields, F = Forest, P = Pasture, H = Hills, M

= Mountains, D = Wasteland (desert), OP = Ore port, WP = Wheat port, SP = Sheep port, BP = Brick port, LP = Lumber port, and ?P = Mystery port. Also, some of you neglected to include enough contingencies in your orders, so I had to make due and try to come as close as I could with the spirit of your orders. Remember that round 2 is in reverse order, so Bill goes first and Sara goes last, and that your initial resource cards will be based on this placement.

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## **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 New York City hairdresser recently said that he would rather cut the hair of three Canadians than one New Yorker. Why?

A1. He gets three times as much money!

Bill Scharf, Andy York, and Dennis Cain each receive ½ point.

Q2. A man hurried down an unlit road with a torch in his hand. He tripped and dropped the torch, which went out. No damage was done and no one got hurt, but the incident was reported in newspapers around the world. Why?

A2. It was the Olympic Torch.

Bill Scharf, Chris Geggus, Andy York, Brendan Whyte, Paul Bolduc, Dennis Cain, Joe Carl, Bob Robles, Caleb Cousins, and Ward Narhi each receive ½ point.

Q3. A fully loaded truck that weighs exactly 10 tons starts to cross a long bridge which at its center can carry a load of exactly 10 tons – no more. As he reaches the center the driver hears the bridge creak so he slows right down. Just then a flock of starlings lands on the roof of the truck but the bridge does not break. Why not?

A3. It was a long bridge and the weight of the fuel used to reach the center of the bridge is more than the weight of the flock of starlings. The truck still weighs less than 10 tons.

Paul Bolduc and Ward Narhi each receive 1 point.

Q4. A woman walked up to a man behind a counter and handed him a book. He looked at it and said, "That will be four dollars." She paid the man and then walked out without the book. He saw her leave without it but did not call her back. How come?

A4. She was returning an overdue library book.

Bill Scharf, Chris Geggus, Brendan Whyte, Paul Bolduc, Dennis Cain, Joe Carl, Caleb Cousins, and Bob Robles each receive ½ point.

Q5. John was watching television. Just after the midnight news there was a weather forecast: "It is raining now and will rain for the next two days. However, in 72 hours it will be bright and sunny." "Wrong again," snorted John. He was correct but how did he know?

A5. In 72 hours it would be midnight again, so it could not be "bright and sunny". Bill Scharf, Brendan Whyte, Paul Bolduc, Caleb Cousins, and Ward Narhi each receive ½ point.

### *Current Scores*

Chris Geggus	62	Andy York	49
Caleb Cousins	45½	Dennis Cain	41½
Paul Bolduc	41	Brendan Whyte	37
Andy Lewis	33½	Bill Scharf	33½
Joe Carl	33	Steve Koehler	27½
Ward Narhi	23	Dan Eisenhut	19½
Berry Renken	19	Brad Martin	16
Bob Robles	16	Tom Howell	11½
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	½		

Paul Bolduc receives a free issue.

### *New Questions*

#### **Topic: Brain Teasers**

1. Let us agree that at the North Pole it is impossible to look north and at the South Pole it is impossible to look south. Then, where in the world would you be if you could look north or south but not east or west?
2. A blind beggar had a brother who died. What relation was the blind beggar to the brother who died? ("Brother" is not the answer.)
3. A police officer saw a truck diver who was clearly going the wrong way down a one-way street, but did not try to stop him. Why not?
4. You are seated next to a pilot of a small plane at an altitude of one mile. Huge mountains loom directly ahead. The pilot does not change speed, direction, or elevation, yet you survive. How come?
5. When this book came out it was read by only a handful of very rich people. Now almost everyone has a copy and reads it frequently. But you cannot buy it from a bookstore or borrow it from a library. What is it?

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## **Pedagoguery**

Ever since our primitive ancestors looked up into the sky and saw the stars, people have wondered at the shape of the universe in which we live. Ancient civilizations imagined many different explanations for what they saw. The Egyptians thought that the night sky was the body of the goddess Nut. The term "Milky Way" derives from the fact that the ancient Greeks thought it was the spilled breast milk of a goddess. More modern hypotheses have been less outlandish, but in some cases, no more correct.

Early attempts to determine the shape of our Galaxy used star counts. Astronomers would count the number of stars in each direction, and attempt to determine the distance to each star, thus obtaining a three dimensional map of the stars around us. For a number of reasons, this proved futile. The models that arose out of this scheme invariably produced a flattened, lens-shaped distribution of stars with our Sun near the center. The reason for this is simple. Having no evidence to the contrary, astronomers of the time believed that space was pretty

empty. It turns out not to be the case. Space is filled with dust that dims and reddens starlight. Naturally, this dust is thicker in some places than in others. It turns out that it is thickest in those areas where there are the most stars, on average. This completely threw off the star count method of mapping the universe.

The next breakthrough used globular clusters. Globular clusters are large, roughly spherical collections of stars that orbit the center of our galaxy. By determining the distribution of globular clusters around the sky, and determining their distances, astronomers were able to place the center of our galaxy far away in the direction of the constellation Sagittarius. This still did not tell us more than the rough shape of our Galaxy, however. That had to wait for the advent of radio astronomy.

According to quantum mechanics, all particles have a property called spin. In a hydrogen atom, the spins of the electron and the proton can either be aligned

or opposite. If the spins are aligned, the atom has slightly less energy than if they are opposite. Therefore, if an atom flips from opposite to aligned, the energy has to go somewhere, so it is radiated as radio waves. This is the 21 cm line of hydrogen. Astronomers were able to map atomic hydrogen clouds in the galaxy using this radio line. It was this method that confirmed the spiral structure of our galaxy.

As complicated as spiral galaxies appear to be, they are in reality even more complicated. This is because over 90% of the mass of the galaxy is mass that you cannot see, the so-called dark matter. It is the gravitational force of this dark matter that dictates how the galaxy forms and what shape it has as it evolves.

Our galaxy can be divided into five different regions. These are the thin disk, the thick disk, the bulge, the bar, and the halo. The thin disk is a structure about 2000 light years thick and about 130,000 light years in diameter. (To get an idea of the relative sizes, stack two CDs on top of each other.) It is composed of relatively young, metal-rich stars like our sun. (To an astronomer, a metal is any element heavier than helium. My apologies to any chemists out there.) There is a very good reason for this structure. Most of the gas and dust in the galaxy lies within this region, so naturally, this is where most new stars are formed. This is also the clue to how spiral arms appear.

Spiral arms are thought to result from density waves in the gas and dust of the disk. These density waves do not directly result in the appearance of spiral arms. In fact, contrary to popular belief, the areas between the spiral arms are not lacking in stars. Nor is excessive dust blocking the starlight between the spiral arms, thus giving them their dark appearance. The true reason why spiral arms appear as they do is because of the way stars move around the center of the galaxy. Stars are generally born very close to the plane of the galaxy. As time goes on, they will tend to move away from their siblings (stars tend to be born in clusters) and scatter into different orbits. This process takes time, generally several orbits. Now, it takes our sun about 250 million years to complete one orbit around the center of the galaxy. However, the hottest and brightest stars, those of spectral class O and B, only live about 100 million years. Therefore, they simply don't have time to move too far from their places of birth. So, when you look at the spiral arms of a galaxy, you see the hot, bright, young stars. The spaces between the arms still have stars in them, but those stars are generally cooler and dimmer, and thus harder to see.

Most of the stars we can see belong to a single spiral arm: The Orion arm. We are at the inner edge of the Orion arm. Inward from us is the Sagittarius arm, and outward from us is the Perseus arm.

The thick disk is about 3.5 times thicker than the thin disk and consists of stars that are older and more metal poor than thin disk stars. The bright star Arcturus in the constellation of Boötes is considered to be a thick disk star. The thick disk is thought to be the remnant of a galaxy that our galaxy cannibalized long ago.

The galactic halo is a nearly spherical shell of very old stars and globular clusters centered around the galactic bulge. Most of these stars are extremely metal poor. Whereas stars in the thin disk generally have metal abundances comparable with our sun, and thick disk stars generally have metal abundances about 30% that of our sun, halo stars have metal abundances less than 1% that of our sun's. The halo has a radius of over 150,000 light years. We don't know the extent of the halo, and it could in fact reach more than half way to the Andromeda galaxy, since most of what makes up the halo is dark matter.

Heading inward from our location toward the galactic bulge, we find that stars become more common the closer we get. In inner parts of the disk are denser than the outer parts. The number of stars per cubic light year approximately doubles every 10,000 light years closer to the bulge. As a result of this, the metal abundance, or metallicity, increases as we get closer to the bulge.

The bulge itself lies approximately 27,000 light years from us. Studying the galactic bulge is difficult – there is a lot of stuff in the way. A sun-like star

27,000 light years away would have an apparent magnitude of about +19 – faint, but still visible to large telescopes. In the direction of the bulge, however, it would appear over one trillion times fainter, at magnitude +49, far too faint for even the largest telescopes we currently have. Progress has been made, however. Enough to tell that the galactic bulge is a very interesting creature.

The galactic bulge is a flattened sphere, about 3500 light years in radius. It is very dense, with stars on average having neighbors less than a light year away. Contrary to popular wisdom, it also appears to be made up of old stars with both high and low metallicities, ranging from one tenth solar to over 10 times solar metallicity. It was thought that you could not have old, high metallicity stars, because when the star was formed, the material out of which it was formed could not be rich in metals. However, the high-density environment of the core could have produced a number of rounds of star formation early in the history of the galaxy, which enriched the bulge. More recently, however, most of the gas and dust in the bulge itself has disappeared, so very little new star formation is taking place there.

More recent radio and infrared observations of the core of our galaxy have revealed some interesting things. These longer wavelengths of electromagnetic radiation are less affected by interstellar gas and dust than is visible light. This allows astronomers to get a clearer picture of the environs of the core of our galaxy. In particular, there are three objects that stand out. The first of this is called IRS 16. IRS stands for InfraRed Source. This particular object is a bit of an oddity – a cluster of young, hot, blue giant stars. One of the characteristics of such stars is that they have ferocious stellar winds. These winds blow several earth masses of gas in all directions, but are affecting one object most. That object is called IRS 7. IRS 7 is a red supergiant similar to Antares. It lies less than a light year from IRS 16. Red supergiants have stellar winds of their own, but whereas IRS 7 has a velocity of about 25 km/sec, IRS 16 has a velocity of over 700 km/sec. The result is that IRS 6 has a long, comet-like tail pointing away from IRS 16. Both IRS 16 and IRS 7 are also less than one light year away from the central object in our drama – Sagittarius A\*. This object is an extremely bright radio source. It is also very small. Sagittarius A\* is almost certainly a black hole of about a million solar masses. The stellar winds from IRS 16 fuel an accretion disk around the black hole, which is what causes the radio emission of Sagittarius A\*.

Observations of other galaxies reveal that spiral galaxies come in two broad categories: regular and barred. Barred spirals contain a straight bar through the bulge. Looking closely at the bulges of both types, astronomers have found that while regular spirals have spherical bulges, barred spirals have oblong bulges, similar to a watermelon or peanut. Our galaxy has an oblong galactic bulge, indicating that we are probably in a barred spiral. The bar itself is probably short, and pointed more or less in our direction. It is composed of stars that fall kind of midway between the disk and the bulge in composition. This is because it acts as kind of a broom, sweeping objects from the disk into the bulge.

Our galaxy also has satellites, 11 at last count. The most striking and obvious are the Large and Small Magellanic Clouds. These are also the two largest, and two of the closest. All of our galaxy's satellites fall into the category of dwarf irregulars. In this category, the Magellanic Clouds are unusual. The other 9 satellite galaxies are all very small, very faint, and very diffuse. The closest is the Sagittarius Dwarf, which is actually in the process of being cannibalized by our galaxy. It is located in the constellation of Sagittarius, and was located only on the basis of stellar motions. It is actually on the far side of the galactic bulge from us and is passing through the disk nearly perpendicular to it. The Large Magellanic Cloud is the next closest to our galaxy, at 160,000 light years away. It and the Small Magellanic Cloud are the only two of our satellite galaxies that actually have active star formation. All of the other satellites are so small that the shock of the first supernova explosions would have blown all gas

and dust completely out of the galaxy, thus preventing subsequent rounds of star formation. The Large Magellanic Cloud is actually the fourth brightest member of the Local Group, after the Andromeda Galaxy, our galaxy, and the M33 galaxy in Triangulum. Some evidence indicates that it may actually have been a small barred spiral galaxy that our galaxy has partially cannibalized.

Both Magellanic Clouds are actually moving away from the galactic center, but like all of our galaxy's satellites, they are caught inescapably in the

gravitational grip of our galaxy. Their fates are all to end up like the Sagittarius Dwarf, and to be completely consumed by our galaxy. This is a fate that our own galaxy will share several tens of billions of years from now when we encounter the Andromeda galaxy.

Next time around, I will discuss the various processes that govern climate on the Earth, and some of the interesting events in our planet's climatological past.

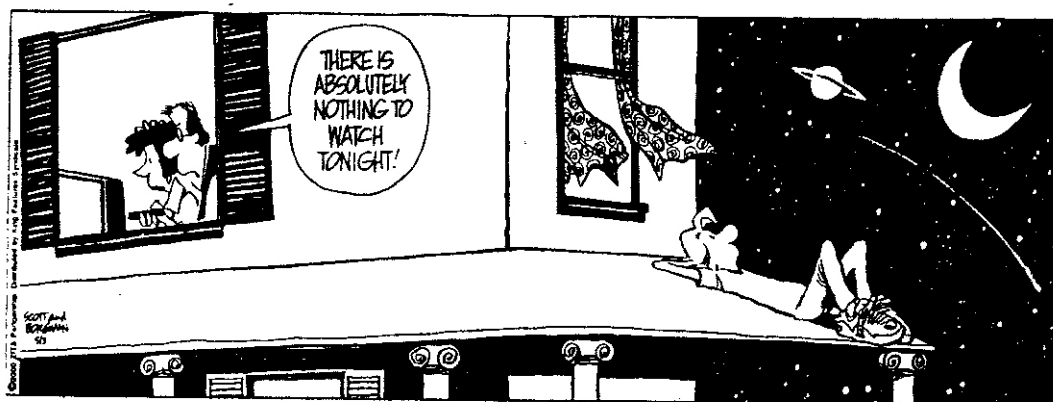
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### Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
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 only be proposed if all countries in the draw can jointly satisfy the victory conditions for the game. 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 not be accepted after 9:00 PM Pacific Time. Written 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 Spring campaign.
  15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. However, a fleet in Istria may transport an army to or from Dalmatia and vice versa.
  16. 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.
  17. 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.
  18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
  19. 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.
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### **ZITS** By Jerry Scott and Jim Borgman



**Addresses**

John Boardman 234 E. 16 <sup>th</sup> St. Brooklyn, NY 11226-5302	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdlk@Prodigy.com (704) 544-2849	Ward Narhi 521 Moreley Akron, OH 44320 Wenarh@aestpe.com (330) 835-4013	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@juno.com (909) 899-2378
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Murray Cowles 6 Chafford Gardens, West Horndun, Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Sara Reichert 20805 Margaret St. Carson, CA 90745-1224 sarareichert@aol.com	Sigourney Street "Canine Killer" PO Box 1235 Boston, MA 02130-0011
Dr. Martin Burgdorf Calle del Valle de Ulzama, 63 Urbanizacion Villafranca del Castillo 28692 Villanueva de la Canada, Espange mburgdor@iso.vilspa.esa.es burgdorf@lander.es	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freemove.co.uk	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@charlotte.infi.net (704) 569-4269	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Stuart Tucker 16724 Frontenac Terrace Derwood, MD 20855 econedit@juno.com
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242	Pasquale Giovine Via Osanna N.2/E I-89127 Reggio Calabria, Italy giovine@mail.dm.unipi.it	Ken Marcinonis 657 Gannet Ln. Bolingbrook, IL 60440-1245 Kmarc@mediaone.net	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia Brwhyte@hotmail.com
Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbear@rnet.com	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867 raygrib@email.msn.com	Brad Martin 15 Turo Close Willetton 6155 Western Australia Westfront@hotmail.com	Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net Bob-rutherford@amrcorp.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Joe Carl 302 38 <sup>th</sup> St. NW Canton, OH 44709 Jcarl@neo.rr.com	Tom Howell "Whippet" 1101 W. 18 <sup>th</sup> St. Apt. #1 Port Angeles, WA 98363-7413 off-the-shelf@olympus.net (360) 417-9255	Lee McConnell 2023 Stancress Rd. Dublin, OH 43016-9546 104547.1370@compuserve.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428	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 **Settlers of Catan:** None

**Standby Calls**

None this issue.