

## Notes from Hades

**S**orry if this is a little late, but I started my vacation a couple of days ago. Celeste drove up to San Jose to get me, and we went to the Monterey Bay Aquarium on Friday. Highly recommended. The aquarium highlights the sea life of the bay itself, unlike the Long Beach Aquarium, which has tanks spanning habitats all over the world. They even had a tank with sea otters, who were clearly having a wonderful time. After the aquarium, we drove down the coast to Morro Bay, where we stayed the night. Finally, on Saturday, we drove the rest of the way home.

We will be leaving for week-long a trip to North Idaho to visit my parents this Wednesday. Beyond that, I plan to spend the rest of my two week vacation at home relaxing.

This issue's deadline to **Tuesday, August 15 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

<b>Howling at the Moon</b>	Letter Column	Page 1
<b>Feral Dogs</b>	Machiavelli	Page 3
<b>Citizen Dog</b>	Machiavelli	Page 4
<b>New Tricks</b>	Machiavelli	Page 5
<b>Sun Dog</b>	SolarQuest	Page 6
<b>Kennel Club</b>	Age of Renaissance	Page 8
<b>Dirty Dogs</b>	Kremlin	Page 9
<b>Doggin' It</b>	Silverton	Page 10
<b>Rover</b>	Liftoff!	Page 11
<b>Dog Days</b>	History of the World	Page 13
<b>Fenris</b>	Settlers of Catan	Page 14
<b>Canes Venatici</b>	OUTPOST GAMESTART	Page 15
<b>Trivia Quiz</b>		Page 15
<b>Pedagoguery</b>		Page 15

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. **Starts this issue!**

**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. Have Bob Robles, Paul Bolduc, and Caleb Cousins, will take up to 3 more.

**Kremlin.** This game will start when Dirty Dogs ends. Have Joe Carl and Kevin Wilson, will take up to 4 more.

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

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

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

**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 York

I'm glad to read that your pace of life has slowed a bit and you've been able to get some relaxation (and socializing) time in on the weekends. Everyone needs a bit of time to kick back.

I've been spending a lot of time at a local cooking school (both in the audience and helping the chefs). Lots of fun, good food and plenty of tips and tricks. Tonight Horst Pfeifer, the owner/executive chef of Bella Luna (in New Orleans), prepared an Arugula/Watercress Salad with Creole Mustard Vinaigrette, Caramelized Salmon in a Blood Orange Beurre Blanc with Kaffir Lime Leaves, Lemon Asparagus and a Warm Citrus Biscuit with Marinated Strawberries and Vanilla Whipping Cream. YUMMY!!

Saturday I'm taking my next turn behind the scenes helping the cooking school's resident chef with a "Down & Dirty Tex Mex" class. On the menu is Salted Tortilla Chips with Queso and Salsa "Swirl", Black Bean Chalupas with Fresh Pico de Gallo, Grilled Chicken Tacos with Ninfa's Green Sauce and

Spanish Rice, and Pecan Pralines with Lime Sherbet. I'm having a great time with this!!

Kevin Wilson

I was leafing through my zine archives the other night, checking to see when you started your Pedagoguery Column. I started receiving the 'zine at issue #20 and see the column starting in #21. So, I should have every one done. Have you kept copies of your column? I think it would be fun to see a list of the entire series and to make it available to your subbers. I know I've found it perhaps more interesting than most other 'zine columns. Even more than some game discussions.

*[I have electronic copies of all of the zines back to #1, but I don't have the Pedagoguery columns separate. Perhaps one day I will publish an index of articles, when I have more time.]*

I also have a copy of your #9 issue which I must have gotten as part of a 'Zine Sampler package back when I was just finding the hobby. I noticed a few names on today's subber list that were also on that #9 subber list. Names like: Cousins, Geggus, Howell, Koehler, Lewis, Robles, Shcarf and York. Who has been with you since #1? It would be interesting to know. I know I've enjoyed receiving SOB and plan to continue to receive it and play in it until you call it quits. Which I hope is a long time in the future.

*[Glad to year you are enjoying it. I believe the list you have above constitutes the charter subscribers. When I broke my subzine out of D.O.G.S of War, I sent complimentary copies to all of the subscribers of that zine, and gave subscriptions to those players in games I was running to equal the number of issues they had remaining in D.O.G.S.]*

#### **Sara Reichert (a.k.a. Harry Andruschak)**

About half an hour ago, I was honored by a personal visit from Jim Burgess and Don Williams. As a result of that visit, I need to change my name and sex. In the future, please send S.O.B. to Harry Andruschak at 20805 Margaret Street, Carson, CA 90745-1224. Yes, Sara was a hoax. Sorry about that, but it is all Kathy Caruso's fault. Feel free to call me if you want the sordid details.

*[Interesting. Can I get the sordid details by email?]*

IT'S ALL KATHY CARUSO'S FAULT, BLAME HER!

So there I was in 1994, barely alive. Now I know most people do not like to read or hear the sordid details of somebody else's health problems, so let me just say that had I belonged to a penny-pinching HMO, I'd probably be dead now. Blue Cross/Blue Shield to the rescue, but, by the time I was well enough to write again, I had NMRed all my games and had a lot of subscriptions to Diplomacy zines had run out.

"For Idle Minds and Idle Hands, The Devil Finds a Work To Do". Such as re-reading the beginner's pamphlet MASTERS OF DECEIT and re-reading Kathy Caruso's article titled "Diplomacy---A Man's Hobby". Go re-read it yourself now before continuing with this article. PLEASE remember that all this was six years ago, and my mind was fogged with drugs, so I am not sure just what my mental processes were at that time. At first I found it hard to believe Kathy's basic premise of how gullible males can be around women players. Being of a scientific nature, somewhere in all this I wondered about an experiment. And so was born Sara Reichert.

Most people knew of my PO BOX address. Few knew that I actually lived at 20805 Margaret, renting a room from a lady with the very real name of Patricia Reichert. So my landlady suddenly had a new daughter, age 16. And things ran away from me. Boy, did they run away.

For example, here is what Kathy had to say about starting out: "As a female novice you can use the 'dumb broad' routine by playing helpless and stupid. You can write and ask some 'macho' man if he can help you because you are so confused. You'd be surprised how many knights in shining armor play DIPLOMACY." Such as Eric Ozog in Sara's very first game in the zine CHEESECAKE, where she was France, Eric was Germany, and Sara went on to an 18 center win after stabbing her sweetie Eric for Munich and rolling over him to victory.

Kathy's next paragraph read: "Once you figure out how to play, never let anyone know. Continue to play the part of the dizzy female and just wait to catch them with their pants down (to coin a phrase). Then strike, and make it a stab they'll never forget. When they write and complain just say, 'so-and-so made me do it. He told me that you were going to stab me, and if I made these moves I could save my country. Why would he lie to me?' Then apologize for falling for so-and-so's line. Then stab the sucker again".

And that is not quite how Sara won her second game. Playing England, her ally, France, NMRed a winter season and did not get two builds. Sara

stabbed for Holland and Belgium and apologized profusely to the standby who took over. After kissing and making up, the alliance continued a few more game years until Sara was ready for her second stab of France, which took her from 11 to 14 to 17 to 22.

And in the paragraph after that, Kathy said: "You probably won't be able to get away with this for long, so now you need a new strategy. I like flirting; it never hurts to call a guy "cute" or honey." This happens to be one game where flattery gets you everything."

Sara used that in her third game, which ended as an A/I draw. Playing Austria, she soon had Italy as a solid ally. The climax came when A/I turned west. Austria had 9 SCs, Italy had 8 SCs, France had 5, and England had 12. I figured that in about 1 more game year Italy would have been perfectly set up for the big stab and another Australian 18 center win. I had voted "yes" on a proposed A/I draw, mostly to impress the GM, Andy Lischett of CHEESECAKE. I was flabbergasted when England also agreed to the A/I draw. With 12 SCs? Stupid blunder on my part.

After that, the word was out that Sara had brains. No more easy wins or draws. The hoax continued mostly out of inertia, not for any valid reason. Simple as that.

#### **Tom Howell**

What are you using for your graphics? They sure do look sharp! Maybe I should switch...

*[I use CorelDraw for my graphics, export them into a windows metafile format, and import them into the Word document I use as the zine. I think the sharpness is more of a credit to the printer driver I got from Hewlett Packard for my 895Cse Deskjet printer.]*

How do you like the printer? How much did it cost? How long have you had it? How's it holding up? how much are the cartridges and how long do they last?

I'm pretty disgusted with Epson at the moment. I'm not long past the two year warranty and the print heads are clogging. Second printer in a row...

*[I like the printer very much. I got it over a year ago, and the performance has been excellent. I can't remember exactly how much the printer cost but it was about \$400 - \$500. It takes two printer cartidges, one black (\$25) and one color (\$30). The cartridges last fairly long, I've only had to replace them twice since I got the printer. There is no clogging problem, since the print heads are part of the cartridges, so you get fresh ones with each set of cartridges. This is the second HP Inkjet printer I have gotten, and both have been great performers (The old one now belongs to my wife). I would definitely recommend any HP printer. They have quite a variety, so if you go shopping, you should be able to find one that has the features you want at the price you want.]*

#### **Joe Carl**

By the time you publish this issue, I'll have attended Origins game convention in Columbus and hopefully picked up a few new games as well, maybe I'll even be able to find Liftoff! (which dispite all my efforts can't get a copy!)

*[Good luck, I know it is a hard game to find. One of these days I will make it to Origins, as well as the WBA Convention. Unfortunately, they are all back east, making it rather inconvenient for me to attend. It would be nice if Origins were held out here one of these years.]*

#### **Chris Geggus**

I demand a recount for Andy Lewis's family - I make it nearer 7 than 2.

*[Well, Andy. Do you have a rebuttal?]*

## Feral Dogs

Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat  
Summer 1463

Deadline/Fall 1463 8/15 Tuesday

*Austria's government dissolves into chaos, causing the two Austrian armies to disband. Milan takes advantage of the situation to make gains versus Venice, while France and the Pope both maneuver against the Turks. Naples seems content to just keep to his peninsula.*

### Spring 1463 Retreats

Austria retreats Turin and Austria OTB (NRR)

### Orders

Austria (CD): No units

France ☐

A SWISS supports Milan A Tyrolea

A PROVENCE holds

A TURIN holds

F GENOA supports Milan A Modena

F LIGURIAN SEA to Gulf of Lions

F WESTERN MEDITERRANEAN to Gulf of Lions

F CENTRAL MEDITERRANEAN to IONIAN SEA

F PALERMO supports Neapolitan F Otranto to Ionian Sea (nso)

F MESSINA besiege (garrison destroyed)

Milan ☐

A TYROLEA supports A Milan to Carinthia

A COMO supports A Tyrolea

A PAVIA to MILAN

A MILAN to CARINTHIA

A TRENT supports A Milan to Carinthia

A BERGAMO supports A Trent

A MANTUA supports A Modena

A MODENA supports A Mantua

Naples ☐

A AQUILA to NAPLES

A BARI holds

F OTRANTO to Bari

F NAPLES converts to G

Papacy ☐

A SIENNA to PIOMBINO

A BOLOGNA supports Venetian A Ferrara

A SPOLETO to ANCONA

A ANCONA to HERZEGOVINA

F PISA holds

F PATRIMONY to TYRRHENIAN SEA

F LOWER ADRIATIC transports A Ancona to Herzegovina

Turks ☐

A DURAZZO supports A Albania

A ALBANIA supports A Durazzo (cut)

G Messina converts to F (DESTROYED)

Venice ☐

A AUSTRIA supports A Slavonia to Hungary

A Carinthia supports A Austria (cut, DISLODGED, retreat Slavonia, Carniola, OTB)

A SLAVONIA to HUNGARY

A VERONA supports A Carinthia

A FRIULI supports A Verona

A FERRARA supports A Verona

F VENICE to PADUA

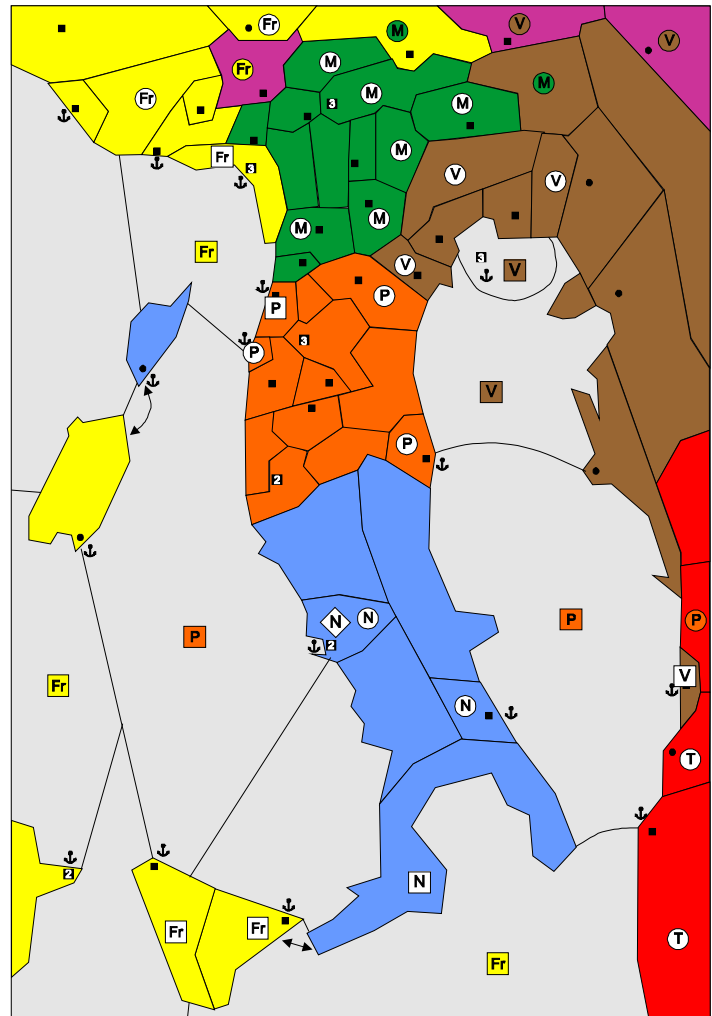
F UPPER ADRIATIC supports A Ferrara

F RAGUSA to Albania

### Press

**France – Naples/Papacy/Milan:** This is my only press item to you. Naples, if you don't go to IS this season, I will assume you want me to move there unless I hear otherwise. I am supporting your move there this turn....but am moving a unit as backup.

"Feral Dogs"



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

**France – Venice:** As you may have noticed, I did not build a unit. I expect to see press from you encouraging others to stab me...much as you did with Austria not too long ago....oh, bad example, you probably don't want to remind the others of how that turned out.

**Milan – France:** If Austria retreated OTB or Garrison, I shall move my armies east; on the contrary, I ask for a support to my A Pavia - Montferrat.

**Milan – Pope:** I hope that you now aren't fear of me anymore. But must I have of you?

**Milan – Venice:** I think that you cannot pretend all Austria for you, or no.

**Naples – France:** I would prefer you to continue attacking Turkey, my position is too weak for offensive actions.

**Pope – Naples:** Hopefully Venice is supporting me into Alb, but even if he isn't can we work together to take out Turkey. If you are in IS then you can cut support in DUR, and when possible I'll support you in.

**Pope – Venice:** Hopefully you have agreed to a DMZ in the UA, but even if you haven't, we won't have a problem so long as we are supporting each other. This isn't a threat, and I hope you don't take it that way. It's an honest admission that you un-nerved me with how you encouraged Austria to attack France then nailed him so ruthlessly. So I'm just cautious and being patient. I also noticed that even if you had supported me to Albania there was no way we could take Albania from Turkey, so I convoyed to HER. If I'm in HER would you please support A HER - ALB with your unit in RAG.

**Pope – France:** I'm still very pleased with our alliance, and I'm following your lead.

**Pope – Milan:** Thanks for the lower front presence between us! It is very much appreciated.

**Venice – France:** I'm calling your bluff. By all means, lavish your ducats on others and disband your forces. I prefer to keep a strong presence. We shall see which one of us comes out of this the better.

**Venice – Milan:** I just want to finish off Austria, who will always be a thorn in my side as long as he is around. I have no intention of moving further north or west against you -- assuming you don't attack me and you are not helping France win this game. I prefer to maintain the status quo as far as the territories each of us owns.

**Venice – Papacy:** Like I said before, if you support my fleet to Alb, I will support you to Dur. I would prefer to support your F LA there, so that I can move fleets south to stop France's progress. If you keep trying to convoy, your fleet remains in LA and stops our progress south. But first we need to get you into the IS, because of Turkey's build. Unfortunately, Naples is pro-French. You have to consider chipping away at him to make progress south -- otherwise we are stuck and just waiting for France to sail our way.

**Venice – Naples:** I wish you would get on the side of the Papacy and me and work against France. We need a united force to stop him from rampaging in the south -- such as on your home turf!

## Citizen Dog

### Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory Fall 1459

#### Deadline for Winter-Spring 1460: 8/15 Tuesday

*Florence eliminated by a concerted attack from France and Naples, while Milan makes headway against France. Austria moves to join Milan's attack on France while Venice moves his units into position to take on Naples.*

#### Orders

AUSTRIA    A Tyrolea to SWISS  
(Robles)    A Hungary to AUSTRIA  
                  A Slavonia to CARINTHIA  
                  A Carinthia to TYROLEA  
                  A FRIULI supports A Slavonia to Carinthia  
  
FLORENCE    A (EM) Florence to PISTOIA  
(Wilson)    A Pisa supports A Florence to Pistoia (cut, DISLODGED, retreat  
                  garrison, OTB)  
                  A SIENNA to Florence  
                  F PIOMBINO to Ligurian Sea, Out!  
  
FRANCE        A AVIGNON supports A Turin  
(Scott)        A TURIN supports A Savoy to Montferrat  
                  A Savoy to Montferrat (DISLODGED, retreat Provence, Saluzzo,  
                  garrison, OTB)  
                  A GENOA supports A Savoy to Montferrat (cut)  
                  F DURAZZO supports Naples F Lower Adriatic  
                  F (EM) Ligurian Sea to PISA  
  
MILAN        A COMO supports A Pavia to Turin  
(Giovine)    A PAVIA to Turin  
                  A MILAN supports A Como  
                  A Cremona to PARMA  
                  A Mantua to MODENA  
                  A (EM) Montferrat to SAVOY  
                  G GENOA converts to A  
  
NAPLES        A Bologna to FLORENCE  
(McConnell)    A (EM) AREZZO supports A Bologna to Florence  
                  A PERUGIA to SIENNA  
                  A Rome to SPOLETTO  
                  F LUCCA supports French F Ligurian Sea to Pisa  
                  F TYRRHENIAN SEA to Piombino  
                  F IONIAN SEA supports F Lower Adriatic  
                  F LOWER ADRIATIC holds

#### Orders (cont.)

VENICE        A Ferrara to BOLOGNA  
(Grib)        A VERONA holds  
                  A Croatia to DALMATIA  
                  A Bosnia to HERZEGOVINA  
                  F UPPER ADRIATIC to Lower Adriatic  
                  F (EM) ANCONA supports F Upper Adriatic to Lower Adriatic  
                  F Ragusa to ALBANIA

#### Notes

Since Florence no longer controls any of its home cities, he is out of the game. (Control for this purpose requires control of both the city and the province.) He can, however deprive France of a ducat by retreating to garrison, after which, the garrison will be removed, and control will revert to France.

#### Press

**Austria – France:** No, go west young man!

#### Spring 1460 Famine

**Poor Year, Column Only** – Herzegovina, Trent, Saluzzo, Treviso, Naples, Istria

#### Spring 1460 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	Swiss, Tyrolea, Austria, Carinthia, <u>Trent</u> , Slavonia, Hungary, Friuli	(7)
FRA	Avignon, Provence, Marseilles, Turin, <u>Saluzzo</u> , Genoa, Durazzo, Tunis, Pisa	(8)
MIL	Montferrat, Pavia, Milan, Como, Fornova, Parma, Cremona, Bergamo, Mantua, Modena, Savoy	(11)
NAP	Arezzo, Lucca, Florence, Urbino, Perugia, Rome, Spoleto, Aquila, Capua, <u>Naples</u> , Salerno, Bari, Otranto, Messina, Palermo, Sardinia	(15)
VEN	Bologna, Ferrara, Verona, Padua, <u>Treviso</u> , Carniola, <u>Istria</u> , Croatia, Dalmatia, <u>Herzegovina</u> , Ragusa, Albania, Ancona	(10)

Cities

AUS	Swiss, Tyrolea, Austria, <u>Trent</u> , Hungary	(4)
FRA	Avignon, Marseilles, Turin, <u>Saluzzo</u> , Durazzo, Tunis (2), <i>Pisa</i>	(6)
MIL	Montferrat, Pavia, Milan (3), Cremona, Mantua, Modena, <i>Savoy</i> , Genoa (3)	(12)
NAP	Arezzo, Lucca, Florence (3), Perugia, Rome (2), <u>Naples</u> (2), Bari, Messina, Palermo, Sardinia	(12)
VEN	Bologna, Ferrara, Padua, <u>Treviso</u> , Carniola, Croatia, Dalmatia, Ragusa, Albania, Ancona, Venice (3)	(12)

Seas

NAP	Tyrrhenian Sea, Ionian Sea, Lower Adriatic	(3)
VEN	Upper Adriatic, Venice	(2)

Totals

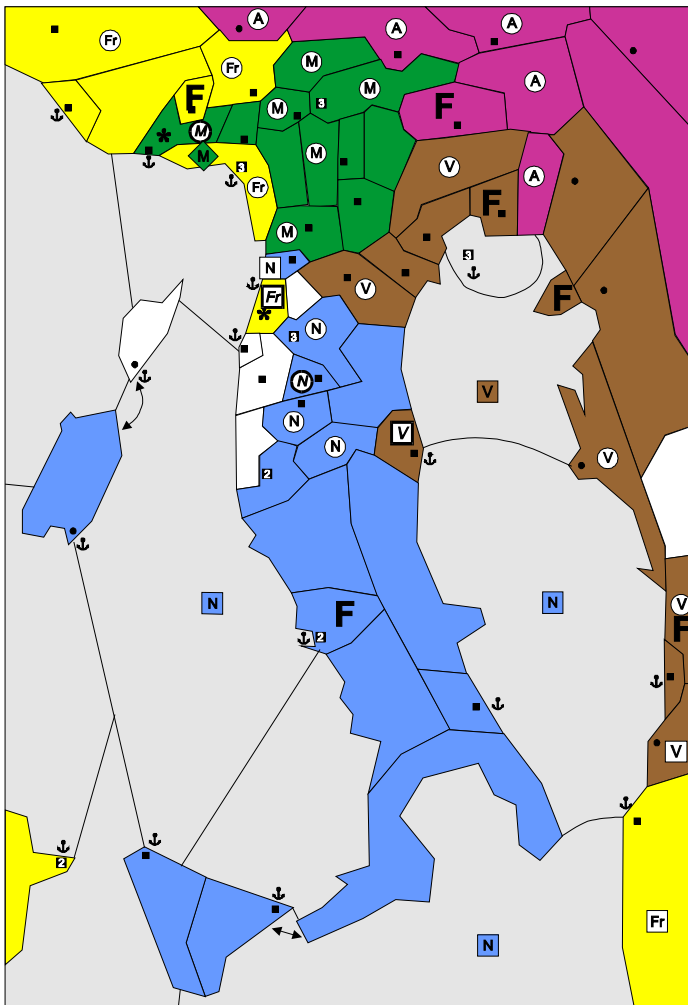
Variable income die roll was 1.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
AUS	1	7	0	4	12	0	12
FRA	1	8	0	6	15	2	17
MIL	3	11	0	12	26	4	30
NAP	1	15	3	12	31	0	31
VEN	4	10	2	12	28	6	34

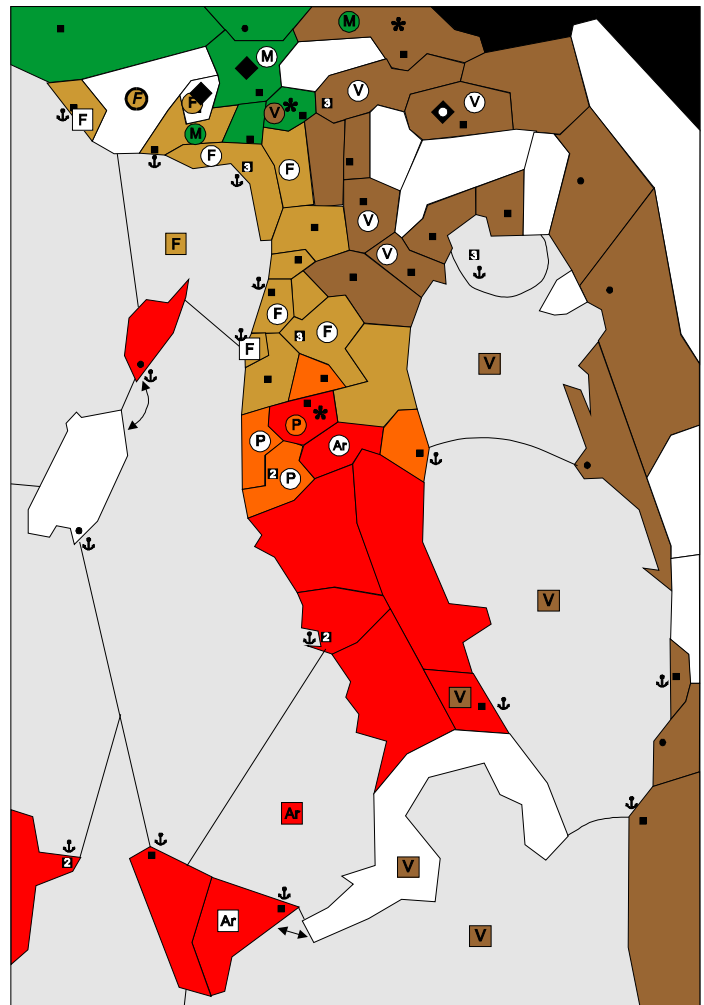
Game Summary

	1454	1455	1456	1457	1458	1459	1460
Aus:	3	4	5	4	5	5	5
Flo	3	3	4	6	9	7	0
Fra	3	5	7	7	9	6	7
Mil	3	5	7	8	6	6	8
Nap	4	4	6	7	6	8	10
Pap	4	3	0	0	0	0	0
Tur	3	6	7	3	0	0	0
Ven	4	5	6	6	8	9	11

Citizen Dog



New Tricks



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

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

## New Tricks

### Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory Spring 1257

**Deadline for Summer 1257: 8/15 Tuesday**

*Milan seems set to follow Genoa into oblivion, with Aragon possibly following soon thereafter. Venice has taken the last Milan home province, forcing Milan to work towards recapturing one to prevent elimination. Aragon is in a bad position to defend himself against the Venetian onslaught, while the Pope has started reclaiming his territory. Florence is quietly slipping into Milan's back door.*

#### Builds

		Trea	Cost	Rem
		s		
<b>Ara</b>	Maintains all, builds F Palermo, F Messina	19	15	4
<b>Flo</b>	Maintains all, builds A (Elite Mercenary) Pisa, G Florence	31	30	1
<b>Mil</b>	Maintains all, no new builds	15	12	3
<b>Pap</b>	Maintains all, builds garrison Rome	14	12	2
<b>Ven</b>	Maintains all, builds A Padua, F Venice	40	39	1

#### Orders

ARAGON	A SPOLETO supports A Perugia (cut)
(Bolduc)	A Perugia supports A Spoleto (cut, DISLODGED, retreat Sienna, Arezzo, garrison, OTB)
	F CAPUA to Tyrrhenian Sea
	F Palermo to GULF OF NAPLES
	F MESSINA supports F Palermo to Gulf of Naples
FLORENCE	A Savoy to SALUZZO
(Robles)	A GENOA supports Modena to Fornova
	A Modena to FORNOVA
	A Florence to PISA
	A (EM) Pisa to PROVENCE
	F MARSEILLES supports A Pisa to Provence
	F LIGURIAN SEA transports A Pisa to Provence
	F PIOMBINO to Tyrrhenian Sea
	G FLORENCE convert to A
MILAN	A SWISS to TYROLEA
(Street)	A TURIN supports A Swiss to Tyrolea
	A Pavia to Milan (DISLODGED, retreat Como, Montferrat, garrison, OTB)
	A Montferrat to SAVOY
PAPACY	A Rome to PERUGIA
(Narhi)	A PATRIMONY supports A Rome to Perugia

#### A ANCONA to Spoleto

G ROME converts to A

#### Orders (cont.)

VENICE	A TRENT besieges
(Reynolds)	A Tyrolea to Turin (DISLODGED, retreat Carinthia, Como, garrison, OTB)
	A Milan to PAVIA
	A PARMA supports A Milan to Pavia
	A Cremona to MILAN
	A MANTUA supports A Parma
	A Bologna to URBINO
	A Padua to FERRARA
	F Lower Adriatic to BARI
	F Ionian Sea to OTRANTO
	F Durazzo to IONIAN SEA
	F Albania to LOWER ADRIATIC
	F Venice to UPPER ADRIATIC

#### Spring 1257 Famine Losses

Aragon fleet Capua, Papal army Ancona, Aragon army Sienna (if retreated there), Milan or Venice army Como (if retreated there)

#### Summer 1257 Plague

**Bad Year, column only:** Friuli, Sienna, Albania, Modena, Parma (Venetian army destroyed), Urbino (Venetian army destroyed), and Pistoia

#### Press

**Florence – Venice:** I doubt it....quick look there! It's the Pope!

**Genoa – All:** AWWWWwwwwwww!

**Pope – Milan and himself:** Ahhh, a divine intervention.

**Venice – Florence:** Thou knave, have at thee!

**Venice – Papacy and Florence:** I am moving to prevent Aragon from proceeding further north. I will help the Papcy drive Aragon back out to sea -- where I can sink him!

**Venice – Aragon:** Nothing personal, but you inherited a wanted kingdom.

**Venice – Milan:** Slowly but surely, you are dying away....

## Sun Dog

**Turns 58.1 to 62.1**

**Turns 62.2 to 66.2 due: 8/15 Tuesday**

#### Turn 58

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth	5, 5	Blank Dot 3	10 fuel used, \$100 gained
Century 22	Ariel	2, 5	Federation Station V	7 fuel used, \$1000 gained, purchases 3 additional fuel stations for \$1500
VRE	Blank Dot 7	2, 4	Diemos	Places fuel station, refuels to full

#### Turn 59

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 3	1, 6	Ganymede	Pays \$280 to vRE
Century 22	Federation Station V	1, 2	Phobos	Refuels to full
VRE	Diemos	2, 3	Phoebe	5 fuel used, refuels to full

Turn 60

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Ganymede	4, 6	Umbriel	10 fuel used, pays \$290 in rent to vRE, buys Umbriel from vRE for \$290, places fuel station, and refuels to full
Century 22	Phobos	2, 4	Venus	6 fuel used, refuels to full
VRE	Phoebe	3, 4	Tethys	7 fuel used, refuels to full

Turn 61

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Umbriel	3, 6	Pluto	9 fuel used, buys for \$925, refuels to full
Century 22	Venus	4, 4; 1, 1	Federation Station VI	8 fuel used, \$100 gained, bypasses Rhea, gains \$100, gains \$400
VRE	Tethys	5, 6	Proteus	11 fuel used, sells Titania for \$800 and Europa for \$830, pays \$1950 to TE

Turn 62

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Pluto	3, 5	Deimos	8 fuel used, pays \$90 to vRE

The Players (After Turn 62.1)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad, Larissa, Amalthea, Iapetus, Neptune Research Lab, Galatea, Umbriel, Pluto	4	17	11185
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Rhea, Mars, Moon, Uranus Research Lab, Dione, Titan, Enceladus, Jupiter Space Dock	5	17	5140
van Rijn Enterprises (Green)	Andy York	Diemos, Mimas, Tethys, Phoebe, Thalassa, Ganymede, Io	2	14	780

Turn 62

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station VI	1, 6	Mimas	\$210 owed to vRE
VRE	Proteus	1, 3	Earth	Red Shift, 3 fuel used, gains \$1000, refuels to full

Turn 63

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Deimos	1, 2	Venus	3 fuel used, owes \$1200 to Century 22
Century 22	Mimas	1, 6	Federation Station VI	7 fuel used, gains \$400
VRE	Earth	2, 3	Federation Station I	5 fuel used, gains \$450, may purchase fuel stations

Turn 64

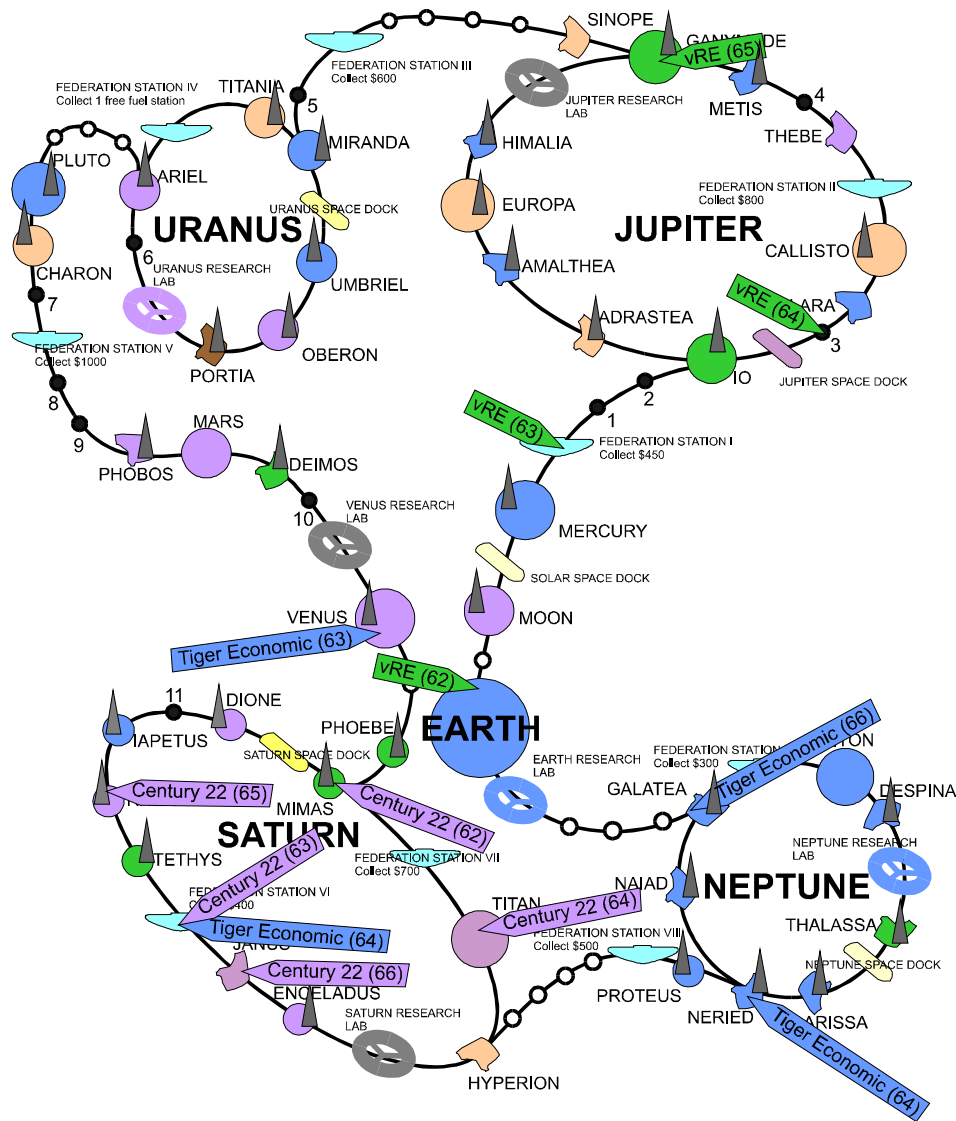
Company	Starting Location	Die Roll	Ending Location	Notes
TE	Venus	4, 6	Federation Station VI	10 fuel used, gains \$400
Century 22	Federation Station VI	2, 3	Titan	
VRE	Federation Station I	1, 4	Blank Dot 3	

Turn 65

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	5, 6	Nereid	Refuels to full
Century 22	Titan	2, 5	Rhea	7 fuel used, refuels to full
VRE	Blank Dot 3	1, 6	Ganymede	Refuels to full

Turn 66

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	2, 6	Galatea	8 fuel used, refuels to full
Century 22	Rhea	1, 2	Janus	3 fuel used, buys for \$210



## Kennel Club

### Turn 9 Phases 4 – 6

Final Card Play due: 8/15 Tuesday

#### Phase 3 – Play Cards

**Venice** chooses to lose 4 tokens due to the Civil War.

Also, I neglected to mention the payout from the Metal card that Genoa played. Genoa receives \$96, Venice, Paris, and London each receive \$8.

#### Phase 4 – Purchase or Pass

**Hamburg** buys Middle Class (Z, 100 credit from Civics, \$70), Industry (M, 40 credit from Commerce, 10 credit from Institutional Research, \$60), and Cathedral (H, 60 credit from Religion, \$60, misery increases to 90). Misery Relief reduced misery to 50.

**Venice** pays \$10 to Genoa for Newton, buys Laws of Matter (C, 40 credit from Science, 10 credit from Institutional Research, 30 credit from Newton, \$10), Enlightenment (D, 40 credit from Science, 10 credit from Institutional Research, 30 credit from Newton, \$40), Interest and Profit (L, 30 credit from Commerce, 10 credit from Institutional Research, \$40), Industry (M, 30 credit from Commerce, 10 credit from Institutional Research, \$70), pays \$12 to Barcelona for Galileo, buys Renaissance (Q, 30 credit from Communications, 10 credit from Institutional Research, 30 credit from Galileo, \$50), Cosmopolitan (Y, 60 credit from Civics, \$90). Pays 1 for stabilization. Misery drops to 150 from misery relief.

**Paris** passes. Misery increases to 700.

**Barcelona** pays \$10 to Genoa for Newton, buys Laws of Matter (C, 60 credit from Science, 10 credit from Institutional Research, 30 credit from Newton, \$0), Middle Class (Z, 100 credit from Civics, \$70). Pays \$6 for stabilization. Misery decreases to 80 from misery relief.

**London** buys Seaworthy Vessels (S, 20 credit from Exploration, \$60), pays \$10 to Genoa for Isaac Newton, Laws of Matter (C, 40 credit from Science, 30 credit from Newton, \$20). Pays \$3 for stabilization.

**Genoa** pays \$10 for a ship upgrade, \$12 to Barcelona for Galileo, buys Laws of Matter (C, 40 credit from Science, 10 credit from Institutional Research, 30 credit from Newton, \$10), Enlightenment (D, 40 credit from Science, 10 credit from Institutional Research, 30 credit from Newton, \$40), New World (U, 60 credit from Exploration, 10 credit from Institutional Research, \$90), Interest and Profit (L, 30 credit from Commerce, 10 credit from Institutional Research, \$40). Pays \$1 for stabilization. Misery relief drops misery to 350.



Phase 5 – Expansion**Hamburg** no action**Paris** expands to Venice (12, Cathedral loss).**Barcelona** expands to Crete (6, dr = 5, 1, 6; wins), Cyprus (6, dr = 1, 5, 1; wins), Lisbon (5, Cathedral victory), Marseilles (9, dr = 2, 6, 4; wins), and buys a card (3, \_\_\_\_\_)**London** expands to Kaffa (2, Cathedral loss), Kaffa (2, dr = 6, 1, 1; wins), Novogorod (6, dr = 6, 6, 4; wins), Tana (6, dr = 1, 6, 5; wins), Varna (5, dr = 3, 5, 3; wins)**Genoa** expands to Erzerum (5, dr = 3, 3, 6; loses), Erzerum (5, dr = 4, 6, 4; wins), Salonika (5, dr = 1, 5, 3; wins), Aleppo (6, dr = 4, 5, 4; wins), China (7, dr = 1, 2, 3; loses)**Venice** expands to Trebizond (2)**Barcelona** receives \_\_\_\_\_Phase 6 – IncomeInterest & Profit: **Hamburg** gains \$74, **Genoa** gains \$28, and **Venice** gains \$39**Hamburg** (Martin) gains \$97**Paris** (Robles) gains \$39**Barcelona** (Koehler) gains \$109**London** (Scharf) gains \$81**Genoa** (C. Cousins) gains \$105**Venice** (Cain) gains \$93**Hamburg** reduces misery to 40, **Genoa** reduces misery to 300, and **Venice** reduces misery to 250*Surplus of Cloth* (Barcelona loses \$5) and *Spice* (Venice loses \$3)The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	250	7	\$168	6	13	O-3	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y
Steve Koehler	Barcelona	80	27	\$126	3	14	O-2	A, B, C, D, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X, Y, Z
Brad Martin	Hamburg	40	0	\$245	1	12	O-1	All
Bob Robles	Paris	700	15	\$82	2	4	8	A, B, E, F, I, J, N, R, V, W, X
Caleb Cousins	Genoa	300	30	\$161	5	15	O-2	A, B, C, D, E, F, H, I, J, K, L, N, O, P, Q, R, S, T, U, V, W, X
Bill Scharf	London	450	23	\$110	4	11	10	A, B, C, E, F, I, J, K, N, O, R, S, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Bill	Dennis	Bob
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	--	--	3	--
Wine (7)	1	--	5	--	--	--
Metal (8)	--	4	--	1	1	1
Fur (9)	--	--	--	3	2	--
Silk (10)	--	5	--	--	1	--

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

**Shortage, Surplus**Your Cards: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_Notes

Bob Robles is now the player of record for Paris.

Dirty Dogs**Turn 9****Turn 9 Influence Declaration due: 8/15 Tuesday**Cure Phase

Ludmila Patina (S) goes into the sanatorium. Sergei (M) ages to 75, Iwan (P) to 66, Boris (N) to 64, and Wassily (U) to 59.

Purge

STORK plays Drought Ruins Harvest. Turi (R) attempts to purge Wassily Protzky (U). Die roll = 16 + 3. Success. Turi then attempts to purge Ludmila Patina (S). Die roll = 20 + 3. Success. Finally, Turi attempts to purge Sergi Eatstumuch (M). Die roll = 2. Failure. Turi ages to 64

Spy Investigation

Iwan declares a trial on M. TCC plays 4 IP on N while RE plays 5 IP. Votes are 4 guilty (O, P, R, and N), 1 innocent (M). Sergi gains a one-way ticket to Siberia. Iwan then opens an investigation against Natasha (V). Ages to 67.

Health

Turin Nikotin (dr = 8) remains healthy.

Oleg Satin (dr = 18) remains healthy.

Iwan Manjak (dr = 8) dies.

Boris Karrienko (dr = 6) gets sick.

Natasha Nogoodnik (dr = 16) remains healthy.

Funeral Commission

Oleg nominates Turi Nikotin as the new Party Chief. Since three negative votes cannot be obtained, the nomination succeeds.

Replacement

Boris Karrienko rises by age to KGB Head, and Natasha Nogoodnik to Defense Minister. Diwan Palavarian (G) rises by age to Ideology Minister, as does Boris

Badenuff (X) to Industry Minister, Ulan Putschnik (Y) to Economy Minister, and Viktor Wasolin (Z) to Sport Minister. Nobody left in the people, so there are no Candidates.

Rehabilitation

Oleg Satin rehabilitates Tigran Zenjarplan (Q). Ages to 68.

Parade

Turi waves vigorously.

Press

**SODS to All:** Started with a bang, ending with a whimper....

Politburo

Office	Politician	Condition	Influence
Party Chief	Turi Nikotin (R)	64	1 (RE)
KGB Head	Boris Karrienko (N)	65	4 (TCC), 5 (RE)
Foreign	Oleg Satin (O)	68	2 (SODS), 3 (RE)
Defense	Natasha Nogoodnik (V)	55 ?	
Ideology	Diwan Palavarian (G)	71, weakness position	
Industry	Boris Badenuff (X)	53 ++	
Economy	Ulan Putschnik (Y)	52	
Sport	Viktor Wasolin (Z)	50	

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

**Candidates:**

**People:** Q (68 +)

**Siberia:** F, I (83 ++), W, K (77 +), C (82), U (59 ++), S (59 +), M (75)

**Kremlin Wall:** H, D, L, E, A, J, B, T, P

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 two waves. RE has one wave.	

**Doggin' It**

**Turn 11, Phases IV-VII, Turn 12, Phases I-III**

**Turn 12, Phases IV-VII, Turn 13, Phases I-III due: 8/15 Tuesday**

**Turn 11**

Construction and Operation

**Red** (Scharf) operates claims #18 (\$200, depleted) and #30 (\$200, depletes). Gains \$3300 in passenger revenue.

**Green** (Andruschak) operates claim #15 (\$150, depletes). Delivers ½ gold from Georgetown to Denver for \$5000 and 1 silver from Aspen to Denver for \$2000. Collects \$1300 in passenger revenue.

**Brown** (Carl) operates claim #64 (\$250, 4 coal), delivers 4 coal to Pueblo for \$1200.

**Gray** (Cain) gains \$1250 in passenger revenue.

**Gold** (Bolduc) operates claims #44 (\$100, 2 coal), #39 (\$250, 3 lumber), and #49 (\$100, 1 coal). Gains \$100 in passenger revenue.

**Blue** (Martin) operates claims #5 (\$100, ½ gold), #26 (\$250, 1½ silver), #66 (\$200, 3 coal), and #67 (\$150, 1 coal). Delivers 6 coal and 1½ gold to Santa Fe for \$11,100.

**Turn 12**

Move Prospectors and Surveyors

**Red** (Scharf) surveys O to P, prospects passenger route #10.

**Green** (Andruschak) surveys Aspen to O, prospects passenger route #1.

**Brown** (Carl) surveys W to Santa Fe

**Gray** (Cain) surveys S to R

**Gold** (Bolduc) surveys X to Dolores, hire new prospector (\$500)

**Blue** (Martin) surveys K to J, prospects #25

Dispute Resolution

No disputes. Red pays \$2850, Green pays \$950, Brown pays \$800, Gray pays \$200, Gold pays \$1200, and Blue pays \$1100.

Notes

Remember that the purple track is shut down turn 12 and may not be surveyed, not may it be used for deliveries or passenger runs.

Press

**Joe to Bill:** You got a deal!

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$10100	S+1, P
Harry Andruschak	Green	Denver	\$35550	S, P+1
Joe Carl	Brown	Pueblo	\$600	S+1, P
Dennis Cain	Gray	Salt Lake City	\$14000	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$6450	S+1, P
Brad Martin	Blue	Santa Fe	\$18200	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
17	Leadville	Red	3	Silver	Depleted
30	Steamboat Springs	Red	6	Lumber	Depleted
18	Leadville	Red	1	Silver	Depleted
56	Aspen	Green	4	Coal	Depleted
58	Crested Butte	Green	N	Coal	\$100
42	Vallecitos	Brown	7	Lumber	\$150
64	Walsenburg	Brown	4	Coal	\$250
24	Ouray	Brown	0	Silver	\$200
1	Bingham	Gray	¼	Gold	Depleted
44	Scofield	Gold	2	Coal	\$100
39	Lumberton	Gold	5	Lumber	\$250
49	Hiawatha	Gold	3	Coal	\$100
66	Trinidad	Blue	1	Coal	\$200
67	Trinidad	Blue	13	Coal	\$150
41	El Vado	Blue	N	Lumber	\$150
5	Leadville	Blue	½	Gold	\$100
26	Silverton	Blue	1½	Silver	\$250

#	City	Owner	Goods	Type	Operation
25	Silverton	Blue	N	Silver	\$200

### Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
4	A	Denver – Leadville	\$1350	Red	Discard after 1 more Leadville depletion
7	B	Denver – Leadville	\$600	Red	
9	B	Denver – Grand Jct.	\$1350	Red	Discard when 15 is taken. Good for \$1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	\$750	Red	Discard when 17 is taken. Good for \$750 toward card 17 or 18
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
1	A	Denver – Boulder	\$100	Green	
12	B	Salt Lake City – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
5	A	Salt Lake City – Provo	\$100	Gold	

S.O.B.

11

#	Type	Route	Payoff	Owner	Notes
6	A	Pueblo – Santa Fe	\$600	Blue	

### Available Claims

#	City	Type	Claim	Operation
60	Durango	Coal	\$300	\$100
23	Ouray	Silver	\$500	\$200
68	Raton	Coal	\$400	\$200
37	South Fork	Lumber	\$200	\$100
12	Eureka	Silver	\$500	\$250
54	Bowie	Coal	\$400	\$200

### Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
13	C	Denver – Santa Fe	\$2100	D x \$75	
17	C	Salt Lake City – Pueblo	\$3000	D x \$75	
15	C	Denver – Salt Lake City	\$4000	D x \$100	
16	C	Santa Fe – Leadville	\$800	D x \$50	
11	B	Salt Lake City – Grand Jct.	\$700	D x \$50	Discard when 17 is taken. Good for \$700 toward card 17 or 18
18	C	Salt Lake City – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

## Rover

1959

1960 due: 8/15 Tuesday

1959

### Event Card Resolution

**Moonshooter Unlimited** pays 10MB to fix the minor problem.

**SCIFI** pays 10MB to fix the minor problem.

**Penny Pines** lowers the safety factor of Republic of Texas' one stage rocket program to his own.

### Purchases

**Moonshooter Unlimited** (Reynolds) buys an Interplanetary Satellite program for 24MB and a Two Stage Rocket program for 60MB.

**Republic of Texas** (York) buys 4 astronauts (Simmons, Spenny, Clark, Milbourn) for 8MB, 4 one stage rockets for 12MB, 3 one person capsules for 6MB, and the Lunar Probe program for 30MB.

**Cinnabar** (Carl) buys One Person Capsule program for 18MB, 1 one stage rocket for 2MB and 2 orbital satellites for 1MB.

**SCIFI** (Cain) buys EVA Suit program for 18MB and a third launch facility for 30MB.

**Penny Pines** (Scharf) buys Astronaut Training program for 18MB (astronaut Tom Corbett), 1 one stage rocket for 3MB, 1 one person capsule for 2MB, and EVA Suit program for 18MB.

### Research and Development

**Moonshooter Unlimited** (Reynolds) a: 3 dice (3, 4, 5) = 12% to Max R&D. 3MB spent. 1: 3 dice (1, 3, 3) = 9% to Max R&D. 3MB spent. B: 5 dice (2, 3, 4, 5, 5) = 19%. 20MB spent. 2: 4 dice (1, 1, 3, 6) = 11%. 12MB spent.

**Republic of Texas** (York) F: 8 dice (1, 2, 2, 2, 3, 4, 4, 6) = 24% - 8% = +16%. 8MB spent. a: 8 dice (2, 4, 4, 4, 4, 4, 4, 5) = 31% - 8% = +23%. 8MB spent. 3: 6 dice (1, 1, 1, 2, 3, 6) = 14% - 6% = +8%. 24MB spent.

**Cinnabar** (Carl) 2: 8 dice (1, 2, 2, 3, 3, 3, 4, 4) = +22% to Max R&D. 24MB spent. A: 8 dice (1, 2, 3, 3, 3, 4, 4, 5) = +25%. 16MB spent. D: 5 dice (4, 5, 5, 6, 6) = +26% to Max R&D. 10MB spent.

**SCIFI** (Cain) a: 7 dice (1, 1, 1, 3, 3, 6, 6) = 21% to Max R&D. 7MB spent. EVA: 8 dice (1, 2, 2, 3, 3, 5, 5, 6) = 27%. 8MB spent.

**Penny Pines** (Scharf) a: 3 dice (1, 6, 6) = +13% to Max R&D. 3MB spent. EVA: 8 dice (1, 1, 2, 2, 2, 3, 6, 6) = +23%. 8MB spent.

### Declare Future Missions

**Republic of Texas** (York) declares 3 missions, **Moonshooter Unlimited** (Reynolds), **Cinnabar** (Carl), **SCIFI** (Cain), and **Penny Pines** (Scharf) each declare 1 mission.

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

### Missions

No rushing. Launch Order: Penny Pines, SCIFI, Cinnabar, Republic of Texas, Republic of Texas, Republic of Texas, Moonshooter Unlimited.

**Penny Pines** launches Manned Sub-Orbital mission with Tom Corbett. Liftoff: 29%<86%, Reentry: 28%<77%, Recovery: 16%<77%. Mission success. +1% to A and a, Tom Corbett to 10%, +12MB to budget.

**SCIFI** launches a Manned Orbital mission with Isaac Azimov. -6% to safety factor of all components due to skipping Orbital Satellite and Manned Sub-Orbital missions. Liftoff: 06%<79%, Earth Orbital Burn: 87%>74%, engine burn failure, roll for immediate failure on Reentry table, heat shield fails, spacecraft burns up. Catastrophic mission failure. +1 to A, a drops to 10%, -10MB to budget.

**Cinnabar** launches an Orbital Satellite. Liftoff: 05%<76%, Earth Orbital Burn: 62%<95%, Earth Orbital Activities: 11%<95%. Mission success. +1% to A and 1. +6MB to budget.

**Republic of Texas** launches an Orbital Satellite. Liftoff: 29%<86%, Earth Orbital Burn: 27%<98%, Earth Orbital Activities: 71%<98%. Mission success. +1% to A, +2MB to budget.

**Republic of Texas** launches an Unmanned Sub-Orbital mission. Liftoff: 20%<87%, Reentry: 73%<61%, mission failure. +1% to A and a.

**Republic of Texas** launches an Unmanned Sub-Orbital mission. Liftoff: 07%<88%, Reentry: 55%<62%, Recovery: 09%<62%. Mission success. +1% to A and a.

**Moonshooter Unlimited** launches a Manned Sub-Orbital with Astronaut 1. Liftoff: 12%<85%, Re-entry: 54%<80%, Recovery: 52%<80%. Mission success. +1% to A and a, Astronaut 1 to 20%, +2MB 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
1959 Budget	72	72	96	71	92
Cash	9	0	37	4	6
1-Orbital Satellite	1 / 65%	1 / 96%	2 / 95%	0 / 96%	0 / 98%
2-Interplanetary Satellite		1 / 90%	1 / 56%		
3-Lunar Probe					1 / 53%
4-Docking Module					
A-One Stage Rocket	1 / 86%	2 / 77%	1 / 86%	1 / 87%	3 / 89%
B-Two Stage Rocket			1 / 44%		
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons		2 / 85%			
F-Kicker				2 / 50%	1 / 56%
G-"Mega" Stage Rocket					
EVA Suits	53%			53%	
a-One Person Capsule	1 / 10%	1 / 10%	1 / 81%	0 / 78%	3 / 53%
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	3	1	1	1	3
Astronauts	4		2	1	5

Astronauts are: **SCIFI** (Arthur C. Clarke, Frank Herbert, 20%; Roger Zelazny, 0%), **Moonshooter Unlimited** (Astronaut 1, 20%; Astronaut 2, 0%), **Republic of Texas** (Ocnaschek, Simmons, Spenny, Clark, Milbourn, 0%), **Penny Pines** (Tom Corbett, 10%)

### Notes

Phil Reynolds has asked to resign from the game due to unfamiliarity. **Will Paul Bolduc please take over for Moonshooter Unlimited.** Also, keep in mind that one stage rockets can only be used for Earth orbital missions. If you want to go beyond Earth orbit, you must use at least a two stage rocket. A one stage rocket with liquid fuel strap-ons is not good enough.

Draw Event Cards

**Paul Bolduc:** Fortunate Accident. May cancel failure for satellite or probe. +5MB to budget.  
**Andy York:** Program Setback. -10% to one person capsule. +3MB to budget.  
**Bill Scharf:** Astronaut Fails Physical. Tom Corbett may not be sent on a mission this year. -2MB to budget.  
**Joe Carl:** Production Delay. No capsules may be purchased this turn. +5MB to budget.  
**Dennis Cain:** Test Failure. -15% on one person capsule (no effect). +10MB to budget.

Final Positions

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1960 Budget	69	81	103	90	92
Cash	8	1	1	23	2
1961 Budget	79	86	108	88	95

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

Dog Days

### Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States Deadline for Epoch II Scytheans, Carthaginians, and Persia: 8/15 Tuesday

**The Triffids** (Geggus) plays Sub-Saharan Migrants in *Congo Basin* and *South Africa*. ASSYRIA: Army and Capital *Upper Tigris* (Babylonian army retreats to *Middle Tigris*), army *Zagros* (vs. Babylonia: A: 2, 1; B: 5, 5; loses), *Zagros* (vs. Babylonia: A: 6, 2; B: 4, 1; wins), *Persian Plateau* (vs. Aryans: As: 4, 3; Ar: 4; As: 6, 4; Ar: 4; wins), *Hindu Kush* (vs. Aryans: As: 6, 4; Ar: 4 wins), *Upper Indus*, *Lower Indus* (vs. Indus Valley: A: 5, 2; I: 1; loses, Capital reduced to city), *Middle Tigris* (vs. Babylonia: A: 4, 2; B: 4; A: 5, 3; B: 5; A: 6, 3; B: 6; A: 5, 4; B: 1; A: 5, 2; B: 2; wins, Capital reduced to city). Builds Monument *Upper Tigris*. Points: Dominance in Middle East (6) and India (4), Presence in Southern Europe (2), 2 Capitals (4), 2 cities (2), 2 Monuments (2), and 1 Sea (1) for 21 points.

**Gaming Through the Ages** (Lewis) plays Kingdom in the Upper Nile. Army, city, and fort in *Upper Nile* (Egyptian army retreats to *Nubia*). CHOU DYNASTY: Army and Capital *Wei River* (Shang army retreats to *Yellow River*), armies *Szechuan*, *Irrawaddy*, *Ganges Delta*, *Ganges Valley*, and *Upper Indus* (vs. Assyria: C: 4, 1; A: 1; wins). Points: Dominance in China (4) and India (4), and 1 Capital (2) for 10 points.

**Kibbles and Bits** (Narhi) plays Disaster in *Middle Tigris* (Monument and city destroyed). VEDIC CITY STATES: Army and Capital *Upper Indus* (Chou army retreats to *Ganges Valley*), army *Ganges Valley* (vs. Chou Dynasty: V: 4, 3; C: 4; V: 6, 2; C: 5; V: 4, 2; C: 1; wins), *Eastern Deccan*, *Eastern Ghats*, *Ceylon*, and *Lower Indus* (vs. Assyria: V: 6, 3; A: 1; wins, city destroyed). Builds Monument *Upper Indus*. Points: Dominance in India (4), Presence in China (2), 2 Capitals (4), and 1 Monument (1) for 11 points.

**Royal Manticoran Historical Society** (Wilson) plays PHOENICIA: Army and Capital *Levant* (Babylonian army eliminated), fleet *Eastern Mediterranean* (vs. The Triffids: RMHS: 5, 2; T: 3; wins), *Western Mediterranean*. GREEK CITY STATES: Army and Capital *Morea*, fleet *Eastern Mediterranean*, *Black Sea*, army *Pindus*, *Dalmatia*, *Central Europe*, *Southern Iberia*, *Shatts Plateau*, *Nile Delta* (vs. Egypt: G: 6, 1; E: 4, 3; wins, Capital reduced to city). Builds Monument *Morea*. Points: Dominance Southern Europe (4), Presence Middle East (3), North Africa (2), 2 Capitals (4), 1 Monument, and 3 Seas (3) for 16 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Peoples who Need Peoples (Red)	4	6
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	5	7
Ward Narhi	Kibbles and Bits (Orange)	10	15
Andy Lewis	Gaming Through the Ages (Purple)	11	14
Chris Geggus	The Triffids (Green)	12	26
Kevin Wilson	Royal Manticoran Historical Society (Blue)	13	24

Final Positions

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

**Amorphous, Cadaverous, and Nebulous.** Fleet *Red Sea*. EGYPT: Two armies *Nubia*, army *Arabian Peninsula*.

**The Triffids.** MINOANS: Army, fort, and Capital *Crete*, army and fort *Western Anatolia*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. ASSYRIA: Army, Capital, and Monument *Upper Tigris*, armies *Middle Tigris*, *Zagros*, *Persian Plateau*, and *Hindu Kush*.

**Peoples Who Need Peoples.** INDUS VALLEY: Armies *Western Deccan*, *Western Ghats*, *Persian Salt Desert*.

**Royal Manticoran Historical Society.** Two fleets *Eastern Mediterranean*, fleets *Western Mediterranean* and *Black Sea*. PHOENICIA: Army and Capital *Levant*. GREEK CITY STATES: Army, City, and Monument *Morea*, army and

city *Nile Delta*, armies *Pindus*, *Dalmatia*, *Central Europe*, *Southern Iberia*, and *Shatts Plateau*.

**Kibbles and Bits** SHANG DYNASTY: Two armies, fort, and Capital *Yellow River*, army *Great Plain of China*. VEDIC CITY STATES: Army, Capital, and Monument *Upper Indus*, armies *Lower Indus*, *Ganges Valley*, *Eastern Deccan*, *Eastern Ghats*, and *Ceylon*.

**Gaming Through the Ages** ARYANS: Armies *Turanian Plain* and *Tarim Basin*. NILE KINGDOM: Army, city, and fort *Upper Nile*. CHOU DYNASTY: Army and Capital *Wei River*, armies *Szechuan*, *Irrawaddy*, and *Ganges Delta*.

Event Cards


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## Fenris

Turns 1.1 to 2.1

Deadline for Turns 2.2 to 3.2: 8/15 Tuesday

### Turn 1

**Harry** Die roll = 8, Ward and Bill each receive a lumber, Chris receives a wool. Harry trades one brick for a lumber from Bill.

**Ward** Die roll = 3, Harry receives a brick and Chris receives a wheat.

**Steve** Die roll = 10, Ward and Kevin each receive an ore, and Chris receives a brick

**Chris** Die roll = 11, Ward receives a lumber, and Kevin receives a wool and an ore. Builds a road at P8/W4. Durin special build turn, Bill buys a

development card, and Harry builds a road at W6/F3.

**Kevin** Die roll = 7, Kevin moves the Robber to F9, and steals a lumber from Chris.

**Bill** Die roll = 4, Steve, Harry, and Kevin each receive a brick, and Bill receives a wheat.

### Turn 2

**Harry** Die roll = 9, Ward receives a brick, and Bill and Chris each receive an ore.

### Open Trade Offers

None currently.

### Turn 2 Dice Rolls

**Ward** 6      **Steve** 6      **Chris** 5      **Kevin** 3      **Bill** 3

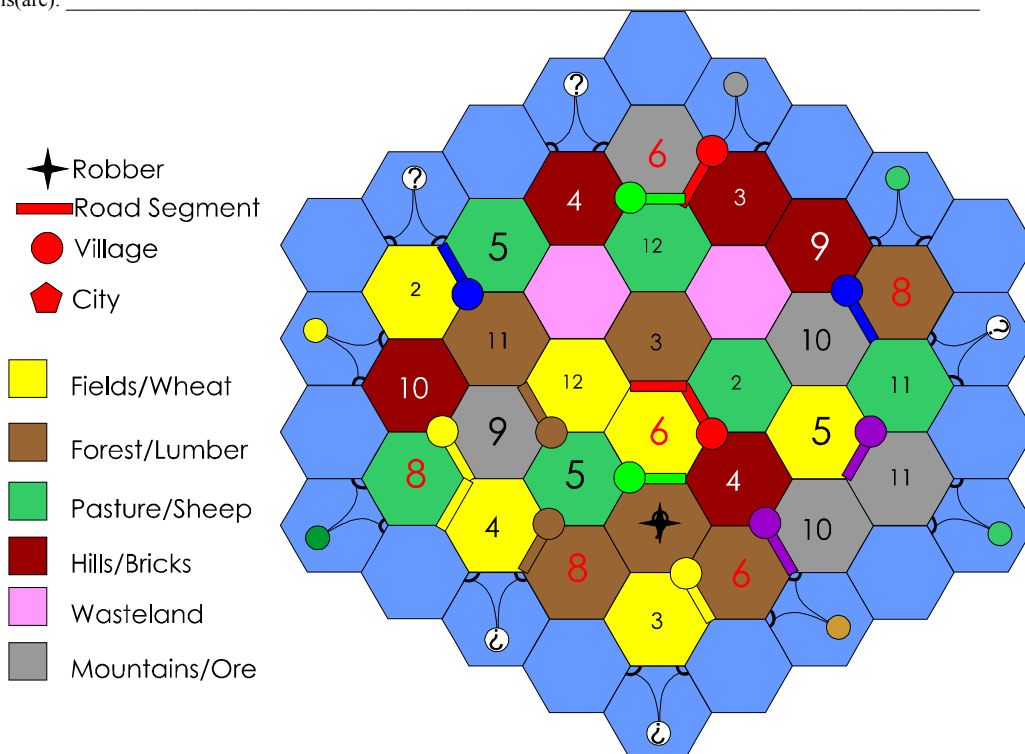
### Turn 3 Dice Rolls

**Harry** 6      **Ward** 7

### The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Harry Andruschak	Red	1	1	1				2
Ward Narhi	Blue	1	1	1	3	1		2
Steve Koehler	Green		1	2		1		2
Chris Geggus	Yellow	2				1		2
Kevin Wilson	Purple	1	2	1	1	3		2
Bill Sharf	Brown	1		1		1	1 Unplayed	2

Your unplayed card(s) is(are): \_\_\_\_\_



**Canes Venatici****Gamestart****Deadline for Turn 1: 8/15 Tuesday***The Players*

	Outpost Name	Commander	Factories	Upgrades	VP
1	?	Michael Lowrey	OrF, OrF, WaF		3
2	?	Andy York	OrF, OrF, WaF		3
3	?	Dennis Cain	OrF, OrF, WaF		3
4	?	Andy Lewis	OrF, OrF, WaF		3
5	?	Kevin Wilson	OrF, OrF, WaF		3
6	?	Phil Reynolds	OrF, OrF, WaF		3
7	?	Bill Scharf	OrF, OrF, WaF		3
8	?	Harry Andruschak	OrF, OrF, WaF		3

*Available Upgrades*

Your Production Cards:

New Arrivals: 1 Data Library, 1 Warehouse, 2 Heavy Equipment, 4 Nodules

Upgrade	Minimum Bid	Available	TBD
Data Library (DL)	15	1	4
Warehouse (Wa)	25	1	4
Heavy Equipment (HE)	30	2	3
Nodule (No)	25	4	1

**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. How many cubic feet of dirt are there in a hole 3 feet wide by 4 feet deep by 5 feet long?

A1. There is no dirt in a hole.

Bill Scharf, Chris Geggus, Bob Robles, Paul Bolduc, Joe Carl, Tom Howell, Ward Narhi, and Andy York each receive ½ point.

Q2. Where was Queen Cleopatra's temple?

A2. On the side of her head, like most people's.

Bill Scharf, Chris Geggus, Paul Bolduc, and Tom Howell each receive ½ point.

Q3. How many marbles can you put into an empty bag?

A3. One, after that it's not empty.

Bill Scharf, Chris Geggus, Paul Bolduc, Joe Carl, Tom Howell, and Andy York each receive ½ point.

Q4. If a duck came paddling down the Nile, where would it have come from?

A4. An egg.

Bill Scharf, Chris Geggus, Ward Narhi, and Andy York each receive ½ point.

Q5. Do you know how long cows should be milked?

A5. The same time short cows should be milked.

Bill Scharf, Chris Geggus, Bob Robles, Paul Bolduc, and Andy York each receive ½ point.

*Current Scores*

Chris Geggus	66	Andy York	51½
Paul Bolduc	44½	Dennis Cain	44
Caleb Cousins	44	Bill Scharf	37½
Brendan Whyte	37	Joe Carl	36
Andy Lewis	33½	Steve Koehler	27½
Ward Narhi	24	Bob Robles	17½
Brad Martin	16	Tom Howell	13
Kevin Wilson	8	Sean Cousins	7
Sigourney Street	½		

Andy York receives a free issue.

*New Questions***Topic: Brain Teasers**

1. A man was on the run from the police. He was relaxing, watching a play in a crowded theater. Suddenly, he noticed that detectives were closing in on him from all directions and were covering all exits. How did he escape?
2. There is a place that if you liked it, you would rather stay for a day than a year, and if you didn't like it you would rather stay for a year than a day. Where is it?
3. A manufacturer states that if middle-aged people told the truth more often he would sell a great deal more of his products. What does he manufacture?
4. Deep in the forest, a forest ranger found the body of a man dressed only in swimming trunks, snorkel and facemask. The nearest lake was 8 miles away and the sea was 100 miles away. How did he die?
5. Removing an appendix is called an appendectomy, and removing tonsils is called a tonsillectomy. What is it called when they remove a growth from your head?

**Pedagoguery**

Can a region of space contain less than nothing? Conventional wisdom would indicate no. You can remove all matter and energy from a region of space and you would be left with nothing. However, quantum mechanics, which frequently yields counterintuitive results, indicates that it is possible to have less than

nothing in a region, that is an energy field whose density is negative. What does the concept of negative energy mean and what effects would it have?

What is negative energy? First of all, let us say what it is not. Negative energy is not antimatter. Antimatter actually has positive energy. When an electron and a positron collide and annihilate, they produce gamma ray photons,

which contain significant positive energy. If we postulate a counterpart of an electron with negative energy, say a negatron, and it were to collide with an electron, you would be left with nothing. The two would simply cancel each other out. Similarly, negative energy is not the cosmological constant. The energy field associated with that has positive energy and negative pressure.

If not these, then what is negative energy? Well, the Uncertainty Principal in quantum mechanics tells us that in a perfect vacuum, the average energy density is zero, but minute fluctuations exist around that value. Given that some of those fluctuations are positive, others must be negative to give an overall average of zero. But can you have a region where the *average* energy density is negative. Well, yes. There is an effect called the Casimir effect that exists between two electrically neutral plates spaced very close to each other. Because the quantum fluctuations are limited to be no longer in wavelength than the spacing of the plates, all of the longer wavelength fluctuations are prevented from happening between the plates. However, they still happen outside the plates. The result is a net negative pressure and negative energy between the plates. There is more negative energy the closer the plates are to each other.

What can negative energy do? Well, negative energy has the potential to allow us to create traversable wormholes, warp drive, and time travel. Let us first discuss wormholes.

Wormholes are a consequence of Einstein's General Theory of Relativity. Simply put, they are spacetime curved around itself into a tube that goes from one region of space to another. However, using just General Relativity, there is a problem. The self-gravity of a wormhole is so great, it will collapse in on itself faster than light could travel through it. To make it traversable, we need something with a repulsive force to hold the throat of the wormhole open. As you will have no doubt guessed by now, that something is negative energy. A strong enough negative energy field could indeed prevent a wormhole from collapsing in on itself.

What about a warp drive? Well, once again according to General Relativity, a warp drive is possible. By a warp drive, I mean a drive that allows faster than light travel by warping space. Such a drive would create a bubble of space around a vehicle. The front portion of the bubble would squeeze space together, so that a relatively small speed within the bubble would result in great distance being traveled. The rear of the bubble, by the same token, would then stretch out space, returning it to its original state. However, for this scheme to work, the sides of the bubble have to be held open with negative energy.

One interesting side effect of a warp drive is time travel. According to the equations of relativity, if you were to take a round trip to a distant star using a

faster-than-light drive, when you arrived back at your starting point, it would actually be before you originally left!

With all of the interesting possibilities opened by negative energy, you must be thinking: Where's the catch? Well, there is one. First of all, whenever you generate a quantity of negative energy, by the law of conservation of energy, you must generate at least an equal amount of positive energy. Now, that is not necessarily bad, if you can fully control them both. However, there is also a quantum effect that puts a severe restriction on the use of negative energy. This restriction is similar to the uncertainty principal in that it limits the spatial extent of a field of negative energy with its intensity and its duration in time. Simply put, the more intense the energy, the more confined it must be in space and time. A pulse of negative energy can last for a relatively long while, but it must be of very low intensity; nearly indistinguishable from the quantum fluctuations of the vacuum. The Casimir effect can produce a negative energy field that can last indefinitely, but it is confined to the very small area between the plates. In addition, the more intense the field, the closer the plates have to be to each other, and hence the more confined the field. Let's take a look at how this affects wormholes and warp drives.

A wormhole requires negative energy to hold open the throat of the hole. Using typical intensities of negative energy, a wormhole could be produced with a throat  $10^{-32}$  meters in diameter. This is only a little bigger than the Planck length of  $10^{-35}$  meter, the smallest length that has any real meaning. If we were to stretch the wormhole to a meter in diameter, the negative energy would have to be confined to a band no thicker than  $10^{-21}$  meter, a millionth the size of a proton. The amount of negative energy would be the equivalent of the total energy generated by 10 billion stars in one year.

How about a warp drive? Well, a warp bubble travelling at 10 times light speed (Warp 2, for you *ST:TNG* fans) must have a wall thickness of no more than  $10^{-32}$  meter. A bubble large enough to enclose a starship 200 meters across would require a total amount of negative energy equal to 10 billion times the mass of the observable universe. So, as you can see, warp drive engineering has a few fundamental obstacles to overcome.

So, we come down to a case of quantum mechanics giveth, and quantum mechanics taketh away. It gives us the possibility of all sorts of interesting phenomena, and places rules on its use that prevent us from actually making use of those phenomena. Almost makes you think that the universe is pulling a fast one on us.

Next time, I will start a series on superstring theory.

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## **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.

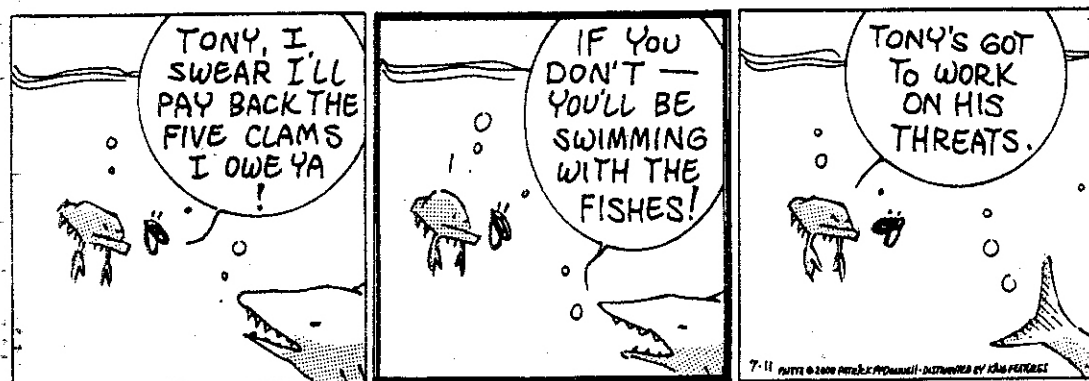
21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

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

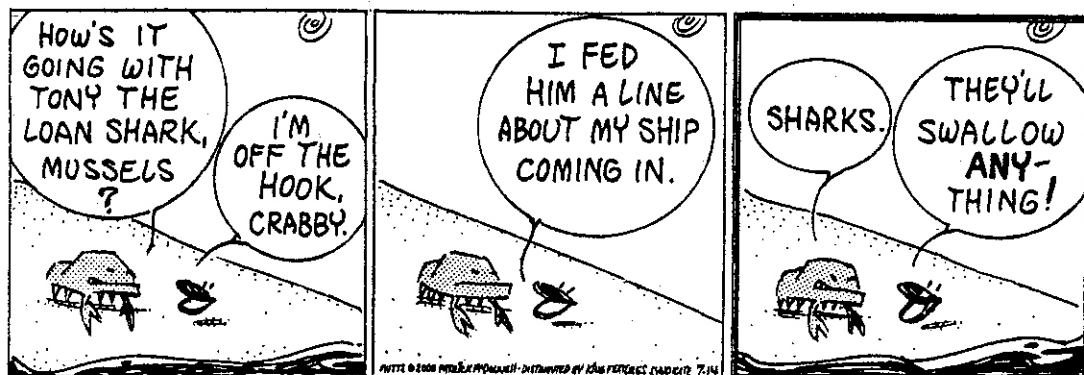
### MUTTS By Patrick McDonnell



### MUTTS By Patrick McDonnell



### MUTTS By Patrick McDonnell



## Addresses

Harry Andruschak 20805 Margaret St. Carson, CA 90745-1224 sarareichert@aol.com	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 sdk@Prodigy.com (704) 544-2849	Ward Narhi 521 Moreley Akron, OH 44320 Wenarh@aestpe.com (330) 835-4013	Sigourney Street "Canine Killer" PO Box 1235 Boston, MA 02130-0011 SigStreet@aol.com
John Boardman 234 E. 16 <sup>th</sup> St. Brooklyn, NY 11226-5302	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	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia Brwhyte@hotmail.com
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	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	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242	Chris@geggus99.freemove.co.uk	Ken Marcinonis 657 Gannet Ln. Bolingbrook, IL 60440-1245 Kmarc@mediaone.net	Bob Rutherford "Chili Dog" P.O. Box 48 Kingman, AZ 86402 Bobr@eaze.net Bob-rutherford@amrcorp.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 73210.3053@compuserve.com (210) 658-6066
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	Pasquale Giovine <b>Via Ulisse Dini, 8</b> <b>I-56126 Pisa, Italia</b> giovine@mail.dm.unipi.it	Brad Martin 15 Turo Close Willetton 6155 Western Australia Australia Westfront@hotmail.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428	
Joe Carl 302 38 <sup>th</sup> St. NW Canton, OH 44709 Jcarl@neo.rr.com	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867 raygrib@email.msn.com	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 <b>Bluefalcon@netwalk.com</b>	Mike Scott 5508 Withers Ave. Fontana, CA 92336 mikesmag2@juno.com (909) 899-2378	
	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			

## Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, 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 **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** Harry Andruschak **Settlers of Catan:** Tom Howell, Kevin Wilson

## Standby Calls

None this issue!