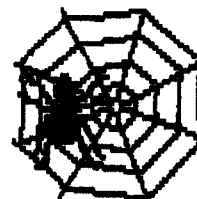


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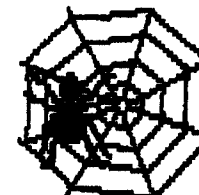
BORIS THE SPIDER
 C/O 203 Devon Ct
 FWB, FL 32547-3110
<http://hometown.aol.com/prbolduc/boris/borishome.htm>



VOLUME VIII, #18

BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
 "Oh, what a tangled web we weave
 When first we practice to deceive!"
 --Sir Walter Scott--



18 Jan 05

COPELAND TO WIN "DEVON"!

While the Saxons and Angles have yet to make their final move (and decide second place), Rick Copeland has the victory mathematically locked up. Congratulations for a long, well executed victory.

Looking ahead, "Fruch is Missing" could end in a bankruptcy next turn, so we need to seriously think of a replacement. Professor Hanna has graciously volunteered to GM the next 18xx, so let him know your druthers. Personally, I think we're due for another 1870 ("Artemis Gordon"). "Boris XVII" has a four-way draw on the table, so it too could end soon. We have only 3.5 signed up for XVIII. Finally, "William T. Riker" could end on a die roll on Turn 44 which could be any time now. On the other hand, there is a proposal on the table to lengthen the *MACHIAVELLI* game from 15 centers required for victory to 23.

We only need one more to make quora in *BLACKBEARD* and *KINGMAKER*. If interested in filling out the field, let me know your druthers soonest.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "War is a violent form of business." -- Adrien Venport

There's a new DIP 'zine in town, *Who Do You Trust*, published by Tim Haffey Sr, 810 53rd Ave, Oakland, CA 94601. A sub is \$36 for 12 issues. Mr Haffey is co-editor of *Diplomacy World*. The zine offers two types of DIP, a four-week and a one-week e-mail. Alas! He forgot to include his e-mail address.

WIZARD'S QUEST, the tourney I run at the World Boardgaming Championships (WBC), polled in 32nd so made the cut (top 35) to be included in WBC in 2005. Thanks to all of you who voted for it.

Even if you can't make it to WBC, consider joining the Boardgame Players Association (Reference 1) as an associate member (\$10/year) to take advantage of the dozen or so e-mail tournaments it runs. Titles such as *WAR AT SEA*, *AGE OF RENAISSANCE*, *SQUAD LEADER*, *CAESAR: ALESIA*, etc. You'll find me in the AoR tourney and in *GANGSTERS* if it runs.

And if you are going, there are several worthy events presently without GMs that could use your attention. See Reference 2.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) is awarded this month to John Buttitta for his campaign ad in *JUNTA*.

This month's Ma Nar Super-Sunday Bomb is lobbed at John Buttitta for delay of zine.

REFERENCES:

- 1) <http://www.boardgamers.org>
- 2) <http://www.boardgamers.org/wbc/orphans.htm>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 4 Feb 05



Peace Proposed! Spring 1987

XVII
2003F

MINAS MORGUL: France has formed the Gibraltar stalemate line and Germany will likely retake STP next time to form the Scand inavian stalemate line. So, if F/G remain allied, there is little chance of westward progress for A/I. So the question is "Which alliance will crack first, or is a negotiated Peace the final outcome?" Inquiring minds want to know. And indeed if it is to be the latter, why not sooner rather than later?

TROOP MOVEMENTS

France builds A MAR. Germany can't build.

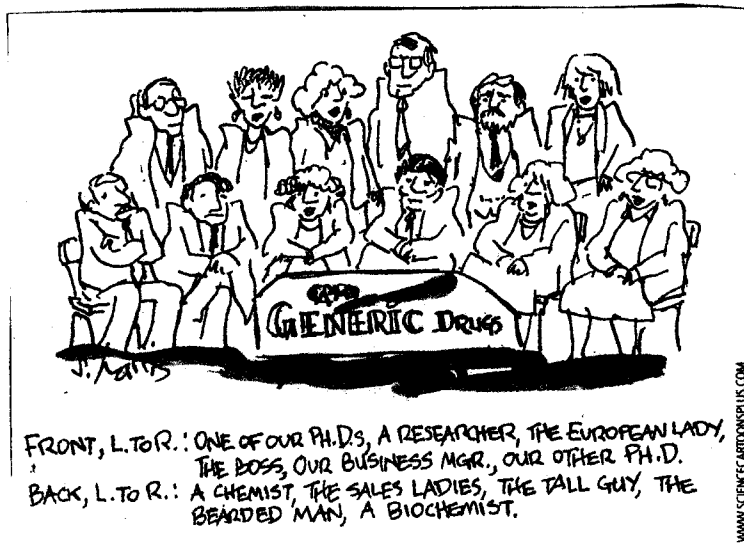
AUS: (Rick Copeland) A War-Pru, A Gre-Ser, F Bul(ac) S ITA F Con-Aeg, A Vie-Gal, A Lvn-StP, A Gal-Ukr, A Mos S A Lvn-StP, A Sil S A War-Pru, A Tri S A Boh-Mun, A Boh-Mun;
FRA: (Kevin Wilson) A Bur S A Mar, A Lpl-Wal, F Eng-Mid, F Lon-Eng, A Pic-Bel, F Spa(ac)-Por, F Wes-Spa(ac), [A Mar S F Wes-Spa(ac)];
GER: (Rudy Zodda) A Pru-Lvn, A Edi-Nwy, F Bal S A Pru-Lvn, A Ber S A Mun, A Kie S A Mun, [F StPinc] Hkr-???; A Mun H, F Nth C A Edi-Nwy;
ITA: (Ron Fisher) A Rom-Ven, [A Pic-Mar], F Tyn-Wes, F Con-Aeg, F Lyo S A Pic-Mar, F Tun S F Tyn-Wes, F Tus-Tyn.

Orders in brackets fail; d= destroyed, oth = off the board, nso = not so ordered, r-??? = must retreat somewhere. Full transcript of game and the latest Map are on the Website.

German A StP must retreat oth or to FIN.

Orders for Fall 1907 and your Vote on a four-way draw are due next time. No vote received = "Yes". One "Nay" will veto the proposal.

No PRESS.



MACHIAVELLI Longer War Proposed! Spring 1519

2003 D
pw10

Ragocott: The Sultan has made Christendom an astounding wager -- "All or Nothing". Should the Turks conquer more than half of the Board, Christendom must convert to Islam; if a single Christian power can do it, he and all his subjects would convert to Christianity. "Let us see which is the true God, Allah or your Christ!" No comment has been received from the hard-pressed and on-the-lam Pontiff. The French were not amused. The Austrians have tentatively accepted and proposed that the ultimate battle be fought somewhere called Lepanto.

TROOP MOVEMENTS:

Austria (38d) maintains all (27d) and builds A NAP & A BARI (6d). France (38d) disbands A AVI & A TYR, maintains rest (-24d). Papacy (27d) maintains all (-18d); builds A PER & G BOL (-6d). Turks (33d) maintain all (-30d), build A HUN (-3d).

AUSTRIA (Wilson, 5d): F GoL S F TS, F Alb S A Bari-Rag, [F Pat S F TS], F Otr S F LA, F LA C A Bari-Rag, [F Rome S F Pat], F Cor S F GoL, A Anc H, [F TS S F GoL], A Nap-Cap, A Bari-Rag;
FRANCE (Scott, 14d): [A Mil-Trent], A Par S A For-Mod, [A Aus-Hun], F LS-Gen, [A Como-Mil], A For-Mod, F Pro-Mar A Pav S A For-Mod.
PAPACY (Anderson, 3d): F Pisa-LS, [A Sic-Pat], [F Ven-UA], A Bol-Flo, [A Luc-Mod], [F Pio-TS], [A Per-Rome], [G Bol = A];
TURKS (McConnell, 0d): [A Ver-Trent], A Fer-Bol, F Her-Dal, A Pad-Fer, [F UA S A Pad-Fer], A Cre H, A Dal-Cro, A Urb S A Pad-Fer, [A Mod-Luc], A Sla S A Hun-Aus, A Hun-Aus.

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nsu = no such unit, oth = off the board, otm = on the move, R = Rebellion, r-??? = must retreat oth or elsewhere, u = unordered.

French A AUS must retreat oth or to CARIN or TYR. Turkish A MOD must retreat oth or to MAN.

We have a proposal to alter the victory conditions from 15 cities (as this started as a 6-player game) to 23 cities. No vote received = "Aye". A single "Nay" will veto the motion.

Your vote for a longer game and orders for Fall 1519 are due next time. And Press. Ms Nar demands Press.

EMBASSY BEAT

TURK-AUSTRIA: YOU ARE LATE AS USUAL.





Gunboat *MACHAUVELLI*
 Florence Hangs In!
 Fall 1454

2004A
 pw1Q

TROOP MOVEMENTS:

AUSTRIA (2d): A Trent B1, A Cro-1st, [A Tyr-Mill];
FLORENCE (6d): A Ste-Per, A Pio-Sie, F Luc H;
FRANCE (2d): [A Selz-Mon(imp), A Tur-Pav, F Cor-Sar];
MILAN (2d): [A Mod-Bol], [A Como-Mil], A Gen B1;
NAPLES (4d): F Bari-LA, [F Mes-IS], F TS S F Pal-CM, F Pal-CM;
PAPACY (4d): A Flo-Pisa, A Are-Flo, [A Urb-Bol], [F Anc S NAP F Bari-LA];
TURKS (3d): A Rag B2, [F IS-LA], F Tun-WM;
VENICE (9d): A Carin-Aus, A Car S F Dal-Cro, F Dal-Cro, [F UA-Anc];
AUTONOMOUS: Per, Gen(b), Man, Mod, Mon, Luc, Pio, Rag(d), Salz, Sav, Ste, Trent(b), Tur

Orders in brackets fail. b = besieged, C = convoy or C, d = destroyed, imp = impossible, no = not owned, nao = not so ordered, nsu = no such unit, oth = off the board, otm = on the move, r-??? = must retreat oth or elsewhere, u = unordered.

Control Chart: (Variable Income Roll is "5")

AUS (1+11d): -AUS carin HUN TYR 1st trent = 2C
FLO (6+15d): ARE -FLO -PISA pls +luc +Per +sie = 2C
FRA (2+16d): AVI MAR pro SWI +mon +Pav +Sar = 5C
MIL (6+15d): como CRE for MIL par -PAV +gen +mod = 2C
NAP (4+18d): agu BARI cap NAP MES otr PAL sal = 4C
PAP (4d+19d): ANC BOL pat -PER ROME spo urb +Flo +Pisa = 5C
TUR (4d+18d): ALB bos DUR her TUN +Rag = 4C
VEN (9d+25d): ber DAL fri -1st PAD TRE VEN ver +Aus +Car +Cro = 7C
Autonomous: Fer Gen(b) Man Mod Mon Luc Pio -Rag Salz Sav Ste Trent(b) Tur

Orders for Spring 1455 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

NO PRESS



JUNTA
 Ricardo Elected *El Presidente*!

Year 1



THE CAST: (and Table order)

Rick Copeland (Martini)
 Chuck Hanna (Shades)
 Wayne Morrison (Mustache)

Dave Anderson (Hat)
 John Butitta (Stickpin)

STATUS: The Bank is open and not safe. There is a Coup excuse.

Shades: 06

Stickpin: 3rd Brd CO (1v), 5C, 26

Mustache: Minister, 1st Brd CO (2v), The Church (10v), 5C, 26

Martini: 2nd Brd CO (1v), Bankers (7v), Peasants (3v), 4C, 16

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), 4C, 26

1.6 Assassinations (cont): Mustache nominates Ricardo for *el Presidente*; Hat nominates David; Stickpin nominates Juan. Shades have no votes. Stickpin casts 1 vote for Juan. Mustache casts 12 votes for Ricardo. Martini casts 11 votes for Ricardo. Hat casts 13 votes for David. After the first round of voting, Ricardo leads 23 to 13 for David to 1 for Juan. No further votes cast so Ricardo is the new *el Presidente*.

1.7 Banking: Martini and Mustache make deposits.

1.8 Coup: No coup.

PRESS:

Vote for Juan, the people's choice. I give everything to ever'one. Ever'one be RICH!
 No listen dese rumor I know someting about assassination of late beloved El Presidente. I was visitin' my old maiden aunt at de time. She support my alibi.
 Juan - the people's choice

STATUS: The Bank is open and not safe. There is a Coup excuse.

Shades: 06

Stickpin: 3rd Brd CO (1v), 5C, 26

Mustache: Minister, 1st Brd CO (2v), The Church (10v), 5C, 26

Martini: *El Presidente*, Bankers (7v), Peasants (3v), 4C, 16

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), 4C, 26

TURN 2

2.1 Draw cards: You drew _____ & _____. All but Shades need to discard, play, or give away two cards.

2.2 Cabinet Assignments: *El Presidente* shuffles the cabinet and then announces the Budget.

2.3 Budget: Foreign Aid composition be e-mailed to *El Presidente* upon completion of the Cabinet.

You have _ MP in hand and _ MP in the Bank.

Your cards are:



BRITANNIA

"Devon"
Turn XVI



BRITANNIA

"Frisian"
Turn VI



The Cast:

Blue: Kevin Wilson
Purple: Rudy Zodda

Green: Rick Copeland
Red: Peter Boyum

Score: Green 112.5, Red 79.5, Blue 68, Purple 44.5.

Turn XVI (cont)

Board

Welsh: 2A @ Clywd, Dyfed, Powys; Gwent, Gynnedd; 1A @ Cornwall, Devon.
Brigantes: 3A @ Alban; 2A @ Lothian, Pennines; 1A @ Dunedin, Mar.
Picts: 3A @ Moray; 1A @ Caithness, Dalriada, Hebrides, Skye.
Caledonians (0.5): 2A @ Orkneys.
Dubliners (2.5): 2A @ Cheshire, Galloway; 1A @ Cumbria, Strathclyde.
Danes (0.5): 6A @ March, 3A @ Hwicce; 2A @ Lindsey; 1A @ Avalon.
Norwegians: Harald, 4A @ York; 3A @ North; 2A @ N Mercia; 1A @ Bernicia.
Saxons (1.5): 3A, Harold @ Downlands.
Normans: 1C, 3A, Willy @ Essex; 2A @ Channel, Suffolk; 1C @ S Mercia, 1C, 1A @ Norfolk.

Caledonians (0.5): Grow 0.5 pp. Hold.

Dubliners (2.5): Grow 3.5 pp. Add 1A @ Cheshire & Cumbria. 1A Cheshire-Cumbria.

Danes (0.5): Grow 3.5 pp. Add 1A @ March. 1A Avalon-Wessex-Sussex, 1A Hwicce-Avalon-Wessex, 2A Hwicce-Avalon, 3A March-Hwicce, 2A March-Hwicce-S Mercia (6,3:1 -1C).

Norwegians: 3A, L York-March (6+1,6+1,3+1:3,2,2 -2 Danes, 1 Dane r-Hwicce), 3A North-Norfolk (4,1,2:5,3; 4,2:5,5 -3 Norgies), 2A N Mercia-Suffolk (4,3:1,1; 2,1:2,2; 6,2:3,2 -1 Norman, 1 Norman r-Essex).

Saxons (1.5): Grow 0.5 pp. ...

Normans: (May convert 2A @ Channel to 1C)

Board

Welsh: 2A @ Clywd, Dyfed, Powys; Gwent, Gynnedd; 1A @ Cornwall, Devon.
Brigantes: 3A @ Alban; 2A @ Lothian, Pennines; 1A @ Dunedin, Mar.
Picts: 3A @ Moray; 1A @ Caithness, Dalriada, Hebrides, Skye.
Caledonians: 2A @ Orkneys.
Dubliners: 3A @ Cumbria; 2A @ Cheshire, Galloway; 1A @ Strathclyde.
Danes: 4A @ Hwicce; 2A @ Avalon, Lindsey, S Mercia; 1A @ Sussex, Wessex.
Norwegians: Harald, 3A @ March; 2A @ Suffolk; 1A @ Bernicia, York.
Saxons: 3A, Harold @ Downlands.
Normans: 1C, 4A, Willy @ Essex; 2A @ Channel; 1C, 1A @ Norfolk.

Score: Green 112.5, Red 79.5, Blue 68, Purple 44.5.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Current map and transcript can be found on the website.

The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans*, R-Bs, (Norsemens, Norwegians)
B (Anderson): Welsh, Jutes, (Normans)
C (Buttita): Brigantes, Caledonians, (Danes)
D (Boyum): Picts, Irish, Angles
E (Frueh): *Belgae*, Scots, Saxons, (Dubliners)

Board:

R-Bs (A): 2A @ Lindsey, Lothian, March, Pennines.
Welsh (B, 1): 3A @ Downlands; 2A @ Devon, Gwent; 1A @ Clywd, Cornwall, Powys.
Brigantes (C, 2): 3A @ Strathclyde; 2A @ Dalriada; 1A @ Cumbria, Galloway.
Picts (D, 1): 3A @ Alban; 1A @ Mar, Moray, Skye.
Caledonians (C, 0): 2A @ Caithness; 1A @ Hebrides.
Irish (D, 0): 2A @ Chester, 1A @ Gwynedd, 1R @ Atlantic.
Scots (E, 0): 1A @ Orkneys.
Jutes (B, 0): 4R, 1A @ Channel.
Saxons (E, 1): Hengist, 3A @ Frisian, 2R @ Channel, 2A @ Sussex, 1A @ Wessex.
Angles (D, 0): 4R @ Frisian, 3A @ North.

Score: A(39), C(23), D(15), E(14.5), B(12)

Turn VII

Jutes (0): 4R, 1A Channel-Wessex (5,4,4,3,2:6 -1R, -1 Saxon, 3R w-Channel).

Saxons (1): Grow 1 pp. **1st Wave:** 2A Sussex-Wessex (6,1:1 -Jute), 1A Channel-Sussex, 1A Channel-Kent, A Frisian-York, A Frisian-York-N Mercia, Hengist, 6A Frisian-York-March (6+1,5+1,5,3,1:4,2 -2 RBs, +2 EVP). **2nd Wave:** 1A Wessex-Avalon, 1A York-N Mercia, 1A March-Hwicce, 2A March-N Mercia-Suffolk, 1A N Mercia-S Mercia, 3A, L March-N Mercia-Suffolk-Essex.

Angles (0): 4R Frisian-North-Lothian, 1A North-Lothian (5,3,3,2,1:5,3 -1 RB, -1R, 1 RB r-Bernicia 3R w-Frisian), 2A North-Dunedin. Angles score 1 DVP

Score: A(39), C(23), D(17), E(16.5), B(12)

Turn VII

Board:

R-Bs (A): Artic, 2C @ ???; 2A @ Pennines; 2A @ Lindsey; 1A Bernicia.
Welsh (B, 1): 3A @ Downlands; 2A @ Devon, Gwent; 1A @ Clywd, Cornwall, Powys.
Brigantes (C, 2): 3A @ Strathclyde; 2A @ Dalriada; 1A @ Cumbria, Galloway; L @ ???.
Picts (D, 1): 3A @ Alban; 1A @ Mar, Moray, Skye.
Caledonians (C, 0): 2A @ Caithness; 1A @ Hebrides.
Irish (D, 0): 2A @ Chester, 1A @ Gwynedd; 1A, 1R @ Atlantic.
Scots (E, 0): 3A, Fergus @ Irish; 1A @ Orkneys.
Jutes (B, 0): 3R @ Channel.
Saxons (E, 2): 4A @ Frisian; Hengist, 3A @ Essex; 2A @ Suffolk; 1A @ Avalon, Hwicce, Kent, N Mercia, S Mercia, Sussex, Wessex.
Angles (D, 0): 8A @ North; 3R @ Frisian; 2A @ Dunedin; 1A @ Lothian.

R-Bs: Grow 2 pp. Place Artic @ ...

Current map and game transcript can be found on the website.



ERRATA: Paris has \$75.

The Cast (in Tiebreak Order)

BARCELONA (Buttitta): \$134, 14C, 3K, 250M, ON-1, 22t
 VENICE (Hanna): \$68, 10C, 3K, 175M, ON-1, 10t
 GENOA (Copeland): \$106, 16C, 3K, 200M, SV-10, 19t
 PARIS (Frueh): \$75, 12C, 5K, 300M, SV-10, 22t

Advances
 F,I,N,R-T,V,X
 A,E,I,N,R-T,V
 A,E,F,I,N,R,S,V,W
 A,B,E,F,I,J,N,O,R,S,V,W

Paris chose to lose half tokens (-11t) rather than half recorded cash.

7.4: PURCHASE PHASE:

V (10t) Buy "Holy Indulgence" (F: \$40, 20 cr, +1 ML), ON-2 (\$10), and Stabilization (\$6).
 G (19t) Buy "Cathedral" (H: \$80, 40cr, +1ML, 25 MR) & Stabilization (\$6).
 B (22t) Buy ON-2 (\$10), "Cathedral" (H: \$100, 20cr, +1ML, 25 MR), "The Heavens" (A: \$20, 10 cr, 5 MR). No Stabilization so +1 ML.
 P (22-11t) Buy "Improved Agriculture" (K: \$30 + 20 cr, -1 ML, 25 MR) and Stabilization (\$15).
 Conduct misery relief: -\$25 and 25 MR = -1ML.

7.5: EXPANSION PHASE:

V (10t) Play 5t(-c) @ Ind, 4t(+1T -c) @ Chi, 1t @ Ess.
 G (19t) Play 6t(-c) @ Lis (G,B:W = 2,3:4 no), 6t(-c, -VC) @ Cre w/ "H", 6t(-c) @ Cyp (2,1:6 no), eat 1t.
 B (22t) Play 5t(-c) @ Ein, 10t(-c) @ Chi w/ "H" (-Vc), 4t(6,5:5 -c -GC) @ Val, buy card for 3t.
 P (22-11t) Play 5t (3,2:2 = no) @ Con, 4t (5,5:6 no) @ Gra, add 2t to PAR.
 B gets the expansion bonus card with 3c.

7.6: INTEREST AND PROFIT PHASE:

B (17C) earns \$83. G (16C) earns \$79. P (12C) earns \$63. V (10C) earns \$55. There is a surplus of Grain (6,1+4) and a shortage of Gold and Ivory (2,6+6). G pays \$2 for the grain and B gets two cards for gold and Ivory.

8.1 DRAW CARDS PHASE: All draw 1 card. We are one card into the 3rd Epoch.

8.2 PURCHASE CARDS PHASE:

G,P&V pay \$10 for a card.

The Cast (in Turn 7 Order)

VENICE (Hanna): \$57, 10C, 5K, 200M, ON-2
 GENOA (Copeland): \$87, 16C, 5K, 250M, SV-10
 BARCELONA (Buttitta): \$87, 17C, 8K, 300M, ON-2
 PARIS (Frueh): \$58, 12C, 7K, 200M, SV-10

Advances
 A,E,F,I,N,R-T,V
 A,E,F,H,I,N,R,S,V,W
 A,F,H,I,N,R-T,V,X
 A,B,E,F,I-K,N,O,R,S,V,W

THE BOARD:

B: C @ Alex Alg Ang, Basq BAR Cai Chi Ein Lis Sar Sev Sue Tan Tol Tre Val Waf; 1T @ Con Kam Ora Pal.

G: C @ Bel Bor Cre Fez Gen Gra Lyo Mar Nap Pot Rom Salo Sic Tri Tun Var.

P: C @ Acr Alep Baal Bru Col Dlj Erz Flo Mil Nur Pra Str; 3T @ PAR; 1T @ Bre Jer Lev Salz StG Tar

V: C @ Bud Cyp Dub Ind Kie Mon Smy StM VEN Vic; 1T @ Ess Gai Kaf.

Due next time are orders for Token Bid and Card Play phases. Your cards are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token. See website for transcript and map.



KREMLIN
 Schukrutoff Advances!
 Turns 2.6-3.1



CAST:

Paul Bartlett: Bolsheviks Against Russian Treason (BART), 1 card
 Mike Scott: The California Connection (TCC), 0 cards
 Dave Anderson: Decaying Licentious Antiquarians (DLA), 2 cards
 Rudy Zodda: Red Zealots (RZ), 3 cards
 John Buttitta: Proletariat Worker's against Imperialism (PWI), 3 cards
 Cary Nichols: Re-Education Development Society (REDS), 3 cards

POLITBURO:

Party Chief:	Aparatschik (A)	830	TCC(3)
KGB Head:	Doberman (L)	71	RZ(8), BART(8), PWI(5)
Foreign Minister:	Krakemheda (E)	73w?	PWI(3)
Defense Minister:	Manjak (P)	71	BART(1)
Ideology Chief:	Satin (O)	63s++?	REDS(4)
Industry Minister:	<VACANT>		
Economy Minister:	Patina (S)	59?	REDS(1)
Sport Minister:	Talksalott (J)	677+	TCC(1)
Candidates:	BDFMV		People: GIKN(DLA 2)QRUWY(RED 1)Z(DLA 1)
The Wall:	HTX		Siberia: C

TURN 2 (Continued)

2.6 REPLACEMENT PHASE: Schukrutoff (B) is promoted to Industry by age, then Palavrian (G) is promoted to Candidate by age.

2.7 REHABILITATION PHASE: No actions.

2.8 PARADE PHASE: No one waves since the Party Chief is in the San.

3.1 CURE PHASE: Aparatschik must leave the San, so ages 1 SP to 84 for being Party Chief. Krakemheda ages 2 SP to 75 for being under investigation and in his weak position. Satin takes the cure and doesn't age (+1-1 = 0) due to being in his strong job and under investigation. Patina ages 1 SP to 60 for being under investigation. Talksallott takes the Cure but still ages 1 SP to 68 for being under investigation.

Due next time: Orders for Turn 3 Purge to Health Phases.

POLITBURO:

Party Chief:	Aparatschik (A)	84	TCC(3)
KGB Head:	Doberman (L)	71	RZ(8), BART(8), PWI(5)
Foreign Minister:	Krakemheda (E)	75w?	PWI(3)
Defense Minister:	Manjak (P)	71	BART(1)
Ideology Chief:	Satin (O)	63s++?C	REDS(4)
Industry Minister:	Schukrutoff (B)	75	
Economy Minister:	Patina (S)	60?	REDS(1)
Sport Minister:	Talksalott (J)	697+0	TCC(1)
Candidates:	DFGMV		People: IKN(DLA 2)QRUWY(RED 1)Z(DLA 1)
The Wall:	HTX		Siberia: C

LEGEND: s = strong, w = weak, + = sick, ++ = ill, C = Cure, ? = under investigation, _ = position is vacant

Transcript is on the website.



FRUEH IS MISSING

OR 4b & SR 5a

FIM

PLAYER STATUS

Bailey: \$26, SVNRR, D&H, 3 C&O, 3 B&O
Hanna: \$63, 4 NYNH&H*, 5 B&O* <Priority>
Bolduc: \$120, 3 C&O*, 4 CP*, 1 NYNH&H
Copeland: \$30, 2 C&O, 5 PR*, 1 CP
Zieske: \$26, 6 B&M*, 1 CP

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
B&M	PZ	A90	100	4	0	480	34	E23, F22
NYNH&H	CH	G70	90	3	2	44	34	G19, 1, C&A
CP	PB	G69	71	1	3	203	33	A19, B16, 2, C&SL
C&O	PB	H67	--	0	2	211	3	F6, 2, M&H
B&O	CH	E67a	100	2	0	321	4	I15, 2
PA	RC	E67b	100	3	2	660	4	H12, H10, 2

OR 4b

Private companies pay \$20 to Bailey, \$10 to CanPac, \$20 to C&O, and \$25 to NYNH&H.

B&M: Lay #53 in E23. Run G19-F20-F22 (\$100) and F22-F24-E23 (\$90). Pay \$19/share dividends (PZ +\$114), stock moves to A100. Buy 5-train (\$480-450-\$30), discard 3-train to bank pool. **PHASE CHANGE.** Private companies close, brown tiles are available.

NYNH&H: Lay tile #61 in E23(ne). Place token in F22 (-\$40). Run G19-F20-F22-E23 (\$160) and F22-F24-E23 (\$100). Pay \$26/share dividends. (CH +\$8952) Stock to F75. Buy no trains. (\$44+25-40+52 = \$81).

CP: Lay #9 in B14(e). Run C15-B16-A19 (\$80) & A19-B20-B24 (\$80). Pay dividends (PB +\$64, CPR +\$48, RC & PZ +\$16). Price moves to G70.

C&O: Lay #23 in G5(sw). Run F2-F6-G7 (\$110). Withhold. Price slides to H60 (in the Yellow). Buy 3-train from CP for \$341.

B&O: Lay tile #57 in J14(ne)-\$80. Run I15-J14-K13 (\$90). Pay dividends \$9/share (CH +\$45, CB +\$27). Share price to E71. Buy 3-train from NYNH&H for \$241. (\$321-80-241=\$0).

PRR: Lay tile #9 in H14(e). Run H12-H10-G7-F6 (\$70). Pay dividends (RC +\$35, PRR +\$14). Share price to E71b. Buy 5-train for \$450.

SR5

Hanna sells 5 B&O (+\$355, B&O falls to J50y, Bailey new president of B&O), buys presidency of NYC, setting par at \$76 (-\$152).
Bolduc sells 3 C&O (+\$180, C&O sinks to J40o, Bailey new president of C&O) and buys 1 IO share of CP (-\$71).
Copeland sells 1 CP (+\$69, CP fades to H68).
Zieske and Bailey pass. Hanna buys 1 NYNH&H from the pool. (-\$75)
Bolduc buys 1 B&M (-\$100).
Copeland and Zieske pass. Bailey buys 1 pool PA (-\$71)
Hanna buys B&M (-\$100).
Bolduc buys 1 B&M then sells 2 B&M (-\$100+\$200, B&M sinks to C82)
Copeland buys 1 C&O from pool (-\$40).
Zieske passes.
Bailey ...

PLAYER STATUS

Bailey: \$2, 3 C&O*, 3 B&O*, 1 PA
Hanna: \$240, 5 NYNH&H*, 2 NYC*, 1 B&M
Bolduc: \$322, 4 CP*, 1 NYNH&H, 1 PR
Copeland: \$110, 3 C&O, 5 PR*
Zieske: \$156, 6 B&M*, 1 CP

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
B&M	PZ	C82	100	1	2	30	45	E23, F22
NYNH&H	CH	F75	90	3	1	322	4	G19, F22
PA	RC	E71b	100	3	1	224	45	H12, H10, 2
CP	PB	H68	71	1	4	602	3	A19, B16, 2
B&O	CB	J50y	100	2	5	0	34	I15, 2
C&O	CB	J40o	--	0	1	0	33	F6, 2

Bank has \$9892.

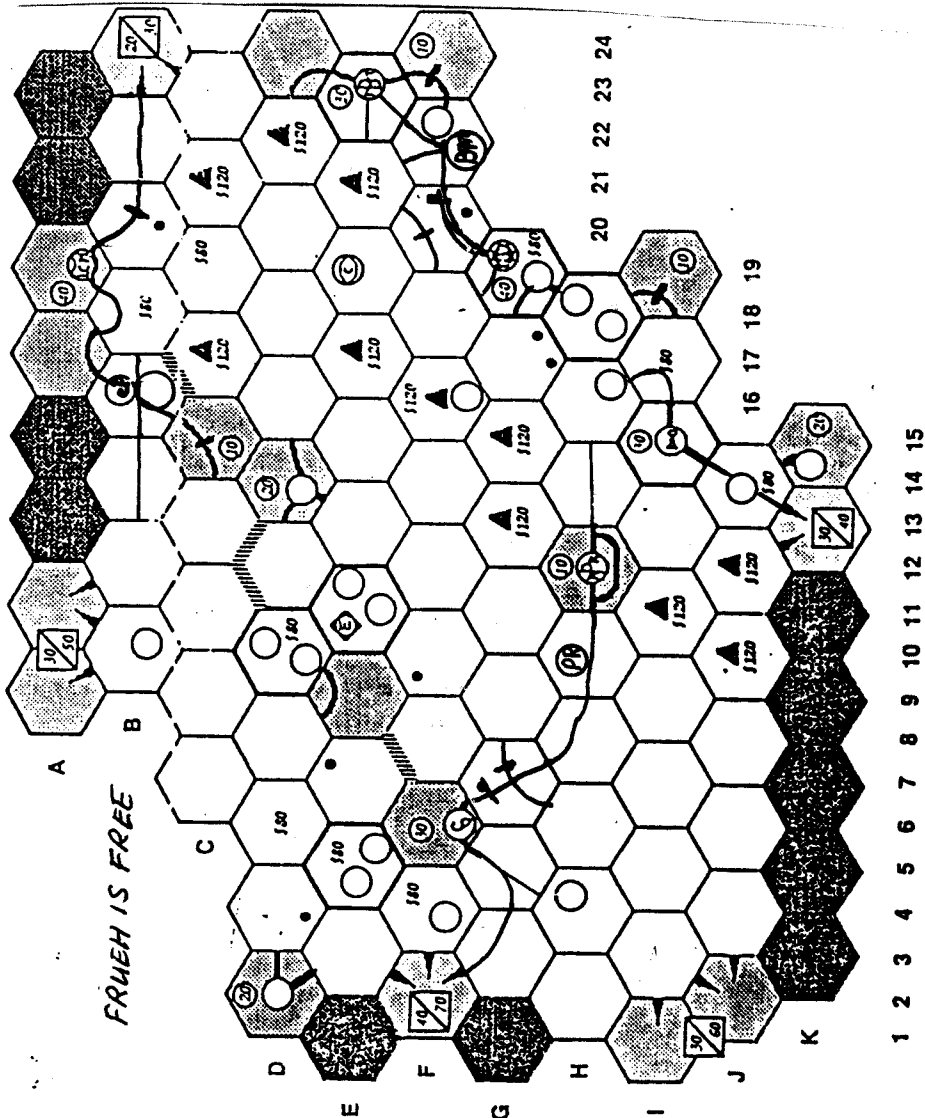
AVAILABLE TRAINS: 3 5 66 DDDDD

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(2), 8(5), 9(5), 55(1), 56(1), 57(2), 58(1)

Green: 14(2), 15(1), 16(1), 18(1), 19(1), 20(1), 23(2), 24(3), 25(1), 26(1), 27(1), 28(1), 29(1), 53(1), 59(2)

Brown: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 61(1), 62(1), 63(3), 64(1), 65(1), 66(1), 67(1), 68(1), 70(1)





PUERTO RICO

Turns 1-3



CAST:

Paul Barrett: Gov, Settler, Indigo(), Quarry(), 4d, 0 VP
John Butitta: Builder, Sm Market(), Indigo(), Corn(), 4d, 0 VP
Ron Fisher: Hospice(), Indigo(), Sugar(), 0d, 0 VP
Tom Butcher: Sm Sugar(), Corn(), Sugar(), 3d, 0 VP
Brad Martin: Sm Warehouse(), Corn(), Tobacco(), 1d, 0 VP

AVAILABLE ROLES: Mayor, Trader, Captain, Prospector(x2), Craftsman

AVAILABLE BUILDINGS: All

AVAILABLE PLANTATIONS: Quarry(x7), Coffee, Tobacco(x2), Indigo(x2), Sugar

COLONY SHIP: 5 colonists.

TRADING HOUSE: Empty.

SHIPS: 6-ship, 7-ship, 8-ship

STOCK: 95 colonists, 122 VP, 9 coffee, 9 tobacco, 10 corn, 11 sugar, 11 indigo

TURN 1 (Concluded):

... Barrett builds a Small Market (-1d).
Fisher chooses Prospector (+1d).
Butcher chooses Mayor, places colonist on sugar plantation and corn plantation. Martin places colonist on Corn. Barrett places colonist on Quarry. Butitta places colonist on Corn.
Fisher places colonist on Hospice. Mayor Butcher places 5 new colonists on the ship.
Martin chooses Prospector (+1d).

TURN 2:

Governor Butitta chooses Craftsman (+1d) and produces 2 corn; Fisher & Barrett produce nothing; Butcher and Martin produce a corn each.
Fisher chooses Settler, takes Quarry(x) due to Hospice. Butcher takes Sugar. Martin takes Tobacco. Barrett takes Coffee. Butitta takes Tobacco. Fisher discards the two Indigo and replaces the available plantations.
Butcher chooses Mayor, placing colonists on Sugar and Sm Sugar. Martin places colonist on Tobacco. Barrett places colonist on Indigo plantation. Butitta places colonist on Sm Market. Fisher places colonist on Sugar. Mayor Butcher places 5 colonists aboard the ship.
Martin chooses Trader (+1d), sells 1 corn for 1d.
Barrett chooses Builder, builds indigo plant for 1d (-1d quarry, -1d privilege). Butitta builds Sm Indigo (-1d). Fisher builds Hacienda for 1d (-1d quarry). Butcher builds Construction Hut (-2d). Martin builds nothing.

TURN 3:

Governor Fisher chooses Mayor and places colonists on Hacienda and Indigo. Butcher places on Construction Hut. Martin places on Small Warehouse. Barrett places on Sm Indigo. Butitta places on Sm Indigo mill and shifts the colonist from Corn to Indigo. Mayor Fisher places 5 new colonists aboard ship.
Butcher chooses Settler, takes Quarry. Martin takes Coffee. Barrett takes ...

STATUS:

Ron Fisher: Gov, Mayor, Hacienda(x), Hospice(x), Indigo(x), Sugar(x), Quarry(x), 0d, 0 VP
Tom Butcher: Settler, Sm Sugar(x), Construction Hut(x), Corn(x), Sugar(x), Sugar(x), Quarry(), 2d, 0 VP, 1 corn
Brad Martin: Sm Warehouse(x), Corn(x), Tobacco(x), Tobacco(), Coffee(), 4d, 0 VP
Paul Barrett: Sm Market(), Sm Indigo(), Indigo(x), Quarry(x), Coffee(), 2d, 0 VP
John Butitta: Sm Market(x), Sm Indigo(x), Indigo(x), Corn(), 4d, 0 VP, 2 corn

AVAILABLE BUILDINGS: All but Sm Market.

AVAILABLE PLANTATIONS: Quarry(x5), Tobacco, Indigo, Sugar, Corn(x2)

AVAILABLE ROLES: Builder, Captain(2d), Craftsman, Prospector(1d), Prospector(1d), Settler, Trader.

COLONY SHIP: 5 colonists.

SHIPS: 6-ship, 7-ship, 8-ship

STOCK: 77 colonists, 122 VP, 9 coffee, 9 tobacco, 6 corn, 11 sugar, 11 indigo

TRADING HOUSE: Corn.

Transcript and board are on the website.



MAHARAJA

Turn 1 Continues
HARRAPPANS CLOBBERED!



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Turn 1 (continued)

BOARD:

Pandya (1.5): 1A @ Berar, Khandesh.

Cholas (1.5): 1A @ Andhra, Gondwana.

Maurians: 6A @ Afghanistan, C Asia

Harrappans: 1A @ Baluchistan, Delhi, Gandhara, Gujarat, Kashmir, Lahore, Punjab, Rajputana, Sind

Maurians: 1st Wave: 2A Afghanistan-Baluchistan (6,3:4 -1 Harra), 2A Afghanistan-Punjab (6,5:3 - Harra), 2A Afghanistan-Delhi (4,3:2 1 Harra r-Rajputana), 2A C Asia-Gandhara (5,1:5 -1 each), 2A C Asia-Kashmir (5,4:2 - Harra), 2A C Asia-Ladakh. 2nd Wave: 2A @ Baluchistan to Sind (6,3:2 - Harra), 2A @ Delhi-Rajputana, 2A Kashmir-Lahore (4,3:5 -1 Mauryan, 1 Mauryan r-Kashmir), 1A Ladakh-Nepal, 1A Ladakh-Agra-Oudh, 1A Punjab-Rajputana-Gujarat (3,3 Mauryan r-Rajputana), 1A Punjab-Rajputana, 1A @ Gandhara-Punjab-Rajputana (5,5,4,2:5,2 -2 Harra, -1 Mauryan).
Harrappans score 6 VP.

Harrappans: Grow 2 pp. ...

Score: Blue 6, Green 0, Purple 0, Yellow 0.

BOARD:

Pandya (1.5): 1A @ Berar, Khandesh.

Cholas (1.5): 1A @ Andhra, Gondwana.

Maurians: 4A @ Rajputana; 2A @ Punjab, Sind; 1A @ Gandhara, Kashmir, Nepal, Oudh.

Harrappans (2): 1A @ Gujarat, Lahore.

Due next: Harrappan, Pandya, and Chola orders.

Game transcript and map are posted on the website. Thanks to Paul Barrett for building a Cyberbox for the game.

Enlightenment VIII

March 18th - 20th, 2005

Hunt Valley Inn

Hunt Valley, MD



A four-round swiss format of *Age of Renaissance* using a special best three-out-of-four scoring system that encourages fast play and keeps most players in contention throughout.



TITAN

Red Eliminated!

Turns 21-27



TURN 21 (continued)

COMBAT: Red Bleeding Heart attacks Brown Bell @ Plains 124. Brown defeats Red, eliminating his Titan, and gains 92 VP and an Angel.

SLAIN THIS TURN: Angel(x2), Ogre(x3), Titan.

TURN 22

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-2: Spider 8 holds; Chest 126 holds; Hourglass 13-17; Bell 124 holds. Bearpaw 15 holds and spawns Sun.
Blue (York), 6-4, 60 VP, dr-1: Batman 30 holds, Anchor 12-110, Half Moon 12 holds, Twister 108-104, Padlock 500 holds.

MUSTERED: gorgon(x2).

COMBAT: None.

TURN 23

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-1: Spider 8-2000; Chest 126-125; Hourglass 17-300 and spawns Antlers; Bearpaw 15-3000; Sun 15-16, Bell 124-123.
Blue (York), 6-4, 60 VP, dr-2: Batman 30-36, Anchor 110 holds, Half Moon 12 holds, Twister 104 holds, Padlock 500-32.

MUSTERED: behemoth, gorgon, minotaur, unicorn, warbear(x2), warlock.

COMBAT: None.

TURN 24

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-5: Spider 2000 holds; Chest 125-120, spawns Tankard; Hourglass 300-17; Antlers 300 holds; Bearpaw 3000 holds; Sun 16-25, Bell 123-118, spawns Ram.
Blue (York), 6-4, 60 VP, dr-1: Batman 36-37, Anchor 110-109, Half Moon 12-113, Twister 104-103, Padlock 32-131, spawns Egg.

MUSTERED: gargoyle, gorgon(x3), unicorn(x2).

COMBAT: None.

TURN 25

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-5: Spider 2000 holds. Chest 120-115. Tankard 120-23. Hourglass 17 holds. Antlers 300 holds. Bearpaw 3000 holds. Sun 25-120. Bell 118-113.
Blue (York), 6-4, 60 VP, dr-4: Batman 37-41. Anchor 109-105, spawn Candle. Half Moon 113-109. Twister 103-141, spawns ThunderCloud. Padlock 131-35. Egg 131-127.

MUSTERED: gargoyle, gorgon(x2), troll.

COMBAT: None.

TURN 26

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-6: Spider 2000-13, spawns Hook. Chest 115-109. Tankard 23-33. Hourglass 17-17. Antlers 300-114(Tower teleport w/ Titan). Bearpaw 3000-20. Sun 120-24, spawns Figurehead. Bell 113-107, spawns Ram.
Blue (York), 6-4, 60 VP, dr-5: Batman 41-4, spawns Octopus. Anchor 105 holds. Candle 105-142. Half Moon 109-104. Twister 141-136. ThunderCloud 141-2. Padlock 35-34. Egg 127-122.

MUSTERED: gargoyle, gorgon(x3), lion, minotaur, ranger, serpent, unicorn.

COMBAT: None.

TURN 27

MOVEMENT:

Brown (Frueh), 9-4, 364 VP, dr-5: Spider 13-20. Hook 13-112. Chest 109-104(Combat). Tankard 33-130. Hourglass 17 holds. Antlers 114-109. Bearpaw 20-27. Sun 24-29. Figurehead 24-23. Bell 107-102. Ram 107 holds.
Blue (York), 6-4, 60 VP, dr-6: Batman 4-10. Octopus 4-140. Anchor 105-141. Candle 142-136. Half Moon 104 holds (Combat). Twister 136-38. Thundercloud 2 holds. Padlock 34-40. Egg 122 holds.

COMBAT: Brown Chest attacks Blue Half Moon at Jungle 104. Brown is victorious, gaining 48 VP and mustering a _____.

SLAIN THIS TURN: gargoyle(x4)

MUSTERED: gorgon*, lion, ranger(x3), unicorn.

*A situation not covered in the House Rules has occurred: more than one legion tried to recruit the last gorgon. After giving it some thought, I decided to rule that none of them gets it. It will go to the first legion with a sole claim to it. Centaurs, gargoyles, and ogres are also likely to have this doom upon them soon. So here's the rule in short: "If more legions simultaneously attempt to muster a creature than there are remaining in the Force Pool, none muster it."

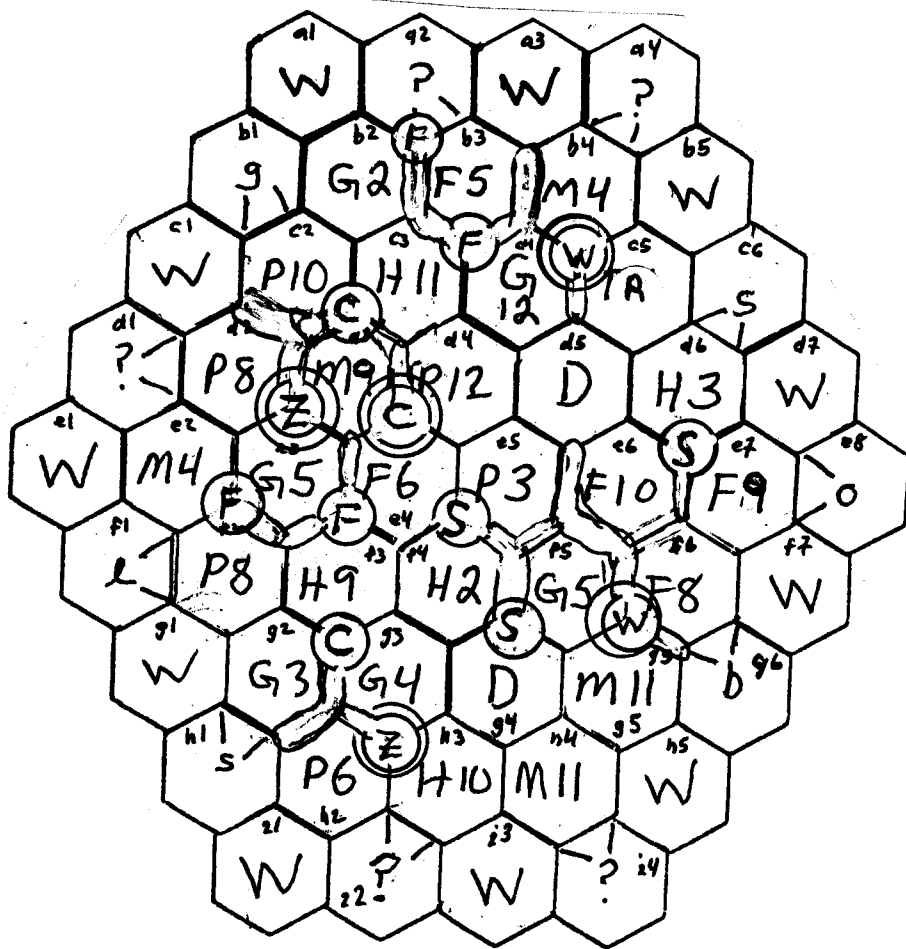
FORCE POOL: Archangels (6), Angels (17), Behemoths (13), Centaurs (3), Colossi (10), Dragons (18), Gargoyles (4), Giants (18), Gorgon (1), Griffons (18), Guardians (4), Hydrae (10), Lions (18), Minotaurs (15), Ogres (2), Rangers (16), Serpents (8), Trolls (11), Unicorns (8), Warbears (18), Warlocks (4), Wyverns (17).

DEAD POOL: Behemoth, Centaur(21), Cyclops(19), Gargoyles(14), Gorgon(4), Lion(5), Ogre(14), Ranger(4), Titan(4), Troll(11).

Your Turn 28 die roll is: _____. Let's see if we can do several moves ere next issue.

Current masterboard and game transcript are on the website.

Your Legions are:



SoC

Picking Up the Pace!

Turns 6.2-6.5

Ernst

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

Turns 6.2-6.4:

6.2 (Z): Roll 7. Z discards 5 cards (3g, 2w). W discards 4 cards (3g, 1o). Z moves Robber to f3 and steals ore from C, then converts settlement g3/h2/h3 to City (-2g, 3o, +1 VP).

6.3 (S): Roll 7. No discards. S moves Robber to c5 and steals lumber from W. No action.

6.4 (W): Roll 9. C collects 3 ore and Z collects 2 ore from d3. S collects 1 lumber from e7. C & F collect 1 brick from f3.

6.5 (C): Roll 7. C discards 4 ore. C moves robber to b3 and steals ore from F. C trades 1 ore to F for 1 grain. SEP: F builds a settlement @ e2/f2/e3.

COMMODITY STATUS

Player	brick	grain	lumber	ore	wool	Knights	cards	VP	Other
F	0	0	0	1	0	1	1	4	
Z	0	0	1	2	0	0	1	4	
S	0	1	3	0	0	0	0	4	
W	0	1	0	2	0	0	0	4	
C	1	1	1	2	0	0	0	4	

We halt here temporarily to sort out various inaccuracies that have crept into the game.

Development: (Robber @ c5).

F: Settlements: e3/e4/f3, b3/c3/c4, a2/b2/b3, e2/f2/e3

Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, e2/f2, b3/b4

Z: Cities: d2/d3/e3, g3/h2/h3

Roads: d2/d3, g3/h2, c2/d3

S: Settlements: d6/e6/e7, e4/e5/f4, c5/e6/f5

Roads: e6/e7, e5/f4, e5/f5, f4/f5

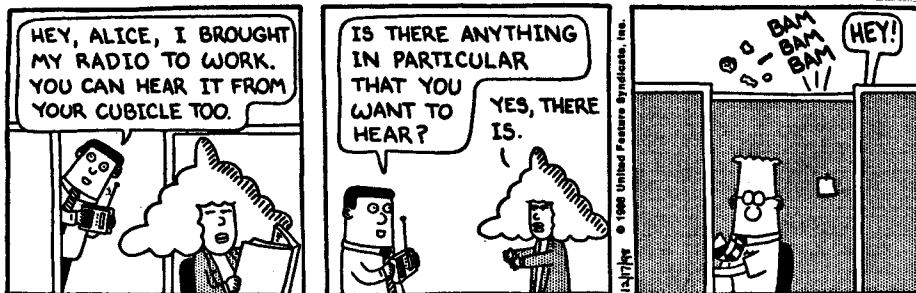
W: Cities: b4/c4/c5, f5/f6/g5

Roads: c4/c5, f5/f6, e6/f5, e5/e6, f6/g5

C: Settlements: f3/g2/g3, c2/c3/d3

Cities: d3/d4/e4

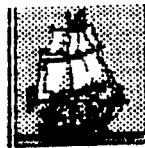
Roads: d3/d4, g2/g3, g2/h2, c3/d3, c2/d2?



"If we approach cybersecurity as a national security issue, we won't reach the audience we need. ... If we approach it from a business risk viewpoint, steps taken by enterprises and home users will harden us against cyberterrorism."

—Paul Kurtz of the Cyber Security Industry Alliance of Washington

ON DECK



1830: Fruch, Zodda, Zieske
 1835: Hanna, Zieske
 1850: Hanna, Fruch, Zieske
 1870: Zieske, Hanna, Fruch
BLACKBEARD: Zodda, A Bargender, Barrett
BRITANNIA: Zieske
COLONIAL DIPLOMACY: Copeland, Nichols, Anderson, Boyum; need 3 more.
DIPLOMACY: Boyum, Frying, Nichols confirmed; Curtis iffy.
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD, Pt 2: Zieske, Morrison, Anderson, Wilson need 1 to 2 more.
KINGMAKER: Deb Anderson, R Fisher, Shacklett, Scott
MACHIAVELLI (Gunboat): Have 3.
MAGIC REALM: Buttitta, Deb A
MAHARAJA: Hanna, Zodda, Anderson, Barrett, Morrison
MERCHANT OF VENUS: R Fisher, Deb A
PUERTO RICO: R Fisher, Buttitta, Barrett
RUSSIAN CIVIL WAR: Scott
SILVERTON: Zieske, Deb A
WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI.
 * Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 4 Feb 05

Source of the Nile

Turn 32



The Cast:
 Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13. G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), E22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kimbundu) in G22, L15 (the Begaza) in J19, M36 (the Ruanda in J18, M37 (the Maleconde) in E22. P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankran) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadami) in FF7, and S2 (the Ngubane) in GG5.

Press:

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

William T. Riker: Due are movement orders for Turn 43-44.

Kurzon Dax: Orders for Combat 13 and adjustment to movement for Turns 14-16 are due soonest.



The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at: <http://hemetown.aol.com/prbolduc/boris/berishome.htm>