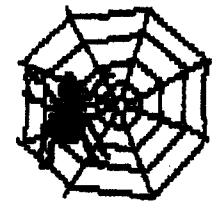


BORIS THE SPIDER

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--



VOLUME VIII, #18

(#238)

8 Jun 05

Orphans Fill, XVIII Doesn't!

We've found players to fill the openings in the orphaned COLONIAL DIPLOMACY and KINGMAKER games, so these will get in full swing next time. We are still three shy to start "Boris XVIII" our next DIPLOMACY game. Looking ahead, KREMLIN could end next time, "Knights Tale" will end no later than Turn 11, and "Ernat" could finish soon too, what with Zieske only one VP from victory.

So start thinking of what next should be played here and sign up. Better yet, volunteer to GM your favorite game here.

IMMEDIATE GAME OPENINGS:

DIPLOMACY: All positions available.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "An ounce of peace is worth more than a pound of victory." -- St Robert Bellarmine

NEW ON THE WEBSITE: The transcript for Boris XVII has been moved to the "Finished" section and the link to the map (and the map itself) removed. The transcript for Boris I in html format has also been added to the Finished section. A JUNTA coup map has been added to the current games.

WBC is 2-7 Aug in Lancaster, PA (Reference 2). I'm still without a roommate to share the \$80/night room, though I have hopes of luring either Paul Saunders and son Michael (now 15 -- yikes, he was still in a crib at AvalonCon II) or Jack Shacklett.

Birthday greetings go out to Wayne Morrison (6 Jun) and Donald Duck (9 Jun).

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month to Rick Copeland for his COL DIP article.

This month's Ms Nar Super-Sudsy Bomb is lobbed at the absent-minded math professor.

REFERENCE:

1. <http://hometown.aol.com/prbolduc/boris/tindex.html>
2. <http://boardgameplayers.org>

PERSONAL COMMUNICATION HERE (maybe):

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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Deadline for most games is 1800 CDT 1 Jul 05



Some Speak!
Summer 1989

XVII
2003F

FRANCE (Wilson): Well that's a boring way to end a game that was beginning to become boring. I kind of hoped Rick would stab Ron and try for the solo. It might have caused Ron to swing around and focus east, letting me or Rudy try our best to match Rick. But I guess it was clear to Rick and Ron that neither Rudy nor I were going to turn on the other as long as the two of them stuck together. I guess their thoughts were the same. Still, I thought Rick might try. Those three centers in Turkey were easy gains, taking him to 14. He could probably have grabbed VEN too but the remainder would have been tougher. But if Rudy and I had kept coming, pushing Italy, TUN and NAP might have been Rick's to take too. That would have been 16 or 17 putting a solo within possible reach, with a bit of luck.

First, let me say it's nice to start and finish a game with the same group. It's becoming rare these days to get through an entire game, just over 1 1/2 years in the playing, to whatever outcome, without having to replace someone. I didn't page through my game file all the way so I don't know if any of the eliminated powers abandoned us as they were going out but I suspect Jack, Dave and Cary did play out their positions. I'm sure Paul will update us in the end report.

I approached Rudy right off the bat for an alliance. I was pretty sure that A/I would form and that R/T would be unable to effectively ally and as a result A/I would have early success. That meant some western alliance needed to form quickly to meet them before they got too big. I guess I made a good case why Jack needed to be the party left out because Rudy and I coordinated fairly well the entire game. Communication went heavy and light but overall we did a pretty good job coordinating. At the end it was clear we had to cooperate to keep the A/I from breaking the stalemate line.

I thank Rudy for sticking with me and trusting me enough to leave himself exposed to the stab in order to keep the stalemate line intact. Congratulations to Rick and Ron for not succumbing to the temptation to turn on the other that might have given me or Rudy a shot to do more. I'm looking forward to what the others have to say.

Austria: Thanks for the game. Unfortunately, a four way draw is rather unsatisfying. But it does illustrate the fact that there are still some people playing Diplomacy who value a good ally more than winning the game. Bravo!

I can't wait for the rematch.

Italy: Well, I lasted out the board-kept my alliances and was pretty honest to everyone-I think. Pretty Pathetic, huh?



STILL SHORT THREE
Winter 1900

XVIII
2005?

So far we have Boyum, Copeland, Nichols, and Shacklett confirmed. Frueh has consented to play if I'm short one, but I'm short three.



MACHIAVELLI
Turks Slapped Around!
Fall 1528

2003 D
pw10

Ragocitti: The magic number "15" remains just out of France's reach. The Turks continue to bend, but are far from their breaking point considering their fairly secure bastion in the northwest centering on HUN. Austria is still a contender but needs to better project her mighty seapower. The Pope may well be the next man out.

TROOP MOVEMENTS:

Austrian A HER retreats to ALB. French A TYR retreats to TUR. Turkish A BER retreats to MAN.

AUSTRIA (Wilson, 0d): F GoL-WM, F Rag S A Alb-Her, [F Otr-LA], [F LA-Dal], F Cap S A Rome, F Cor H, A Aqu H, F TS S A Rome, A Rome B2, A Alb-Her, A Bari S A Aqu, A Nap H, F Sar H, F IS S F Otr-LA;

FRANCE (Scott, 4d): A Carin-Mil, A Ber S A Trent-Ver, A Trent-Ver, [F LS-Luc], A Tur S A Swi-Tyr, A Par-Man, F Pro-GoL, A Cre S A Par-Man, A Como S A Swi-Tyr, A Mod S A Par-Man, A Swi-Tyr.

PAPACY (Anderson, 5d): F Pat S A Per-Rome, [A Per-Rome], [F Ven-UA], A Pis-Luc, A Flo-Urb, F Pisa S A Pis-Luc, A Are B2, [A Bol-Fer]r-???, G Rome S A Per-Rome(d);

TURKS (McConnell, 2d): A Fer S A Man-Bol, [F Dal S A Her], A Anc H, [F UA-LA], A Man-Bol, [A Her-Alb]r-???, [G Are = A]d, [A Ver S A Sla-Carin], [A Tyr H]r-???, A Aus S A Tyr, A Sla-Carin.

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.6

Papal A BOL must retreat oth or to g. FLO or PIS. Turkish A HER must retreat oth or to BOS.

Turkish A TYR must retreat oth or to g. Turkish A VER must retreat oth or to FRI, PAR, or TRE.

Supply Chart: Variable income roll is "4".

AUS (0+40d): BARI MES PAL SAR 1st -Tur Cor tun otr Dur NAP sal Alb -Anc cap her Rag spo +aqu +Rome;

FRA (4+46+4d): AVI pro SALZ Gen Pav Swi como for MAR Mil Sav par -carin Mod Trent? +ber, +Cre +Man +Tur +tyr? +ver;

PAP (5+27+4d): -BOL? PER Flo Pisa Ven Luc Pio Sic pat pis -ROME +Are +urb;

TUR (2+28+4d): bos HUN TUN(c) car Cro Dal fri Tre Pad -ver -Cre Fer sla -urb -aqu -Are Aus -ber -Man +Anc +bol? +carin +Tyr(?).

* If Papal A BOL r-g. Pope has +1d, Turk has -1d.

† If Turkish A TYR r-g, Turk +1d, France -1d.

Orders for Spring 1521 are due next time. And Press. Ms Nar demands Press.

EMBASSY BEAT

France to GM: Alliance? My foot! I paid heavily for that convoy!

France to Austria: Thank you! No matter what it cost it was worth it.

France to Papacy: What was that Bol-Mod move last turn. Please restrain from doing it again. You and I have remained neutral - tho not as friendly as I would have liked. But let's leave it as it is. Thank you.

France to Turks: Heh Heh, take that! Can't wait to see what you do now. I know you for your many imaginable plays.....



Gunboat *MACHIAVELLI*
Chaos Reigns!
SUMMER 1456

2004A
pw1Q

TROOP MOVEMENTS:

French A SAV retreats to SALZ. Venetian A CAR retreats to FRI.

AUSTRIA (Od): [A Mil S MIL A Ber], [A Car-Carin], [A Sla-Aus], A Swi-Tyr;

FRANCE (1d): F Sar H, A Salz S A Pro-Tur, F LS-Pro, A Avi S A Pro-Tur, A Pro-Tur;

MILAN (4d): A Man-Ver, [A Tur S A Sav]r-???, A Gen-Mon, A Sav S A Tur, A Mod-Gen, A Ber S

AUS A Mil;

NAPLES (Od): [F Aqu-Anc], F Otr S F LA, F Pio S F TS-LS, [F LA S F IS]r-???, F GoN-TS, F IS S F

LA, F Pal S F GoN-TS, F TS-LS;

PAPACY (1d): A Pisa S A Are-Flo, A Are-Flo, [F Urb-Bol], A Rome-Per, [F Anc-Urb];

TURKS (12d): F Rag-LA, F Dur S F Rag-LA, [F CM-IS], F Alb S F Rag-LA, [F WM S FRE F

Sar-TS]nso;

VENICE (6d): [A Trent-Mil], [A Fri-Carin], F Dal S F UA, A Pis-Bol, [A Carin-Aus], F UA S A Pis-Bol,

F Ven S F UA;

AUTONOMOUS: Fer Luc Man Mod Mon Pio Salz Sav Sic Tur

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

Milanes A TUR must retreat oth or to COMO, PAV, or SWI. Neopolitan F LA must retreat oth or to Bari or Her.

Orders for Fall 1456 are due next time. And Press. Ma Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

Austria to the esteemed GM: I can't build in AUS - due to Venice control, my how picky you've become in your older age...

Milan to Venice: What's going on? I am not sure, but I don't think you need to have troops up there behind me. Even if you and Austria are at odds with each other.

Savoy to Ferrara: We've recently seen several large armies passing through. Anything going on over your way?

GAME OPENINGS ELSEWHERE

BLUT UND EISEN (Tom Butcher): Openings in 1870, 1826 and whatever you may want to GM. Sub fee: 90¢ to \$1.20 an issue depending on size. Last issue received: #104, deadline 13 Jun 2005.

CHEESECAKE (Andy Lischett): **DIPLOMACY**. No game or sub fee. Last issue received: #256, 15 May 05, deadline 22 Jun 05.

GRAUSTARK (John Boardman): Standby players for **DIPLOMACY** wanted. Game fee/sub \$35 for duration of the game. Last issue received: #764, 16 Apr 05.

S.O.B. (Chris Hassler): Openings in **GUNSLINGER** and **NEW WORLD**. Sub fee: \$2/issue. Last issue received: #118, May/Jun 2005, deadline 7 Jun 05. See <http://home.adelphia.net/~chassler>

WHO DO YOU TRUST? (Tim Haffey, Sr): Openings in **DIPLOMACY** and these variants: Creation, Dollar Dot, Colonial, Youngstown and Nuclear Holocaust WWII. Sub fee is \$3/issue. Last issue received: #7, 1 May 05.

See page 18 for contact information



COLONIAL DIPLOMACY
"Wide Open Spaces"
1875

2003I
ea07

MIRKWOOD: Dave Anderson and Rick Copeland agreed to a division of the abandoned positions and no others applied, so the sides are set and the game can proceed. Britain remains the leader, but with war on three fronts, how long can that last? Japan and Holland have secure corners. China, control of the center, leaving France, Turkey, and especially spread super-thinly Russia to be the victims of choice.

TROOP MOVEMENT

Russian disbands A SEO, and retreats F MAC to P.ART and A ARM-SYR.

BRITAIN (Nichols): A Ben, A Afg, A Pun, F Kar, F GOM, F Med, F RS, F HK, F GOS, F Mal;

CHINA (Paulson): A Irk, A Mac, A Pek, A Ass, A Tib, A Kam, A Can;

FRANCE (G. Wilson): A May, A Ban, F SCS, F Ann;

HOLLAND (Anderson): A Sar, F CS, F JS, F Sum, F LP, F Ran;

JAPAN (Quigley): F SoJ, A Seo, F UP, F ECS, F OS, F Yel;

RUSSIA (Copeland): A Syr, A Bak, A Ode, F Bla, A Via, F P.Art

TURKEY (Boyum): A Tab, A Arm, F Con, F Ang, F Rum, F Per.

Orders in brackets fail; d= destroyed, oth = off the board, nso = not so ordered, r-??? = must retreat somewhere.

Due next time are orders for 1876. And press; Ma Nar craves press.

EMBASSY BEAT

Russia to ALL: The Czar is pleased to announce that his previous Foreign Minister has been sacked. Recent defeats of the Russian armies, especially in the far east, have exposed the poor leadership, faulty tactics, and antiquated weaponry of the Russian Armed Forces. The only remaining option is to sue for peace. All Russian aggression is hereby ceased. All heads of state are requested to send their terms of peaceful cooperation to St. Petersburg at once. All proposals will be considered. Please respond by mail, do not send your armies!

Sincerely,

Count Russki Hadenov-Alreadi, Foreign Minister without Portfolio.

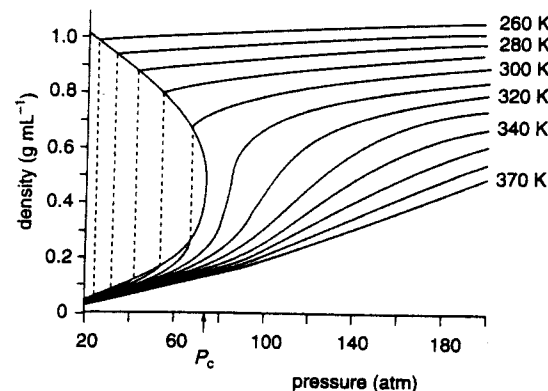


Figure 1. The density of pure CO₂ as a function of pressure and temperature.²⁵



MAHARAJA

Turn 7
Rajputs React!



THE CAST:
Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Yellow 33, Purple 12, Blue 10, Green 5.

Turn 7

BOARD:

Pandya (0.5): 1A @ Kerala.
Greeks (1): 1A @ Rajputana.
Marathas (2): 2A @ Ouhd; 1A @ Andhra, Gujarat, Maharashtra.
Cholas (1.5): 1A @ Mysore.
Guptas (0.5): 3A @ Bihar; 2A @ Jaunpur; 1A @ Bengal, Bhutan, Bundelkhand, Magadha, Orissa; Chandra @ ???.
Sinhalese (2.5): 2A @ Karnatak; 1A @ Golconda, Lanka.
Rajputs (2): 4A @ Agra; 2A @ Malwa, Tibet; 1A @ Gandhara, Lahore, Kashmir, Punjab.

Marathas (2): Grow 3 pp. Add 1A @ Gujarat. Hold.

Cholas (1.5): Grow 0.5 pp. Hold.

Guptas (0.5): Grow 6.5 pp. Place Chandra @ Bihar; add 1A @ Bihar & Jaunpur. 1st Wave: 4A, Chandra @ Bihar-Malwa, 3A @ Jaunpur-Malwa (6,6,4+1,4+1,3,3,1:4,1 -2 Rajputs), 1A Bhutan-Nepal, 1A Magadha-Bihar, 1A Orissa-Magadha. 2nd Wave: 6A, 1A Malwa-Agra (5+1,5+1,3,3,2,1:6,3,1,1 -2 Rajputs, -1 Gupta, 2 Rajputs r-Delhi, +1 Purple VP).

Sinhalese (2.5): Grow 2.5 pp. Add 1A @ Karnatak. 3A Karnatak-Mysore (4,4,1:4 Chola r-Bijapur), 1A Gokanda-Karnatak.

Rajputs (2): Grow 5 pp. Add 1A @ Punjab & Delhi. 1A Punjab-Sind, 1A Tibet-Bhutan, 1A Tibet-Assam, 2A Delhi-Rajputana (3,1:6; 5:6 -1Greek, -2 Rajputs), 1A Delhi-Rajputana-Malwa (5:2 -Gupta +1 VP). Greeks are extinct.

Turn 7 VP:

Yellow: Guptas (9) + Sinhalese (2)
Purple: Cholas (0) + Rajputs (8)
Blue: Marathas (7)
Green: Pandya (1)

Score: Yellow 44, Purple 22, Blue 17, Green 6.

Turn 8

BOARD:

Pandya (0.5): 1A @ Kerala.
Marathas (2): 2A @ Gujarat, Ouhd; 1A @ Andhra, Maharashtra.
Cholas (2): 1A @ Bijapur.
Sinhalese (2): 3A @ Mysore; 1A @ Karnatak, Lanka.
Rajputs (1): 1A @ Assam, Bhutan, Gandhara, Lahore, Kashmir, Malwa, Punjab, Sind.
Guptas (1): 5A, 1A @ Agra; 1A @ Bengal, Bihar, Bundelkhand, Magadha, Nepal.
Muslims: 4A @ Persia

Chandra and 8 Gupta armies go away.

Game transcript and map are posted on the website.



BRITANNIA

"Frisian"
Turn VIII



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

A (Hannak): *Romans*, R-Bs, (Norsemen, Norwegians)

B (Anderson): Welsh, Jutes, (Normans)

C (Buttita): Brigantes, Caledonians, (Danes)

D (Boym): Picts, Irish, Angles

E (Fruch): *Belgae*, Scots, Saxons, (Dubliners)

Turn VIII (cont):

Board:

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

Caledonians (1): Grow 1 pp. 2A Caithness-Orkneys (5,2: 6 -1 Cal, 1 Cal r-Caithness)

Irish (2): Grow 2.5 pp. Add 1A @ Downlands. 1A Atlantic-Dyfed (5:3 -1 Welsh).

Scots (0): Fergus dies. Grow 1 pp. 1A Irish-Strathclyde, 1A Daladria-Strathclyde (3,1:4 Angle r-Dunedin).

Jutes (0): Grow 1 pp. 2A Sussex-Kent, 1R Channel-Kent (5,1,1:5 -1R, -1 Saxon).

Saxons (2): Grow 6 pp. Add 1A @ Suffolk & S Mercia. 2A Suffolk-Lindsey, 2A S Mercia-Lindsey (5,4,3,3:4,3; 6,6,5,2:5,1 -2RBs, -1 Saxon, +2 EVP), 3A Essex-Kent (5,3,2:5,3; 6,1:5 -2 Jutes, -2 Saxons), 1A Wessex-Sussex, 1A Avalon-Wessex, 1A Hwicce-Avalon, 1A Hwicce-S Mercia, 1A Hwicce-Essex. R-Bs and Jutes are extinct.

Angles (1): Grow 4.5 pp. Add 1A @ _____.

Score: W(45), C(37.5), B(37), E(31), F(27)

Board:

Welsh (B, 1): 2A @ Clwyd, Powys, York; 1A @ Cornwall, Devon, Gwent.
Brigantes (C, 2): 2A @ Cumbria, Galloway.
Picts (D, 2): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.
Caledonians (C, 2): 1A @ Caithness, Hebrides.
Irish (D, 1.5): 2A @ Chester, Downlands, Gwynedd; 1A @ Dyfed.
Scots (E, 1): 2A @ Strathclyde; 1A @ Dalriada, Orkneys.
Saxons (E, 2): 3A @ Lindsey; 2A @ Kent; 1A @ Avalon, Essex, Hwicce, S Mercia, Sussex, Wessex.
Angles (D, 1): 4A @ Lothian; 2A @ Dunedin, Pennines; 2R @ Frisian; 1A @ Bernicia, Norfolk, North.

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.



BLACKBEARD

Turns 10-20



THE CAST:

1. (Barrett) Portugues: Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Teach, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	J12	+3	6	7	3	7	0	265	--	--	Fr
2	Davis	Sloop	S21	+3	6	0	5	7	0	--	--	--	--
1	Herdman	KC	Bx1	3	15								
3	Teach	Sloop	S19	+3	6	0	3	6	0	--	--	--	--
4	Rackham	Senr	C3	+3	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	Bx1	4	14								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: 33(Br7), 45, 23, 23, 25
 Destroyed Port: 14
 Antt: 24, 54, 64
 Warships: R16, S21

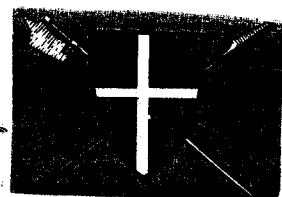
Turn	Player	Action	Draw
10	3	ET weighs anchor, moves 4+3 to N22, searches: Nothing Draw/Move warship. Move R16 to N14.	34,*B 43
11	3	ET moves 5+3 to J23 (SL25), search -- nothing	33,36
12	1	BP moves 5+3 to F18, search -- nothing	46, 21
13	1	BP moves 4+3 to D19 (SL23), search -- nothing	16,*D
14	2	HD moves 2+3 to N25, search -- nothing	53, 55
15	4	JR misses Br4 in C3 (5+3+3-4 = 7; DR ¹² = 12), Br4 to cup W intercepts BP at D19; all W to cup, BP escapes 6+3:6	66 31
16	2	HD moves 4+3 to J23 (SL 25), search -- nothing	36
17	3	ET captures Br4 (6+3+4-4 = 9; DR ¹² = 8) 45 into Hold 1, + 4N Hostage (1+4+0 < 10) = no; declare D&R, +1 to Unr	52 11 44
18	3	Move Hornigold to DD20. Remove D&R	41
19	3	Move Hornigold to Z20. Draw New Merchant @ 51	64 51,12
		Random Event (reshuffle); BP attacked by B7 @ D19 BP 4+6+8 vs 7+7 = BP -1 Cbt -1 Unr, dr = 4 = 0 inj, breaks off 35	
20	3	Move Hornigold to V20. Random Event (reshuffle); BP attacked by B7 @ D19 BP 4+5+8 vs 7+2 = BP -1 Cbt -1 Unr, dr = 2 = 0 inj, breaks off 33	13 65,24
21	2	HD moves 4+3 to Q22, Search = 2 merchants	
22	1		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	7	3	5	0	265	--	--	F
2	Davis	Sloop	Q22	+3	6	0	5	7	0	--	--	--	--
1	Herdman	KC	Bx1	3	15								
3	Teach	Sloop	J23	+3	6	4	3	7	0	45	--	--	B
4	Rackham	Senr	C3	+3	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	Z20	4	14								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: 33(Br7), 23, 51, Q22, Q22
 Destroyed Port: 14
 Antt: 24, 54, 64
 Warships: B7 @ D19



KINGMAKER

"King of Pain"

We Have a Quorum!

TURN 5

KoP

OK, we have five players, so we begin anew. I've listed your cards below. Due next time are your movement orders for Turn 5. The event cards have already been dealt with. Phil's House Rules (see the BORIS website) remain in effect. If you have a card you don't recognize, it may be from the expansion deck. Ask, I'll send the expansion. The website also has a map. If you can't read the notation thereon, I suggest you download the Cyberbox (Reference 2) -- and Cyberboard if you don't have it already. (Reference 1) -- and keep your own records.

The Cast:

THE MAD HUNGARIANS (Dowrey): Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carlsbrooke, Northampton [(20)]. Event cards (2), Crown Cards (4).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50]; Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)]; Holland [20]. Event cards (3), Crown Cards (2).

KNIGHTS OF THE PRIVY POT (Anderson): Mowbray [50], Treasurer of England [50], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], Le Swan, Lancaster [(20)]; Hastings [10]. Event cards (2), Crown Cards (4).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Scots Archers [20], Le Lucas, Nottingham [(20)]; Neville [50]; Audley [10]. Event cards (2), Crown Cards (1).

SHANGHAI KNIGHTS/WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Le Rose, Bristol [(30)], Coventry [(20)]; Clifford [10], Earl of Worcester [30]. Event cards (3), Crown Cards (3).

Combat: Percy is besieging Newark.

Locations before Turn 5 Movement

NOBLES: Audley @ Preston, Clifford @ Bristol, Hastings @ Tutbury, Holland @ GJ, Howard @ Coventry, Mowbray @ Castle Rising, Neville @ Milford Haven, Percy @ Newark, Pole @ Rochester, Scrope @ GJ, Roos @ Nc, Stafford @ Milford Haven

SHIPS: Le Lucas @ Milford Haven, Le Rose @ Plymouth, Le Swan @ Swansea

HEIRS: King Henry @ Rochester w/ Pole, Margaret @ Newark(c), Edward of Wales @ Kenilworth, Richard of York @ Fotheringhay, Edward of March @ Carlsbrooke, Edmund of Rutland @ Beaumaris, George @ Milford Haven w/ Stafford, Richard of Gloucester @ Newark w/ Percy

REFERENCES:

1. <http://cyberboard.brainiac.com/download.html>
2. <http://www.geocities.com/darksan/cbdesign.htm>

FRUEH IS MISSING

OR 6a

FiM

PLAYER STATUS: Cert limit is 13

Bailey: 6 5, 3 B&O*, 3 C&O, 2 NYC, 1 PA, 1 B&M

Hanna: \$385, 6 NYNH&H*, 6 NYC*, 2 B&M, 1 PA, 1 B&O

Bolduc: \$216, 6 CP*, 3 NYNH&H, 2 PA, 1 B&O, 1 B&M, 1 NYC

Copeland: 8143, 6 C&O*, 5 PA*, 2 CP, 1 NYC

Złazke: \$235, 6 B&M*, 2 Erie*, 2 CP, 1 B&O, 1 C&O, 1 NYNH&H, 1 PA

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	D100	--	0	0	125	5	H12, H10, G19S, 1
Erie	PZ	A100	100	8	0	(1000)	--	(E11), 2
NYNH&H	CH	E90a	--	0	0	32	45	G19, F22
B&M	PZ	E90b	--	0	0	180	45	E23, F22
CP	PB	E82	--	0	0	148	6	A19, B16, 2
NYC	CH	G69	--	0	0	210	6	E19, H16, 2
B&O	CB	I60ya	100	2	2	273	4	I15, G19(m), 1
C&O	RC	I60vb	--	0	0	28	4	F6, 2

OR 6a:

PA plays tile #14 in H4(sw). Runs G19-G17-G19-H18-H16 (\$260). Pays (CB+26, CH+26, PB+52, RC+130, PZ+26). Price to D110.

NYN&H plays tile #63 in H10. Runs E23-F22-F20-G19 and G19-G17-G19-H18-H16 (\$440). Pay (CH+264, PB+132, PZ+44). Price to E100a.

B&M plays tile #14 in E19(sw). Runs H18-G19S-G17-E19-E23 (\$230) and G19S-F20-F22-E23 (\$180). Pays (PZ+\$246, CB+41, CH+82, PB+41). Price to E100b.

CP plays #57 in B10(se). Runs B24-B20-A19-B16-B10-A9 (\$180). Pays (PB +108, RC+36, PZ+36. Price to E90.

NYC plays tile #23 in H8(w). Runs G19-G17-G19-H18-H16-I15 (8320). Pays (CB+64, CH+192, PB+32, RC+32). Price to G70.

B&O plays tile #24 in H6(w). Runs G19-H18-H16-I15 (\$80+\$50+\$40+\$60=\$230). Withholds. Price to I50va.

C&O plays tile #63 in hex H4(ne). Runs F2-F6-G7-H10. Withholds. Stock price to I50yb.

PLAYER STATUS: Cert limit is 13

Bailey: \$136, 3 B&O*, 3 C&O, 2 NYC, 1 PA, 1 B&M

Hanna: 8949, 6 NYNH&H*, 6 NYC*, 2 B&M, 1 PA, 1 B&O

Bolduc: \$581, 6 CP*, 3 NYNH&H, 2 PA, 1 B&O, 1 B&M, 1 NYC

Copeland: \$341, 6 C&O*, 5 PA*, 2 CP, 1 NYC

Zieles: 8587, 6 B&M*, 2 Erie*, 2 CP, 1 B&O, 1 C&O, 1 NYNH&H, 1 PA

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	D110	--	0	0	125	5	H12, H10, G19S, 1
NYNH&H	CH	E100a	--	0	0	32	45	G19, F22
B&M	PZ	E100b	--	0	0	180	45	E23, F22
Erie	PZ	A100	100	8	0	(1000)	--	(E11), 2
CP	PB	E90	--	0	0	148	6	A19, B16, 2
NYC	CH	G70	--	0	0	210	6	E19, H16, 2
B&O	CB	I50ya	100	2	2	503	4	H5, G19(m), 1
C&O	RC	I50vb	--	0	0	168	4	F8, 2

Bank has \$ 8040

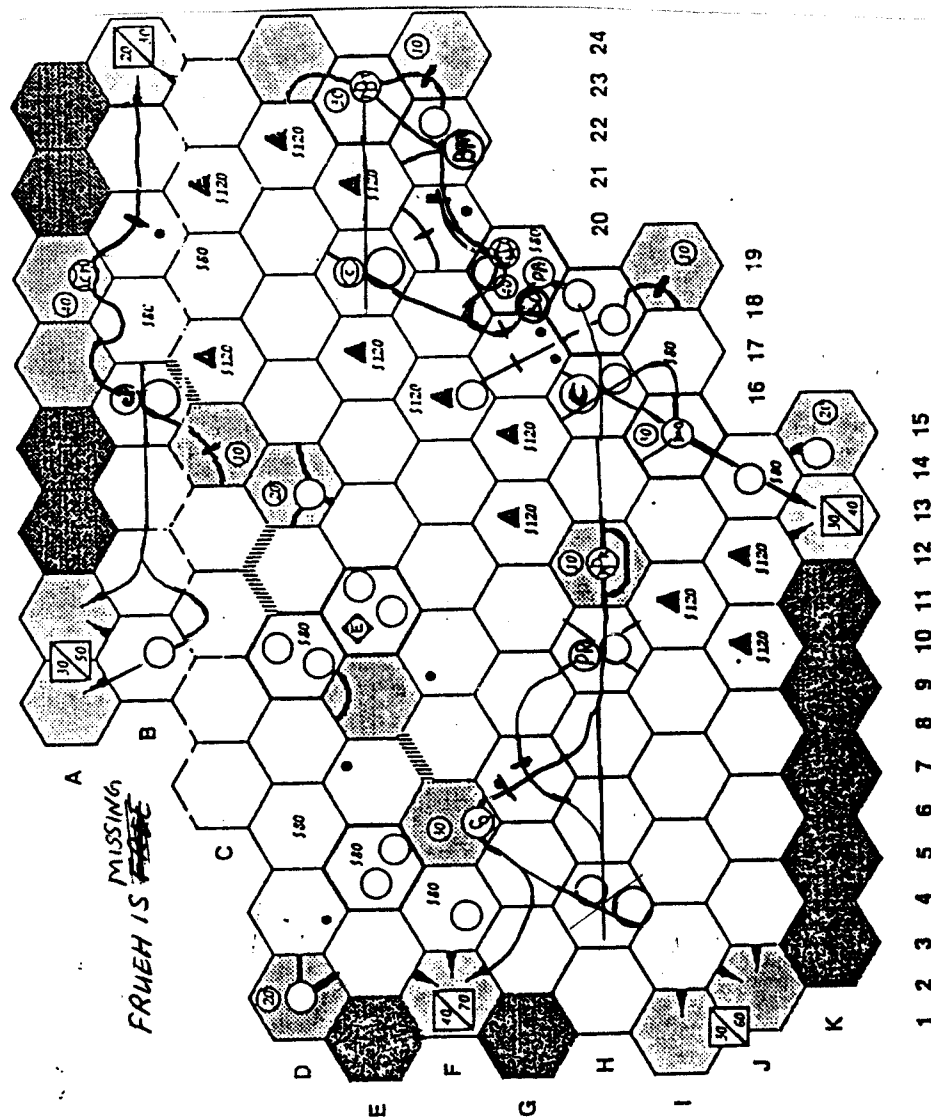
AVAILABLE TRAINS: DDDDDD...

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(1), 8(6), 9(4), 55(1), 56(1), 57(3), 58(1)

Green: 14(1), 15(1), 16(1), 18(1), 19(1), 20(1), 23(1), 24(2), 25(0), 26(0), 27(1), 28(1), 29(1), 59(2)

Brooks: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 63(0), 64(1), 65(1), 66(1), 68(1), 70(1)





JUNTA COUP ATTEMPT!! Year 4



THE CAST: (and Table order)

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

Dave Anderson (Hat)
John Butitta (Stickpin)

STATUS: The Bank is safe. There is no Coup Excuse.

Martini: *El Presidente* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 28

Hat: Air Force CO, Admiral (2v), Conservatives (5v), Radicals (3v), 4C, 48

Shades: 2nd Brgd CO (1v), Labor Union (5v), 5C, 18

Stickpin: 3rd Brgd CO (1v), 4C, 18

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 4C, 18

TURN 4 (continued)

4.3 Budget: *El Presidente* receives _____ in Foreign Aid and announces the Budget: Minister (Mustache) = 2MP, Air Force & Admiral (Hat) = 3MP, 2nd Bde (Shades) = 1MP, 3rd Bde (Stickpin) = 1MP. Martini casts 16 votes "Si". Hat casts 13 votes "No". Shades casts 6 votes "No". Stickpin casts 1 vote "No". Mustache casts 10 votes "Si". Vote is 26 "Si" to 20 "No". Second round Martini abstains. Hat plays "Christian Democrats" and casts 5 votes "No". Shades plays "Marxist-Leninists" and casts 2 votes "No". Stickpin abstains. Mustache plays "Retired Generals" and casts 3 votes "Si". Budget passes 29-27. Martini, Stickpin and Shades receive 18, Mustache receives 28, and Hat receives 38.

4.4 Location: Everybody is at the Bank.

4.5 Assassinations: The Minister sends his assassin to Hat's Mistress'. Miscs. Stickpin plays "Psychotic Assassin" vs Martini at Headquarters: die roll = 5 (no effect).

4.6 Banking: All deposit. Hat plays "UN Condemns ..." creating a Coup Excuse.

4.7 Coup: Martini can't start a coup. Hat declines to do so. Shades plays "Dock Strike, becoming First Rebel, and moves 2nd Brigade to West Wood Suburb. Stickpin moves 3rd Brigade into North Suburbs. Mustache declines to join. Martini can't. Hat drops the paratroops into the radio station and fires the Gunboat at the Presidential Palace (1,4,5,m no hits).

Looking ahead...

Coup Phase 1: Stickpin will move first. Mustache, on his turn, may teleport the cops to the docks for free to deal with the Strikers (Rule 36) as well as move a stack of units.

BOARD:

Stickpin: REBEL: 3rd Brgd CO: 6xTroops (N Suburbs)

Mustache: Minister, 1st Brgd CO: 6xTroops (Barracks 1). 1 cop (each precinct)

Martini: *El Presidente*: 4xPal Gd (Palace)

Hat: REBEL: Air Force CO, Admiral: Gunboat (River), Marines (SA), 3xAirstrikes, Paratroops (Radio Station)

Shades: 1st REBEL: 2nd Brgd CO: 6xTroops (West Wood Suburb), 5xStikers (Docks)

STATUS: The Bank is not safe. There is a Coup Excuse.

Martini: *El Presidente* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 08

Hat: Air Force CO, Admiral (2v), Conservatives (5v), Radicals (3v), Christian Democrats (5v), 2C, 08

Shades: 2nd Brgd CO (1v), Labor Union (5v), 2C, 08

Stickpin: 3rd Brgd CO (1v), 4C, 08

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 3C, 08

Due next: Any player but Martini (starting with Shades) may start a coup.

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



HISTORY OF THE WORLD CHRYSES EPOCH I-II



TAA CAST:

Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zieske

Green: Wilson
Red: Morrison

Options: "Preservation of Culture", "Fortresses", "Persistence of Cultures", and US Navy pass.

EPOCH I:

ARIANS (E): 1A @ Tur, WSt, ESt, Hin, PPl (5,5:5; 3,2:6 -1EI). Score: India (P=1) = 1.

SCORE (VP/SP): G(12/4), A(9/5), P(8/4), O(4/4), R(4/4), E(3/5)

BOARD:

EI: ESt, Hin, Tur, WSt

GI: Lin(C,GM), EGh, PPl, PSD, UIn, WDe; GV: EAn(C).

OI: Lev, MTI(C,fi), UTI.

PI: Cre(C), Nil(c,AM), Nub, Pal.

RI: Tar, Wei, Yel(C,fi).

WI: LTY2(f,C), Zag.

Fleets: EMS (P).

Green passes to Azure. Purple passes to Green. Orange passes to Red. Red passes to Ebony. Azure passes to Purple. Ebony must pass to Orange.

EPOCH II:

ASSYRIA (E): Play 1A,C @ UTI (1OI r-MTI), ...

We seem to have had a miscommunication here. Cary was waiting for me to send a postcard with his empire, and since I asked everyone last issue to send orders for the Assyrians, I assumed he would do so. He didn't. So due this time are ordes for the Assyrians, Chou Dynasty, and Vedic City States at least. Your Epocj II Emprirfe is _____.

SCORE (VP/SP): G(12/4), A(9/5), P(8/4), O(4/4), R(4/4), E(3/5)

BOARD:

EI: ESt, Hin, Tur, WSt; **EII:** UTI(C), ...

GI: Lin(C,GM), EGh, PPl, PSD, UIn, WDe; GV: EAn(C).

OI: Lev, MTI(2,C,fi).

PI: Cre(C), Nil(c,AM), Nub, Pal.

RI: Tar, Wei, Yel(C,fi).

WI: LTY2(f,C), Zag.

Fleets: EMS (P).

Game transcript and map are posted on the website.

Due now are



KREMLIN

No Deaths
Turns 5.1-5.5



CAST:

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

POLITBURO:

Party Chief:	Talksalott (J)	76?+#20	TCC(9), DLA(7), RZ(6), PWI(2)
KGB Head:	Satin (O)	66w?+	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	78	TCC(1)
Ideology Chief:	Patina (S)	60?	REDS(2)
Industry Minister:	Protaky (U)	56	
Economy Minister:	Nogoodnik (V)	55s	
Sport Minister:	Krakemheda (E)	78?++	PWI(3)
Candidates:	DG DLA 2 QR	People:	CF DLA 2 MWY REDS 1 Z DLA 1
The Wall:	ABHPTX	Siberia:	L

TURN 5

5.1 CURE PHASE: Party Chief Talksalott remains at work so ages 3 SP to 79. Satin remains at work so ages 3 SP to 69 for being sick, weak, and under investigation. Patina ages 1 SP to 61 for being under investigation. RZ reveals 4 IP on Krakemheda then sends him to take the Cure; he still ages 1 SP for being under investigation.

5.2 PURGE PHASE: REDS reveals 5 ip on V. Satin fails to purge the Party Chief (9) so ages 2 SP to 71.

5.3 SPY INVESTIGATION PHASE: Karrienko condemns Candidate Mischief and ages 2 SP to 80.

5.4 HEALTH PHASE:

Party Chief Talksalott does 19 pushups daily, no change.
KGB Head Satin walks 16 blocks to work, no change.
Foreign Minister Boremtodev attends 15 state banquets, no change.
Defense Minister Karrienko cuts down to 13 cigarettes a day, no change.
Ideology Chief Patina writes 8 essays, remains healthy.
Industry Minister Protaky visits 18 factories, remains healthy.
Economy Minister Nogoodnik attends 15 hours of lectures, remains healthy.
Sport Minister Krakemheda sleeps for 17 hours, improves to +.

5.5 FUNERAL COMMISSION PHASE: N/A.

Due next time: Orders for Turn 5 Cure through Health Phases. This could be TCC's third wave, so check you cards.

POLITBURO:

Party Chief:	Talksalott (J)	79?+#20	TCC(9), DLA(7), RZ(6), PWI(2)
KGB Head:	Satin (O)	71w?+	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	80	TCC(1)
Ideology Chief:	Patina (S)	61?	REDS(2)
Industry Minister:	Protaky (U)	56	
Economy Minister:	Nogoodnik (V)	55s	REDS(5)
Sport Minister:	Krakemheda (E)	79?+O	RZ(4), PWI(3)
Candidates:	DG QR	People:	CF DLA 2 MWY REDS 1 Z DLA 1
The Wall:	ABHPTX	Siberia:	DLA 2 L

LEGEND: s = strong, w = weak, + = sick, ++ = sick, C = Cure, ? = under investigation, _ = position is vacant, #xx = card in play

AoR

THE KNIGHTS TALE

6 Bashes B!
Turns 9.7 & 10.3



The Cast (in Tiebreak Order)

GENOA (Copeland): \$203, 17C, 4K, 125M, SV-10
PARIS (Frueh): \$77, 12C, 5K, 150M, ON-1
BARCELONA (Butitta): \$73, 17C, 3K, 100M, ON-4
VENICE (Hanna): \$68, 9C, 8K, 150M, ON-2

Advances

A,B,D-P,R-T,V-Y
A,B,D-F,I-O,R-T,V-X
A,B,D-F,H-L,N-P,R-Y
A,E,F,I-K,N,O,R-T,V

There are shortages of Wine and Cloth.

9.7: TOKEN BID PHASE:

Barcelona bids 17t. V bids 28t. P bids 30t. G bids 32t.

10.3: CARD PLAY PHASE:

B (17t) plays no cards.
V (28t) plays "Famine" (G,V& P +2 ML), "Vesalius" (1st Leader), and "Cloth" (V +\$125, G +\$80, B&P +\$20, shortage removed).
P (30t) plays "Metal" (P +\$24, B&G +\$6), "Stone" (G&P +\$4, V +\$1) and "da Vinci" (+\$20 rebate -\$18 protection).
G (32t) plays "Civil War" on BAR (-GC +1GT, B loses 9t from bid or \$42, goes last in expansion phase), "Galileo" (-\$15 protection), "Pirates/Vikings" on SAM, Chi, Eln. (-BC +BT).

The Cast (in Turn 10 Order)

BARCELONA (Butitta): \$82?, 14C, 3K, 100M, ON-4, 17t?
VENICE (Hanna): \$166, 9C, 5K, 200M, ON-2, 28t
PARIS (Frueh): \$97, 12C, 2K, 200M, ON-1, 30t
GENOA (Copeland): \$231, 16C, 1K, 175M, SV-10, 32t

Advances

A,B,D-F,H-L,N-P,R-Y
A,E,F,I-K,O,N,R-T,V
A,B,D-F,I-O,R-T,V-X
A,B,D-P,R-T,V-Y

THE BOARD:

B: C @ Alex Alg Ang, Basq Bel Cai Cre NAM Sar Sev Sue Tan Tol Tre WAF; 1T @ Con Kam Ora Pal; 1T @ Chi Eln Sam
G: C @ Bor Cyp Fez GEN Gra Lis Mar Nap Pot Rom Sic Str Tri Tun Val Var; 1T @ BAR.
P: C @ Acr Alep Basl Col Dlj Erz Lyo Mil Nur Pra Salo StM; 1T @ Jer Lev Tar Vie
V: C @ Bru Bud Dub Flo Ind Kie Mon Smy VEN; 1T @ Gal Kaf Vie.

Press:

Genoa to Paris and Venice - OK boys, I did my best to stop Barcelona. Now we have to figure out how to divide his empire before he can play his remaining cash cards. I suggest we coordinate our attacks so we don't all attack the same province. This is probably our last chance. Time for some Diplomacy!

Due next time are orders for Purchase, Expansion, and Card Buy 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.



Crack loyalist sharpshooters in action



PUERTO RICO

Turn 6



Turn 6

STATUS:

Paul Barrett: Gov. Sm Market(x), L Indigo(x), Sm Indigo(x), C Roaster(x), Quarry(x), Coffee(x), 3xIndigo(x), Corn(x), 3d, 0 VP.
 John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Indigo(x), 2xCorn(x), Quarry(x), Tobacco(x), 3d, 3 VP, Indigo
 Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), 3xIndigo(x), Sugar(x), 3xQuarry(x), Corn(x), Tobacco(x), 0d, 0 VP, Indigo, corn.
 Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Corn(x), 2xSugar(x), 3xQuarry(x), 0d, 1 VP, corn.
 Brad Martin: Sm Warehouse(x), Tobacco St(x), Corn(x), 2xTobacco(x), 2xCoffee(x), 8d, 0 VP, corn, tobacco

Governor Barrett chooses *Settler*, takes Coffee. Butitta takes Tobacco w/ colonist. Fisher takes Corn w/ colonist & Indigo. Butcher takes Sugar. Martin takes Tobacco. One Sugar is discarded and six new plantations revealed, the last from the shuffled discards.

Butitta chooses *Prospector* (+2d).

Fisher chooses *Captain* (+2d) and ships 1 corn (+2 VP). Butcher must ship 1 corn (+1 VP). Martin ships 1 corn (+1 VP). Barrett can't ship. Butitta ships 1 indigo (+1 VP) on 8-ship. Fisher must ship 1 indigo (+1 VP). Martin ships 1 tobacco (+1 VP) on the 7-ship. The 6-ship sails and 6 corn are returned to stock.

Butcher chooses *Builder* (+1d), builds Hacienda (0d). Martin builds Harbor (-8d). Barrett builds small Sugar (-1d). Butitta builds Tobacco Storage (-5d). Fisher builds L Indigo (-1d).

Martin chooses *Mayor*, placing colonists on the Harbor, Tobacco St, and Coffee plantation. Barrett places colonists on _____ & _____. Butitta places a colonist on Tobacco St and Construction Hut. Fisher places colonist on open indigo plantation, then moves colonists from quarry, hacienda, and corn to L indigo. Butcher places 1 colonist on _____. Mayor places _____ colonists aboard ship. Craftsman, Prospector, Trader receive 1d bonus.

STATUS:

Paul Barrett: Gov. *Settler*. Sm Market(x), L Indigo(x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Quarry(x), Coffee(x), 3xIndigo(x), Corn(x), Coffee(x), 3d, 0 VP.
 John Butitta: *Prospector*. Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(x), Indigo(x), 2xCorn(x), Quarry(x), Tobacco(x), Tobacco(x), 5d, 4 VP.
 Ron Fisher: *Captain*. Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(x), 4xIndigo(x), Sugar(x), 2xQuarry(x), Corn(x), Quarry(x), Corn(x), Tobacco(x), 2d, 3 VP.
 Tom Butcher: *Builder*. Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Hacienda(x), Corn(x), 2xSugar(x), 3xQuarry(x), 1d, 2 VP.
 Brad Martin: *Mayor*. Sm Warehouse(x), Tobacco St(x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x), Coffee(x), 0d, 2 VP.

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse, Hospice, Hacienda.

AVAILABLE PLANTATIONS: Coffee, Corn, 2xIndigo, 2xSugar

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

COLONY SHIP: 107 colonists.

SHIPS: 6-ship, 7-ship (1 tobacco), 8-ship (2 indigo)

STOCK: 58 colonists, 113 VP, 9 coffee, 8 tobacco, 10 corn, 11 sugar, 9 indigo

TRADING HOUSE: Empty

Transcript and map are on the website.

SoC

Road Building!

Turns 9.1-10.1

Ernst

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

ERRATA: W achieved Longest Road on Turn 8.4.

Turn 9:

9.1 (F): Roll 10. Z collects 1 lumber at c2. S collects 2 lumber at e6. Z collects 2 brick at h3. No trade, no action. **SEP:** Z builds road d2/e3 (-b,l). S builds settlement @ g4/g5/h4 (-b,l,g,s +1 VP).
9.2 (Z): Roll 10. Z collects 1 lumber at c2. S collects 2 lumber at e6. Z collects 2 brick at h3. Z builds settlement @ d1/d2/e2 (-b,l,g,s +1 VP). **SEP:** F upgrades e3/f3/e4 to a city (-2g,3o +1 VP).
9.3 (S): Roll 10. Z collects 1 lumber at c2. S collects 2 lumber at e6. Z collects 2 brick at h3. S trades 2 lumber to Z for 2 brick. S builds roads at g4/h4, and h2/h3 (+2 VP for longest road). **SEP:** Z builds road at c2/d2 and settlement c1/c2/d2 (+1 VP).
9.4 (W): Roll 7. Moves Robber to e5 and steals grain from S.
9.5 (C): Roll 10. Z collects 2 lumber at c2. S collects 2 lumber at e6. Z collects 2 brick at h3. **SEP:** Z builds roads d1/e2 and e1/e2 (-b,l,l, +2 VP for longest road, -2 VP from S).
10.1 (F): Roll 6. C collects 2 lumber, and F & S collect 1 lumber at e4. S & W collect 2 grain at f5. Z collects 2 sheep at h2. ...

COMMODITY STATUS

Player	brick	grain	lumber	ore	sheep	Knights	cards	VP	Other
F	0	0	2	0	0	1	1	5	
Z	0	0	1	0	2	0	0	9	Road(7)
S	0	2	4	0	0	0	0	5	
W	0	3	1	3	0	1	0	4	
C	0	0	3	2	0	0	0	3	

Development: Robber @ e5.

F: Cities: e3/e4/f3;

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

Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, b3/b4, d1/e2,

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

Settlements: c2/c3/d3, d1/d2/e2, c1/c2/d2

Roads: d2/d3, g3/h2, c2/d3, d2/e3, c2/d2, d1/e2, e1/e2

S: Settlements: d5/e5/e7, e4/e5/f4, e5/e6/f5, f4/f5/g4, g4/g5/h4

Roads: e6/e7, e5/f4, e5/f5, f4/f5, f5/g4, g4/g5, g4/h4, h2/h3

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

Roads: c4/c5, f5/f6, e6/f5, e5/e6, f5/g5, c5/d5, f5/g6

C: City: d3/d4/e4

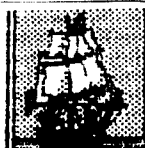
Settlement: f3/g2/g3

Roads: d3/d4, g2/g3, g2/h2, c3/d3, g2/h1

BOARD:

Desert: d5, g5
 Forest: b3, c5, e4, e6, e7, f6
 Grainfield: b2, c4, e3, f5, g2, g3
 Hill: c3, d6, f3, f4, h3
 Mountain: b4, d3, e2, g5, h4
 Pasture: c2, d2, d4, e5, f2, h2
 Port (3-1): a2, a4, d1, f2, f4
 Port (2-1): b1(g), c6(a), e8(o), f1(l), g6(b), h1(a)
 Water: a1, a3, b5, c1, d7, e1, f7, g1, h5, i1, i3

ON DECK



1890: Frueh, Zodda, Zieske
 1895: Hanna, Zieske
 1898: Hanna, Frueh, Zieske
 1870: Zieske, Hanna, Frueh, Martin, Bailey
BRITANNIA: Zieske
CIRCUS MAXIMUS: Fryling
DIPLOMACY: Boyum, Fryling, Nichols, Copeland confirmed; Curtis iffy.
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD, Pt 1: Zodda.
MACHIAVELLI: Nichols.
MAGIC REALM: Buttitia, Deb A
MERCHANT OF VENUS: R Fisher, Deb A
RUSSIAN CIVIL WAR: Scott
SILVERTON: Zieske, Deb A, Nichols
WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AGE OF RENAISSANCE, AIR BARON, ATTIKA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, DUNE, EVO, GODSFIRE, KAMAKURA, KREMLIN, LIPTOFF, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI, STELLAR CONQUEST, TITAN.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 Jul 05

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://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 38



The Cast:
 Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published this turn: by Basem Amami: CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), L5 (the Kgabo) in BB6, and M6 (the Dzelwe) in BB5.

Previously 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), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kimbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda in J18, M37 (the Maleonde) in I22. P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankan) 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.

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

STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Production 20 and movement to Turns 21-24.