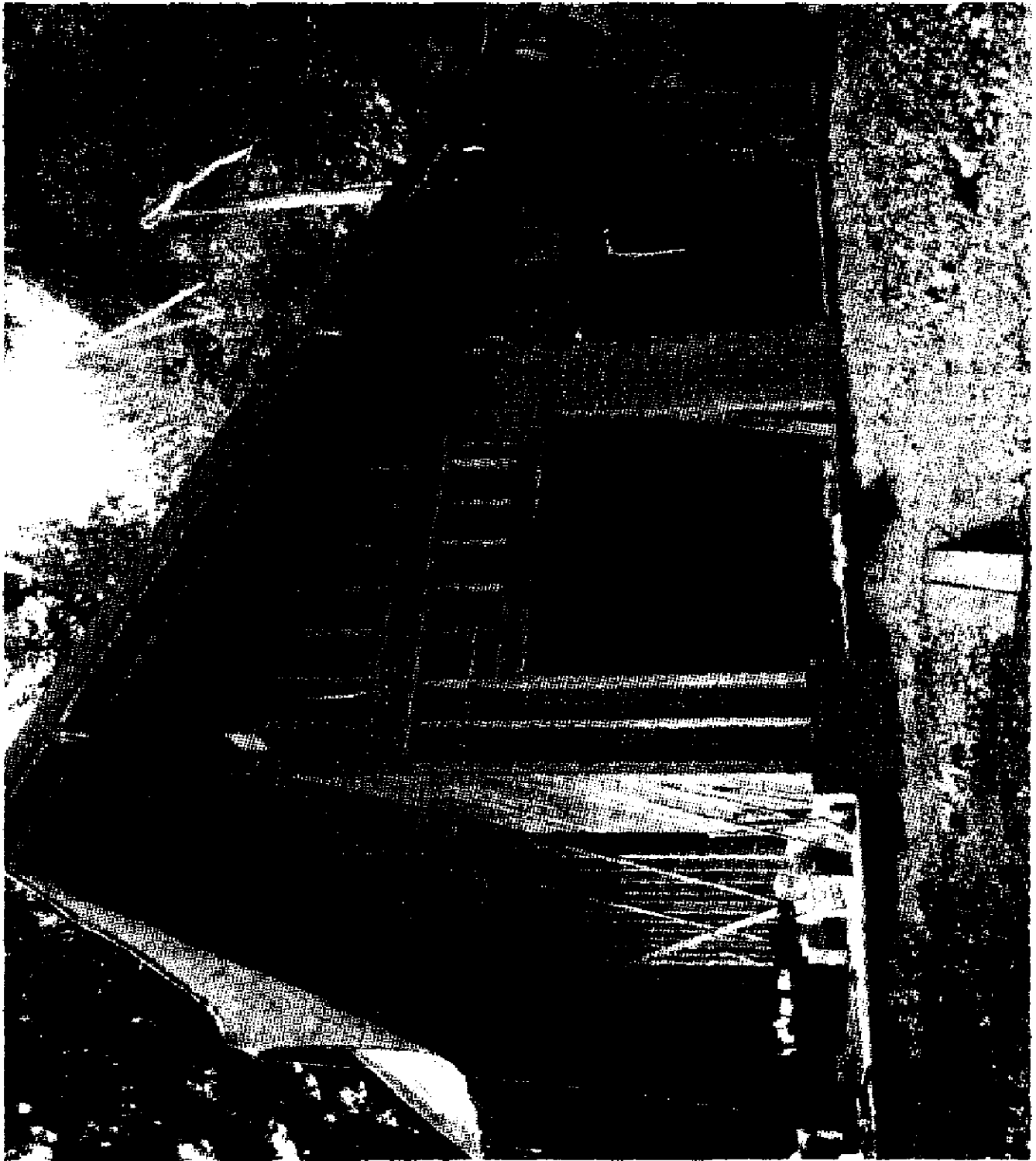


off-the-shelf



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vol XIII, no 3

11 November ~~23-May 7-May~~ 2005

off-the-shelf is published by Tom Howell, 365 Storm King Road, Port Angeles, WA 98363, USA; phone 360-928-9698; electronic mail: off-the-shelf@olympus.net. Web version at: www.olympus.net/personal/howell/o-t-s.

off-the-shelf is dedicated to the play of Diplomacy, Downfall of the Lord of the Rings, and other diversions.

Postal subscriptions are currently \$US 1 per issue to North American subscribers, and \$US 1.50 per issue overseas. Look for revised subscription rates in some future issue. Nevertheless, still: "No game fees charged."

Welcome to Volume XIII, number 3, the one hundred first issue of *off-the-shelf*.

The *off-the-shelf* Standby List:

Bart Denny, Fred Wiedemeyer, Jon Fetter, Dave Partridge, Martin Burgdorf, Andy York, Tim Snyder, Paul Milewski, Keith Evans, Tim Lurz, Dave McCrumb, Gerry Paulson, Don Williams, Doug Kent, Mike Ashley, Mark Nelson, James Nelson, David Anderson, Dan Gorham, and Jim Burgess.

off-the-shelf Game Openings:

By Popular Demand. Game Name: *Snag Peak*. A word game! Join Now! GM: Andy York. See page 10

The Golden Strider. Game Name: *Michel Jazy*. Need about eight. Have Jim Reader, Brendan Whyte, Bart Denny, Brad Martin, Dave Partridge. Want three more!

Dream Mile. Need about eight (plus or minus two?). Have Jim Reader, Bart Denny, Brad Martin, Dave Partridge, Tim Snyder. Want a couple more...

World Record. Need five to eight. Have Brad Martin, Dave Partridge. Want three to six more.

Downfall. (Hardbop?) Need seven. To start after Moria and Misty Mountain Hop ends. Have Dave Anderson, Vince Springer.

Other than the Downfall, sign up lists for Diplomacy or its variants are hereby cancelled until further notice.

Sub-Assembly Schedule

Variations on a Theme	3	Quinault River Fall 1911	12, 15
Is There Anybody Out There?	4	Wynooctee River Spring 1918	14, 15
Snag Peak Turn Three	4, 5	Moria Thrimidge II 3019	16, 17
On the Test Bench	5, 7	Off the <i>Palantir</i>	18-19
Humptulips River Fall 1901	6, 7, 9	Found in Postal Equipment	19-20
In My Neighborhood	7, 13, 14, 17-18	Some Assembly Required	20
Lyre River Spring 1903	8, 9, 12	Your Neighbors	21
Skokomish River II Fall 1908	10	Misty Mountain Hop	22, 23
Lake Lillian Turn Five	11		

Well, here we are, three weeks ~~three months~~ six months late, trying to assemble this zinny so I can trundle off to town, get it printed, and posted. I was (only) a bit embarrassed by the tardiness, in May, because, ... well, to be honest, I've been having fun! That is, most of that time... The garage is starting to look like something, ... like a garage, in fact. See the cover for evidence. However, the pace of construction slowed in July and August. I had a touch of pneumonia. Details on that *In My Neighborhood*. I started to feel like I'd been neglecting an obligation, but as I recovered, and the pace of work quickened, that feeling diminished. Now that there are a few hours left in the day between fall of night, coming in, eating dinner and collapsing into bed, I've managed to unearth enough of my desktop to put this thing together.

Some hobby related items:

At least one of my fellow 'zine publishers have commented that they, "don't know what *Alpha & Omega* is." *A&O* is the journal of the Miller Number Custodian, published to report postal ~~starts and finishes~~ starts and finishes. Yes, it's been a while, but I did publish an issue, er... it was ~~long ago~~ long ago, was it?

Unfortunately, it's been a greater while since the hobby has seen an issue of *Everything...*, the journal of the Boardman Number Custodian, which I am also, in which regular postal Diplomacy game starts and finishes are reported. In fact, the last one was published at the end of 1997 by Andy York. Eventually, I'll free up several days to get out *E...98* (he says, optimistically), which, given the number of games which have started or finished in the last seven and

a half or eight years, will be rather hefty. Also, in bits of fits and starts, I've started to build an index of *E...* reported games. I'd say "postal games", but the last dozen and a half or so issues of *E...* contained many of the early games played via e-mail through *The Armchair Diplomat*, *Electronic Protocol*, *America Online*, *GENie* and other smaller efforts, which I've also included in the index. So far, I have indexed all game starts reported in *E...* since issue # 79, inclusively, and most (maybe that should be "all") finished games since *E...* #79, inclusively. I need more back issues of *E...* prior in #79 to continue that project. Anyone have copies they could donate to the cause or make copies from to send me? Don? Andy? Anyone? I've also put together (a) website for both *E...* and *A&Q* using the PHP scripting language. However, due to technical problems, that version won't be going up on the Diplomatic Pouch website. Eventually, I'll re-do it using the Python programming language. Unfortunately, I haven't had time to even look at Python. But, when I do, the site will include all the reported games I've been able to put into my database plus the games indexed to date.

We have a couple of postal only players; so, I'm giving you all a four week turnaround on game orders. I know most of you wait until two days before the deadline to do any negotiating; if it weren't for the postal players, I'd have given you two weeks.

To be serious for a moment, perhaps the entire paragraph. I never had any thoughts about getting this rag to one hundred issues, much less past that count. Perhaps that's been an influence in the tardiness of this issue, a mental wall as formidable as the walls of some of those castles I'm so fond of putting on the covers of this thing. The main reason you didn't get your *o-t-s* fix during the summer, however, is that I've been spending all my daylight hours a-building. After full days of physical labor I've not had the time, the energy, nor the mental focus to tackle the 'zine in the evenings. Now that the damn Feds have taken an hour of daylight off the back end of the days and tacked it onto the fronts, I'm starting to have enough time in the evenings in the trailer for a bit more than eating dinner. I've reduced the general clutter on my desktop to an average height of about two inches and, in the process, uncovered enough of the *o-t-s* folder to get one more issue together. Beyond that, well, I'm not making any promises. If you all get in orders by the deadline, that sure helps make getting the next issue together a LOT easier. If I can get the games together but don't feel like I have the time for the non-game fluff, I'll do that, and don't you be surprised. If you would prefer not to try to play in a 'zine that's become as erratic as *o-t-s* has of late, please let me know so I can figure out what to do with your positions in any of the games you're in. Consider that a courtesy to your fellow gamers if you think I don't deserve it. If you have an account balance, I'll refund it.

That said, while I intend to keep plugging away with the 'zine and games, this has obviously slipped down my personal priority list from where it was several years ago. I suspect you'll get fairly regular service over the winter and early spring. However, we won't either of us be surprised if the schedule slips again when the daylight hours get longer next year, will we?

As for the Cash Flow 101, someone wrote to say that it wasn't much of a game, but it is a pretty good tool for teaching accounting and finance. Sorry, I can't put my hands on the letter or e-mail, and I don't recall who sent the report. I've removed it from the openings list.

I haven't heard anything from Brent this time around, despite much political excitement in Canada most of this year. Brent, you have many fans, including at least one in England, who have been enjoying your Views. Hope you are ok, and have more observations for us next time.

Enjoy the 'zine!

Variation on a Theme

Justice is an intriguing concept — but what's it have to do with the law?

"High Moon"

— by Joe Schembrie

in May 2005 *Analog Science Fiction and Fact*

- Austria (Wilson, G.) Wants to play! Have position report
 England (Conlon)
 France (Partridge) Wants to play! Send me your position report!
 Germany (Snyder)
 Italy (Struebing)
 Russia (Mayers) We'll need a standby, but I won't call one until we have enough info to go ahead.
 Turkey (Nichols) Wants to play! Have position report.

Your Supply Centers:

Your Adjustments:

Game Notes:

Map unavailable, yet. So far, I have a current position report from Graham Wilson (Austria), and Cary Nichols (Turkey). Steve Mayers has resigned and does not have his position report available. Dave Partridge is willing to continue, but has to dig out his back copies of *ishkibibble* before he can get me his position report(s).

Pat, Tim, and Joel: What do you three want to do with this game? Throw in the towel? Continue on, but can't find your old *ishkibibble* issues (see below)? Resign but send me your last position report? Please let me know what you want to do so we can figure out what to do with this game.

Carole Reynolds has agreed to keep an eye out for this game's info as she goes through Phil's "stuff" ("There's a lot of it.") The game info may, or may not turn up, and even if it does, it may be a while before we see it.

Deadline for Fall 1908 is 6 PM PST on Tuesday, 6 December 2005

Snag Peak

Round Three

GM: Andy York

By Popular Demand

a word game in ten rounds

By Popular Demand - the goal is to pick something that fits the category and will be the "most popular" answer. You score points based on the number of entries that match yours. For example, if the category is "Cats" and the responses were 7 for Persian, 3 for Calico and 1 for Siamese, everyone who said Persian would get 7 points, Calico 3 and the lone Siamese would score 1 point. The cumulative total over 10 rounds will determine the overall winner. Anyone may enter at any point, starting with an equivalent point total of the lowest cumulative score from the previous round. If a person misses a round, they'll receive the minimum score from the round added to their cumulative total. And, if you want to submit some commentary with your answers, feel free to.

NOTE: I always acknowledge an Email submission. If you've sent something in and don't hear back from me after a couple of days, send again or check with Tom. I let him know if I expect to be away from the computer for any extended period of time.

Second Round - 1920 Nightclub

- 1) Common Dance Step: Charleston 6, Two Step 1, Jitterbug 1
 2) Clothing Associated with a Night Out: Flapper 3, Tux 2, Gloves 1, Zoot Suit 1, Hat 1
 3) Soloist's Favorite Instrument: Trumpet 4, Clarinet 3, Saxophone 1
 4) Alcoholic Drink Often Served: (Bathub) Gin 4, Martini 2, Bootlegged 1, Whiskey 1
 5) Musical Style Often Played: Jazz 5, Swing 2, Ragtime 1

Individual Scores:

01) Fred Davis	Charleston	Tuxedo	Saxophone	Martini	Jazz	= 38 + 16 = 54
02) Doug Kent	Charleston	Gloves	Clarinet	Gin	Swing	= 34 + 16 = 50
03) Tom's Mom	Charleston	Flapper	Trumpet	Bootlegged	Jazz	= 30 + 19 = 49
04) Brendan Whyte	Two Step	Zoot Suit	Trumpet	Gin	Jazz	= 31 + 15 = 46
05) Tim & Sarah Snyder	Charleston	Hat	Clarinet	Martini	Swing	= 31 + 14 = 45
David Partridge	[[no entry received]]					= 31 + 14 = 45
Jim Reader	Charleston	Flapper	Trumpet	Whiskey	Jazz	= 26 + 19 = 45
08) Tom Howell	Jitterburg	Flapper	Trumpet	Bathub Gin	Jazz	= 26 + 17 = 43
09) Kevin Wilson	Charleston	Tux	Clarinet	Bathub Gin,	Ragtime	= 26 + 16 = 42
10) Mark Stretch	[[no entry received]]					= 25 + 14 = 39

Top Score Possible: 22

Top Score Achieved 19 (by Tom's Mom (again!) and Jim Reader)

- 1) Common Dance Step: Didn't think of the Two Step for this one, but I expected the Charleston to be tops.
- 2) Clothing Associated with a Night Out: Interesting spread, I had expected this to be one of the categories with just a couple of options. Of course, the Flapper dress is probably item most strongly associated with the era, but a good case could be made for the Tux as well.
- 3) Soloist's Favorite Instrument: Personally, I'd have chosen the Clarinet. However, those thinking of Armstrong's early years would pick the Trumpet.
- 4) Alcoholic Drink Often Served: Bathtub Gin was what I expected to run away with the category. Bootlegged was another good choice.
- 5) Musical Style Often Played: Again, I expected a split between Jazz and Ragtime, with a Big Band thrown in for good measure. Swing is associated more with the mid/late '30s and '40s as I recall.

Player Comments on the Round -

- 1) Common Dance Step: [Doug] probably should say waltz or foxtrot.
- 2) Clothing Associated with a Night Out: [Doug] NO idea! [Brendan] or spats perhaps?
- 4) Alcoholic Drink Often Served: [Doug] Don't ask me, I wasn't born yet!
- 5) Musical Style Often Played: [Doug] Swing, does that mean the same as Jazz to you? [WAY] Nope. They are close, but distinct styles. [Brendan] tempted to try bebop or ragtime, but jazz seems a sensible coverall.

General Player Commentary:

Round 2: [Fred] This was set in 1940. Penicillin did not become available to the general public until 1943. Also, I'm presuming that this was set in America. We did not get into the War until Dec. 1941, so there wouldn't have been any "war wounds" in a civilian doctor's office in 1940. Sulfa drugs would have been a good choice. [WAY] Actually, Fred, the intent was this would be the "decade" of the 1940s rather than the specific year. So, anything during the '40s would fit the category as I planned it. But, the bottom line, is you're trying to guess what everyone else is going to guess for each thing. So what you expect the category to be might not be what everyone else is thinking.

WAY's Round Two Comment "I wasn't expecting circumcision as an answer": [Brendan] Nobody expects circumcision! Our weapon is fear; fear and surprise.... Our TWO, our TWO weapons, are fear, surprise and an almost ruthless search for a moyel.... AMONGST OUR WEAPONRY are such diverse elements as: fear, surprise, ruthelsss searching for a moyel and nice red uniforms OOOHhhhh. [WAY] I think that comment will stand without comment.

Fourth Round - 1980 Business Office (White Collar)

- 1) Common Office Furniture
- 2) Type of Business Office
- 3) Common Office Equipment
- 4) Important Secretarial Skill
- 5) Common Office Supply Item

Deadline: December 3, 2005 at high noon CDT.

Email address is: wandrew@compuserve.com and the postal address is: POB 201117; Austin TX 78720-1117

On the Test Bench

Tom,

Please note my new address:

52B Stafford Street
Liverpool L3 8LY
UK

e-mail: mjb@astro.livjm.ac.uk

Can I change the moves that I sent you for Lyre River, now that there is a new deadline?

Best regards,

Martin [BURGDORF]

Thanks for the COA! Does Williams know the Germans are in Liverpool, yet? Or, are you planning on surprising him? <heh>

Sure, send new moves as often as you like. I'll use the last one I receive before the adjudication.

[TOM]

Welcome to Russia and the nine dwarves...

Underlined moves fail.

Austria () A Ser-Bud(d, r Alb/OTB), A Vic-Bud
 Balkans (Kent) A Bul-Ser, F Gre-Bul(sc), A Tri S A Bul-Ser
 England (Stretch) F Edi-Nrg, F NAt-Icc, F Nth S F Edi-Nrg
 France () A Gas-Mar, A Mar-Swi, F Pic-Bel
 Germany () F Bal S A Kie-Den, A Kie-Den, A Mun-Swi
 Italy (Snyder) F Ion-Tun, F Tyn S F Ion-Tun, A Ven S Balkan A Tri
 Russia (Denny) A Lap-Swe, F Sev-Bla, A Ukr-Rum, A War-Gal
 Scandinavia (Martin) A Den-Kie, F Hel S A Den-Kie, F Nwy-Swe
 Turkey () F Ank-Bla, A Con-Bul, F Smy-Aeg
 Spain () A Bas S Spanish A Spa, A Spa S Spanish A Bas, F Wes-Lyo.

Retreats: Aus: A Ser r Alb.

Supply Centers: gained, (lost)

		Total	Builds
Austria	Bud, (Tri), Vic	2	even
Balkans	Bul, Gre, Ser, Tri	4	+1
England	Edi, <u>Icc</u> , Lon, Lpl	4	+1
France	<u>Bel</u> , Bre, Mar, Par	4	+1
Germany	Ber, Kie, Mun	3	even
Italy	Nap, Rom, <u>Tun</u> , Ven	4	+1
Russia	<u>Gal</u> , Mos, <u>Rum</u> , Sev, StP, War	6	+2
Scandinavia	Den, Nwy, <u>Swe</u>	3	even
Turkey	Ank, Con, Smy	3	even
Spain	Mor, Por, Spa	<u>3</u>	even
independent:	Cre, Hol, Swi	36	

Adjustments: Bal: b A Bul; Eng: b F Edi; Fra: b F Bre; Ita: b F Nap; Rus: b A StP, A War.

Final Unit Positions:

Austria A Alb, A Vic
 Balkans A Bul, F Gre, A Ser, A Tri
 England F Edi, F Ice, F Nrg, F Nth
 France F Bel, F Bre, A Gas, A Mar
 Germany F Bal, A Kie, A Mun
 Italy F Nap, F Tun, F Tyn, A Ven
 Russia A Gal, A Lap, A Rum, F Sev, A StP, A War
 Scandinavia A Den, F Hel, F Nwy
 Turkey F Aeg, F Ank, A Con
 Spain A Bas, F Lyo, A Spa.

Game Notes:

Map opposite. Thanks to Bart Denny for taking on the Russian and ... that other position. Wow! Bart, I didn't know I was giving you such an overwhelming position, ... oh, and that other one. Make up for all those others over the years? Please remember to submit conditional summer retreats with your Spring 1902 orders.

News from the Board

Balkans-Turkey: Just hold right there while I adjust my aim...
 England-France: Since you appear to have your hands full to your south can I count on your being a good neighbor?
 England-Russia: Shall we dance?
 England-Scandinavia: Nothing personal, but you must go. That way I can turn my attention where it really needs to be.
 Germany-Russia: Can I be of assistance?
 Germany-Scandinavia: Your spring moves made me nervous.
 Ita-All: Kent is France or Spain.
 Ita-Aus: Oops! Those retreats are so important.
 Russia-All: No takers? Ok, I'll start. I'm with Austria. Wasn't it clever how I bounced with myself?
 Denny-Humptulips: If there was some way to give the Russian position a psychological advantage by playing up Phil's passing I know he'd have approved. Unfortunately, that might be too tacky even for me. I like to

think Phil's somewhere smiling at the idea, though. We'll miss ya, Phil.

Russia-Humtulpis: Probably we ought to negotiate. Here's my e-mail address: adnyp@wizwire.com

Denny to Mr. Howell: For this game I name thee..... Hef. With such a pornographic title for this game I think it appropriate.

Mr. Howell to Mr. Denny: "Pornographic"? Even Mr. Williams kept his comments on this game's name on the clean side...

Denny-Hef: Gee, this might be my best name for you ever. The mental imagine actually causes pain!

Mr. Howell to Mr. Denny: As long as the pain is in your head, it's ok by me!

Denny-Barb: Fetch Hef his slippers and silk jammies, kay? Another martini perhaps?

Russia-Italy: I accept your proposal.

Spain-France: Please step aside. My forces have prepaid reservations in the south of Italy and only wish to use your fine system of roads to speed our travel there.

Deadline for Spring 1982 is 6 PM PST on Tuesday, 6 December 2005

On the Test Bench 2

Effective July 1st(so basically immediately) my postal address will be

Karl Schmit

1509 O'Keefe Rd

De Pere, WI 54115-4006

Thanks,

Karl

Hope this finds you still in De Pere! <grin> [TOM]

In My Neighborhood

It has been wet in my neighborhood, lately. Today, it's been just overcast and quite cool, but that's a change. The last three days, the rain hasn't paused long enough for the trees to quit dripping before resuming. Well, half the day anyway. That's why we call this the Pacific North WET!

What's happened since last time we chatted, besides several inches of rain?

First off, we bought two of Phil's games, "Die Siedler von Catan" and "Die Siedler von Nürnberg". Yes, they're in German. Which is <ahem> interesting. Actually, it isn't all that bad, as Barb and I both remember tiny bits of our German from way back. Truth to tell, both games included English translations of the rules, from off the Internet. This gives us a chance to "practice" our German and check whether we're even close. Ha!

"Siedler" plays better with three or four, but, we've been playing two handed -- for practice.

We've stuck to the basic game to get both of us up to speed, but eventually we'll try the Seafarers and Cities and Knights variations. That's what surprised me! The basic Siedler game (German version) includes both the Seafarers and the Cities and Knights variations, which are add ons in the US. For four players only, but still, what an improvement over buying the US version... Anyway, we've been on the lookout for another local couple to join us for the occasional game.

The "Siedler von Nürnberg" game is similar in concept to the original Siedler von Catan (SvC). However, the game board is fixed, with the terrain type and production numbers pre-printed in the countryside hexes. A map of the city of Nürnberg shows the neighborhoods with locations for the workshops superimposed on a hex grid. One may manufacture commodities to be sold for gold. The gold (plus raw materials -- brick & lumber) buys city walls and towers, which gain the purchaser prestige which gains control of the city's councils, which control is worth various victory points. Where one builds workshops affects how much gold one gets for commodities, trade rates with the bank (think "harbors"), or whether one can build towers in the city walls. The raw material production is similar to SvC: instead of rolling die, one of 36 "event cards" are drawn. The cards are numbered 2

In My Neighborhood continued no page 13

Russian fleet survives winter in Archangel, but not Spring break-up! Italians gotta re-group!

Retreats: Fra: A Bel r Pic; Rus: F Sev r OTB [NRP!], F Swe r otb.

Adjustments: Ger: b A Ber, A Kie; Tur: b A Ank, F Smy.

Underlined moves fail.

Austria	(Evans)	A Boh-Tri, <u>A Bud-Tri</u> , A Gal-Vie, <u>F Gre-Aeg</u> , A Rum-Sev
England	(Williams)	F Bar-StP(nc), <u>F Nrg-Nth</u> , <u>F Nth-Ska</u> , A Nwy S F Bar-StP
France (Wiedemeyer)		F Lyo S A Mar-Pic, A Mar-Pic, F Mid-NAf, <u>A Pic-Bur</u> , F Wes S F Mid-NAf
Germany	(Burgdorf)	A Bel S A Mun-Bur, A Ber-Sil, <u>A Den-Swe</u> , F Hol S A Bel, A Kie-Ruh, A Mun-Bur, <u>F Swe-Ska</u>
Italy	(Fetter)	F Ion-Tyn, F Naf-Tun, <u>A Pic-Mar(d, r Ven/OTB)</u> , <u>A Tus-Pic</u>
Russia	(Ashley)	<u>F StP(nc) hold(d, annihilated)</u> , A Ukr S Austrian A Rum-Sev, <u>A War-Mos</u>
Turkey	(Kent)	A Ank-Arm, F Bla S F Con-Bul, F Con-Bul(sc), <u>A Ser-Tri</u> , <u>A Sev-Mos(d, annihilated)</u> , <u>F Smy-Aeg</u> .

Retreats: Ita: A (Pic) r Ven/OTB; Rus: F (StP) r OTB [NRP!]; Tur: A (Sev) r OTB [NRP!].

Pre-adjustment Unit Positions:

Austria	A Boh, A Bud, A Gal, F Gre, A Rum
England	F Bar, F Nrg, F Nth, A Nwy
France	F Lyo, A Mar, F Mid, A Pic, F Wes
Germany	A Bel, A Ber, A Den, F Hol, A Kie, A Mun, F Swe
Italy	F Ion, F Naf, A (Pic)[Ven/OTB], A Tus
Russia	A Ukr, A War
Turkey	A Ank, F Bla, F Con, A Ser, F Smy.

Game Notes:

Map on page 9. Thanks to Jon Fetter for assuming the Italian position. Can you hold that position for a while, Jon? Or, is it as painful as it looks? Please remember to submit any summer retreats with your Fall 1903 orders.

News from the Board

Austria-LR: Well, I guess I what I deserved for trusting an ex-con. Or is it con? I forget :-)

Austria-Italy: What war?

Austria-Turkey: I don't need you to masturbate.

Mister Martelli - Austria & Turkey: I'm not touching that one.

London-GM: Six month turnarounds? This might turn into a real life war, not just a game.

GM-London: Calm yourself. If it's a real war, then it's no longer a game and I am not GM.

London-GM: Yeah, you are probably committing suicide in your bunker.

GM to London-GM: Nah, I'm past that stage. But, if I weren't, I'd pick a nicer place than some dreary bunker!

England-Tom: Who is Tom? No one by that name here. You must be the GM. I didn't know GMs had names.

Tom-England: You obviously haven't been paying any attention to Denny. If you had, you'd know that us GMs have lots of names. As in very many. Not only that, I think I hear an echo coming.

Tom-England: If you don't know my name, then maybe I'll misplace your name in the Your Neighbors column like I did to Mike Ashley. You will be eliminated from all existence, at least Dip existence.

Tom to Tom-England: Gee, that echo isn't very high fidelity, is it? My apologies to Mike. His sub expired, and, per company policy, he was allowed to continue in his games. However, I forgot to tell the computer (I'm still having computer problems, it seems...) that he's still an active player. That situation has been corrected, and you should see his name on the penultimate page, as his promised check has arrived.

England-France: You want help, just say the word.

England-Germany: You want help, just say the word.

England-Italy: You want help, just say the word.

England-GM: I think I'm a very helpful guy.

GM-England: You sound like a helpful kind of guy.

Fred-England: No, I haven't changed my name, but I know someone who may be doing it soon - the Turk.

Ger-Eng: BO travels far. When you can smell it above the sea salt, then you know it's bad.

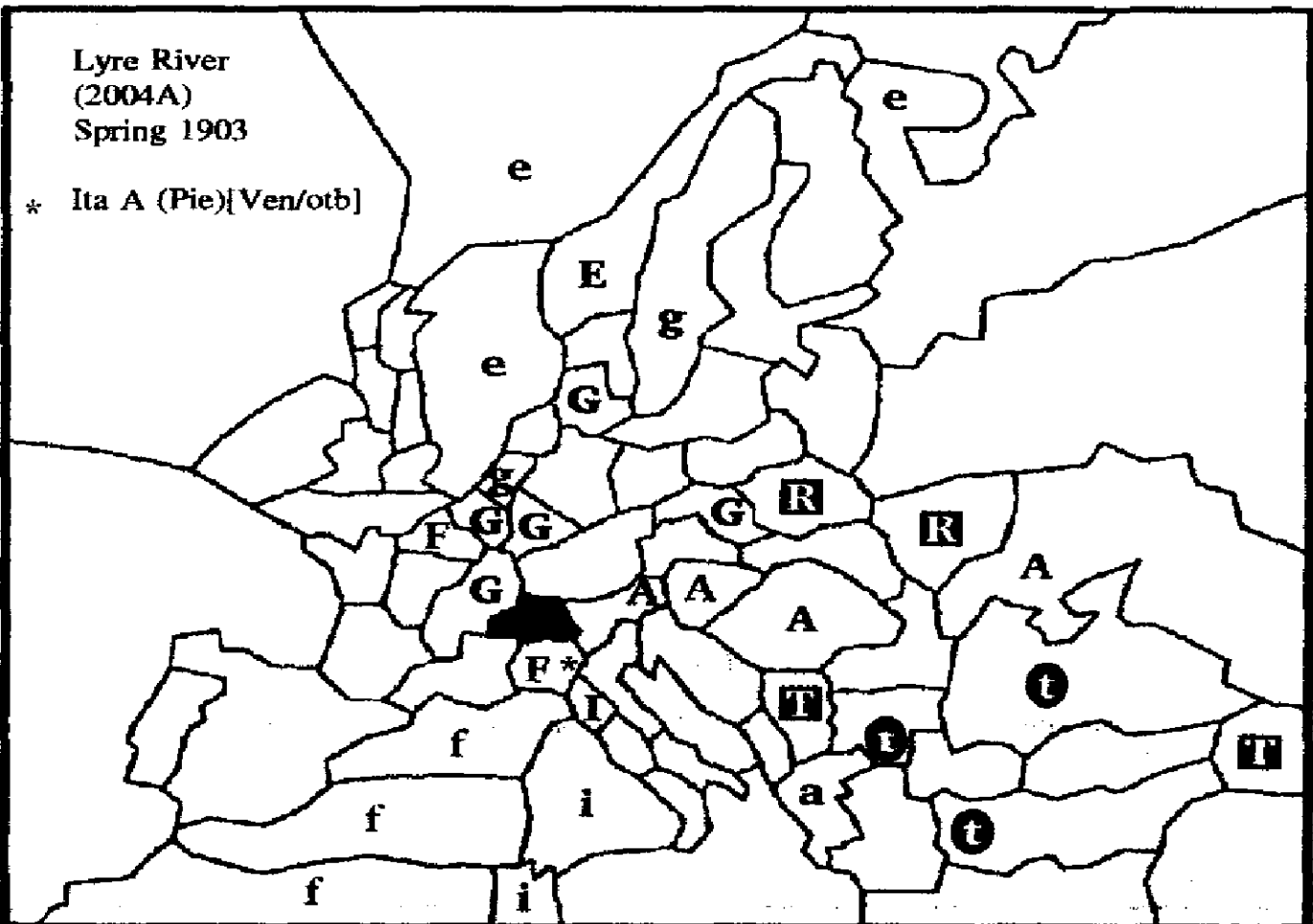
Germany-Skeptic: Well, now that I got two builds, I can wipe out the Bear and then hit Austria and I don't care who knows!

Lyre River Press continued on page 12

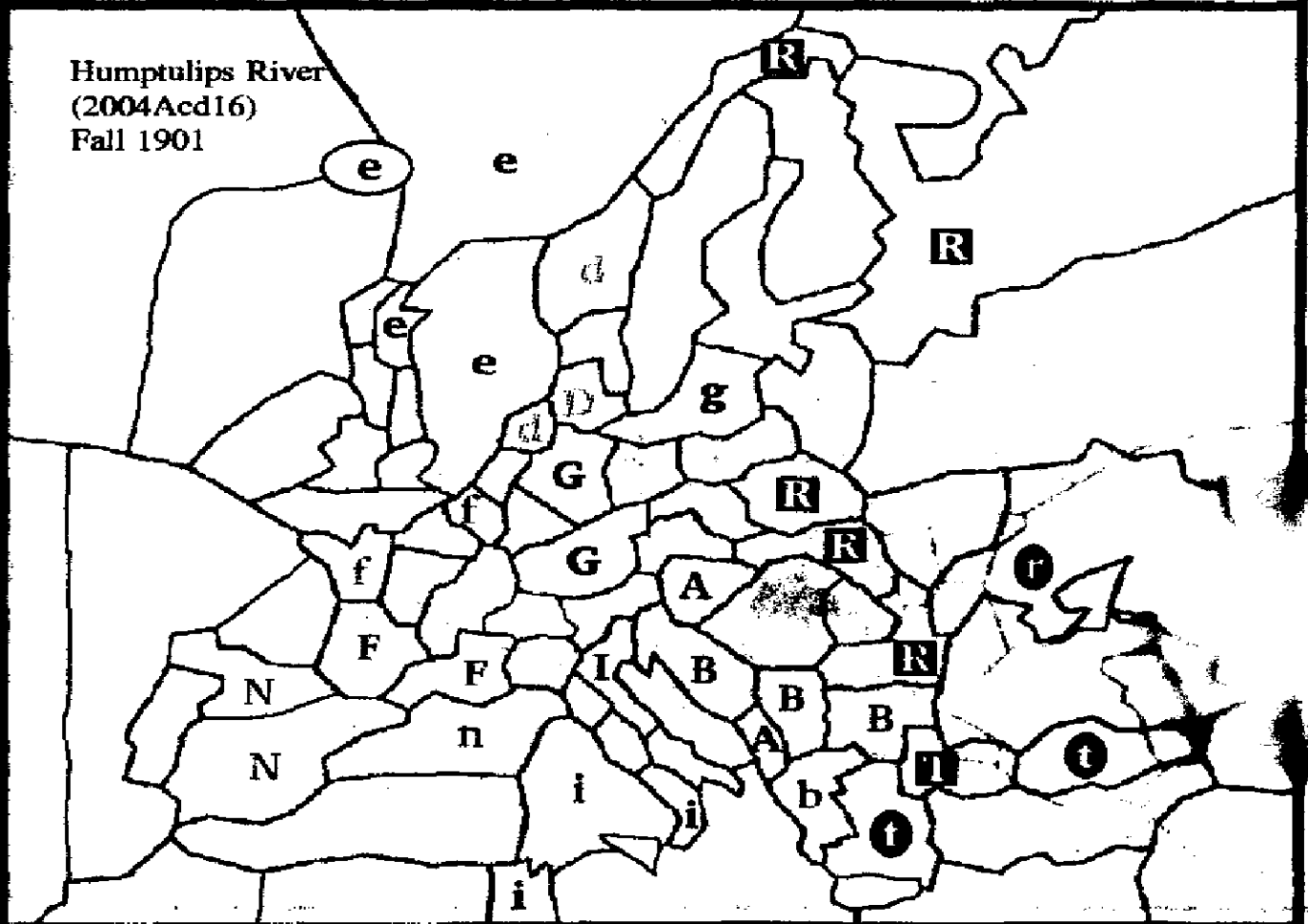
Deadline for Fall 1903 is 6 PM PST on Tuesday, 6 December 2005

Lyre River
(2004A)
Spring 1903

* Ita A (Pie){Ven/otb}



Humptulips River
(2004Acd16)
Fall 1901



Austria (Ashley)

England (Snyder)

France (Lurz)

Germany (Partridge)

Italy (Reynolds)

Russia (Paulson)

Turkey (Williams)

Your Retreats:

Your Supply Centers:

Your Adjustments:

Game Notes:

Map below.

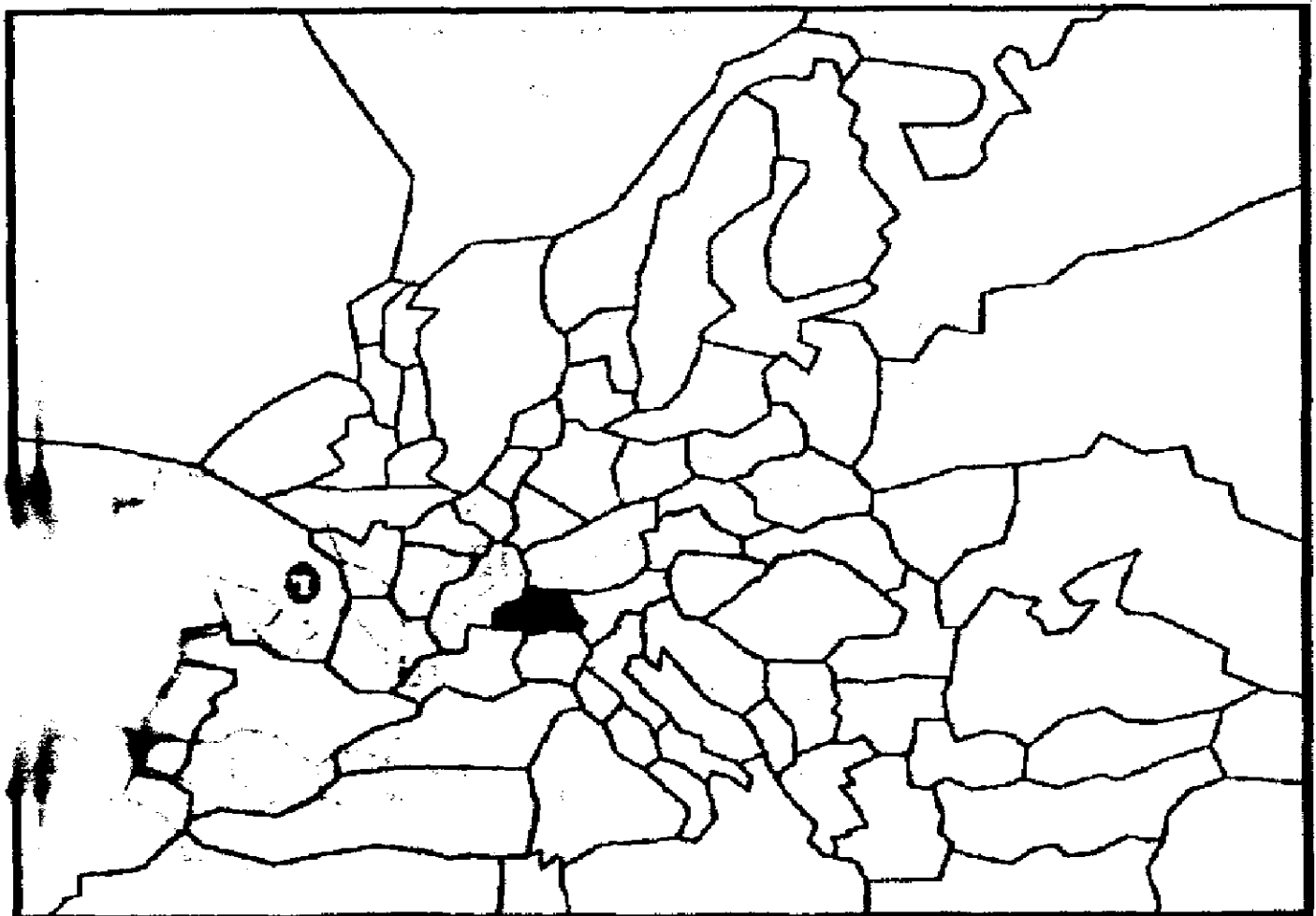
News from the Board

Deadline for Spring 1909 is 6 PM PST on Tuesday, 23 April 2005

Skokomish River II

(2002Drd22)

Fall 1908



Lake Lillian

Turn Five

Breaking Away!

Square	Rider(s)	Replacement Card
43	The Broken Blue Car (10)	3
42		
41		
- FIRST - SPRINT - FINISH - LINE -		
40		
39	Goat	3
38	Astro; Tim Wakefield	4
37		
36	Curt Schilling; Dhank	3
35	The Bum Biting Crocodile; Pedro Martinez	5
34	Roger Taylor	7
33		
32	The Green Bit; Bhor; John Deacon	3
31	Freddie Mercury; Roger Manning; The Biff on the Nose Fairy; Derek Lowe; Cooch Behar	6
30	Ajar; National; Brian May; Starr	11
29	Tom Corbeett; Lifline	15
28		
27		
26	Polaris	3

The Broken Blue Car takes first points - now we get to watch him coast for a while. The Four, The Academy, and the Starters line up for the next First Sprint places. The rest of the pack gets pretty strung out, with Polaris, who could have had second at the first sprint, tagging along at the rear under his own power...

Listed are the teams, player, accumulated points and manager (if any). Columns show level, card played, rider's name and cards currently held, with current replacement underlined in bold.

Maharajas on Wheels Brendan Whyte

Points: 0

Team Manager: the Akund of Swat

A	5	Ajar	11	11	<u>11</u>
B	10	Bhor	11	13	<u>3</u>
C	11	Cooch Behar	8	18	<u>6</u>
D	17	Dhank	6	20	<u>3</u>

Queen Mark Stretch

Points: 0

A	8	Freddie Mercury	15	1	3	<u>6</u>
B	6	Brian May	12	7	<u>11</u>	
C	11	Roger Taylor	13	8	<u>7</u>	
D	8	John Deacon	7	6	<u>3</u>	

Family Icons Jim Reader

Points: 10

Team Manager: Jim Reader

A	14	The Bum Biting Crocodile	15	6	6	<u>5</u>
B	9	The Green Bit	13	8	<u>3</u>	
C	8	The Biff on the Nose Fairy	3	3	<u>6</u>	
D	8	The Broken Blue Car	3	2	<u>3</u>	

Front Four David Partridge

Points: 0

A	9	National	15	16	14	<u>11</u>
B	3	Lifline	13	3	<u>15</u>	
C	10	Starr	17	18	<u>11</u>	
D	20	Goat	13	17	<u>3</u>	

Red Sox Starters Jim Burgess

Points: 0

Team Manager: Tito Francona

A	15	Curt Schilling	10	3	14	<u>3</u>
B	14	Pedro Martinez	17	14	<u>5</u>	
C	8	Derek Lowe	13	4	<u>6</u>	
D	19	Tim Wakefield	4	20	<u>4</u>	

Base Academy Bill Scharf

Points: 0

Team Manager: Commander Evans

A	3	Tom Corbeett	12	21	3	<u>15</u>
B	3	Roger Manning	17	3	<u>6</u>	
C	5	Astro	3	3	<u>4</u>	
D	7	Polaris	4	20	<u>3</u>	

Press:

Tito-Cooch Behar: Where are those daughters of yours? My guys might be interested in some pit stop fun....

Observer - Tito: Tisk. And this in a family 'zine. Oh, right! I forgot. Don ruined our "family" reputation some time ago.

Deadline for turn 6 is 6 PM PDT on Tuesday, 6 December 2005

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through 12 having the same distribution as two die. Building is the same: a SvC veteran will instantly recognize the build costs. However, instead of replacing a settlement with a city, one builds a workshop in the city of Nürnberg whilst keeping the settlement. Instead of building roads, one builds toll stations on the fixed roads. The player with the most toll stations on a road gains control of the road and can then collect tolls from players manufacturing commodities or having settlements on that road when various event cards are drawn. Three of the event cards result in time advancing. Drawing the third card requires reshuffling the event deck, and the third time through the deck, the game ends when that third card is drawn. The game is won by the player having the most victory points at that time, or by the player previously gaining 13 victory points.

Despite the fixed board, there is still plenty of room for variability in the game. Who has control of the various roads, which road one's settlements are on and where one's workshops are located must all be taken into account when manufacturing commodities. The production values appear to be well balanced toward what should be built during a game, but who gets what? Plenty of scope for strategy in this game!

Of course, there's always room for good and bad in everything. I recieved this game with all of the printed components still in the punch-out boards they were printed in. The sweet part is: I got a brand new game; the sad part is: Phil never got to play it.

Next: I left you waiting for me to spread and compact a truckload of gravel and a load of sand. I did that. Then Barb and I re-strung the tarp over the site before taking a 4x4 and leveling the sand in the garage. Next, I laid out a grid of 3/8 inch rebar over 6 mil plastic vapor barrier in the garage slab area and tied it together. I put concrete forms across the door openings and braced them. Then another inspection. On the day of the pour, I rented a power trowel (think a buffer with a wooden paddle ceiling fan in place of the mop) and got three helpers here: Eddie, Randy, and Jim. After we poured the mud and screeded it off, the driver told us he had two or three wheelbarrows left in the truck. About what one wants. Randy and Jim took off, and Eddie and I finished the floor. Mostly, we waited around. With the cool weather we had and the plastic under the slab, it hardened up slowly.

The next day, we picked up more forms, stripped the garage slab, and built the forms for the carport slab. This one has turned down edges except the side next to the garage. The front and back footings are only 8 inches wide, but the edge carrying the low side of the carport is 16 inches across. Eddie gets carried away with the digging and some sections of the footing were several inches deeper than necessary. I had trouble calculating the volume of concrete we needed because of that extra depth. I added an extra quarter yard of concrete to the order to be safe, and considered and rejected adding another extra quarter yard several times, but ended up not getting it. After another inspection, Eddie and I poured the carport slab ourselves. This truck driver reported we had about a quarter yard left in the truck when we were done. This surface didn't take quite as long to finish: we didn't put down any plastic under the rebar, and we put a broom finish on it instead of the steel trowel finish inside the garage. Over the weekend, I stripped the last of the forms for the garage and returned them. As the building inspector said, "Now I get to go up."

Remember all that lumber I've been telling you about milling? The last of it ended up on the Chevy C-60, with a tarp draped over the sides and a ridgepole I'd rigged up. I backed the truck up to the newly poured slab and Jim came out and helped me unload all the Douglas fir into the garage. We left the cedar on the truck and moved it down to the mill. There we dug all the timbers for the garage out of the timber stash and manhandled them onto the Chevy. Jim's favorite was the 6" x 12" x 22' timber that will be the bears supporting the edge of the loft. Drove the Chevy to the garage and unloaded it. Then I started looking around for a grader. There is an engineer in town who grades lumber and he's the only name one can get out of the County for grading lumber and timber. He wasn't

In My Neighborhood continued on page 14

French Fleet scuttled in Trieste! Turkish Army scorched in Ukraina! German partition still unsettled!

Underlined moves fail.

Austria (Partridge) A Bud-Tri, A Ser S A Bud-Tri, A Vie S A Bud-Tri
 England (Milewski) F Lon-Eng, F Lpl-Iri, F Nrg-Nwy, F Nth C A Nwy-Den, A Nwy-Den, A Yor-Wal
 France (Snyder) F Adr-Ion, F Bre-Mid, F Eng-Lon, A Hol-Bel, F Iri-Lpl, A Mar-Pie, F Mid-Wes,
 A Mun-Ber, A Par-Bur, A Pic-Bel, A Ruh-Mun, F Tri hold(d, r Adr/Alb/Ven/OTB),
 A Tri S F Tri
 Russia (Kent) A Kie-Den, A Mos S A War-Ukr, A Sil-Gal, A StP S A Mos, A War-Ukr
 Turkey (Wiedemeyer) F Aeg-Bul(sc), A Alb-Gre, A Arm-Sev, F Rum hold, A Sev-Ukr, F Smy-Con,
A Ukr-Gall(d, annihilated).

Retreats: Fra: [NRR!] F Tri r OTB; Tur: A Ukr r OTB [NRP!].

Final Unit Positions:

Austria A Ser, A Tri, A Vie
 England F Lon, F Lpl, F Nrg, F Nth, A Nwy, A Wal
 France A Ber, A Bur, F Eng, A Hol, F Ion, F Iri, F Mid, A Mun, A Pic, A Pic, A Tri, F Wes
 Russia A Kie, A Mos, A Sil, A StP, A Ukr
 Turkey A Arm, F Bul(sc), F Con, A Gre, F Rum, A Sev.

Game Notes:

Map opposite. Thanks to Dave Partridge for taking control in Austria. Please remember to submit conditional autumn retreats and conditional winter adjustments with your Fall 1918 orders.

News from the Board

Aus-Tur: Gee, thanks for the non-support and for taking my center. With allies like you, who needs enemies?
 Lon-Par: Given your overwhelming advantage compared to everyone else on the board, I would appreciate you working harder to overwhelm somebody other than myself.
 Mentat-Lon: Looks to me like he's only expending enough energy on you to keep you honest.
 Fra-Rus: Sorry I wrote before I had a chance to examine the game much. Hope that my move choices meet with your approval.
 Rome-World: How could you let Austria survive so long? He's out to win, I tell ya!
 albania: which one? which one?
 tur-aus: our albanian unit have not received any return signals
 tur-fra: oops we don't remember promising you a rose garden. did we?

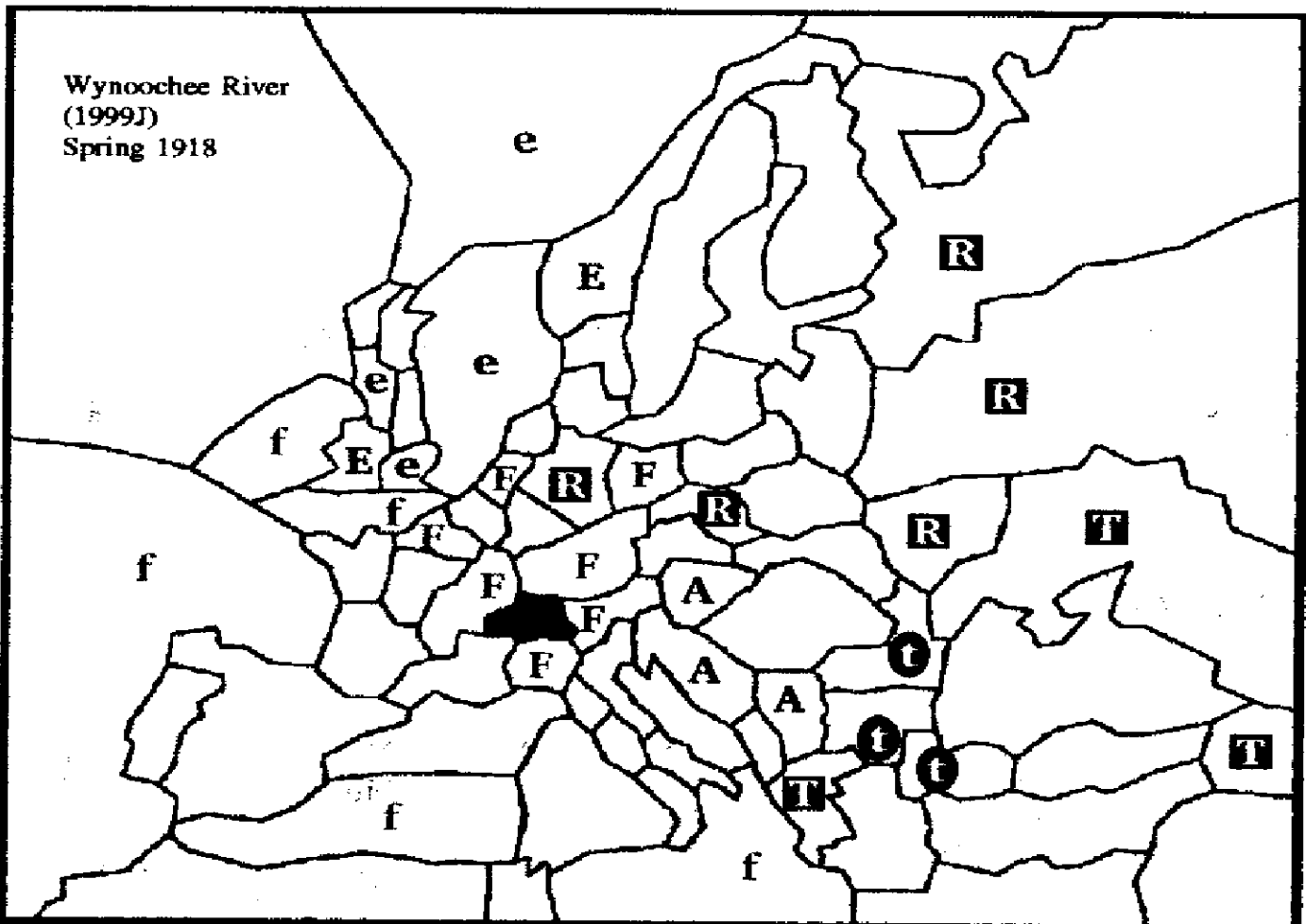
Deadline for Fall 1918 is 6 PM PST on Tuesday, 6 December 2005

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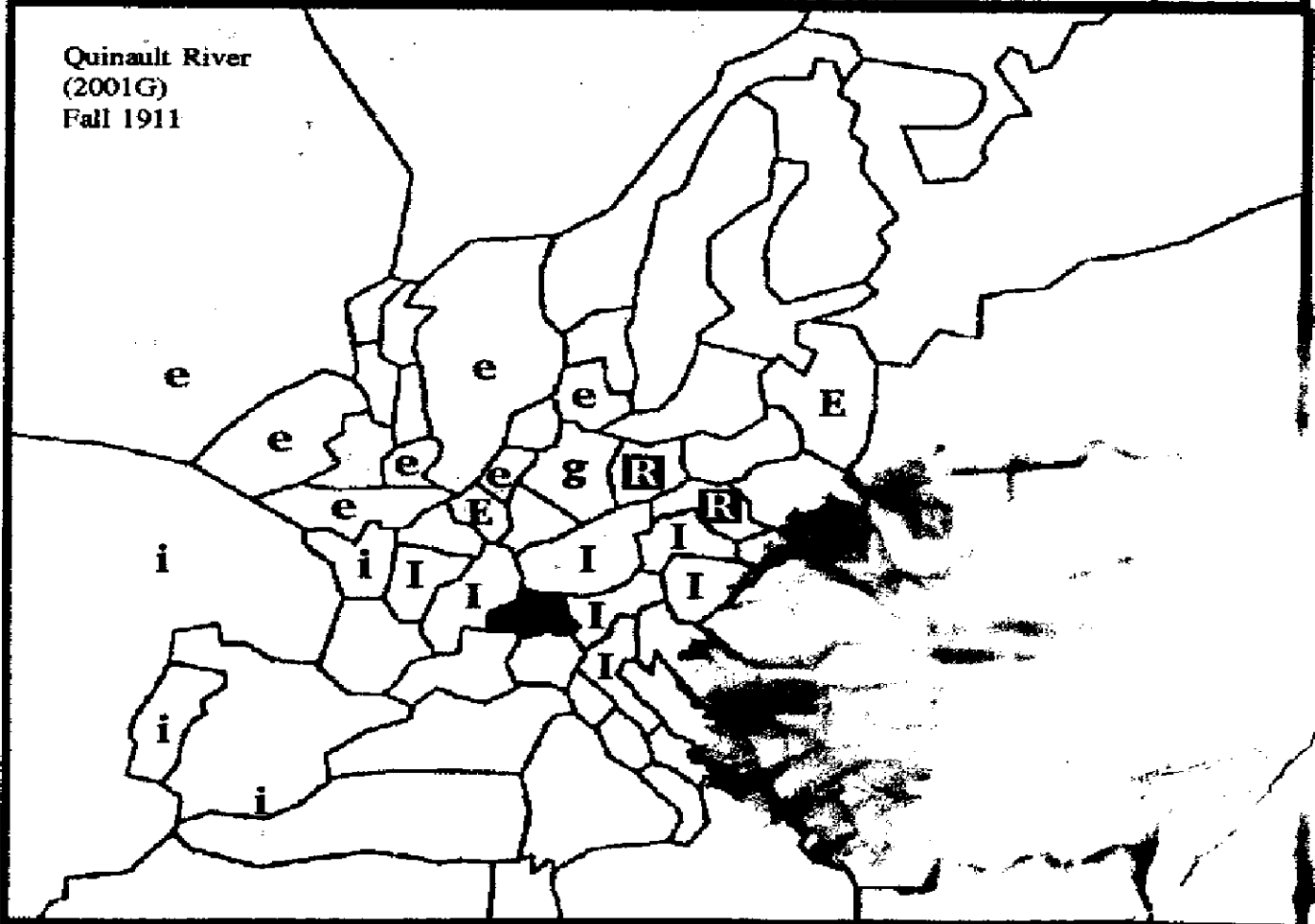
available until June 7th. I got on the Internet and found the Western Woods Association which certifies graders. They gave me the name and number of a Grading Bureau in Portland, OR who gave me the name and number of an employee who works out of Port Orchard, WA. He didn't answer his phone, so I finally called the Bureau again, who told me he might be on vacation in California. They then gave me the name and number of another grading bureau who gave my number to one of their graders who works out of Federal Way, WA. Kelly called me. He'd been out to (the other side of) Port Angeles that day, had Friday available, but didn't have another day available until middle of June. So, yesterday, Jim and I moved lumber and timbers while Kelly graded them. Took us all of a couple of hours. In the meantime, I had cut, assembled and raised two walls. A ten foot high by 12 foot long wall constructed from 2x6s is more than I can handle, so Jim and Ed gave me a hand. The third wall contains one of the garage doors, which requires a 6x8 header over the door. I had cut everything for it and assembled it to the point where the header would go in next, and quit. Then I had to run errands for a couple of days waiting for the Kelly. Now that the As it turned out, I put that third wall up in pieces: the two ends on either side of the vehicle door, the top plates to tie them together, then carefully lifted the door header into place, nailed it in, then nailed in each of the header is graded (it passed grade), I'm going to wait

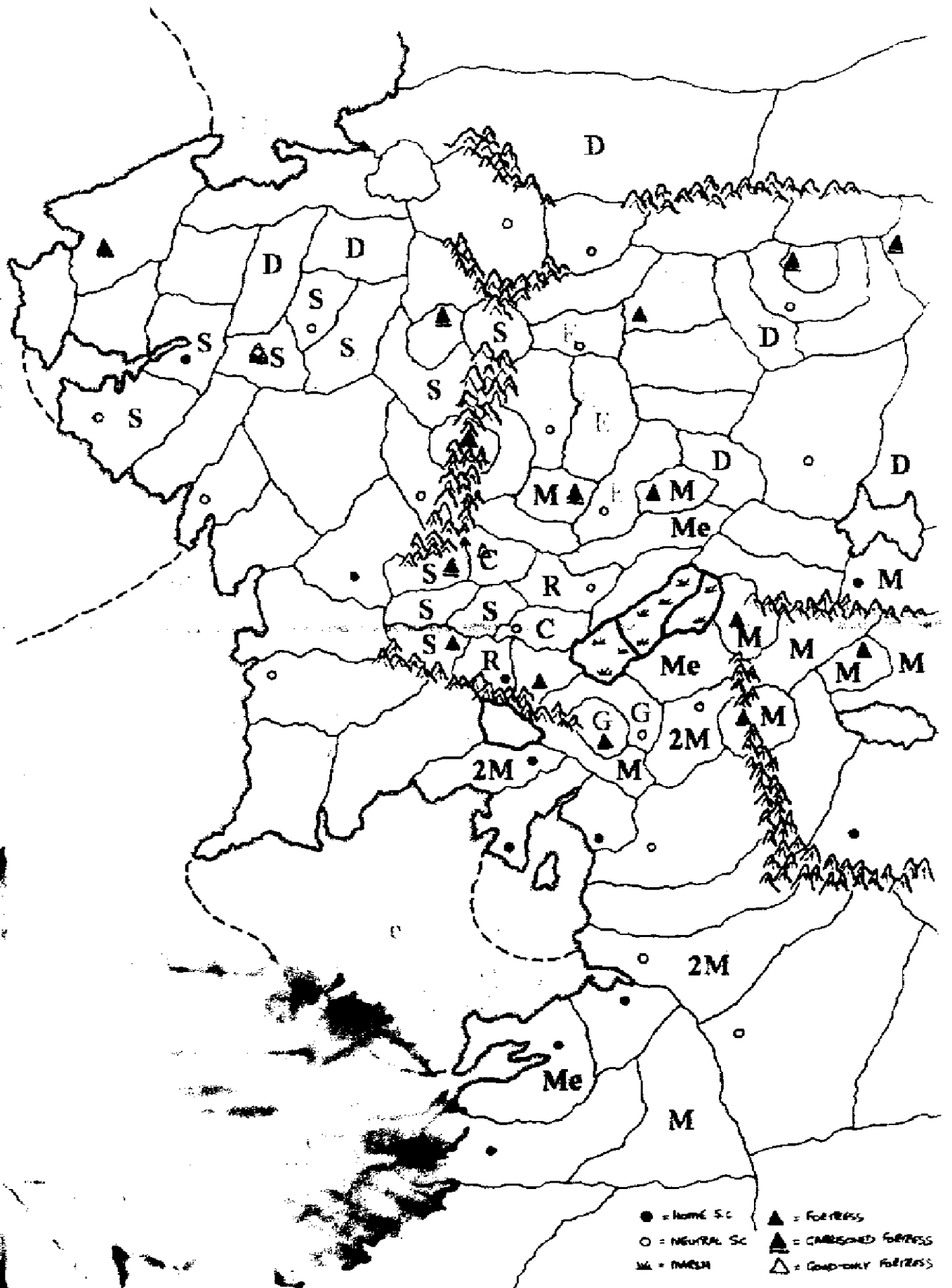
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Wynoochee River
(1999J)
Spring 1918



Quinault River
(2001G)
Fall 1911





- = HOME SC
- = NEUTRAL SC
- 2M = INMELN
- ▲ = FORTRESS
- ▲ = GARRISONED FORTRESS
- △ = COMMAND-ONLY FORTRESS

Current Unit Positions:

Dwarves	(Scharf)	A Dal, A Fdw, A NDo, A Nen, A NRh, A SMi
Elves	(Wilson)	A Ana, F Bay, A Crk, A OFo, Fellowship
Gondor (Lurz -> Denny)		A Ano, A MTi, Faramir....., Gandalf....., Ranger.....
Mordor	(Anderson)	A Bar, E Bro, E Cit, A Dol, A ELi, A Hdw, 2A Lam, A Lor, A Los, A MMo, B NIt, A Oro, 2A Osg, 2A SGo, A SRh, A Udu, Nazgul....., Sauron MMo
Rohan	(York)	A Edo, C EEm, C Fan, A Wol
Saruman	(Springer)	A Amo, A Bre, A Gap, A GHa, A Har, A HDe, A HPa, A Ise, A Rhu, A Shi, A WEm, Saruman.....

Notes from Tom Bombadil:

Map opposite. Never heard from James, and Jim-Bob plead over-subscribed with his German unit in Quinault River. Bart Denny has agreed to assist Faramir in Minas Tirith. The game is held over due to the lateness of the hour...

The concession to Mordor and Saruman is still on the table. But check the rules; it may be out of order. Please vote with your next set of orders. Please remember to submit conditional autumn retreats and conditional adjustments with your Thrimidge II 3019 orders.

Deadline for Thrimidge II 3019 is 6 PM PST on Tuesday, 6 December 2005

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to put that wall up until I have the bent supporting the loft ready to raise. Jim helped me sort timbers after Kelly left, then we put the loft beam on sawhorses and we started cutting wood. The beam is cut to length but still needs four mortises. One post is nearly ready – it only needs a slot cut in its foot to fit onto a 3-8 inch knife plate which will anchor it to the foundation. One strut is cut to length and needs the same slot cutting treatment as the post and the tenon cut out at the top.

installment 2

cripple studs over the header. That's the vehicle door on the right as you look at the photo on the cover of this issue.

To put that long beam into place, first I set the posts in place with the bolts loosely holding them down. Same with the struts (visible in the photo) plus two by four braces to prop them up. Then I rigged a block and tackle at the top of the high ends of the east and west walls and used them to raise the beam above the posts. Barb shoved the struts around to align their tenons with their respective mortises in the beam while I let the beam back down onto the tops of the posts.

Next, I framed the three remaining wall sections and a different set of hands helped me raise each section into place. I cut the loft joists, and installed them, cut two of three stringers for the loft ladder, then went for some 3/4 inch plywood for the loft floor. That's when I came down with pneumonia.

Barb had come home with a bit of virus which I picked up. I spent a day in bed, seemed to recover, and went back at it. The day I went for the plywood, was probably the hottest day of the summer, in mid-July. I forgot to take water with me and got pretty dehydrated. I must not have gotten rehydrated, because by the end of the week, it was all I could do to hammer a couple of nails into the loft floor before I needed a rest. I went to the clinic and saw a nurse practitioner who said she couldn't figure out what was wrong, come back tomorrow and see a real doctor. The next day, I didn't think driving was a good idea, missed the appointment and changed it to the following day. Barb drove me in and out at the clinic while she ran some errands. She returned to find them loading me in an ambulance for a trip to the hospital.

After some preliminary tests, the emergency room doctor put a drug into my iv which he said would stop my ticker, which was going a bit faster than he liked. That is an interesting experience, one to be avoided even when done by someone with your best interests at heart. Of course, my heart started up again at something more closely resembling it's usual sedate pace. They kept me overnight. In the morning, the doctor from the clinic visited and told me that most folks with a pulse rate of 155 wouldn't have been able to walk into his office. Apparently, between the virus and getting dehydrated, I'd contracted pneumonia and a feedback circuit in my heart had been triggered, leading to a race state in my pulse. Stopping my heart had allowed everything to reset itself, and I haven't had any problems with that since. I was put on antibiotics and told I could go back to work, but not to do more than I felt like doing.

My brother, John, came to visit during all this. Instead of helping with the building, he mostly drove me into town for various doctor visits and an echocardiogram - which said everything in there looks fine. Thanks for the transportation, John, maybe next time I'll be able to really put you to work!

I slowly recovered my strength, endurance and speed over the next few weeks. During this period, Fred came up and we finished the earth moving on the house site. I've long since gotten back to putting in a full day's work. Also, I've found a guy who regularly comes out to give me a hand with the parts I can't handle alone.

Due to car problems, Mom didn't get over when John came. She and my sister, Cathie, did visit us at the beginning of October. The cover photo is courtesy of Mom. As you can see, the upper wall sections are framed in and the rafters are up. Since then, I've completed the roof - steel, snap lock, dark green - and nailed on most of the plywood on the east wall - the one with the vehicle doors. I've also started the carport, the timbers for which are laying between the south wall and the building paper in the photo. You can also see the ends of the carport rafters in the center of the north vehicle door.

Finding reliable help with the concrete for the house has been problematical. Nevertheless, I have a concrete pour scheduled next Tuesday for the first section of the house footings.

Off the Palantir

Hi Tom

Very sad story about Phil Reynolds and a salutary reminder for me why we take safety so seriously in many parts of the Chemical industry. I'm happy that Air Products (where I work) is currently the Industry leader in safety and takes this subject very seriously. The failure to put up warning signs highlights how easily a small mistake can have such drastic consequences.

It's good to see o-t-s back on a regular basis and to read about your continuing work on your house in Washington state. I will probably pass over you next week as I fly back to Allentown PA for another set of company meetings. Last time I went, it was a beautiful clear sky over much of America as we flew over, so I had a great view. The countryside looked very beautiful and peaceful from high up.

....
All the best and thanks for another enjoyable ots.

Jim [READER]

I said my piece about (some) chemicals last time. However, I will add that redundancy in warning systems is a GOOD THING.

Allentown? Hmm,... Is this, ... er,... re-spelling, related in any way to your penchant for Railroad games?

By my (quick) calculations, a direct flight from Tokyo to PA (the state), via the shortest circle route would have taken you over Canada, and very little of the US of A. If your route was otherwise, and did go directly over us, did you see a small patch of fog colour just off the east end of Lake Crescent? That would be the tarp I re-suspended over the garage - in hopes to ward off rain whilst working with concrete. [TOM]

snail that could - Snails are faster than ADSL <http://www.notes.co.il/benbasat/10991.asp>

Whyte

I didn't read the entire thing. I presume that the clocking was done on the way to the

[TOM]

so
left me
no an

11 November 2005

Here's more ... <ahem> "stuff" from Brendan...:
This is a lot of fun. Translate webpages of your choice into a range of common dialects including Elmer fudd, Cockney, Redneck, Jive, Pig Latin etc. The Cockney one is the best. How wonderful to see Unimelb webpages with 'bleedin chuffed' distributed liberally thru-out! <http://rinkworks.com/dialect/>

Hi Tom;

I may have a problem with the Lyre River game – I'm starting a new job May 2nd, and I will have a lot on my plate. If you want continuity for that position, I may not be the best choice, tho I can submit moves for this turn. I've been debating dropping Dip after Quinault finishes, but staying subbed to ots.
Time will tell.

What a shocker about Phil.

Jon [FETTER]

I'm still hoping Father Dan can get his computer problems figured out and re-join the game. You could conveniently resign upon my letting you know that I've recieved a set of orders from him. And if I don't, I'm hoping you'll hang in here despite everything. In all events, you are perfectly welcome to hang out here whether or not you're playing in any games. Hey! The By Popular Demand game doesn't take very much time – you can always play in that with minimal time commitment... [TOM]

Found in Postal Equipment

Tom —

Thank you for the check for Phil & all you are doing to help out with the games.

Due to an error in setting up Phil's Fund the bank requests checks be made to Philip Reynolds (or Carole Reynolds) no "FUND" listed on check. Sorry for inconvenience.

I will look for the games information when I continue going through all Phil's "stuff." There's so much. I'll give Steve the \$10.00 when I see him 4/30/05 when we spread Phil's ashes on the salt water, which is what he wanted.

Thanks again for helping.

Sincerely,
Carole Reynolds

Tom,

Here's \$5 for an off-the-shelf sub.

Thanks,
Karl [SCHMIT]

Dear Tom,

I received the info regarding the variant game. I should tell you that I can rarely respond to correspondence until the weekend after it was received due to job requirements. Obviously, on weeks and/or days I am off I'm more prompt.

Also, if you want to send the rules to 2000Erd22 Fog-of-War "Is There Anybody Out There?" I'll consider filling a spot.

Sorry, no e-mail or computer! Take care.

Best,
Jim [Dapkus]

Dear Tom,

Hi, I received your two mailings: the sample copy of o-t-s and your notification of the "ISHKIBBLE" (sic) re-housings. I was so sorry to learn about Phil. He was the first person in the hobby to write back to me, and he was always friendly & helpful. I didn't realize how sick he was, but I felt it was serious as his 'zinc became less & less on schedule. I played in a number of games in it, including at least one you didn't mention in the re-housings, one called "POWER: The Game," which was interesting. I cleaned house a couple of months ago to lighten my load, so I can't recall which other games exactly I was in.

I was definitely in Colonial Diplomacy – I was Great Britain and was doing very well in it.

I was also in other games, such as Diplomacy, Mach, and Hardbop, but I can't remember exactly which ones and how I was doing. I do remember that I took over as an alternate for Turkey in a bad position and was quickly eliminated in FOG.

No other GM's have contacted me about these games. Paul Bolduc, in the last BORIS, did mention that he might be taking over a few of Phil's games. I look forward to resuming them. I don't have the addresses of T.A.P., Northern Flame, or Who Do You Trust? Can you provide them to me? Misty Mountain Hop is the only one you mentioned I was in that o-t-s will be restarting. My problem here is you mention a fee, and I am currently indigent: I have no way to earn money here. Phil, Paul, & Chris have allowed me to play anyway (I am very punctual and never NMR), and of course Andy's Cheesecake has no fee. I wish I was in a different situation, but not yet.

Thanks for the info and all your help.

Take care,

Cary [NICHOLS]

Insert your favorite tune here!

Some Assembly Required

Carole, You are welcome. We've been enjoying the Siedler von Catan game, but haven't taken on the Nürnberg game, yet. My apologies for adding the "Fund". Not sure why I did that. Anyway, have rectified the situation. Don't spend too much time on the games, we'll muddle along as best we can.

As a society, we seem to have lost some connection to the ends of the life cycle. It used to be that every life ended with a funeral. At least in peaceful times. With the increase in cremations, and dispensing with actual burial of the body, a subset of the funeral rites, in the form of "memorial services", have sort of become the norm. To my knowledge, we haven't come up with a term for spreading the deceased's ashes. It seems to me that we ought. In any event, I hope that the day was a good one and that it brought you some resolution and peace.

Our best wishes go to you.

Karl, Thanks for the funds.

Jim, Thanks for continuing. I'll need at least one replacement player in the Fog game, but, more importantly, we need to hear from three of the players and get their positions.

What kind of job do you have where you can't write letters during the week? I don't see being computer-less as a huge problem. As a matter of fact, I suspect that the communication speed of e-mail and (shudder) cell phones are significant factors in folks feeling that life is too fast and that they don't have any leisure time.

Cary, I was primarily interested in restarting the Diplomacy or variant games. If you want to get the POWER game restarted, I suggest you negotiate with Chris or Paul B. to run it. One of the other GMs might run it, but those two would be my first guess as most likely to run that game.

As for addresses, check my mailing list on the inside back cover. Jim Burgess does T.A.P., Rob Lesco runs Northern Flame, Tim Haffey publishes Who Do You Trust?

I do remember when you contacted me just before you began to appear in other 'zines as a new player. I did send you a sample o-t-s then; or, perhaps I should say, I tried to send one. I remember getting about half way home and realizing that I'd forgotten to print an envelope to stuff your sample into. Perhaps I should have sent another; but, I didn't. Don't know why. Since then, and partly as a result of that snafu, I have added an envelope flag to my Players database. Now, an envelope is automatically printed for each recipient who requires one.

Also, you and several others will be happy to learn that Barb talked me into running Misty Mountain Hop free for Phil's players who were not already o-t-s subscribers.

These are ...

Your Neighbors

Stephen Agar, 4 Cedars Gardens, Brighton, England BN1 6YD
David Anderson, 20832 Tuck Road, Site 32, Farmington Hills, MI 48336, USA
Mike Ashley, 13980 Wakefield Place, Fishers, IN 46038, USA
John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302, USA
Dr. Martin Burgdorf, 52B Stafford Street, Liverpool, England L3 8LY
Jim Burgess, 664 Smith Street, Providence, RI 02908-4327, USA
Pat Conlon, P.O. Box 1413, Mammoth Lakes, CA 93546-1413, USA
Jim Dapkus, W6575 Dakota Avenue, Westfield, WI 53964, USA
Fred Davis, 3210-K Wheaton Way, Ellicott City, MD 21043-4254, USA
Bart Denny, P.O. Box 3011, Auburn, CA 95604, USA
Pete Duxon, 3 Bentley Drive, Kiln Lane, Harlow, Essex, England CM17 9PA
Keith Evans, 3332 Gold Mine Road, Brookville, MD 20833, USA
Jon Fetter, 1998 Route 72 North, Lebanon, PA 17046, USA
Warren Goesle, 40W393 Edna St. Vincent Millay Street, St. Charles, IL 60175, USA
Dan Gorham, P.O. Box 279, Belmopan, BELIZE
Tim Haffey, 810 53rd Avenue, Oakland, CA 94601, USA
Chris Hassler, 2000 South Armour Court, La Habra, CA 90631, USA
Douglas Kent, Federal Correctional Institution McKean, PO Box 8000, Bradford, PA 16701, USA
Andy Lischett, 2402 Ridgeland Avenue, Berwyn, IL 60402, USA
Timothy Lurz, c/o Hilton Language School, Jian Gwo 1st Road, #348, Kaohsiung, TAIWAN, ROC
Brad Martin, 2/14 Joseph Street, Maylands 6051, Western Australia, Australia
David McCrumb, c/o Kollmorgen Corporation, 501 West Main Street, Radford, VA 24141, USA
Brent McKee, 901 Avenue T North, Saskatoon, SA S7L 3B9, CANADA
Paul Milewski, 7 Mallard Drive, Amelia, OH 45102-2148, USA
Karl Muller, 3154 East Lydius Street, Schenectady, NY 12303-5035, USA
Ward Narhi, 521 Moreley, Akron, OH 44320, USA
James Nelson, 191 Georgetown Drive, Glastonbury, CT 06033, USA
Mark Nelson, School of Mathematics and Statistics, University of Wollongong, Wollongong
2522, New South Wales, Australia
Cary Nichols, 756532-938 S. FM 1673, Snyder, TX 79549-8812, USA
Cathy Ozog, 406 Stilley Way, Granite Falls, WA 98252, USA
Eric Ozog, 406 Stilley Way, Granite Falls, WA 98252, USA
David Partridge, 15 Woodland Drive, Brookline, NH 03033, USA
Gerry Paulson, PO Box 156, Amisk, AB T0B 0B0, CANADA
Jim Reader, 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Alex Richardson, 86 Strathmore Avenue, Hitchin, Hertfordshire, England SG5 1ST
Bill Scharf, 4814 Walnut Grove Avenue, Rosemead, CA 91770-1265, USA
Karl Schmit, 1452 Seville Drive, #3, Green Bay, WI 54302-5559, USA
Richard Smith, 106, Bracklesham Close, Sholing, Southampton, England SO19 8RX
Tim Snyder, 12001 Dessau Road, #825, Austin, TX 78754, USA
Vince Springer, 2119 Woodlane Drive, Lindenhurst, IL 60046, USA
Mark Stretch, 34, Dart Drive, Oxford, England OX11 7XX
Joel Struebing, 7575 Maxwell Road, Clinton, NY 13323, USA
Conrad von Metzke, 4374 Donald Avenue, San Diego, CA 92117-3813, USA
Brendan Whyte, Geography Department, University of Melbourne, Parkville 3052,
AUSTRALIA
Fred Wiedemeyer, Box 92010, Meadowbrook R.P.O., Edmonton, AB T6T 1N1, CANADA
Don Williams, 27505 Artine Drive, Saugus, CA 91350-2193, USA
John Wilman, 12 Ladybridge Street, Arbroath, Angus, Scotland DD11 1AR
Graham Wilson, 22 Magwood Court, Toronto, ON M6S 2M5, CANADA
Kevin Wilson, 18623 Santa Maria Avenue, Baton Rouge, LA 70809-6702, USA
Andy York, P.O. Box 201117, Austin, TX 78720-1117, USA

Underlined moves fail.

Dwarves (Dapkus) A Esg-Dal, A Fcl-Ang, A Iro-DoS
 Elves (Schmit) Fellowship(-), A Beo-Gun, A Ett S Dwarven A Fcl-Ang, A Gla-Crk, F Har hold
 Gondor (Muller) Faramir Ano lead A Ano S A Los-Osg, Gandalf Los lead A Los-Osg, Ranger(-), A Ano S A Los-Osg, A Lam hold, A Los-Osg, A Sit S A Los-Osg
 Mordor (Wilson) Nazgul Osg terrorize A Los, Sauron Oro-Udu, A Ang-Gun[d, r Cdu/Fdw/NDo/OTB], A Anu hold, 2A Kha-SGo, 2A NIt-Ano, E NRh-RRu, E Nur-Kha, E ofb-SRh, 2A Oro-Udu, 2A Osg S 2A NIt-Ano[d, r MMo/OTB], A SRh-Wil
 Rohan (Scharf) C Dun-EEem-Wol, A HDe hold, C Wol-Bro-Dol
 Saruman (Mayers) Saruman Fan lead A Fan-Ccl, A Cad-Shi, A Fan-Ccl, A Hol hold
 Umbar (Nichols) P Bay-Tol, A Hdw S A SGo, A SGo S A Hdw
 Retreats: Mor: A (Ang) r Cdu/Fdw/NDo/OTB, 2A (Osg) r MMo/OTB.

Pre-adjustment Unit Positions:

Dwarves A Esg, A Fcl, A Iro
 Elves A Beo, A Ett, A Gla, F Har
 Gondor A Ano, A Lam, A Los, A Sit
 Mordor A (Ang)[Cdu/Fdw/NDo/OTB], A Anu, 2A Kha, 2A NIt, E NRh, E Nur, E ofb, 2A Oro, 2A (Osg)[MMo/OTB], A SRh
 Rohan C Dun, A HDe, C Wol
 Saruman A Cad, A Fan, A Hol
 Umbar P Bay, A Hdw, A SGo.


Supply Centers: gained, (lost)


		Total	Builds
Dwarves	<u>Ang</u> , Btu, Erb, Iro	4	+1
Elves	<u>Crk</u> , EKH, GHa, <u>Har</u> , Iml, Lor	6	+2
Gondor	<u>Ano</u> , Bel, Lam, Leb, MTi, <u>Osg</u> , <u>Sit</u>	7	+3
Mordor	<u>Anu</u> , Bar, (<u>Dol</u>), <u>Kha</u> , MMo, Nur, ofb, off, oth, <u>RRu</u> , SRh, Udu	11	+1
Rohan	<u>Dol</u> , Dun, Edo, HDe, <u>Wol</u>	5	+2
Saruman	Dul, <u>Hol</u> , Ise, KDu, <u>Shi</u>	5	+2
Umbar	Cit, Hav, Hrd, <u>SGo</u>	4	+1
neutral:	Bre, Dru, EEem, Esg, Gla, Gun, Min	42	

Notes from Tom Bombadil:

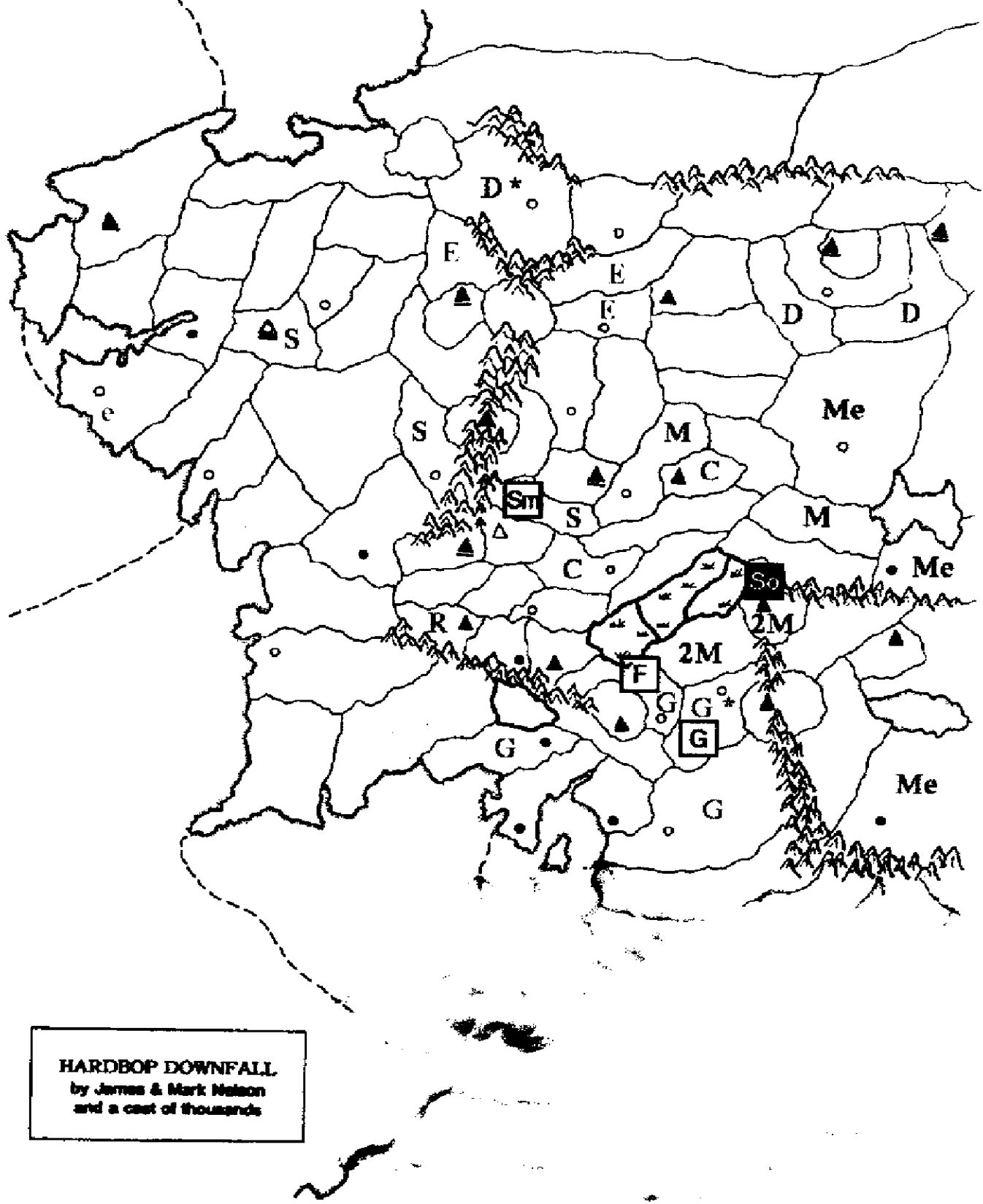
Map opposite. Welcome to *off-the-shelf*. Mostly, I'll observe Phil's house rules. If his clarifications differ from my interpretation of the Hardbop rules, let me know and we'll hash it out together - but I'll try to lean in the direction of Phil's clarifications. That said, two items: one a correction, the other open for discussion. In the first turn, Rohan's cavalry DID move from Edoras to Dunharrow. The fact that the second phase attempted move failed does not retroactively affect the first phase move. This does not affect the second turn moves, other than this report shows that cavalry unit starting in Dunharrow rather than Edoras. Secondly, is Saruman evil? I can't tell from the game reports. As far as I can see, Saruman is still Neutral. (However, if that is incorrect, someone please tell me.) Therefor, since the Shire is garrisoned against evil units only, Saruman should have occupied the Shire in turn 2. The above game report reflects this. Discussion? Thirdly: Note that Mordor should have only one build.

Please note that my space abbreviations differ from Phil's in some places. I'll endeavour to keep them straight at this end, but will appreciate your keeping an eye on them and letting me know when some thing does not look right to you.

Karl S., please tell me the movements of the Fellowship. Karl M., please tell me the movements of the Fellowship. All of you except Steve Mayers have said you're willing to continue. Steve has resigned, so I'm calling Dave An.  to take charge in Sarumanland.

Per 's practice, I'll take Afteryule II 3019 retreats and builds and separate the seasons. If you send moves for next turn, I'll put them on file, thanks. Please remember to submit any autumn retreats and adjustments with your Solmath I 3019 orders.

Deadline for Solmath I 3019 is 6 PM PST on Tuesday, 6 December 2005



HARDBOP DOWNFALL
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and a cast of thousands



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