

TO WHOM IT MAY CONCERN:

The following we have undertaken to write in deadly earnest: they contain no references whatsoever to the Qanta Simmillion, the French Revolutionary Wars, Academic Biology, or Traditional Judaism, yet merely seek to inform and educate the citizens of this house for the proper order of House Events and Our Democracy.

Contrary to Rumors, many Members of this house are not entirely proponents of Our Hunt. In fact, we find it sort of Juvenile. While Pranks may think that the stakes are thrones, and Gallop that the dice are human bones, and Ramya perhaps believes herself to be the new Sesostris; we have mores serious thinks to do. Unfortunately, the Heretic Queen's agents are abroad in this land, so we cower in our priestholes. Herein we advise you how to hide during the Hunt, and so evade the fate of William Dix (may normalcy avenge his blood), burned at the stake for sleeping during Scav Rally.

In the interests of the promotion of peace and harmony amongst the workers and peoples of this fair world, and in remembrance of action rituals transcending war and human grievances, we the peoples of this campus have chosen to revive a form of games, to replace the violence of war with the brotherhood of tabletop sport. And, at least according to the French, to prepare for war again.

Envision, if you will, a tabletop game of Scavvies of Catan.

We begin, of course, in media res.

SHORELAND has a problem. Not only is there no *Bollywood Night tonight or next week*, but it is located next to all but two of the alcohol hexes. Normally, this is advantages, along with the possession of longest road. But ADMIN has blocked off both the 2:1 Alcohol Port and the 3:1. This is not good.

MAX also has a problem. It has more settlements than anyone else, but doesn't have any ore. And nobody wants to near. So Although within a few points of victory, no one wants to trade with him. In Particular, no One wants to *Make sure that Pink House Lottery Cards are in the mailbox for lottery night next week* [details forthcoming by email, don't lose them]. Consequently, Max can't build any cities.

But Instead we turn to SNITCHCOCK. It Roles a Six, and so moves The *IM Coed Soccer Monday* across the board towards a 8 hex of Books next to Burton-Judson. Meanwhile, we take three wood, and then trade in that wood, two alcohol, one ore, and our victory point card to build a *Human Propelled Chariot Team for Summer Breeze Weekend* [Contact Jordan]. Actually, this isn't for scav, so doesn't count (like the cancelled Northerly Island Trip), because It didn't vote for Hillary Clinton.

The FIST didn't sign up for Scav Yet, so it also doesn't count. But it does roll an 11, and so collects a sugar, which trades in with a book to build a

FIRST, Go to Class. Malicious Gossip to the contrary, Joseph Fouche's spies rarely infiltrate your classes. This may be difficult, owing to the sudden appearances of super heroes in your class rooms - DO NOT BE ALARMED, THEY PROBABLY AREN'T OUR SUPERHERO. Admittedly, this requires the foresight to figure out where classes actually are, which is difficult since no one has gone to them and returned, much like Shangri-La.

SECOND,  
Go the  
Catacombs.  
Long have our  
people been  
persecuted in  
this land by  
agents of the  
Pagan  
Captains, and  
long may we  
resist them.  
Our  
forebearers  
hewed  
caverns of  
stone beneath  
section three,  
where we may  
wait out the  
dying times  
and hide from  
the lions.  
Disadvantages  
: may result in  
encountering  
Robert  
Grider, skulls,  
and religious  
art.

New Snack. This new snack is *Margo's Prospie Ice Cream at 930 in the Rec Room on Sunday* [followed by bad movie night: Spiderman 3!].

**EDITOR'S NOTE** This house generally disapproves of Anthropophagy, while making exceptions in certain culturally sensitive cases. Therefore we do not approve of the consumption of prospies, however delicious. You are, however, encouraged to aid in vicarious cannibalism by *donating for the Blood Drive on Wednesday [email from Scav Captains on this soon]*.

SHORELAND rolls a 12, collecting no resources. It believes that it rolled a much higher number, because it was, even without knowing about how *You Should give Max Gallop your Scav Auction money and Pay for Your T-Shirt*.

MAX sits around yelling about desserts, telling the emptying house to "hear me out house! Hear me out!". Woops. That was Falko. We forget the context.

SNITCHCOCK rolls a 3, collecting two dumpsters, which it uses to complete the process of buying two new cities. And wins. Not that this was surprising. *But Sweeny Todd Friday Night in the Rec Room* is.

Third, Use Your Priesthole. Should you prove unlucky enough to be administering the sacraments & Walsingham's agents sneak up on you, hiding is easy, provided the lookout respects the Society. Merely enter the trapdoor on the lower left side of the fire-place, enter, and close behind you. There ye may wait for their Most Catholic Majesties to reclaim this land from heresy, with aid from their Great Fleet. Disadvantages: starvation, cramped quarters, and Republicans.

FOURTH, if still conducting Mass when Alex enters, and unable to escape, run for the BSLC. The PreMeds may be soulless, but at least they don't try to make you clean out the blue room. Disadvantage: while it may be fun to be the Student Over the Water, the Jacobin uprisings weren't all that successful. OTOH, you could end a Cardinal.

Yours in Haste,  
David "Nicholas Owen" Stein