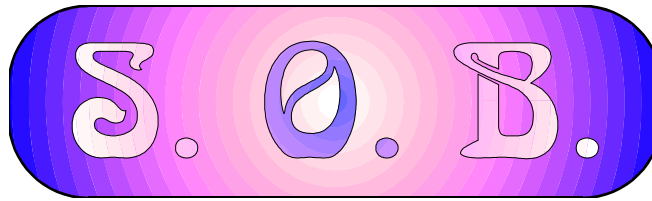


Number 170



May, 2011

### Notes from Hades

Since the last issue, I have actually taken two trips. The first one was again to the DC area, in fact at the same place as my February trip. I had even less time to sight see than on the last trip. My second trip started the day after the last zine's deadline, and concluded the next day, which is why I was not able to do the Pedegogeury column this time around. It was to Southbridge, Massachusetts, which is close to the Connecticut border, about 2/5 of the way from Boston to the New York state line. I flew into Boston and rented a car, so I got to see a fair amount of the Massachusetts Turnpike. Not much beyond that, however.

This issue, as will no doubt surprise most of the players, not least the winner, Husky finishes. Congratulations to Andy York on his victory. The game that will replace it will be the third game for which I receive the necessary game fees.

Which again brings me to the topic of game fees. While I have gotten a few more game fees since last time, I clearly still do not have enough to start any replacement games. If you see your name signed up for a game in the Game Openings list, and it does not have a (\$) behind it, I do not have your game fee. If you want the game to start, please send it to me.

The next deadline is **Tuesday, May 31 at 5:00 p.m. Pacific Time. Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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### Game Openings

**Purebred.** Machiavelli. Have Ward Narhi, Bob Robles(\$), Pasquale Giovine, Dave Partridge, and Walt O'Hara, Mike Scott, Kevin Wilson(\$), Jerry Roalstad. This game is full.

**Golden Retriever.** Seafarers of Catan. Have Chris Geggus(\$), Dave Partridge,

Dave Hooton, Mike Scott, Bill Scharf(\$). Will take up to 1 more.

**Rottweiler.** Industrial Waste. Have Andy York(\$), Dave Partridge, Eric Brosius(\$), Richard Weiss(\$). This game is full.

**Pick of the Litter.** Silverton. Will start after Hunter ends. Have Dave Partridge, and Dave Hooton, Paul Bolduc(\$), will take up to 3 more.

**Russian Wolfhound.** Kremlin. Will start after Pateel ends. Have Walt O'Hara, Mike Scott, Bob Robles(\$), Bill Scharf(\$). Will take up to 2 more.

**Dog Show.** Outpost. Will start after Basset ends. Have Eric Brosius(\$), Andy York(\$), Andy Lewis, Dave Hooton, Dave Partridge, Bill Scharf(\$), Kevin Wilson(\$), Dave Hood, will take up to 2 more.

Players who have paid have a (\$) after their names.

**Portuguese Water Dog.** Goa. Have Brad Martin(\$), Dave Partridge, Chris Geggus(\$), will take up to 1 more.

Players who have a (\$) after their name have paid the necessary game fee.

### Wish List

**Power Grid.** Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Dave Partridge, Chris Geggus, will take up to 3 more.

**Phoenicia.** A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Dave Partridge, will take up to 7 more.

**Age of Renaissance.** This will use the EuroGames rules. Have Paul Bolduc, Chris Geggus, Bob Robles, will take up to 3 more.

**Puerto Rico.** Will start after Plantation Dog ends. Have Dave Partridge, Chris Geggus, will take up to 3 more.

**Machiavelli.** This game will start after the next Machiavelli game finishes. Have Bob Robles, will take up to 7 more.

**Gunboat Machiavelli.** This game will start after the second Machiavelli game finishes. Have 1, will take up to 7 more. This box  will be checked if you have signed up.

**Robo Rally.** Map to be decided. Have Chris Geggus, will take up to 7 more.

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

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

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

**Chris Hassler a.k.a. Cerberus**

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On the Web at: <http://www.sob-zine.org>

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

## Barking Up the Wrong Tree

Fall 1258

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline Winter/Spring 1259 5/31, Tuesday

*Venice and the Pope continue to advance against Milan, who strikes out at Aragon. Florence breaks out of garrison.*

### Expenditures

Papacy spends 12 ducats to disband Milan A Lucca

### Orders

ARAGON (Scharf): F GULF OF LIONS to Marseilles, F WESTERN MEDITERRANEAN supports F Palermo to Tyrrhenian Sea, F Tyrrhenian Sea to

LIGURIAN SEA, F Corsica supports F Tyrrhenian Sea to Ligurian Sea (cut, DISLODGED, retreat Sardinia, OTB), F Palermo to TYRRHENIAN SEA

FLORENCE (Whyte): G LUCCA converts to A

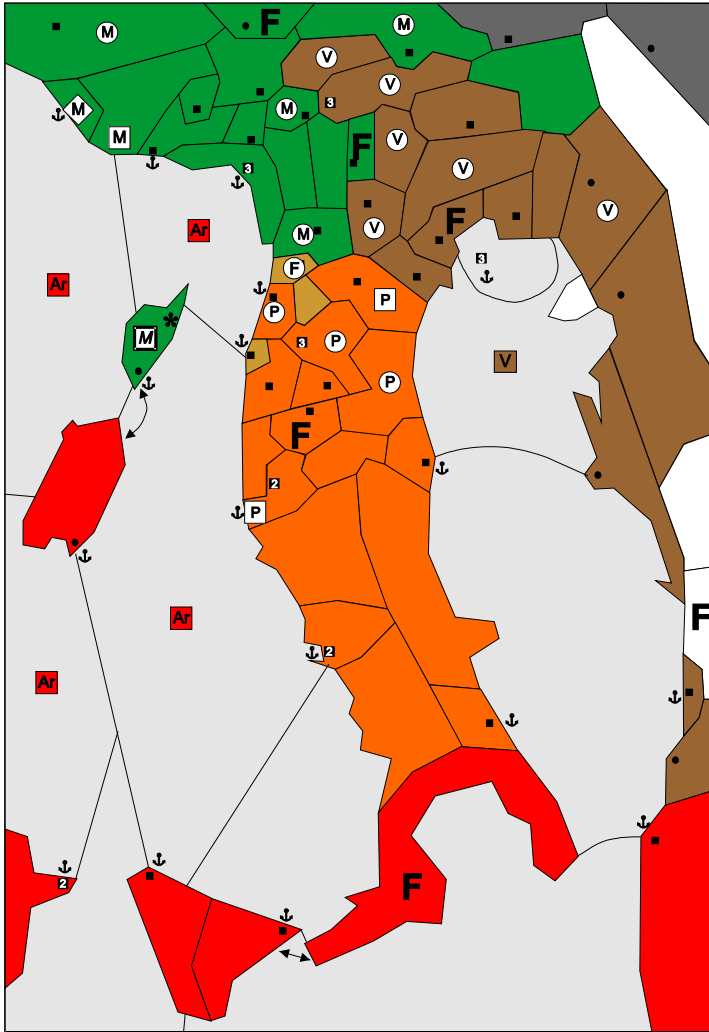
MILAN (Renken): A TYROLEA to Milan, A Turin to AVIGNON, A PAVIA supports A Tyrolea to Milan (cut), A MODENA supports A Lucca to Bologna (nsu), A Lucca to Bologna (nsu), F PROVENCE to Gulf of Lions, F (EM) Ligurian Sea to CORSICA, G MARSEILLES convert to F, G Mantua convert to A (ELIMINATED)

PAPACY (Robles): A Florence to PISA, A URBINO supports F Bologna, A Sienna to FLORENCE, F ROME holds, F BOLOGNA holds

VENICE (Partridge): A COMO to Pavia, A MILAN supports A Como to Pavia (cut), A BERGAMO supports A Milan, A VERONA supports A Mantua, A MANTUA besieges (garrison eliminated), A Padua to CARNIOLA, F UPPER ADRIATIC transport A Padua to Carniola

Your ducats:

**Barking Up the Wrong Tree**



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

**Florence – Milan:** Call me "Mr Garrison" again in that whiney cartoonish voice, and I'll really get mad...

Spring 1259 Famine

**Poor Year – Row Only:** Perugia, Otranto, Padua, Swiss, Cremona, Herzegovina

Spring 1259 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

ARA	Durazzo, <u>Otranto</u> , Messina, Palermo, Tunis, Sardinia	5
FLO	Lucca, Pistoia, Piombino	3
MIL	Avignon, <u>Swiss</u> , Tyrolea, Marseilles, Provence, Saluzzo, Savoy, Turin, Montferrat, Pavia, Genoa, Fornova, Modena, Parma, <u>Cremona</u> , Carinthia, Corsica	15
PAP	Salerno, Bari, Aquila, Naples, Capua, Rome, Patrimony, Sienna, Pisa, Florence, Bologna, Urbino, Arezzo, <u>Perugia</u> , Spoleto, Ancona	15
VEN	Como, Milan, Bergamo, Trent, Mantua, Ferrara, Verona, <u>Padua</u> , Treviso, Friuli, Caniola, Croatia, Dalmatia, Ragusa, Albania	14

Seas

ARA	Gulf of Lions, Liguria Sea, Western Mediterranean, Tyrrhenian Sea	4
VEN	Upper Adriatic, Venice	2

Cities

ARA	Durazzo, Messina, Palermo, Tunis (2), Sardinia	6
FLO	Lucca, Piombino	2
MIL	Avignon, <u>Swiss</u> , Tyrolea, Marseilles, Saluzzo, Savoy, Turin, Montferrat, Pavia, Genoa (3), Modena, <u>Cremona</u> , Corsica	13
PAP	Bari, Naples (2), Rome (2), Sienna, Pisa, Florence (3), Bologna, Arezzo, <u>Perugia</u> , Ancona	13
VEN	Milan (3), Trent, Mantua, Ferrara, <u>Padua</u> , Treviso, Caniola, Croatia, Dalmatia, Ragusa, Albania, Venice (3)	15

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	1	5	4	6	16
FLORENCE:	1	3	0	2	6
MILAN:	3	15	0	13	31
PAPACY:	2	15	0	13	30
VENICE:	2	14	2	15	33

Game Summary

	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259
Aragon:	3	3	4	5	5	5	6	6	6	5
Avignon:	4	5	6	7	5	4	2	0	0	0
Florence:	3	4	5	6	7	5	5	5	3	2
Genoa:	3	3	3	0	0	0	0	0	0	0
Milan:	3	6	6	7	8	10	12	15	15	13
Papacy:	3	4	4	4	4	5	5	5	7	10
Venice:	3	4	4	7	9	11	11	9	11	12

### Bolognese

#### Spring 1051

#### Miller Number 2010?????

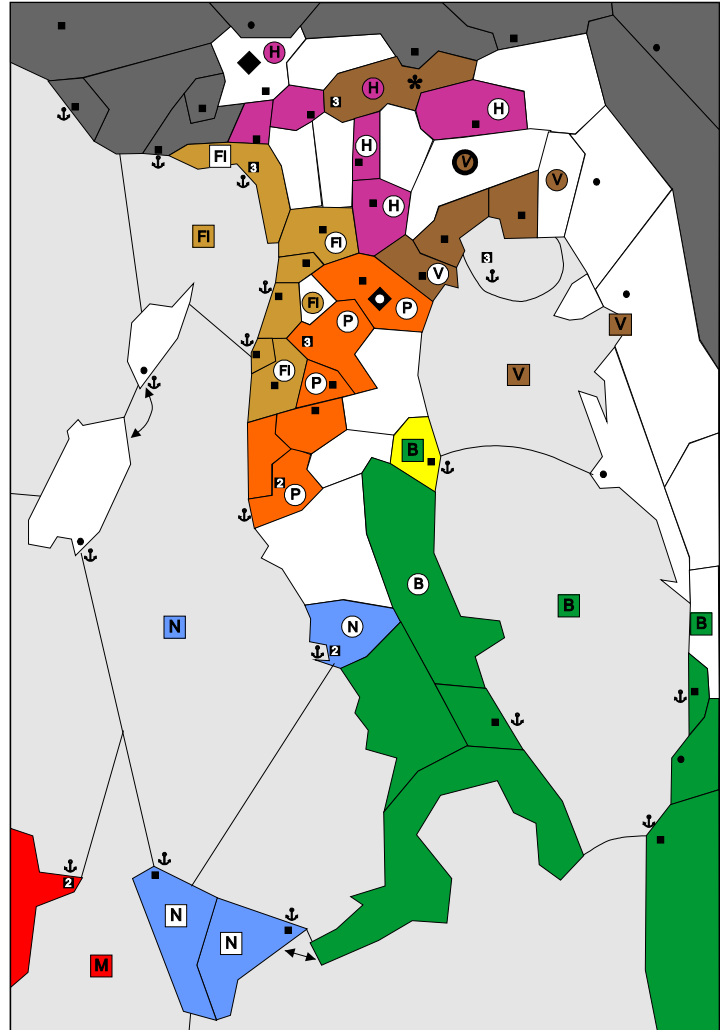
### Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory Deadline for Summer 1052 5/31, Tuesday

Venice continues to spar against the Holy Roman Empire and the Byzantines, while the Normans, Pope, and Pisa are quiet.

#### Orders

- BYZANTINES : A AQUILA supports F LOWER ADRIATIC TO ANCONA, F LOWER ADRIATIC TO ANCONA, F RAGUSA TO HERZEGOVINA, F DURAZZO TO LOWER ADRIATIC
- HOLY ROMAN EMPIRE : A CREMONA supports A Pavia to Milan, A Pavia to MILAN, A TRENTO supports A Mantua to Verona, A MANTUA to Verona, A Montferrat to TURIN
- NORMANS : F Naples to TYRRHENIAN SEA, F PALERMO supports F Naples to Tyrrhenian Sea, F MESSINA holds, G NAPLES convert to A
- PAPACY : A Florence to PISA, A URBINO supports F Bologna, A SIENNA to FLORENCE, F ROME holds, F BOLOGNA holds
- PISA : A Pisa to PISTOIA, A MODENA supports F GENOA (garrison destroyed), A SIENNA holds, F GENOA besieges, F Piombino to LIGURIAN SEA
- VENICE : A Milan holds (DISLODGED, retreat Como, Bergamo, Carinthia, garrison, OTB), A FERRARA supports A Padua to Verona, A (EM) Padua to VERONA, A Treviso to FRIULI, F Upper Adriatic to CROATIA, F Venice to UPPER ADRIATIC
- LOMBARDS: A Ancona holds (DESTROYED)
- MUSLIMS: F CENTRAL MEDITERRANEAN holds
- Your ducats:

have a grim future if locked in against each other. I'll gladly provide any helpful supports into areas currently colored purple, green or yellow.  
**Bolognese**



#### Press

**A Voice:** The seas look surprisingly empty.

**Byzantines – Normans:** Still “Yes” (4 + 4 = 8 but 4 – 4 = 0. Obviously, 8 > 0).

**Holy Roman Empire – Pisa:** OK, for now...

**Holy Roman Empire – Venice:** I can't believe you did that. You've made yourself our worse enemy!

**Holy Roman Empire – All others:** Notice the moves of Venice, he's trying to build up a large treasury, which means he'll have more units to come after you with. It's time now, to step up and force him to curtail his actions...

**Pisa – Normans:** Friends of the Pope are our friends, so we can divide northern isles between us, if you agree. We are going to take Corsica and Sardinia should be for you.

Venice - Pope, Pisa and Normans: Sorry for not communicating earlier. Moving against Holy Empire and Byzantines seemed like a good idea because these two would have the best chance to run away with the game if left unbothered. Please consider doing the same instead of infighting. Particularly Pope and Pisa would

### Robover

#### End of Game Statements

- Chris Geggus (Jeeves)** I enjoy RoboRally as it tends to concentrate the mind big time. In this one I guess I was lucky enough to avoid everyone else's firing lines and just trundled quietly on.
- Dave Hooton (THX 1139)** I was doing well until I caught a bad hand while closing in on Flag 2 which cost me two turns and allowed Chris G. to move ahead. Good play allowed Chris to maintain his lead. Congratulations to Chris G. and thanks to Chris H. for running the game.
- Bill Scharf (Slambot 9000)** Congrats to Chris on his win. I had a few bad rounds (movement but no turns, turns but no movement (except backwards))....that and the damage I took pretty much took me out of the "win" category rather early...still fun to play though. Thanks for running the game Chris.
- Andy York (Dalekbot)** Thanks for a great game Chris - loads of fun and a solid win by Chris!
- Dave Partridge (DizzyBot)** Thank you Chris for the game and well done Chris for the victory. Took too much damage too soon and just couldn't get where I needed to go.
- Ward Narhi (Narbot)** Normally I am pretty good at this game but in this one I could just not get to the first flag. Some bot or my own syntax errors always thwarted my best laid plans. Congrats to Geggus on the win.

**Husky**  
**Turn 9, Phases 3 through 5**  
**End of Game Statements, 5/31 Tuesday**

Players

Order	Player Name	Company Name	Color	Power Plant 1	Power Plant 2	Power Plant 3	Cities	Money
3	Michael Longdin	100% Power Mad	Green	04 Coal 2→1	24 Trash 2→4	30 Trash 3→6	14	202
1	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	25 Coal 2→5 (2)	22 Eco X→2	32 Oil 3→6 (3)	19	134
2	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	15 Coal 2→3 (2)	27 Eco X→3	33 Eco X→4	15	198
4	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	21 Hybrid 2→4	20 Coal 3→5	29 Hybrid 1→4 (1 O)	14	236
5	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4	16 Oil 2→3	14	183

Phase 3: Purchase Fuel

REM buys 2 coal for 5 and 2 oil for 6

100% Power Mad buys 5 trash for 27 and 2 coal for 8

SMOG buys 2 coal for 10

VoIT passes

DEAD buys 3 coal for 17, 4 oil for 19

Phase 4: Connect to Cities

REM connects to Cuxhaven for 23, Rostock for 21, and Fulda for 28

100% Power Mad connects to Frankfurt-M for 20.

SMOG connects to Wisbaden for 28, Halle for 26, and Leipzig for 15.

VoIT connects to Leipzig for 20, Berlin for 25, Frankfurt-O for 21, Erfurt for 26,

Munster for 27, and Dortmund for 22

DEAD passes

Phase 5: Bureaucracy

Produce Electricity

REM powers 9 cities, burning 2 coal, 1 uranium, and 2 oil and gaining 98 Elektros

100% Power Mad powers 11 cities, burning 2 coal and 5 trash and gaining 112 Elektros

SMOG powers 10 cities, burning 2 coal and gaining 105 Elektros

VoIT powers 13 cities, burning 2 coal and 3 oil and gaining 124 Elektros

DEAD powers 13 cities, burning 3 coal and 3 oil and gaining 124 Elektros

Notes

Since a player has connected to 17 or more cities, the game has ended. The winner is the player who supplies power to the most cities. VoIT and DEAD are tied at 13, and the tie breaker is the most cash. Congratulations to Andy York!

**Pateel**

**Turn 7, Funeral Commission through Parade**  
**Turn 8, Cure through Health, 5/31 Tuesday**

Funeral Commission

BCC declares 3 IP on J and 4 IP on O. Niewitko nominates Schukrutoff as the new Party Chief. Schukrutoff and Niewitko vote yes, all others vote no. The nomination fails and Niewitko ages to 78. Niewitko now nominates Eatstumuch as the new Party Chief. Niewitko and Eatstumuch vote yes, Schukrutoff abstains, and all others vote no. The nomination fails, Niewitko ages to 79 and becomes the new Party Chief.

Replacement Phase

Strychnin becomes the new Foreign Minister by age. Strychnin then promotes Putschnik to Economy Minister, aging to 79. Eatstumuch promotes I to Candidate, aging to 65.

Rehabilitation Phase

No rehabilitation.

Parade Phase

Niewitko waves.

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	79, ?	3 (PaH)
KGB Head	Lech Schukrutoff (B)	78, +, ?	
Foreign	Mikail Strychnin (T)	79, +	1 (BBC)
Defense	Antonj Talksallott (J)	68	6 (BBC)
Ideology	Victor Wasolin (Z)	55, ?	5 (KMFC)
Industry	Sergei Eatstumuch (M)	65, ?	2 (TCC)
Economy	Ulan Putschnik (Y)	52	
Sport	Oleg Satin (O)	62	2 (Fin), 7 (BBC)

Candidates: I, P, U, V, W

People:

F

Siberia:

L (68), X (61, ++), N, R (64)

Kremlin Wall:

A, E, S, K, H, G, C, Q

Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club
Ward Narhi	Finlandia
Pasquale Giovine	Bolshevics Born in Calabria
Mike Scott	The California Connection
Bill Scharf	People are Heroes
Brad Martin	Zapadniye Front

KMFC have one wave. ZF have one wave. PaH have one wave.

Intrigue Cards

Undeclared Influence

## Frontier Dog

### Turn 16

### Turn 17, 5/31 Tuesday

#### Segment 1

**Old Man:** Card 1 – Advance (straight ahead to UD18), turn 1 of 2  
**Shaggy:** Delay  
**Banker:** Card 5 – Cock/Aim/Shoot (aim at Shaggy), turn 1 of 2  
**NCO:** Card 5 – Cock/Aim/Shoot (Cock C41), turn 1 of 2

#### Segment 2

**Old Man:** Card 1 – Advance (straight ahead to UD18), turn 2 of 2  
**Shaggy:** Delay  
**Banker:** Card 5 – Cock/Aim/Shoot (aim at Shaggy), turn 2 of 2  
**NCO:** Card 5 – Cock/Aim/Shoot (Cock C41), turn 2 of 2

#### Segment 3

**Old Man:** Card 5 – Cock/Aim/Shoot (cock Cc36c), turn 1 of 2  
**Shaggy:** Delay  
**Banker:** Card 6 – Cock/Aim/Shoot (aim at Shaggy), turn 1 of 2  
**NCO:** Card 6 – Cock/Aim/Shoot (aim at Shaggy), turn 1 of 2

#### Segment 4

**Old Man:** Card 5 – Cock/Aim/Shoot (cock Cc36c), turn 2 of 2  
**Shaggy:** Card (3) – Turn (ahead left to face G17), turn 1 of 1  
**Banker:** Card 6 – Cock/Aim/Shoot (aim at Shaggy), turn 2 of 2  
**NCO:** Card 6 – Cock/Aim/Shoot (aim at Shaggy), turn 2 of 2

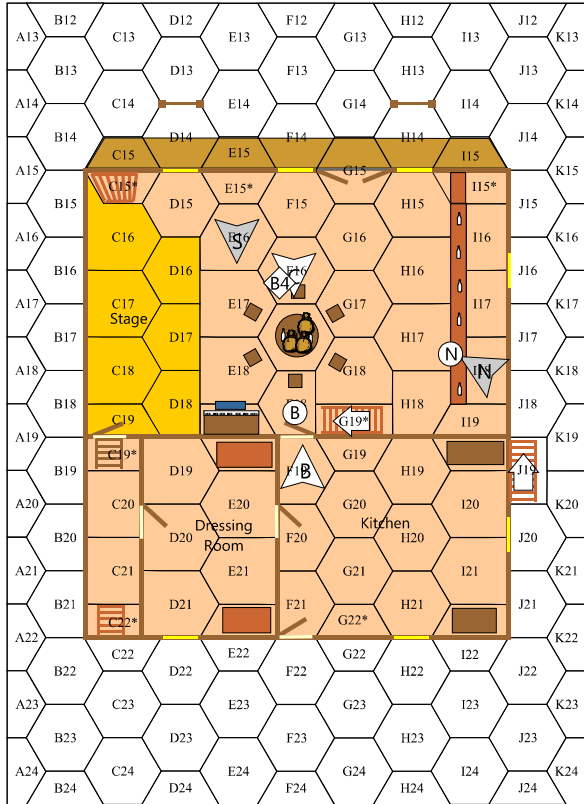
#### Segment 5

**Old Man:** Card (3) – Turn (ahead right to face UE18), turn 1 of 1  
**Shaggy:** Pass  
**Banker:** Card 7 – Shoot (at Shaggy), turn 1 of 1, aim time 8, distance 3, card 81, BE becomes VITAL, KILL  
**NCO:** Card 7 – Shoot (at Shaggy), turn 1 of 1, aim time 3, distance 3, card 82, BE becomes GUN, STUN 2, GUN HAND, GUN ARM 2

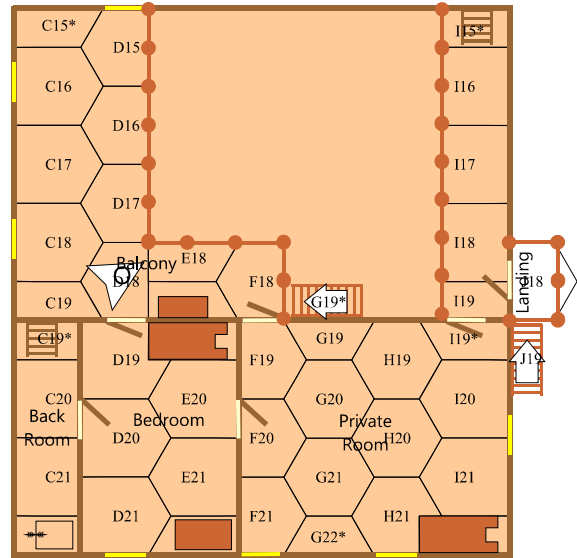
#### End of Turn

No actions

### Frontier Dog



### Frontier Dog Second Story



	Hitching Post		Door		Bottle
	Stairs		Window		Table
	Player (up)		Chair		Player (down)
	Gun		Money Bag		Aim Points
	Knife		Head		Player (dead)

#### Press

**Banker – Shaggy:** My money was on that table, you can't take it and expect to get away with it.

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	Old Man (O)	UD18>UE18	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	F16>G17				0	DEAD
C	James Pratt	Banker (B)	F19>F18				20	HEAD in F18
D	Mike Scott	Smith (S)	E16>E17	8	BR +2	N/A	0	SERIOUS 3, UNCONSCIOUS
E	Chris Geggus	NCO (N)	I18>H17	9	BR +1		16	DOWN, HEAD in H17

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Old Man	Knife	Empty	Empty	C36c, cocked	C36c: △△△△△⊗
Shaggy	Knife, Money Bag	C45, uncocked	Empty	Empty	C45: ○⊗⊗⊗⊗
Banker	None	SW45, uncocked	Empty	Empty	SW45: ○○○○○⊗
Smith	Knife	C45c, cocked	Empty	Empty	C45c: △△△△△△
NCO	SBR	C41, uncocked	Empty	Empty	C41: ⊗⊗⊗⊗⊗

Procyon

Turns 24.4 through 26.4  
Turns 26.5 through 28.5, 4/19 Tuesday

Turn 24

4<sup>th</sup>: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 3 3**  
**Open Port.**

Sells Rock Videos for \$200 (from the cup: Rock Videos at 4b). Buys Pet Monsters for \$80. GEGS receives \$40 in factory commissions.

5<sup>th</sup>: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 5 6**  
**Dryport(p) – A – Y – (R) – NC6 – (R) – Y – B – Y – Open Port.**

Sells Space Spice for \$80 plus \$120 demand (from the cup: Fare to Base at 7b)

and Demand for Wine at 4a). Dumps Fare to 9a (from the cup: Psychotic Sculpture at 10). Buys Living Toys for \$80, an Agent for \$80, and a Shield for \$60. QED receives \$40 in factory commissions.

6<sup>th</sup>: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 1 6**

**Airhome – (R) – (Y20) – (R30) – A – (Y) – (R20) – (Y) – Aerie – (R) – B – (Y) – (R10) – B10 – (Y) – (R) – B – Lonely Station.**

Turn 25

1<sup>st</sup>: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 3 5 6**  
**Jump Start to TeleGate 3 – A – Jellybeast Landing(p) – B – Jewel Port(o) – R – B – Y – NC3 – B30 – Comfort Station(o) – Comfort Station(s).**  
Sells Rock Videos for \$200 (from the cup: Melf Pelts at 5). Buys Pedegree Bolts for \$100. Receives \$50 in factory commissions.

2<sup>nd</sup>: **Paul Bolduc (Dell/Not for Hire) Uses Mulligan Gear: 2 becomes 1, Rolls Used: 5 \* 3**

**Goliath(p) – R – B – Y 0 B10 – R10 – B – Y – B – R – Aerie – Y – R – B – R – B.**

3<sup>rd</sup>: **Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 3 5 5**  
**Terror Station(s).**

Sells Finest Dust for \$50 (from the cup: Fare to 4c at 7a). Sells Finest Dust for \$50 (from the cup: Immortal Grease at 6). Buys Melf Pelts for \$50.

4<sup>th</sup>: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 2 2**

**Open Port – A – (R) – (Y10) – (Y20) – (R) – B – (Y) – Airhome – (R) – (Y20) – (R10) – Asteroid City East.**

Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Melf Pelts at 5 and Voll Silk at 1b). Buys Immortal Grease for \$50.

5<sup>th</sup>: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 1 1**  
**Open Port – Y – B30.**

6<sup>th</sup>: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls Used: 2 2**  
**Lonely Station – Lonely Planet.**

Sells Shining Slime for \$200 (from the cup: Mulch Wine at 3). Sells Immortal Grease for \$100 (from the cup: Fare to Base at 4a). Buys Lonely Station for \$160, Whynom Factory for \$80, an Agent for \$80, and 2 Impossible Furniture for \$220.

Turn 26

1<sup>st</sup>: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 4 6 6**  
**Comfort Station(s) – Comfort Station(o) – B – R – B – Y – B – R – Galactic Base – Y – R – B – R – B – Interstellar Biosphere.**  
Buys Bypass for \$200.

2<sup>nd</sup>: **Paul Bolduc (Dell/Not for Hire) Rolls Used: 6 \* 3**  
**B – Y – B – A – Ice Staion(p).**

Sells Megalith Paperweights for \$160 (from the cup: Melf Pelts at 5). Buys Psychotic Sculpture for \$160. Gains \$32 in port commissions.

Current status:

1a (Nillis): 4 Bionic Perfume, Guard Plants

1b (Volois): 4 Voll Silk, Spy Eye Relic

2 (Graw): 3 Space Spice, 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90)

3 (Niks): 1 Demand for Space Spice (+\$60), 4 Mulch Wine

4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)

4b (Humans): 4 Demand for Space Spice (+\$40), Demand for Bionic Perfume (+\$60), 1 Rock Videos

4c (Wraiths): Demand for Voll Silk (+\$60), 3 Visible Holes

3<sup>rd</sup>: **Bob Robles (Eeepeeep/Bender's Freedom Brigade) Rolls Used: 5 6 6**  
**Terror Station(s) – Terror Station(o) – A – Titan's Tower(o) – B10 – Y20 – R – B – Y – Airhome.**

Sells Melf Pelts for \$110 (from the cup: Immortal Grease at 6). VOOM receives \$11 in port commissions.

4<sup>th</sup>: **Andy York (Qossuth/Qossuth Entrepreneur Division) Rolls Used: 2 6**  
**Asteroid City East – (R10) – (Y20) – (R30) – A – TeleGate 1 – TeleGate 2 – NC2 – NC2 – (R30) – NC2 – NC2 – (R) – B.**

5 (Shenna): 2 Demand for Mulch Wine (+\$40), 2 Melf Pelts

6 (Yxklyx): Demand for Visible Holes (+\$70), 2 Immortal Grease

7a (Zum): 6 Chicle Liquor, 3 Demand for Finest Dust (+\$50), Fare to 4c (\$110)

7b (Eeepeeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Fare to Base (\$110)

8 (Whynoms): 3 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes

9a (Chola): 2 Demand for Chicle Liquor (+\$60), Life Project, 5 Designer Genes

9b (Wollow): 4 Megalith Paperweight, Demand for Impossible Furniture (+\$70),

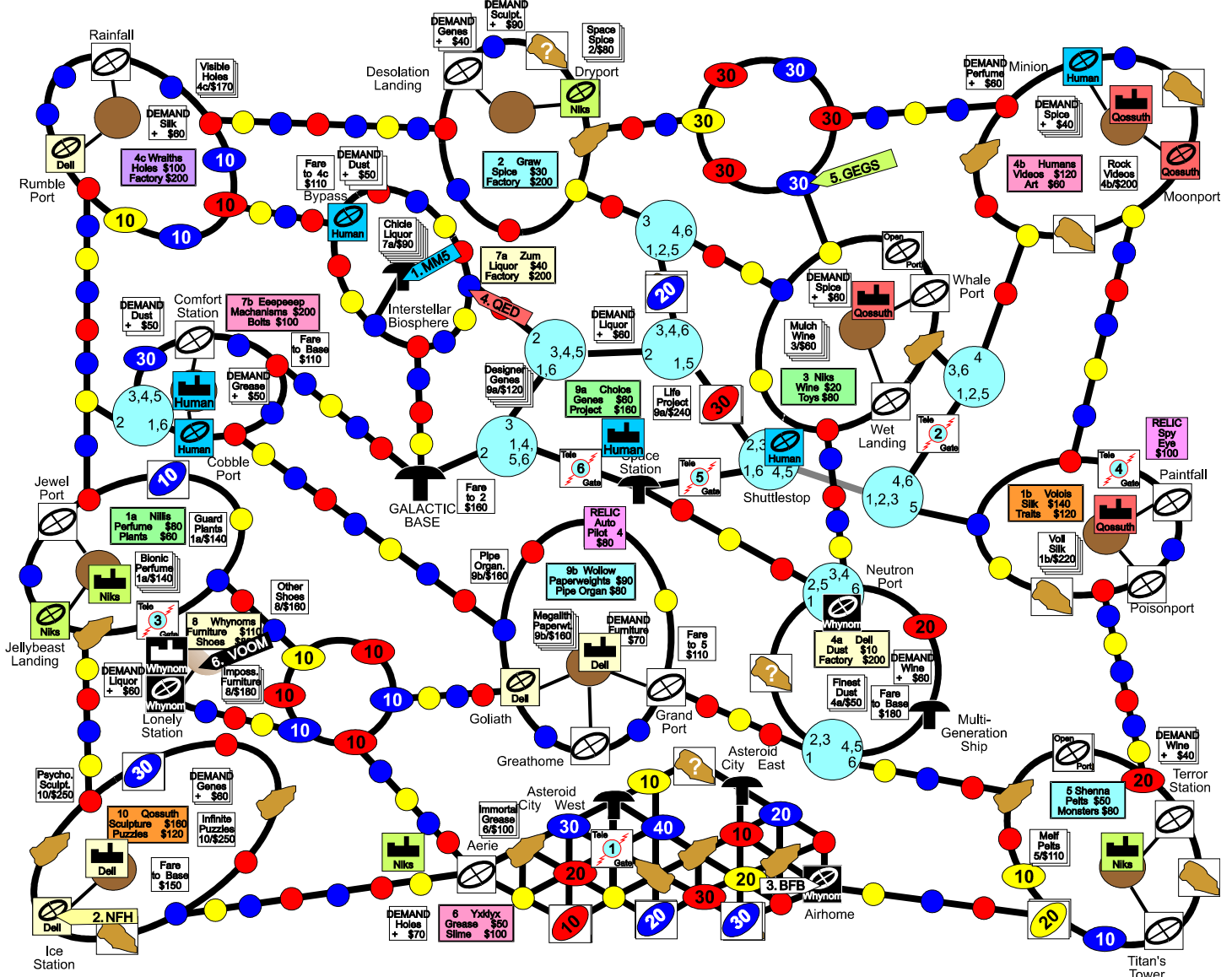


Fare to 5 (\$110), Portable Pipe Organ

Base (\$150), 1 Psychotic Sculpture

10 (Qossuth): 2 Demand for Designer Genes (+\$60), Infinite Puzzles, Fare to

Base: Fare to 2 (\$160)



<b>1. Mystery Machine 5</b> \$137				
Transport				
27: 1 1 5 //28: 1 6 6				
Hold1	Hold2	Hold3	Hull	
Rock Videos 4b/\$200	Rock Videos 4b/\$200	Pedigree Bolts. 7b/\$200	Shield (\$60)	
Cholos \$200	Cobble Port \$200	Eeepseep Bolts \$100	RELIC Jump Start \$120	
Shuttlestop \$200	Minion \$200	Bypass \$200		

<b>2. Not for Hire</b> \$237			
Needle			
27: 3 3//28: 3 4 (use 1*3)			
Hold1	Hold2	Hull	
Psychotic Sculpture 10/\$250		RELIC Mulligan Gear \$120	
Ice Station \$200	Qossuth \$200	Shield (\$60)	
Rumble Port \$200	Goliath \$200		
Wallow \$100			

<b>3. Bender's Freedom Brigade</b> \$1050				
Transport				
27: 1 6 6 // 28: 2 4 6				
Hold1	Hold2	Hold3	Hull	
			7a \$80	
			RELIC Switch Switch \$100	

<b>5. Ganymede Enterprises Going South</b> \$432				
Freighter				
26: 1 2 //27: 2 3 //28: 3 4				
Hold1	Hold2	Hold3	Hull	
Servo-Mech. 7b/\$300	Space Spice 2/\$80	Red Dye (\$120)	Shield (\$60)	
		Nik Agent (\$80)		
Hold4	Hold5			
Space Spice 2/\$80	Living Toys 3/\$180			
Shenna \$100	Yxklyx \$200	Jellybeast Landing \$200		
Nills \$100	Dryport \$200			

<b>4. Qossuth Entrepreneur Division</b> \$520				
Scow				
27: 1 3 3 4 //28: 1 2 3 6 (use 2)				
Hold1	Hold2	Hold3	Hold4	Hull
Immortal Grease 6/\$100	Pet Monsters 5/\$150	Primitive Art 4b/\$160	Comb. Dye (\$300)	4a \$60
				RELIC Spy Eye \$100
Niks \$200	Volois \$200	Moonport \$200	Human \$100	RELIC Gate Lock \$100
				Shield (\$60)

<b>6. VOOOM</b> \$1272				
Merchantman				
26: 5 5 6 // 27: 2 3 5 (use 2)				
Hold1	Hold2	Hold3	Hold4	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180		Red Dye (\$120)	RELIC Yellow Dye \$80
			Whynome Agent (\$80)	
Airhome \$200	Neutron Port \$200	Whynome \$100		
Lonely Station \$200				

**Basset**  
**Turn 14**  
**Turn 15, 5/31 Tuesday**

*Commander Actions*

**MMC** opens the bidding on Scientists for 40 and Lowreyville gets it for 61 (MWa, Re13, NC18). Opens up the bidding on the Orbital Lab for 50 and gets it for 80 (Wa6, MWa, MTi)

**Lowreyville** buys a new chemicals factory (Re16, MTi) and 4 population factors (NC22).

**Little Green Men** opens the bidding on Robots at 50 and gets it (Or1, Or1, Or5, MWa, Re13)

**Cosmic Nomads** buys 2 research factories (Wa5, Wa5, Wa7, Wa7, Wa8, Re13, Re16) and a population factor (Wa5). Transfers a population factor from an ore factory to man a research factory.

**BarterTown** opens the bidding on Robots at 50 and gets it (Wa5, Wa7, Wa9, Wa9, Ti7, Ti11, Ti12) and buys 2 robots (Ti10, Re10)

**HBDC** buys a research factory (Wa6, Re12, Re12) and 3 population factors (Or1, Wa5, Wa6, Wa8, Ti10)

**ShaggyMobile** passes

**HOBO** passes

*The Players*

	Outpost Name	Commander	Factories	Upgrades	VP
1	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TiF, TIF, NCF, NCF, P	No, HE, 2Sc, Ou, Ec, SS	47
2	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TiF, TIF	HE, No, 3OL, Ec, Ou, SS	44
3	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF	No, 2Ec, Wa, OL, Sc, La, Ro	34
4	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	2DL, No, Wa, Ec, La, Sc, Ro	31
5	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TiF, TiF, TiF, ReF	HE, 2Ro, La	30
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TIF, ReF, ReF	2DL, Wa, La, Ou	26
7	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TiF	2HE, Wa, 2Ou	21
8	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF	No, DL, Wa, La, Sc	19

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological

*Available Upgrades*

New Arrivals: Orbital Lab, Space Station, Planetary Cruiser, Moon Base

Upgrade	Minimum Bid	Available	Not Yet Delivered
Orbital Lab (OL)	50	1	0
Robots (Ro)	50	1	0
Space Station (SS)	120	1	4
Planetary Cruiser (PC)	160	1	5
Moon Base (MB)	200	4	2

*Production Cards*

MMC, Lowreyville, LGM, ShaggyMobile, and HOBO took MegaWater cards. MMC and Lowreyville took MTi cards. BarterTown discards Or4, Or4.

**Hunter**

**Turn 11, Phases IV – VI, Turn 12, Phases I - III**  
**Turn 12, Phases IV – VI, Turn 13 Phases I - III, 4/19 Tuesday**  
**Turn 11**

*Operations*

**Red** (Nichols) operates #63 (\$50, 2 lumber) and #53 (\$30, 1 silver), delivers 1 silver from Lake City to Pueblo for \$400 and 1 lumber from Lumberton to Pueblo for \$200, and collects \$130 in passenger revenue.

**Orange** (Hooton) operates #47 (\$40, depletes) and collects \$400 in passenger revenue.

**Green** (Longdin) operates #108 (\$40, depletes), #116 (\$60, 1 lumber), #109 (\$20, 2 copper), #105 (\$40, 4 silver), delivers 4 silver from Silver City to El Paso for \$1600 and 1 lumber from Pinos Altos to El Paso for \$200, collects \$60 in passenger revenue, and buys a 24 train for \$200.

**Brown** (Partridge) operates #76 (\$20, 4 coal) and #36 (\$50, 1 silver). Delivers 5 coal from Scofield to Salt Lake City for \$500, receives \$410 in passenger revenue, and hires a second prospector for \$400.

**Blue** (Scharf) operates #86 (\$20, 3 coal).

**Aqua** (Brosius) operates #58 (\$40, 3 lumber) and #119 (\$40, 3 coal), delivers 3 lumber from Dolores to Santa Fe for \$480, collects \$90 in passenger revenue, and buys a 24 train for \$200.

*Determine Price Changes*

Gold: Remains at \$250

Copper: Remains at \$160

Silver: Remains at \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	Remains at \$160	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

**Turn 12**

*Move Prospectors and Surveyors*

**Red** (Nichols) surveys Durango to Dolores and Antonito to La Madera, prospects the deck.

**Orange** (Hooton) surveys Montrose to Ouray and Rifle to Grand Junction, prospects #42.

**Green** (Longdin) surveys Santa Fe to La Madera, prospects passenger line 13.

**Brown** (Partridge) surveys Montrose to Placerville and Delta to Bowie, prospects #75

**Blue** (Scharf) no surveying, prospects #42.



Aqua (Brosius) surveys Farmington to Newcomb and Las Vegas to Santa Rosa, prospects #122

Dispute Resolution

Red draws claim #28 (gold at Leadville) and has first right of refusal. Orange and Brown have a dispute over the Montrose to Placerville line. Orange dr = 11+1, Brown dr = 8. Orange wins, surveyor becomes +2. Orange and Blue have a dispute over #42. Orange dr = 4+3, Blue dr = 6+3. Blue wins, prospector becomes +1. Red spends \$300, Orange spends \$280, Green spends \$480, Brown spends \$180, Blue spends \$100, and Aqua spends \$340.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$1,000	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$120	9	+2	S+2, S, P
Michael Longdin	Green	El Paso	\$4,850	9, 15, 24		S, S, P
Dave Partridge	Brown	Salt Lake City	\$2,915	9, 24		S, S, P+1, P
Bill Scharf	Blue	Pueblo	\$1,540	9, 15, 24		S+1, S, P+1
Eric Brosius	Aqua	Santa Fe	\$350	9, 15	+3	S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	1	\$50
53	Lake City	Red	Silver	0	\$30
47	Ouray	Orange	Silver	10	Depleted
108	Lordsburg	Green	Copper	11	Depleted
107	Santa Rita	Green	Copper	6	Depleted
116	Pinos Altos	Green	Lumber	7	\$30
109	Pinos Altos	Green	Copper	6	\$20
105	Silver City	Green	Silver	0	\$40
25	Bingham	Brown	Gold	6	Depleted
68	Scofield	Brown	Coal	1	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	4	\$20
36	Eureka	Brown	Silver	1	\$50
75	Rangely	Brown	Coal	N	\$20
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	3	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	N	\$40
120	Cuba	Aqua	Coal	1	Depleted
106	Cuba	Aqua	Copper	1	Depleted
119	Farmington	Aqua	Coal	8	\$40
58	Dolores	Aqua	Lumber	2	\$40
122	Lee Ranch West	Aqua	Coal	N	\$20

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
9	B	Denver – Leadville	\$120	Orange	
8	A	Denver – Leadville	\$260	Orange	1

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	6	\$200
42	8	320
72	8	\$500

#	Type	Route	Payoff	Owner	Notes
4	A	El Paso – Deming	\$60	Green	
13	B	El Paso – Santa Fe	\$140	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	2
11	B	Salt Lake City – Grand Jct.	\$140	Brown	3
6	A	Santa Fe – Albuquerque	\$90	Aqua	

<sup>1</sup> Discard after 4 Leadville depletions

<sup>2</sup> Discard when 22 is taken. Good for \$250 toward card 22.

<sup>3</sup> Discard when 20 is taken. Good for \$140 toward card 20 or 21.

Available Claims

#	City	Type	Claim	Operation
117	Cloudcroft	Lumber	\$120	\$50
40	Aspen	Silver	\$40	\$40
67	Coalville	Coal	\$60	\$30
72	Emery	Coal	\$60	\$30
78	Bowie	Coal	\$80	\$40
43	Leadville	Silver	\$200	\$50
114	McGaffey	Lumber	\$40	\$30
28	<i>Leadville</i>	<i>Gold</i>	<i>\$240</i>	<i>\$60</i>

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
14	B	El Paso – Albuquerque	\$220	\$405	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
20	C	Salt Lake City – Pueblo	\$600	\$930	
10	B	Denver – Aspen	\$130	\$250	
12	B	Pueblo – Grand Jct.	\$150	\$310	4
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

<sup>4</sup> Discard when 20 is taken. Good for \$150 toward card 20 or 21.

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	3	\$80
Die +4	5	\$140
Die +5	6	\$200

**Dogbreath****Epoch IV Empire Selection****Epoch IV Guptas, Goths, and Huns, 5/31 Tuesday**

**Marching Through the Ages** (Lewis) gives to Great Explorers Grabbing Samples    **The Questioner** (Partridge) gives to the Royal Manticoran Historical Society  
**Great Explorers Grabbing Samples** (Geggus) gives to Time Traveler                      Royal Manticoran Historical Society (Wilson) gives to Marching Through the  
**Arachnids** (Bolduc) keeps    Ages  
**Time Traveler** (Anderson) gives to Questioner

*Players*

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy Lewis	Marching Through the Ages (red)	21	40
Chris Geggus	Great Explorers Grabbing Samples (yellow)	22	55
Paul Bolduc	Arachnids (blue)	22	52
Dave Anderson	Time Traveler (orange)	25	52
Dave Partridge	The Questioner (green)	31	52
Kevin Wilson	Royal Manticoran Historical Society (purple)	37	76

*Positions*

**Arachnids:** NILE KINGDOM: Army, city, and fort Upper Nile. SCYTHEANS: Army Western Steppe. CIVIL WAR: Army and city Pindus. MAURYA: Armies Eastern Deccan, Malayan Peninsula, Sumatra, Mekong.

**Time Traeler:** MACEDONIANS: Army and city Lower Tigris, Lower Indus, armies Eastern Anatoia, Persian Salt Desert, Western Deccan, Western Ghats.

**Marching Through the Ages:** ASSYRIA: Armies Western Anatolia, Palestine. SASSANIDS: Army, Capital, and Monument Zagros, army, city, and Monument Great Plain of China, army and Monument Upper Tigris, Persian Plateau, Tarim Basin, armies Hindu Kush, Turanian Plain, Wei River.

**Royal Manticoran Historical Society:** Fleets Red Sea, Western Mediterranean, Eastern Mediterranean. CARTHAGINIA: Army, Capital, and Monument Shatts Plateau, army and Monument Nile Delta, armies Libya, Nubia, Southern Iberia. MAYANS: Two armies and Capital Central America. ROMANS: Army, Capital, and Monument Southern Appenines, army, city, and Monument Crete, two armies and Monument Middle Tigris, army and Monument Albion, Morea, Ganges Delta, armies Northern Appenings, Central Massif, Northern Gaul, Lower Rhein, Central Europe, Levant, Upper Indus, Ganges Plain, Malayan Peninsula.

**The Questioner:** Fleet South China Sea. PERSIA: Army Eastern Ghats. HAN DYNASTY: Armies Yellow River, Yangtse Kian, Chekiang, Si-Kyang, Szechuan, Irrawaddy.

**Great Explorers Grabbing Samples:** Fleet Black Sea. GREEK CITY STATES: Two armies Baltic Seaboard, armies Balkans, Danubia. CELTS: Armies Dneipr, Caucuses.

*Epoch IV Empire**Event Cards***Plantation Dog****Turn 8****Turn 9, 5/31 Tuesday**

**Richard** selects the Mayor, gains 1 doubloon, and places colonists in the coffee plantation, the Harbor, and San Juan, Andy Y. places colonists sugar plantation and the Small Sugar Mill, Andy L. places colonists on an indigo plantation and the Small Indigo Plant, Paul places a colonist on a coffee plantation, and shifts a colonist from the Construction Hut to the Large Market, and Chris places a colonist on the Factory.

**Andy Y.** selects the Craftsman, gaining 1 doubloon and producing 1 corn and 5 sugar, Andy Y. produces 4 corn, 1 indigo, and 2 coffee, Paul produces 2 indigo, Chris produces 1 corn, 2 indigo, 1 sugar, and 1 tobacco and receives 3 doubloons, and Richard receives 1 corn, 1 indigo, and 2 coffee

**Andy L.** selects the Captain and ships 4 corn on Ship 3 for 5 VP, Paul ships 3 Indigo on Ship 2 for 3 VP, Chris ships 3 Indigo on Ship 2 for 3 VP, Richard ships 1 corn on Ship 3 for 2 VP, Andy Y. ships 6 sugar on Ship 1 for 6 VP (Ship 1 sails), Andy L. ships 1 indigo on Ship 2 for 1 VP (Ship 2 sails), Chris ships 1 corn on ship 3 for 1 VP, and Andy Y. ships 1 corn on Ship 3 for 1 VP. Chris discards 1 sugar, Richard discards 1 indigo and 2 coffee.

**Paul** selects the Settler, taking a sugar plantation, Chris takes a tobacco plantation, Richard takes a corn plantation, Andy Y. takes a sugar plantation, and Andy L. takes a sugar plantation.

**Chris** selects the Trader, gaining 1 doubloon, and trades 1 tobacco for 4 doubloons.

*The Players*

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Paul Bolduc	Settler	Indigo, Indigo, Quarry, Quarry, Quarry, Coffee, Sugar	Connection Hut, Indigo Plant (2), Small Sugar Mill, Church, Large Market		1		5
Chris Geggus	Trader	Indigo, Quarry, Tobacco, Corn, Sugar, Indigo, Tobacco	Indigo Plant (1), Aquaduct, Black Market, Tobacco Storage (1), Small Sugar Mill, Factory		5		7
Richard Weiss	Mayor	Indigo, Coffee, Quarry, Corn, Quarry, Coffee, Corn	Small Market, Coffee Roaster (2), Small Indigo Plant, Harbour	2	1	1 Coffee	4
Andy York	Craftsman	Corn, Sugar, Sugar, Tobacco, Sugar, Sugar, Sugar	Sugar Mill (3), Small Sugar Mill, Small Indigo Plant, Small Warehouse		2		20

Andy Lewis	Captain	<b>Corn, Coffee, Coffee, Indigo, Corn, Quarry, Corn, Corn, Sugar, Sugar</b>	Hacienda, Storehouse, Coffee Roaster (2), Small Indigo Plant		5	2 Coffee	14
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Player in bold is the Governor for next turn. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

**Colonists:** Supply: 32      Colonist Ship: 8      **Trading House:**      **Victory Points:** 72  
**Cargo Ships:** Ship 1 (capacity 6):      Ship 2 (capacity 7):      Ship 3 (capacity 8): 7 Corn

Commodities

**Corn:** 3      **Indigo:** 11      **Sugar:** 11      **Tobacco:** 9      **Coffee:** 6

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP) (x2)	Guild Hall (10d, 4VP)
Small Sugar Mill (2d, 1VP)	Sugar Mill (4d, 2VP) (x2)	Coffee Roaster (6d, 3VP)	Residence (10d, 4VP)
	Hospice (4d, 2VP)	Lighthouse (7d, 3VP)	Fortress (10d, 4VP)
	Guesthouse (4d, 2VP)	University (8d, 3VP)	Customs House (10d, 4VP)
	Office (5d, 2VP)	Library (8d, 3VP)	City Hall (10d, 4VP)
	Trading Post (5d, 2VP)	Specialty Factory (8d, 3VP)	Cloister (10d, 4VP)
Forest House (2d, 1VP)	Small Wharf (6d, 2VP)	Union Hall (9d, 3VP)	Statue (10d, 8VP)
	Large Warehouse (6d, 2VP)	Wharf (9d, 3VP)	

Roles

Builder (1d), Captain, Craftsman, Mayor, Prospector (1d), Prospector (1d), Settler, Trader

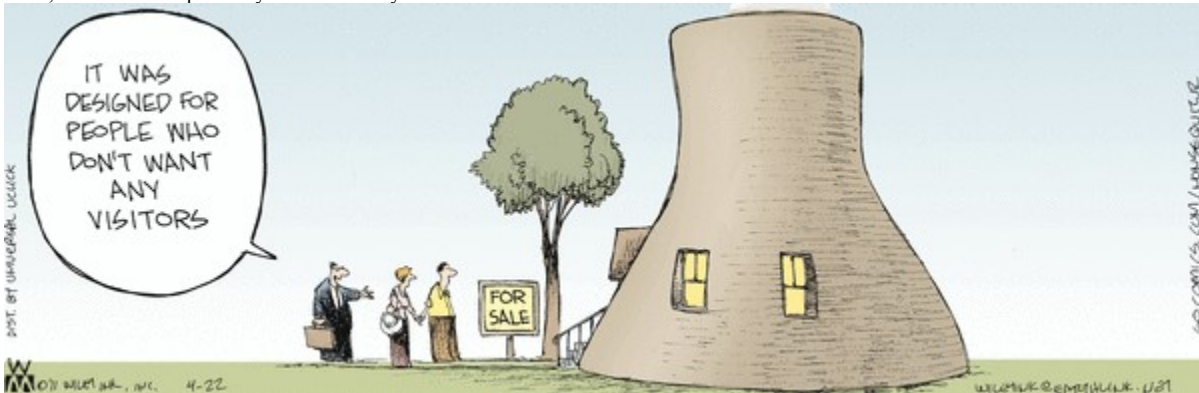
Plantations

Quarry, Forest (x12), Tobacco, Tobacco, Corn, Corn, Coffee, Sugar

Discard Pile: Tobacco, Tobacco, Indigo, Indigo, Indigo, Indigo, Tobacco, Tobacco, Coffee, Indigo, Coffee, Indigo, Sugar

Pedagoguery

Due to lack of time, the column on planetary orbital stability will be deferred to next issue.



Addresses

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Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely, Brad Martin **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

None this issue!