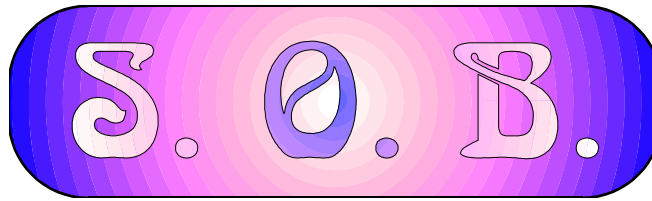


Number 179

June, 2012



Notes from Hades

I went to Geneva again in April. Once again, not much time to sight see, but overall I had productive meetings. At home, meanwhile, things have started going into higher gear. I mentioned last time about the LEGO robotics club that Scott is in. Well, their first competition is in about a week as I write this. After that, we will probably be preparing for another competition next fall. On top of that, we still have scouts, and I am running the science program once again for the district day camp. Never a dull moment.

No games have ended this time around, although a couple are getting close.

The next deadline is **Tuesday, June 12 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

Pick of the Litter. Silverton. Have Dave Hooton, Howard Bishop(\$), will take up to 4 more.

Russian Wolfhound. Kremlin. Have Bob Robles(\$), Bill Scharf(\$), Jack McHugh(\$), Chris Geggus(\$), Doug Kent(\$), Kevin Wilson(\$). **Starts this issue!**

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), will take up to 3 more.

Hound Dog. Dune. Will use the Lansraad, Ixians, and Bene Tleilaxu optional powers. Have Chris Geggus(\$), Dog Kent, Bob Robles(\$), Kevin Wilson, will take up to 2 more.

Robodog. Robo Rally. Map to be decided. Have Chris Geggus, Brendan Whyte(\$), Dave Hooton, Howard Bishop(\$), Bill Scharf(\$), will take up to 3 more. Players who have a (\$) after their name have paid the necessary game fee.

Grommit. Power Grid. Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), Richard Weiss will take up to 2 more.

Whippet. Puerto Rico. Have Chris Geggus, Ron Fisher, Richard Weiss, will take up to 3 more.

Wish List

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Jack McHugh, Bill Scharf, will take up to 6 more.

Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles, Brendan Whyte, will take up to 6 more.

Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 3, will take up to 4 more. This box will be checked if you have signed up.

Merchant of Venus. Options to be decided. Have Chris Geggus, Bob Robles, Ron Fisher, will take up to 3 more.

Seafarers of Cataan. Have Ron Fisher, Chris Geggus, will take up to 4 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-subscribers.

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

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@roadrunner.com

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

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

Barking Up the Wrong Tree

Fall 1261

Miller Number 2007Bpw10

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

Deadline Winter/Spring 1262 6/12, Tuesday

Florence is finally eliminated, and Milan nearly so. Venice dominates the north, the Pope the middle, and Aragon controls the west and south.

Orders

ARAGON (Scharf): F Marseilles to GULF OF LIONS, F PROVENCE supports F Ligurian Sea to Savoy, F Ligurian Sea to SAVOY, F Corsica to LIGURIAN SEA, F TYRRHENIAN SEA supports F Corsica to Ligurian Sea, F Palermo to CENTRAL MEDITERRANEAN, F Messina to PALERMO

FLORENCE (Whyte): A Pisa holds (DISLODGED, retreat Pistoia, garrison, OTB)

MILAN (Giovine): G GENOA holds, G PAVIA converts to A, G GENOA supports F Genoa

PAPACY (Robles): A Lucca to PISA, A FLORENCE supports A Lucca to PISA, A Perugia to SIENNA, A ROME holds, F Sienna to PIOMBINO, F Capua to NAPLES

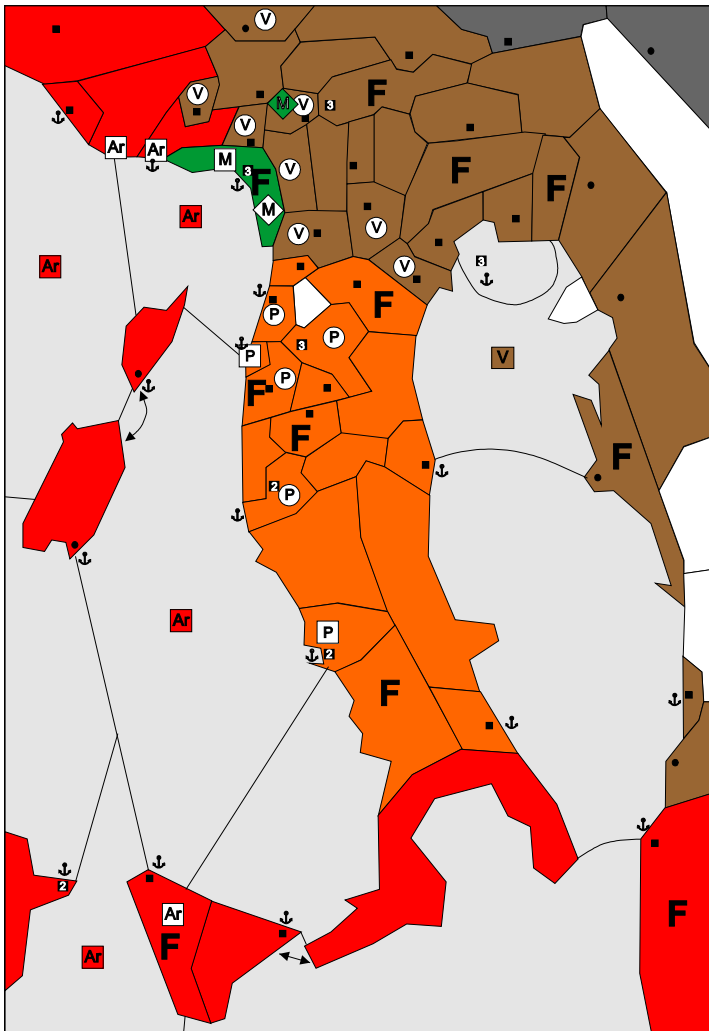
VENICE (Partridge): A SWISS holds, A SALUZZO holds, A MONTFERRAT to GENOA, A PAVIA besieges, A Parma to FORNOVA, A MODENA supports A Montferrat to Genoa, A MANTUA supports A Modena, A Verona to FERRARA, F Ferrara to UPPER ADRIATIC

Your ducats:

Notes

Regardless of where the Florentine army retreats, he no longer controls any of his home cities, and is thus eliminated. By that same token, the Pope has conquered Florence and gains the Florentine areas as home areas and the Florentine variable income die roll. In addition, Milan no longer controls his original home provinces, and thus loses them. He still maintains control over the Genoan home provinces, however. Milan loses the Milan variable income die roll.

Barking Up the Wrong Tree



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

Press

Florence – Pope: Whores, whores! my kingdom for some whores!

Spring 1262 Famine

Bad Year – Row and Column: Friuli, Bologna, Salerno, Verona, Milan, Sienna, Durazzo, Palermo Genoa, Dalmatia, Perugia

Spring 1262 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	Avignon, Marseilles, Provence, Savoy, Corsica, Sardinia, Tunis, <u>Palermo</u> , Messina, Otrango, <u>Durazzo</u>	9
MIL	<u>Genoa</u>	0
PAP	Lucca, Pisa, Florence, <u>Bologna</u> , Urbino, Arezzo, <u>Sienna</u> , Piombino, Patrimony, <u>Perugia</u> , Rome, Spoleto, Ancona, Aquila, Capua, Naples, <u>Salerno</u> , Bari	14
VEN	Swiss, Turin, Saluzzo, Montferrat, Fornova, Modena, Parma, Pavia, Como, Tyrolea, <u>Milan</u> , Cremona, Mantua, Ferrara, Padua, Treviso, <u>Verona</u> , Bergamo, Trent, Carinthia, <u>Friuli</u> , Carniola, Croatia, <u>Dalmatia</u> , Ragusa, Albania	22

Seas

ARA	Gulf of Lions, Ligurian Sea, Tyrrhenian Sea, Central Mediterranean	4
VEN	Venice, Upper Adriatic	2

Cities

ARA	Avignon, Marseilles, Savoy, Corsica, Sardinia, Tunis (2), <u>Palermo</u> , Messina, <u>Durazzo</u>	8
MIL	Genoa (3), <u>Pavia</u>	3
PAP	Lucca, Pisa, Florence (3), <u>Bologna</u> , Arezzo, <u>Sienna</u> , Piombino, <u>Perugia</u> , Rome (2), Ancona, Naples (2), Bari	13
VEN	Swiss, Turin, Saluzzo, Montferrat, Modena, Tyrolea, <u>Milan</u> (3), Cremona, Mantua, Ferrara, Padua, Treviso, Trent, Carniola, Croatia, <u>Dalmatia</u> , Ragusa, Albania, Venice (3)	19

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Gross
ARAGON:	4	9	4	8	25
MILAN:	4	0	0	3	7
PAPACY:	11	14	0	13	38
VENICE:	5	22	2	19	48

Your total after income:

Game Summary

	'50	'51	'52	'53	'54	'55	'56	'57	'58	'59	'60	'61	'62
Aragon	3	3	4	5	5	5	6	6	6	5	7	8	9
Avignon	4	5	6	7	5	4	2	0	0	0	0	0	0
Florence	3	4	5	6	7	5	5	5	3	2	2	1	0
Genoa	3	3	3	0	0	0	0	0	0	0	0	0	0
Milan	3	6	6	7	8	10	12	15	15	13	11	5	1
Papacy	3	4	4	4	4	5	5	5	7	10	10	11	12
Venice	3	4	4	7	9	11	11	9	11	12	12	16	19

Bolognese

Fall 1054

Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory

Deadline for Winter/Spring 1055 6/12 Tuesday

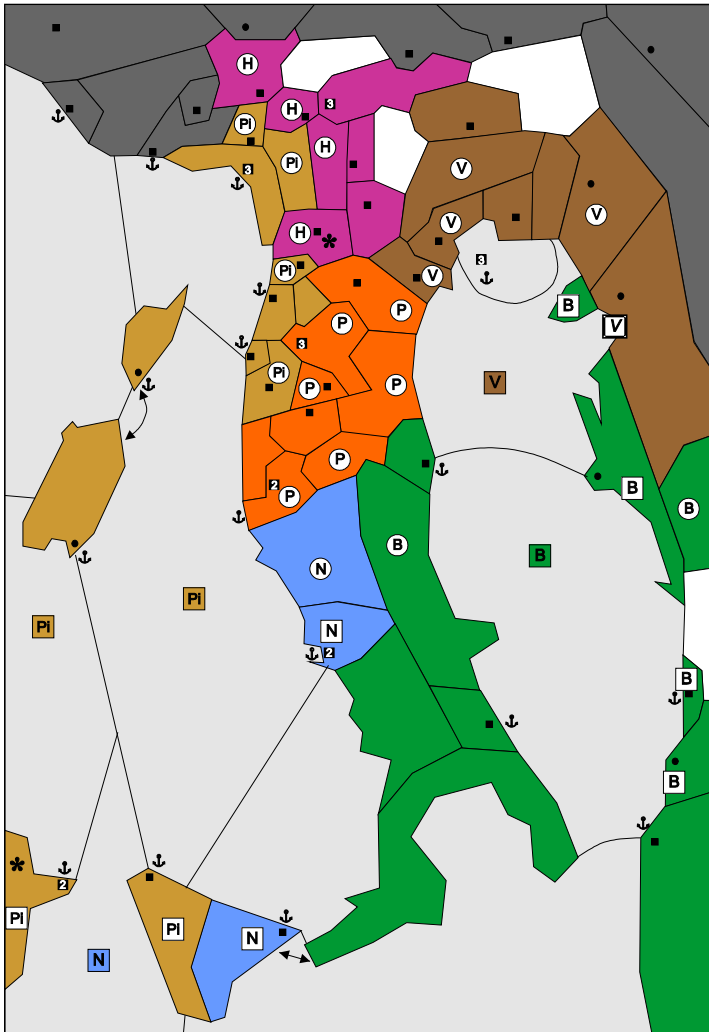
The stalemate in the Adriatic between Venice and Byzantium continues, with the Pope joining in for good measure. Pisa makes big gains against the Normans, while losing a bit against the Holy Roman Empire.

Orders

BYZANTINES □: A BOSNIA to Croatia, A AQUILA to Ancona, F ISTRIA supports A Bosnia to Croatia, F DALMATIA supports A Bosnia to Croatia, F LOWER ADRIATIC supports A Aquila to Ancona, F ALBANIA to RAGUSA, F DURAZZO to ALBANIA
 HOLY ROMAN EMPIRE □: A TURIN supports A Pavia, A PAVIA supports A Parma, A

PARMA supports A Mantua to Modena, A Mantua to MODENA
 NORMANS □: A CAPUA to Rome, F NAPLES holds, F TUNIS supports F Palermo to Central Mediterranean (cut, DISLOADED, retreat garrison, OTB), F Palermo to CENTRAL MEDITERRANEAN, F MESSINA holds (u)

Bolognese



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison
 PAPAcy □: A BOLOGNA supports A Florence, A FLORENCE supports A Bologna, A URBINO to Ancona, A Perugia to AREZZO, A ROME holds, A SPOLETO supports A Urbino to Ancona
 PISA □: A Pisa to LUCCA, A SIENNA holds, A FORNOVA to Pavia, A MONTFERRAT supports A Fornova to Pavia, A Modena to Parma (DISLOADED, retreat Genoa, garrison, OTB), F Central Mediterranean to TUNIS, F WESTERN MEDITERRANEAN supports F Central Mediterranean to Tunis, F Tyrrhenian Sea to PALERMO, F Ligurian Sea to TYRRHENIAN SEA
 VENICE □: A VERONA supports A Ferrara, A FERRARA supports A Verona, A PADUA supports A Ferrara, A CARNIOLA supports F Croatia, F UPPER ADRIATIC supports F Croatia, F (EM) CROATIA supports F Upper Adriatic (cut)
 Your ducats:

S.O.B.

Press

Pisa – Pope: Dear Pope, if you need support from TS, please you ask to me. Your support to Modena is always appreciated.

Notes

Thanks to standby for his unused standby orders for the Holy Roman Empire.

Spring 1055 Income

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

Provinces

BYZ	Istria, Dalmatia, Ancona, Aquila, Salerno, Bari, Otranto, Bosnia, Ragusa, Albania, Durazzo	11
HRE	Turin, Pavia, Milan, Cremona, Parma, Mantua, Modena	7
NOR	Capua, Naples, Messina	3
PAP	Bologna, Florence, Urbino, Arezzo, Perugia, Spoleto, Rome, Patrimony	8
PISA	Montferrat, Fornova, Genoa, Lucca, Pistoia, Pisa, Sienna, Pistoia, Corsica, Sardinia, Tunis, Palermo	12
VEN	Trent, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Croatia	8

Seas

NOR	Central Mediterranean	1
PISA	Western Mediterranean, Tyrrhenian Sea	2
VEN	Venice, Upper Adriatic	2

Cities

BYZ	Dalmatia, Ancona, Bari, Ragusa, Albania, Durazzo	6
HRE	Turin, Pavia, Milan (3), Cremona, Mantua, <i>Modena</i>	8
NOR	Naples (2), Messina	3
PAP	Bologna, Florence (3), Arezzo, Perugia, Rome (2)	8
PISA	Montferrat, Genoa (3), Lucca, Pistoia, Pisa, Sienna, Corsica, Sardinia, <i>Tunis (2)</i> , Palermo	13
VEN	Trent, Ferrara, Padua, Treviso, Carniola, Croatia, Venice (3)	9

Totals

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	5	11	0	6	22
HOLY ROMAN EMPIRE:	3	7	0	8	18
NORMANS:	4	3	1	3	11
PAPACY:	4	8	0	8	20
PISA:	3	12	2	13	30
VENICE:	4	8	2	9	23

Your total after income:

Game Summary

	1051	1052	1053	1054	1055
Byzantines:	3	4	7	7	6
Holy Roman Empire:	3	5	5	5	6
Normans:	1	3	4	4	2
Papacy:	3	4	5	5	5
Pisa:	3	5	7	9	10
Venice:	3	5	7	6	7

Numbers in italics can change based on retreats.

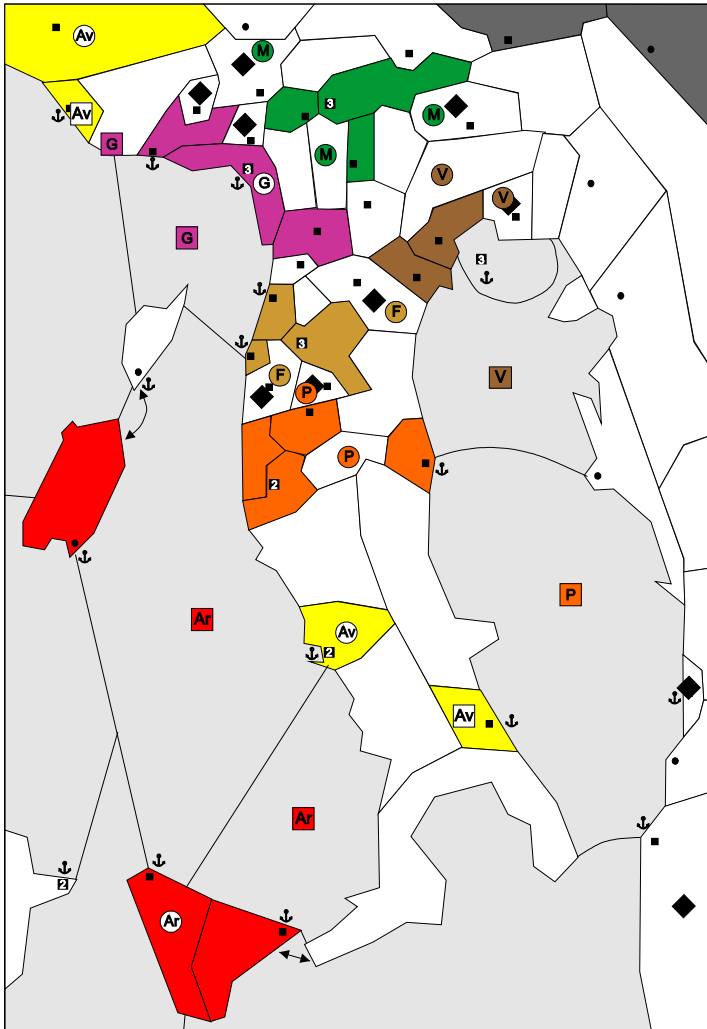
Purebred

Summer 1250

Miller Number ?????

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Fall 1250 6/12 Tuesday**

The summer is quiet, with little hostility, except for Aragon against Avignon, and many others against autonomous garrisons.

PurebredExpenditures

The Pope borrows 5 ducats for 1 year (6 ducats due Spring 1251) and spends 9 ducats to buy autonomous garrison Ragusa.

Outstanding Loans

Summer 1251: 6 ducats due from the Pope (5 borrowed)

Orders

- ARAGON (McHugh): A Palermo to NAPLES, F TYRRHENIAN SEA transports A Palermo to Naples, F GULF OF NAPLES supports A Palermo to Naples
- FLORENCE (Narhi): A BOLOGNA besieges, A SIENNA besieges
- GENOA (Wilson): A GENOA to MODENA, F PROVENCE to SAVOY, F Ligurian Sea to CORSICA
- MILAN (Schoenfeldt): A TURIN besieges, A TRENTO besieges, A PARMA to MILAN
- PAPACY (Roalstad): A AREZZO besieges, A SPOLETO to ANCONA, F LOWER ADRIATIC to ALBANIA, G RAGUSA convert to F
- VENICE (Robles): A VERONA holds, A TREVISO besieges, F UPPER ADRIATIC to DALMATIA
- AVIGNON: A AVIGNON holds, A NAPLES holds (Displaced, retreat OTB), F BARI holds, F MARSEILLES holds

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

Pateel**End of Game Statements**

Pasquale Giovine: Final comments of the Undiscussed and Perennial Party Chief: I wish to thank Chris for his work. Good game of Kremlin, that finally I won after many attempts. This time it was a very even match, as it can be seen from the distribution

of waves between four players. Thanks to all!

Bill Scharf: Congrats to Pasquale on his win. A few early deaths in my faction, and failure to wave, didn't help. Bumping me out of the top spot when BBC had overwhelming board position didn't help either.....oh well....maybe next time.

Hunter

**Turn 20, Phases IV – VI, Turn 21, Phases I - III
Turn 21, Phases IV – VI, Turn 22 Phases I - III, 6/12 Tuesday
Turn 20**

Operations

Red (Nichols) operates #63 (\$50, 2 lumber), #51 (\$30, 4 silver), #83 (\$20, 3 coal), no deliveries due to snow, receives \$130 in passenger revenues.

Orange (Hooton) operates #82 (\$20, depletes), #131 (\$20, 1 lumber), #77 (\$20, 1 coal), uses +3 snowplow on the Buena Vista to Gunnison route (dr = 2+3, fails), and +2 snowplow on the Leadville to Aspen route (dr = 3+2, fails), delivers 4 lumber from Hot Sulphur Springs (split with Brown) for \$600, receives \$20 in passenger revenues. Buys a +3 snowplow for \$80.

Green (Longdin) operates #124 (\$40, 3 coal), #125 (\$20, 3 coal), #112 (\$20, 1 copper), no deliveries due to snow, receives \$200 in passenger revenues.

Brown (Partridge) operates #76 (\$20, 4 coal), #36 (\$50, 1 silver), #75 (\$20, 5 coal), #54 (\$40, 2 lumber), #74 (\$20, 3 coal), #73 (\$20, 3 coal), #39 (\$30, depletes),

delivers 7 silver from Eureka to Salt Lake City for \$2800, 2 lumber from Steamboat Springs to Salt Lake City for \$600, delivers 4 lumber from Hot Sulphur Springs to Salt Lake City (split with Orange) for \$600, and 1 coal from Coalville to Salt Lake City for \$100. Gains \$270 in passenger revenue.

Blue (Scharf) operates #86 (\$20, depletes), #89 (\$30, depletes), #121 (\$30, 5 coal), #90 (\$40, 4 coal), delivers 14 silver from Leadville to Pueblo for \$5600.

Aqua (Brosius) operates #58 (\$40, 1 lumber), #122 (\$20, 1 coal), #59 (\$40, depletes), #62 (\$30, 1 lumber), #84 (\$20, 3 coal), #64 (\$40, 3 lumber), #113 (\$30, 3 lumber), uses +3 snowplow on Cuba to Blanco route (automatic success), delivers 3 coal from Durango to El Paso for \$420, 6 lumber from Dolores to Santa Fe for \$960, 2 lumber from Dolores to El Paso for \$160, and 1 copper from Cuba to Santa Fe for \$120. Gains \$810 in passenger revenue.

Determine Price Changes

Gold: +1 to \$250

Copper: -1 to \$100

Silver: -7 to \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Remains at \$200	Remains at \$200	-1 to \$240	+2 to \$200	-2 to \$100	Remains at \$80
+2 to \$100	+2 to \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 21

Move Prospectors and Surveyors

Red (Nichols) surveys South Fork to Pagosa Springs and Grants to Paxton Springs, prospects #65 and #128.

Orange (Hooton) surveys Meecker to Rangely and prospects #32 and #44 (with P+1).

Green (Longdin) surveys Pinos Altos to Mogollon, prospects #104.

Brown (Partridge) surveys Minturn to Leadville (S+1) and Minturn to Glenwood Springs, prospects #44 (P+2) and #71 (P+1)

Blue (Scharf) no surveying, prospects #44

Aqua (Brosius) surveys French to Raton and French to Cimmaron, prospects #118 (P+2) and the deck (P+1)

Dispute Resolution

Aqua draws claim #129 (Dillon copper) and has first right of refusal. Orange, Brown, and Blue have a dispute over claim #44. Orange: 8+1+3; Brown: 4+2; Blue: 10+2+3. Blue wins. Red spends \$580, Orange spends \$220, Green spends \$380, Brown spends \$380, Blue spends \$40, and Aqua spends \$200.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$5,380	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$10,405	9, 24, 42	+2, +3, +3	S+2, S, P+1, P
Michael Longdin	Green	El Paso	\$13,790	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$18,980	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$11,770	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$11,545	9, 15, 24, 42	+3	S, S, P+2, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	6	\$50
45	Westcliffe	Red	Silver	N	\$30
83	Durango	Red	Coal	11	\$20
51	Silverton	Red	Silver	5	\$30
33	Silverton	Red	Gold	1	\$50
65	El Vado	Red	Lumber	N	\$30
128	South Fork	Red	Silver	N	\$40
82	Crested Butte	Orange	Coal	4	Depleted
46	Telluride	Orange	Silver	3	Depleted
131	Hot Sulphur Springs	Orange	Lumber	1	\$20
77	Craig	Orange	Coal	2	\$20
32	Fairplay	Orange	Gold	N	\$50
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	8	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	3	\$20
112	Tyrone	Green	Copper	1	\$20
104	Mogollon	Green	Silver	N	\$50
25	Bingham	Brown	Gold	6	Depleted
26	Marysvalle	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	10	\$20
36	Eureka	Brown	Silver	0	\$50
75	Rangely	Brown	Coal	9	\$20
67	Coalville	Brown	Coal	9	\$30
54	Steamboat Springs	Brown	Lumber	2	\$40

#	City	Owner	Type	Goods	Operation
74	Elk Springs	Brown	Coal	10	\$20
73	Hiawatha	Brown	Coal	10	\$20
132	Steamboat Springs	Brown	Coal	N	\$50
71	Sunnyside	Brown	Coal	N	\$20
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	9	Depleted
50	Silverton	Blue	Silver	N	\$50
89	Walsenburg	Blue	Coal	2	Depleted
52	Lake City	Blue	Silver	3	Depleted
121	York Canyon	Blue	Coal	10	\$30
90	Trinidad	Blue	Coal	4	\$40
44	Leadville	Blue	Silver	N	\$40
58	Dolores	Aqua	Lumber	0	\$40
122	Lee Ranch West	Aqua	Coal	1	\$20
62	Taos	Aqua	Lumber	4	\$30
84	Durango	Aqua	Coal	0	\$20
64	Lumberton	Aqua	Lumber	3	\$40
113	Porter	Aqua	Lumber	3	\$30
118	Cimarron	Aqua	Lumber	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
10	B	Denver – Aspen	\$130	Orange	

#	Type	Route	Payoff	Owner	Notes	#	City	Type	Claim	Operation
21	C	Salt Lake City – Colorado Springs	\$600	Orange /Brown		27	Dillon	Gold	\$120	\$40
4	A	El Paso – Deming	\$60	Green		126	Santa Rita	Coal	\$60	\$30
13	B	El Paso – Santa Fe	\$140	Green		91	Trinidad	Coal	\$60	\$30
2	A	Salt Lake City – Provo	\$20	Brown		123	Gallup	Coal	\$60	\$40
16	B	Salt Lake City – Grand Jct.	\$250	Brown	2	29	Leadville	Gold	\$100	\$20
20	C	Salt Lake City – Pueblo	\$600	Orange /Brown		127	Westcliffe	Silver	\$60	\$20
6	A	Santa Fe – Albuquerque	\$90	Aqua		<i>129</i>	<i>Dillon</i>	<i>Copper</i>	<i>\$100</i>	<i>\$40</i>
18	C	Gallup – Santa Rosa	\$500	Aqua		Claims in italics are under first right of refusal.				
14	B	El Paso – Albuquerque	\$220	Aqua		<u>Available Passenger Lines</u>				

¹ Discard after 1 more Leadville depletion.

² Discard when 22 is taken. Good for \$250 toward card 22.

Available Claims

#	City	Type	Claim	Operation
79	Bowie	Coal	\$80	\$40

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	1	\$200
42	5	320
72	7	\$500

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	0	\$80
Die +4	5	\$140
Die +5	6	\$200

Dogbreath

Epoch VII Empire Selection

Epoch VII Russia, Manchu Dynasty, and the Netherlands, 6/12 Tuesday

Epoch VII Empire Selection

Great Explorers Grabbing Samples (Geggus) passes to the Royal Manticoran Historical Society

Marching Through the Ages (Lewis) passes to GEGS

Royal Manticoran Historical Society (Wilson) passes to the Time Traveler

Arachnids (York) keeps

The Questioner (Partridge) keeps

Time Traveler (Anderson) passes to Marching Through the Ages

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Great Explorers Grabbing Samples (yellow)	49	140
Andy Lewis	Marching Through the Ages (red)	58	124
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	151
Andy York	Arachnids (blue)	61	149
Dave Partridge	The Questioner (green)	66	129
Dave Anderson	Time Traveler (orange)	69	127

Positions

Arachnids: Fleets Red Sea, South China Sea, Bay of Bengal. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Army Mekong. ARABS: Army, fort, and Monument Southern Iberia, army and fort Lower Tigris, Nubia, armies Levant, Libya. SUNG DYNASTY: Army and city Szechuan, Yangtse Kian, armies Chekiang, Malayan Peninsula, East Indies. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Ganges Delta, Upper Indus, Turanian Plain, Persian Plateau, Zagros, armies Ceylon, Hindu Kush.

Time Traveler: Fleets Atlantic Ocean, Indian Ocean, Sea of Japan. MACEDONIANS: Army Western Ghats. HUNS: Two armies Baltic Seaboard, armies Caucuses, Northern Gaul. MONGOLS: Army and Monument Morea, Great Plain of China, two armies Eastern Steppe, armies Mongolia, Danubia, Pindus, Crete. SAFAVIDS: Army, Capital, and Fort Persian Salt Desert. PORTUGAL: Army and Capital Western Iberia, armies Ireland, Highlands, Patagonia, Deep South.

Marching Through the Ages: Fleets Atlantic Ocean, Indian Ocean, Caribbean Sea, North Sea, Eastern Mediterranean. NORTH AMERICAN MIGRANTS: Armies Great Plains, West Indies. SASSANIDS: Three armies Wei River. BYZANTINES: Armies Northern Appenines, Dalmatia. HOLY ROMAN EMPIRE: Army Upper Tigris. SPAIN: Army, Capital, and Monument Pyrenees, army, city, and Monument Northern Andes, army and Monument Central Europe, Shatts Plateau, armies Southern Andes, Lower Rhein, Madagascar, Ceylon.

Royal Manticoran Historical Society: MAYANS: Two armies and Capital Central America. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. CHOLAS: Army Sumatra. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard.

The Questioner: Fleet Black Sea. HAN DYNASTY: Three armies Si-Kyang, armies Yellow River, Irrawaddy. FUJIWARA: Army and Capital Hokkaido, army

Honshu. SELJUK TURKS: Army and Monument Eastern Deccan, two armies Western Deccan, armies Eastern Ghats, Lower Indus. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and fort Tarim Basin, armies Balkans, Eastern Anatolia.

Great Explorers Grabbing Samples: Fleet Western Mediterranean. CRUSADERS: Army, city, and Monument Arabian Peninsula, army, city, and fort Palestine, army and Monument Nile Delta. VIKINGS: Army and Monument Albion, Southern Appinines, armies Scandinavia, North European Plain, Western Gaul, Central Massif. TIMURID EMIRATES: Armies Western Steppe, Dnieper.

*Epoch VII Empire**Event Cards***Rottweiler****Turn 4a****Turn 4b, 6/12 Tuesday***Available Cards*

Set 1	Set 2	Set 3	Set 4
Raw Materials	Order	Hiring/Firing	Growth
Innovation	Growth	Advisor	Innovation
Waste Disposal	Hiring/Firing	Order	Waste Disposal

TRP takes set 4

GOP takes set 2

GOO takes set 1

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	1	\$15	0	2	15	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	2	\$10	0	15	16	5	Innovation
Eric Brosius	General Olfactory Organization	3	\$16	0	6	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	3/6	5/1	7	30
Richard Weiss	5/1	5/1	4/3	4	26
Eric Brosius	5/1	4/3	5/1	2	28

Cards

TRP	GOP	GOO
Growth	Order	Raw Materials
Innovation	Growth	Innovation
Waste Disposal	Hiring/Firing	Waste Disposal

Discards

Growth

Growth

Innovation

Daquiri**Turns 11.3 to 13.3***Turn 11*

Zieske takes the Craftsman, gaining 1 doubloon, and produces 5 sugar and 2 indigo, and gains 1 doubloon from the Factory, York produces 3 tobacco, 1 sugar, and 1 corn, Fisher produces 2 coffee, 1 indigo, and 2 corn, and gains 2 doubloons from the factory, Partridge produces 1 coffee, 1 tobacco, 1 indigo, and 1 corn, and McHugh produces 3 indigo.

York takes the Trader and trades tobacco for 3 doubloons plus 1 for the Trader bonus, Fisher trades coffee for 4 doubloons, plus 1 doubloon for the Small Market and 2 doubloons for the Large Market, Partridge sells Indigo for 1 doubloon, McHugh can't sell, Zieske sells sugar for 2 doubloons.

Fisher takes the Builder, building a City Hall (Builder bonus, 2 Quarries, and 7 doubloons), Partridge builds an Office (5 doubloons), McHugh passes, Zieske builds a Wharf (6 doubloons, 3 Quarries), York builds a Coffee Roaster (2 Quarries, 4 doubloons).

Turn 12

Governor **McHugh** takes a Prospector, gaining 3 doubloons.

Zieske takes the Captain, gains 1 doubloon and ships 4 sugar on Ship 2 for 5 VP, York ships 2 corn on Ship 3 for 2 VP, Fisher ships 2 corn on Ship 3 for 3 VP,

Partridge ships 1 corn for 1 VP, McHugh cannot ship, Zieske cannot ship, York ships tobacco for 1 VP (Ship 1 sails), Fisher ships 2 coffee via the Wharf for 3 VP, Partridge, McHugh, and Zieske cannot ship, York ships 1 sugar on Ship 2 for 1 VP. Partridge discards 1 tobacco, McHugh discards 2 indigo.

York takes the Mayor, gains 1 doubloon, and puts one colonist on the sugar plantation, and 2 on the Coffee Roaster, Fisher puts a colonist on the City Hall, Partridge puts a colonist on the Corn plantation, McHugh places the new colonist on a corn plantation and transfers a colonist from a tobacco plantation to a corn plantation, and Zieske places the colonist on the Wharf. Six new colonists are placed on the colonists ship.

Fisher takes the Settler and takes a corn plantation (with a colonist from the Hospice), Partridge takes a coffee plantation, McHugh takes corn, Zieske takes corn (with a colonist from the Hospice), and York takes a sugar plantation. New plantations: indigo, sugar, sugar, sugar, coffee, coffee. Discards reshuffled.

Partridge takes the Trader and trades coffee for 5 doubloons, McHugh trades indigo for 4 doubloons, Zieske passes, York trades tobacco for 3 doubloons, and Fisher passes.

Turn 13

Governor **Zieske** chooses the Craftsman, gains 1 doubloon, and produces 2 corn, 2 indigo, 4 sugar, and 2 doubloons from the Factory, York produces 1 corn, 2 sugar, 3 tobacco, and 1 coffee, Fisher produces 2 corn, 1 indigo, 2 coffee, and 2 doubloons from the Factory, Partridge produces 1 indigo, 2 tobacco, and 1 coffee, and McHugh produces 3 indigo.

York chooses the Captain and ships 3 tobacco on Ship 1 for 4 VP, Fisher ships 2 corn on Ship 3 for 3 VP, Partridge ships 2 tobacco on Ship 1 for 2 VP, McHugh passes, Zieske ships 2 on Ship 2 sugar for 2 VP (Ship 2 sails), York ships 1 corn on Ship 3 for 1 VP (Ship 3 sails), Fisher ships 2 indigo via the Wharf for 3 VP, Partridge passes, McHugh passes, Zieske ships 4 indigo via the Wharf for 4 VP. York discards 2 sugar, Fisher discards 1 coffee, Partridge discards indigo, McHugh discards 2 indigo, and Zieske discards 1 corn.

Fisher chooses the Builder, gains 1 doubloon, and builds a University (Builder bonus, 2 Quarries, and 5 doubloons), Partridge builds a Small Warehouse (3 doubloons, automatically manned due to the University), McHugh buys a Residence (1 Quarry and 9 doubloons), Zieske builds Tobacco Storage (3 Quarries and 2 doubloons), York builds a Large Warehouse (2 Quarries and 3 doubloons).

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Partridge		Indigo , Indigo, Indigo, Tobacco , Tobacco , Corn , Corn , Coffee , Tobacco	Indigo Plant (1) , Tobacco Storage (2) , Coffee Roaster (1) , University , Office , Small Warehouse		5	1 Coffee	11
Jack McHugh		Corn , Indigo , Indigo , Quarry , Tobacco, Indigo , Indigo, Tobacco, Indigo, Tobacco, Corn	Indigo Plant (3) , Small Indigo Plant , Small Market , Hacienda , Large Market , Residence		2	1 Indigo	11
Paul Zieske	Craftsman	Quarry , Quarry , Quarry , Sugar , Indigo , Sugar , Indigo , Sugar , Sugar , Corn	Construction Hut , Hospice , Small Indigo Plant , Small Sugar Mill , Sugar Mill (3) , Small Warehouse , Indigo Plant (2) , Factory , Wharf , Tobacco Storage		3	1 Corn, 2 Sugar	17
Andy York	Captain	Quarry , Quarry , Corn , Coffee , Sugar , Tobacco , Tobacco , Tobacco , Sugar	Construction Hut , Tobacco Storage (3) , Small Sugar Mill , Sugar Mill (2) , Coffee Roaster, Large Warehouse		2	1 Coffee	20
Ron Fisher	Builder	Quarry , Quarry , Corn , Corn , Indigo , Coffee , Coffee , Coffee , Sugar , Corn	Hospice , Small Market , Large Market , Small Indigo Plant , Coffee Roaster (2) , Wharf , Factory , Harbour , City Hall , University	1	2	1 Coffee	20

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: 2 Colonist Ship: 6 **Trading House:** Coffee, Indigo, Tobacco **Victory Points:** 43
Cargo Ships: Ship 1 (capacity 6): 5 Tobacco Ship 2 (capacity 7): Ship 3 (capacity 8):

Commodities

Corn: 9 **Indigo:** 9 **Sugar:** 9 **Tobacco:** 3 **Coffee:** 5

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2 1d, 1VP)			Guild Hall (10d, 4VP)
Small Sugar Mill (x2 2d, 1VP)	Sugar Mill (4d, 2VP)		
			Fortress (10d, 4VP)
Hacienda (2d, 1VP)	Office (5d, 2VP)		Customs House (10d, 4VP)
		Harbour (8d, 3VP)	
	Large Warehouse (6d, 2VP)		

Roles

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

Plantations

Indigo, Sugar, Sugar, Sugar, Coffee, Coffee

Discard Pile:

Dog Show

Turn 4

Turn 5, 6/12 Tuesday

Commander Actions

HOBO buys a water factory (Or2, Or3, Wa7, Wa8) and moves a population from an ore factory to man it. (Or1, Or2, Wa7, Wa8).

Ramdeon 7 opens the bidding on a Warehouse at 25 and gets it (Or3, Wa5, Wa5, Wa6, Wa6). **BarterTown** opens the bidding on Heavy Equipment at 30 and gets it (Or1, Or5, Wa7, Wa8, Wa9).

HICK buys a titanium factory (Or2, Or2, Or4, Or4, Or5, Wa9) and moves a population from an ore factory to man it. **Scooby Shack** passes. **ITCHEN** buys a water factory (Or2, Wa9, Wa9) and a population factor (Or3, Wa7).

HBDC opens the bidding on a Nodule at 25 and Scooby Shack gets it for 26 (Wa8, Wa8, Wa10). **MMC** buys a water factory (Wa5, Wa8, Wa8) and a population factor (Or3, Wa7). Opens the bidding on the second Nodule at 25 and gets it

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF	Wa, No	7
2	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF	No	7
3	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF	HE	6
4	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF	HE	6
5	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF	Wa	6
6	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF	2DL	6
7	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF		5
8	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF	DL	5

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmorggrification, Composite Hauling, and Exploitation Network

Available Upgrades

Nodule (No)	25	3	1
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New Arrivals: Nodule, Heavy Equipment, Nodule

Income

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	2
Warehouse (Wa)	25	2	1
Heavy Equipment (HE)	30	3	0

Golden Retriever

Turns 1.1 to 2.1

Turns 2.2 to 3.2, 6/12 Tuesday

Turn 1

Kevin rolls a 5. **Chris** gains 1 brick. Trades 1 brick to red for 1 lumber, and builds a ship from D6 to D7.







Dave rolls a 4. **Dave** gains 1 lumber and **Bill** gains 1 ore. Builds a road from C4 to C3.

Chris rolls a 3. **Kevin** gains 2 grain and **Dave** gains 1 grain. Builds a road from C8 to D8.

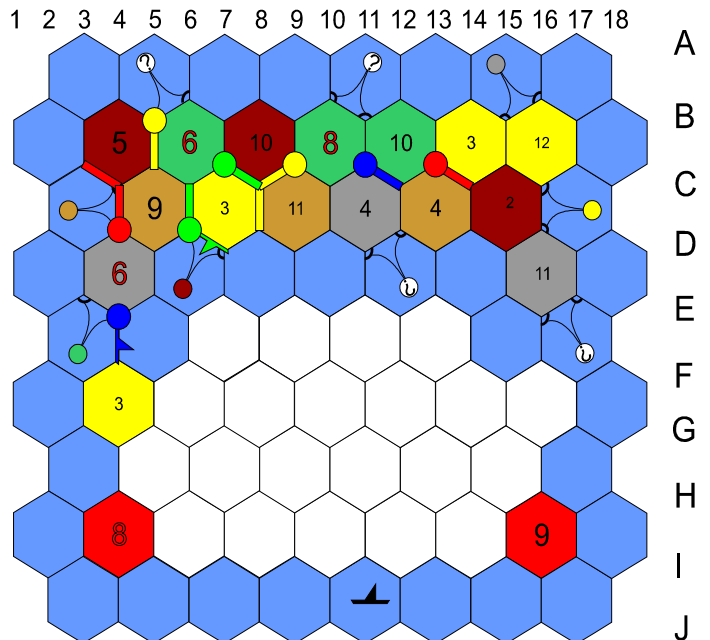
Bill rolls a 12. Buys a Development card (Knight).

Turn 2

Kevin rolls a 10. **Dave** and **Bill** each gain a wool, and **Chris** and **Kevin** each gain a brick. **Passes**.

-  Pirate
-  Ship
-  Robber
-  Road Segment
-  Village
-  City

-  Fields/Wheat
-  Forest/Lumber
-  Pasture/Sheep
-  Hills/Bricks
-  Mountains/Ore
-  Wasteland
-  Gold Field
-  Undiscovered



Dice RollsTurn 2

Dave: 6

Chris: 11

Bill: 4

Turn 3

Kevin: 8

Dave: 7

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	3			1			2
Dave Hooton	Red	2	2					2
Chris Geggus	Yellow		1		2			2
Bill Scharf	Blue		2			1	1 Unplayed ()	2

Portuguese Water Dog
Turn 1 Auction Marker Placement
Turn 1 Auctions, 5/1 Tuesday

Players

Player Name	Company Name/Color	Ships	Colonists	Additional Actions	Expedition Cards
Brad Martin	Da Gama Trading Co./Blue	8	1	1	
Chris Geggus	GEGS/Yellow	2	2		1
Jack McHugh	A&P/Red	4	2		

Player in **bold** is the first player.**Turn 1**Auctions

First Player Flag: Da Gama Trading Company bids 3. GEGS passes, and A&P receives 1 ship, 1 Additional Action card, and 1 colonist. passes. Da Gama Trading Company pays A&P 3 ducats, becomes the First Player, **Ships Tile:** A&P bid 2, Da Gama Trading Company bids 3, and GEGS accepts and gains an Additional Action card. the bid. Da Gama gains 4 ships.

Settlement Tile: GEGS bids 5 ducats, A&P pass, and Da Gama Trading **Ships/Colonists Tile:** Da Gama Trading Co bids 2, GEGS bids 5, and A&P Company passes. GEGS pays 5 ducats to Da Gama Trading Company and accepts the bid. GEGS pays A&P 5 ducats and takes 3 colonists.

Actions

Da Gama Trading Company takes an Expedition action drawing an Enhanced Found Colony/Fish card. **Da Gama Trading Company** spends 1 ship and his cloves to advance to the colonization level to 2.

GEGS takes an Expedition action, drawing a Progress by Ducats/Tiger card. **GEGS** spends 1 ship and his cinnamon to advance his taxation level to 2.

A&P takes an Expedition action, drawing a Progress by Ducats/Palm card. **A&P** attempts to found the Quilon colony, drawing 6 colonists. He chooses the pepper/cinnamon colony, producing pepper.

Da Gama Trading Company attempts to found the Quilon colony, drawing 4 colonists, and using 2 colonist cards. He chooses the nutmeg/cloves colony and fills it with cloves. **Da Gama Trading Company** uses and Additional Action to collect taxes, gaining 4 ducats.

GEGS attempts to found the Cochin colony, drawing 4 colonists, and using 4 colonist cards. He fills the colony with cinnamon. **GEGS** uses an Additional Action to collect taxes, gaining 6 ducats.

A&P plays his Progress by Ducats Expedition card to pay 6 ducats to raise taxation level to 2.

Turn 2Auction Marker Placement

Da Gama Trading Company places the First Player Flag and auction marker 1 at row 5, left side of the board. **A&P** places auction marker 3 at B5 (double cinnamon plantation).

GEGS places auction marker 2 at A5 (single pepper plantation). **Da Gama Trading Company** places auction marker 4 at C5 (Take a ship each round).

Auctions

First Player Flag: GEGS bids 3, A&P passes, and Da Gama buys it for 4 ducats. **Double Cinnamon Plantation:** Da Gama bids 2, GEGS bids 4, and A&P passes.

Single Pepper Plantation: A&P passes, Da Gama bids 2 and GEGS takes it for 3 ducats. **Taks A Ship Each Round:** GEGS bids 2, A&P bids 3, and Da Gama takes it for 4 ducats.

Actions

Da Gama Trading Company attempts to found the Cochin colony, drawing 3 colonists, playing the Enhanced Found Colony card, and drawing 2 more colonists. **Attempt fails, 1 colonist received.**

GEGS spends 1 pepper, 1 cinnamon, and 2 ships to advance taxation to level 3.

	A	B	C	D	E	
1	nutmeg plantation 	dukats Take each round!	pepper plantation 	clove plantation 	give up counts for the scoring!	1
2	ginger plantation 	nutmeg plantation 	cinnamon plantation ①	ginger plantation ①	additional actions Take immediately!	2
3		ginger plantation 	spice Take each round!	cinnamon plantation 	colonist Take each round!	3
4			expeditions Take immediately!	nutmeg plantation ①	clove plantation 	4
5				pepper plantation 	ships/colonists Take immediately!	5
	A	B	C	D	E	

American Pickers

colony Quillon	 Cochin	 Madras	 Calicut	

Da Gama Trading Co.

colony Quillon	 Cochin	 Madras	 Calicut
ship Take each round!			

Goan European Grant Scheme

pepper plantation ①	cinnamon plantation 		
 Quillon	colony Cochin	 Madras	 Calicut

○	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■
1	1	1	4	1 1	0
1	2	2	6	1 2	2
3	3	4	8	2 3	3
6	4	6	10	2 4	4
10	5	8	12	3 5	6

Expedition Discard Pile

Action	Colonists	Symbol
Modified Harvest	3	Shell
Ships	3	Fish
Progress by Ship	3	Tiger
Ships	2	Statue
Modified Harvest	2	Tiger
Progress by Ship	2	Fish
Colonists	2	Fish
Progress by Ducats	1	Tiger

Action	Colonists	Symbol
Harvest	3	Statue
Ducats	3	Statue
Ducats	1	Tiger
Harvest	2	Palm
Enhanced Found Colony	2	Fish
Ducats	2	Shell

Russian Wolfhound

Game Start

Initial Influence Allocation and Turn 1, Cure through Health, 6/12 Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80	
KGB Head	Ulan Putschnik (Y)	52, strong	
Foreign	Natasha Nogoodnik (V)	55	
Defense	Boris Karrienko (N)	63	
Ideology	Petr Niewitko (D)	73	
Industry	Iwan Majak (P)	61, weak	
Economy	Boris Badenuff (X)	53, weak	
Sport	Ludmilla Patina (S)	58	

Candidates: C, I, J, M, O

People: B, E, F, G, H, K, L, Q, R, T, U, W, Z

Siberia: None (yet)

Notes

We are using all of the Intrigue cards provided by the Revolution variant, as well as a few more provided in *The General*. Please let me know if you need explanations of any of your cards. Also we are using free allocation of your initial IP's. You may allocate 55 total IP's to in any politicians of your choice, so long as you do not allocate more than 55.

Players

Player	Faction Name
Bob Robles	
Bill Sharf	
Jack McHugh	
Chris Geggus	
Doug Kent	
Kevin Wilson	

Intrigue Cards

Pedagoguery

There has been quite a lot of news in recent months about new exoplanets. Scientists have now discovered enough exoplanets to uncover some interesting patterns. However, some difficulties still exist.

One of the main difficulties have to do with the types of stars around which we find planets. Some characteristics of stars make it harder or easier to find planets using various techniques. For example, using the radial-velocity method (where you measure the slight back and forth Doppler shift of a star as it is tugged by a planet orbiting it), you want a star with numerous, sharp absorption lines. Such stars tend to be cooler and less massive. However, you still want to check the more massive stars. The problem is, stars of spectral type A, like Sirius, tend to rotate very fast, giving them broad absorption lines, and their hot temperature leads to fewer lines. This can be overcome by looking at stars of a similar mass (about twice that of the Sun) at a later stage in their evolution. When the star just starts to leave the main sequence, it becomes a K subgiant. The star swells, slowing its rotation, and cools, leading to more absorption lines. Analysis of such stars has led to the discovery that that they tend to be more than twice as likely to have a Jupiter-mass or larger planet.

By contrast, looking for smaller planets using the occultation method (where you look for the slight dip in starlight when a planet crosses the face of the star) is likely to be more successful for dimmer, red M-class stars. This is because the amount of the dimming is greater when the difference in angular area occupied by the star and the planet is smaller. In other words, the planet blocks out more of the

star's light. This is the case with M-class stars, as is seen in the results from Kepler.

Another area where looking at the discovered exoplanets can help us is to help figure out how planets are formed. There are two competing theories of planet formation. The first is the core accretion model. In this model, small dust grains in the stellar nebula collide and stick together, gradually forming larger and larger objects. Eventually, the object becomes large enough to draw gas to itself by its own gravity. This model depends quite strongly on the elemental composition of the nebula – the more elements heavier than helium (termed “metals” by astronomers) there are, the more likely the star is to have planets. The second theory is the disk instability model. In this model, parts of the stellar nebula gets dense enough to attract nearby gas due to its own gravity. This model depends on the ratio of masses between the star and the nebular from which it is formed. The key difference is that if the core accretion model predominates, then if a star has a high metallicity, it should be more likely to have planets. What does the data say? It definitely tends toward the core accretion model. A star with 3 times the sun's ratio of iron to hydrogen is two and a half times more likely to have planets than one with the sun's iron to hydrogen ratio.

As more data comes in, we will be able to determine even more about planets, how they form, and whether any of them may be able to support life.

Next time, a look at the quantum gaps in the Big Bang theory.

Best In Show

This is the complete list of all games that have finished in this zine, as well as who won.

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcinonis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds

Name	Winner
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap ²	Dave Partridge
Dog Park	Mike Scott

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis

Name	Winner
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge
Procyon	Chris Geggus

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	Jerry Roalstad and Kevin Wilson

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius
Basset	Eric Brosius

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis
Cats and Dogs	Andy Lewis

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York
Boston Terrier	Dave Hood ¹

¹ This game was played with the Non-Player Nations variant, and the non-player actually ended up with the most money. The player noted here was the highest scorer among the players.

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi

S.O.B.

Name	Winner
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott

¹ GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf
Flea Collar	Chris Geggus
Pateel	

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton
Hunter	

Industrial Waste

Name	Winner
Junk Yard Dog	Eric Brosius
Doberman	Eric Brosius

Gunslinger

Name	Winner
Prairie Dog	Paul Bolduc
Outlaw Dogs	Andy Lewis
Frontier Dog	James Pratt

Puerto Rico

Name	Winner
Gaspede	Andy Lewis
Plantation Dog	Chris Geggus

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Robover	Robo Rally	Chris Geggus
Husky	Power Grid	Andy York

¹ GMed by Andy Lewis

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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, Ward Narhi, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh **Dune:** Steve Koehler, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** 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, Chris Geggus **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:** Jack McHugh, Chris Geggus **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus

Standby Calls

None this issue!