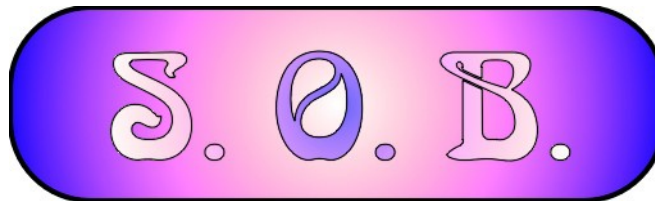


Number 190

September/October,
2013**Notes from Hades**

This past July, I did something that I had always wanted to do, but never before had gotten around to: going on a whale watching cruise. It was a very enjoyable experience, and I do want to go again. While we didn't actually see any whales, we did see a pod of common dolphins and another pod of Pacific bottlenose dolphins. The common dolphins are fairly small – no more than about six feet from the tip of their rostrum to the end of their flukes, while the Pacific bottlenose dolphins can be twice their size. At different times of the year, we get gray whales, humpback whales, and even blue whales off the coast, and I definitely want the opportunity to see one of those.

I also added a game to my collection that would make a good pbem game: Agricola. As such, I will be offering a game opening in it.

The next deadline is **Tuesday, October 8 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

Contents

Bolognese	Gunboat Machiavelli	Page 1
Purebred	Machiavelli	Page 2
Dog Show	Outpost	Page 3
Golden Retriever	Seafarers of Catan	Page 3
Hound Dog	Dune	Page 4
Robodog	Robo Rally	Page 5
Mirzam	Merchant of Venus	Page 6
Pick of the Litter	Silverton	Page 7
Dachshund	Age of Renaissance	Page 8
Akita	Seafarers of Catan	Page 9
Newfoundland	New World	Page 10
Pedagoguery		Page 11

Game Openings

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Martin Burgdorf(\$), will take up to 3 more.

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

Dalmatian. Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols(\$), Andy York(\$), Jack McHugh(\$), Bill Scharf(\$), Dave Partridge(\$), will take up to 5 more.

Shaggy Dog. History of the World. Have Dave Anderson(\$), Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more.

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

Wish List

Goa. Have Chris Geggus, Bill Scharf, will take up to 2 more.

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Have Bill Scharf, will take up to 4 more.

Outpost. Have Bill Scharf, will take up to 9 more.

Merchant of Venus. The usual options will be in effect. Have Dave Partridge, Chris Geggus, bob Robles, will take up to 3 more.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, will take up to 4 more.

Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus, will take up to 4 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Will take up to 5.

Kremlin. Have Chris Geggus, Bill Scharf, Bob Robles, will take up to 3 more.

Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 3 more.

Industrial Waste. Will take up to 4.

Robo Rally. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 7 more.

Agricola. An abstract game of building a farm. It will be run via email. Will take up to 5.

Discworld: Ankh-Morpork. A humorous card-based game set in the city of Ankh-Morpork on Terry Pratchett's Discworld. It will run via email. Have Bill Scharf, will take up to 3 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

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

Bolognese**Winter 1058**

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

Miller Number 2010Dpw23 (gunboat)

Deadline for Spring 1058 10/8 Tuesday

A pause for building.

Buils

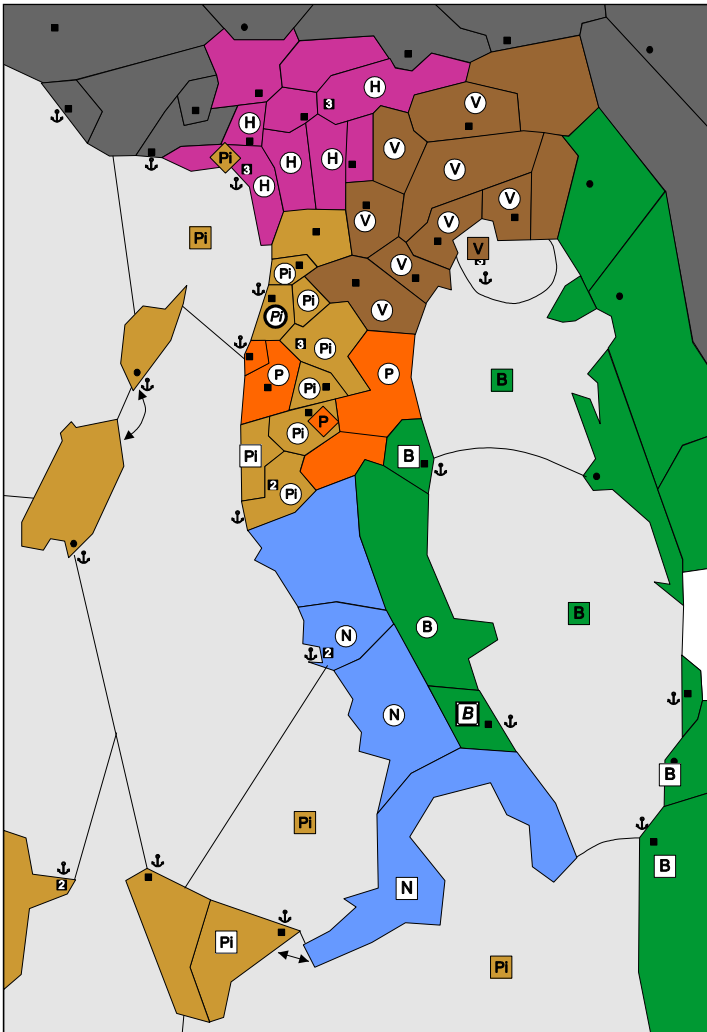
		Cost
Byz	Maintains A Aquila, F Upper Adriatic, F Ancona, F Lower Adriatic, F Albania, F (EM) Bari, F Durazzo, no new builds	24
HRE	Maintains A Genoa, A Montferrat, A Fornova, A Parma, A Milan, no new builds	15
Nor	Maintains A Naples, A Salerno, F Otranto, no new builds	9

Pap	Maintains A Sienna, A Urbino, G Perugia	9
Pis	Maintains all, builds A (Elite Mercenary) Pisa	42
Ven	Maintains all, builds A Treviso, A Padua	27

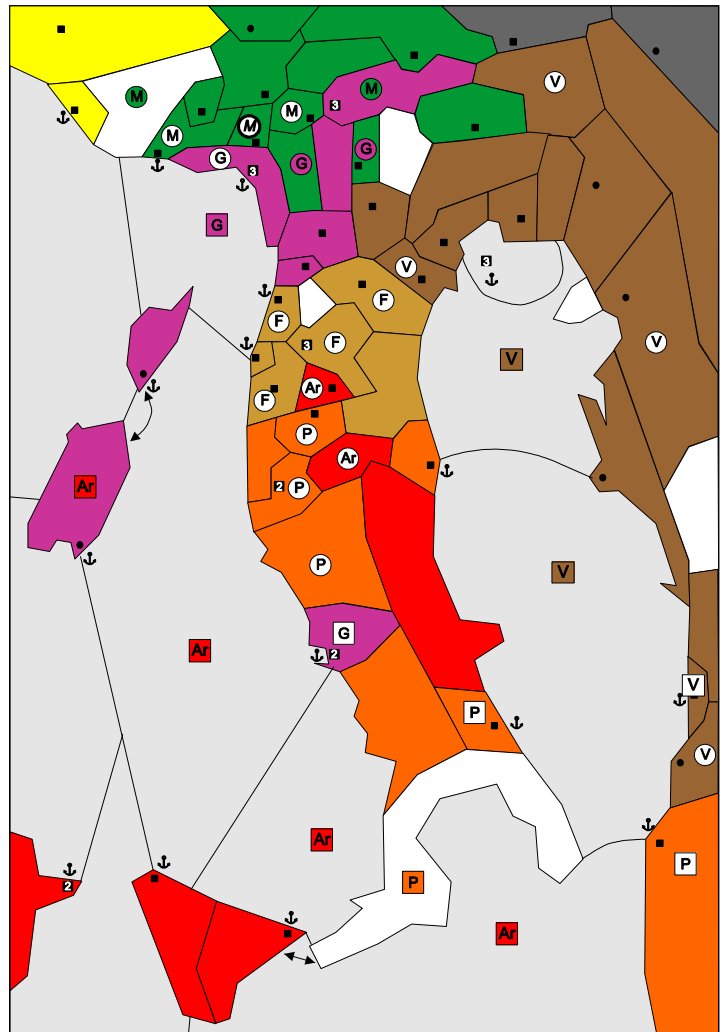
Press

Emperor-Board: Am I the only one who sees the threat from Pisa and his huge war chest????? Are the rest of you that blind???????

Bolognese



Purebred



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

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

Purebred
Spring 1256

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1256 10/8 Tuesday

The Pope manages to stalemate Aragon and Venice, while Genoa is blindsided by a Milanese bribe. Florence continues to play defensive.

Expenditures

Milan borrows 5 ducats from the moneylenders for 1 year (6 ducats due Spring 1257) and pays 12 ducats back to the Moneylenders.

Venice spends 12 ducats to disband Genoa A Milan.

Outstanding Loans

Summer 1256: 23 ducats due from the Pope (15 borrowed)

Fall 1256: 27 ducats due from Aragon (18 borrowed), 22 ducats from Genoa (18 borrowed)

Spring 1257: 15 ducats due from the Pope (10 borrowed)

Spring 1257: 6 ducats due from Milan (5 borrowed)

Orders

ARAGON (McHugh): A AREZZO to Perugia, A SPOLETTO supports A Arezzo to Perugia, F Tyrrhenian Sea to SARDINIA, F GULF OF NAPLES supports F Palermo to Tyrrhenian Sea, F Palermo to TYRRHENIAN SEA, F Messina to IONIAN SEA

FLORENCE (Partridge): A Piombino to SIENNA, A PISA to LUCCA, A FLORENCE supports A Piombino to Sienna, A BOLOGNA to LUCCA

GENOA (Wilson): A Milan supports A Parma to Cremona (nsu), A Parma to

CREMONA, A Modena to FORNOVA, A GENOA supports A Modena to FornoVA, F LIGURIAN SEA to Provence, F NAPLES to Capua

MILAN (Schoenfeldt): A SAVOY supports A Saluzzo to Provence, A Saluzzo to PROVENCE, A (EM) Pavia to MONTFERRAT, A FornoVA to PAVIA, A Cremona to MILAN

PAPACY (Roalstad): A PERUGIA supports A Rome (cut), A ROME supports A Perugia, A CAPUA supports A Rome (cut), F Salerno to OTRANTO, F BARI supports F Durazzo to Lower Adriatic, F DURAZZO to Lower Adriatic

VENICE (Robles): A CARINTHIA supports Milan A Pavia to Milan (nsu), A Slavonia to CROATIA, A FERRARA holds, A ALBANIA supports F Lower Adriatic to Durazzo, F UPPER ADRIATIC supports F Ragusa to Lower Adriatic, F LOWER ADRIATIC to Durazzo, F RAGUSA to Lower Adriatic

Summer 1256 Plague

Poor Year – Row Only: Bergamo, Ancona, Parma, Mantua, Istria

Dog Show

Turn 15

Turn 16, 10/8 Tuesday

Commander Actions

MMC opens the bidding on a Planetary Cruiser at 160 and gets it for 163 (Wa9, Wa10, Re12, Re12, Re14, Re16, RO35, MO55). Transfers a population factor from a water factory to man it.

ITCHEN bids 202 for the Moon Base and gets it (Or4, Wa9, MWa, Ti9, Ti9, MTi, Mi18, Mi19, OM25, OM35). Transfers a population factor from an ore factory to man it.

Scooby Shack opens the bidding on a Space Station at 120 and Ramedon 7 gets it for 139 (Wa7, MTi, MTi, MTi). Opens the bidding on another Space Station at 120 and HOB0 gets it for 139 (Wa4, Wa4, Wa8, Ti8, Re10, Re10, Re11, Re12, Re12, Re13, Re13, NC14, NC20). Opens the bidding on the last Space Station at

120 and BarterTown gets it for 133 (MWa, Ti10, Ti12, MTi, Re13, NC24). Buys a population factor (Wa5).

HICK opens the bidding on a Planetary Cruiser at 162 and gets it (Ti9, Ti10, Ti10, Ti11, Ti11, Re12, Mi17, Mi18, NC24, OM40). Transfers a population factor to man it.

BarterTown transfers a population to man the Space Station.

HOB0 transfers a population to man the Space Station.

HBDC buys 2 titanium factories (Or4, Wa4, Wa10, Ti7, Ti11, Ti11, Ti13) and 2 population factors (Or4, Ti7, Ti9).

Ramdeon 7 transfers a population to man the Space Station.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF, ReF	3DL, La, 3Sc, MB, PC, PC	69
2	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	No, HE, 2OL, 2Ec, Ou, SS, MB	68
3	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF	HE, Ec, 2OL, Ou, La, SS, PC	58
4	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, Wa, OL, Ec, Ou, La, PC	47
5	BarterTown	Andy York	OrF, OrF, <i>WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, NCF</i>	HE, 2Ro, Wa, La, SS	44
6	HOB0	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF, NCF	2DL, No, Wa, 2Sc, Ec, Ou, La, SS	42
7	Ramedon 7	Bill Scharf	OrF, <i>OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	Wa, No, HE, Ro, SS	32
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	Wa, No, HE, Ou	29

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOB0 is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmogrification, Composite Hauling, and Exploitation Network

Available Upgrades

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

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	0
Space Station (SS)	120	1	0
Planetary Cruiser (PC)	160	2	0
Moon Base (MB)	200	3	1

Income

BarterTown, Ramedon 7, Scooby Shack, and ITCHEN take MWa. ITCHEN, BarterTown, and Ramedon 7 take MTi. HBDC discards Or1.

Golden Retriever

Turns 14.4 to 15.4

Turns 16.1 to 17.1, 10/8 Tuesday

Turn 14

Bill rolls a 9. Kevin receives 1 lumber and Dave receives 2 lumber and 1 grain. Trades 2 wool for 1 lumber at the wool port and builds a ship from G4 to H4.

Turn 15

Kevin rolls a 9. Kevin receives 1 lumber and Dave receives 2 lumber and 1 grain. Builds a ship from G9 to H9 (discovers ocean).

Dave rolls an 11. Chris receives 3 lumber. Trades 4 lumber for 1 wool and 1 brick at the lumber port, and builds a road from D15 to D16 and a settlement at D16.

Chris rolls a 10. Kevin and Chris each receive 1 brick. Trades 3 lumber for 1 grain at the ? port and builds a settlement at F11.

Bill rolls a 4. Chris receives 1 ore, Dave receives 3 lumber, and Bill receives 2 ore. Passes.

Open Trades

None

Dice Rolls

Turn 16

Kevin: 5

Dave: 11

Chris: 4

Bill: 7

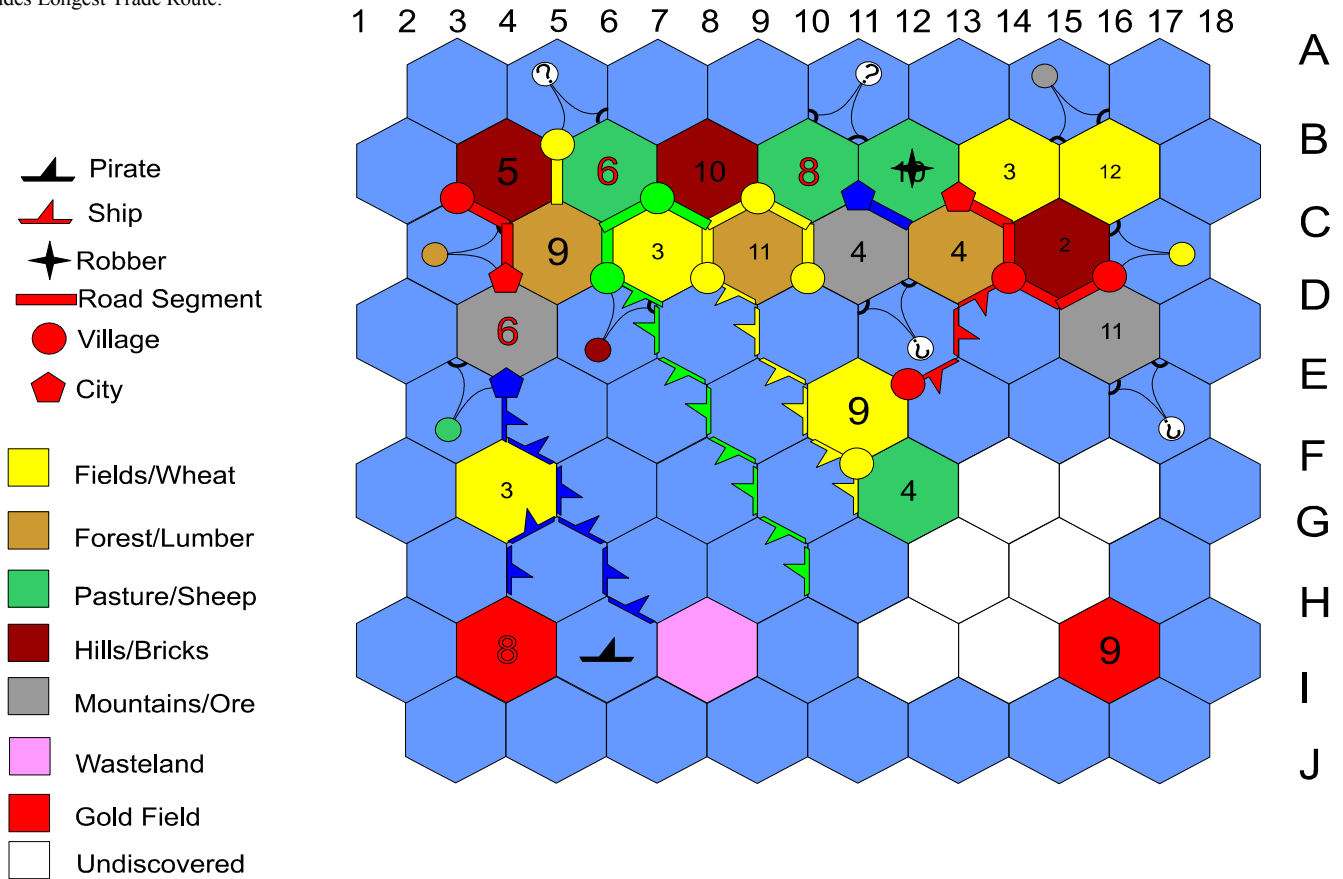
Turn 17

Kevin: 5

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green			3	3	2		4*
Dave Hooton	Red	1		4			1 Knight	8
Chris Geggus	Yellow			1		3	1 Knight	5
Bill Scharf	Blue					4	1 Knight, 1 Unplayed ()	4

*Includes Longest Trade Route.



Hound Dog

Turn 3 Bidding to Battle
Turn 3 Battle, 10/8 Tuesday

Players

ATREIDES	Bob Robles	BENE GESSERIT	Doug Kent	FREMEN	Martin Burgdorf
GUILD	Chris Geggus	HARKONNENS	Kevin Wilson	IXIANS	Jack McHugh

Turn 3

Bidding

CARD 1 () goes to the Guild for 3 spice.
 CARD 2 () goes to the Ixians for 3 spice.
 CARD 3 () goes to the Harkonnens for 2 spice (extra card:
 .)
 CARD 4 () goes to the Harkonnens for 2 spice (extra card:
).
 CARD 5 () goes to the Fremen for 2 spice.
 CARD 6 () is not bid on, and goes back to the deck.

Revival and Movement

Guild chooses to go last. Bene Gesserit coexist everywhere.

Revival

Bene Gesserit revive 1 token.
Fremen revive 3 tokens (1 Fedaykin)
Guild revive 3 tokens (4 spice paid)
Ixians revive 3 tokens (2 spice paid)

Shipping

Fremen ship 3 tokens (1 Fedaykin) to Hagga Basin (13)
Guild ships 3 tokens to Tuek's Sietch (2 spice paid, Bene Gesserit accompanies)

Movement

Atreides move 4 tokens Pasty Mesa to The Minor Erg (8)
Fremen moves 6 tokens (1 Fedaykin) from Rock Outcroppings to Plastic Basin to Hagga Basin (13)
Harkonnens move 3 tokens from Carthag to Hagga Basin (13)

Battle

There is a battle between the Fremem and the Harkonnens in Hagga Basin. Both players have all leaders available. Fremem are the aggressors.

Notes

The Bene Gesserit have NMRed! **Will Andy York please submit standby orders for the Bene Gesserit!**

Positions

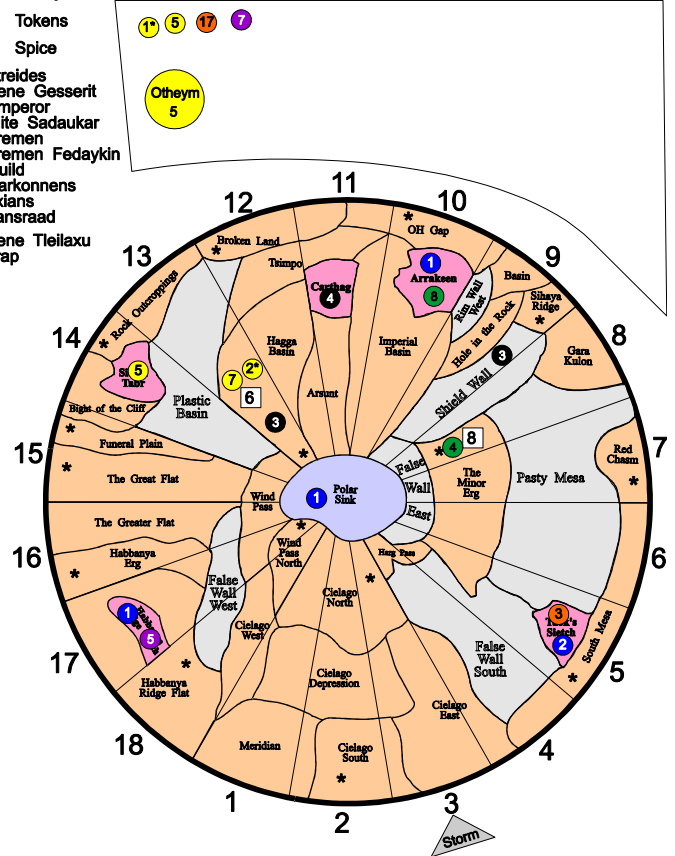
- Atreides:** 8 tokens Arrakeen, 4 tokens The Minor Erg (8), 8 tokens off-planet
- Bene Gesserit:** 1 token Polar Sink, 1 token Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 15 tokens off-planet
- Fremen:** 5 tokens Sietch Tabr, 9 tokens (2 Fedaykin) Hagga Basin (13), 6 tokens (1 Fedaykin) in the tanks
- Guild:** 3 tokens Tuek's Sietch, 17 tokens in the tanks
- Harkonnens:** 4 tokens Carthag, 3 tokens Shield Wall (9), 3 tokens Hagga Basin (13), 10 tokens off-planet
- Ixians:** 5 tokens Habbanya Ridge Sietch, 7 tokens in the tanks, 8 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

S.O.B.

- Key**
- Tokens
 - Spice
 - Atreides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremen
 - Fremen Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - ☠ Bene Tleilaxu
 - ⊗ Trap

The Tanks



Robodog

Turn 6

Turn 7 due 8/27 Tuesday

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Move 1 (620)	Move 2 (720)	Move 2 (700)	Rotate Left (70)	U-Turn (40)
Cutter	Rotate Right (420)	Move 1 (490)	Rotate Left (310)	Move 1 (530)	Rotate Right (200)
Marvin	Rotate Right (100)	Rotate Left (130)	Rotate Right (180)	Rotate Left (150)	Move 1 (500)
Dalekbot	Back Up (470)	Rotate Right (140)	Move 1 (600)	Move 1 (580)	Move 1 (520)
Predator	<i>Move 3 (800)</i>	<i>Move 3 (790)</i>	<i>Rotate Left (250)</i>	<i>Move 1 (510)</i>	<i>Rotate Right (320)</i>
Metal Mikey	Rotate Right (340)	Back Up (430)	Rotate Right (380)	Rotate Right (240)	Move 2 (730)

Registers in italics are locked.

Predator schedules a shut down for next turn. Anonobot starts at I22 facing W.

Phase 1

Predator dashes ahead 3 to I12, pushing Cutter to I13, Anonobot moves ahead 1 to H22, Dalekbot backs up to H21, Cutter, rotates right to face north, Metal Mikey rotates right to face south, and Marvin rotates right to face west. Conveyor belts: Anonobot is moved to H20 and turned to face north, Dalekbot is moved to I20 and turned to face south, and K14 and turned to face north. Predator and Cutter shoot each other (Predator's third register is locked).

Phase 2

Predator dashes ahead 3 to I15, pushing Cutter to I16, Anonobot moves ahead 2 to H18, Cutter moves ahead 1 to I15 (archive relocated), pushing Predator to I14, Metal Mikey backs up to F6, Dalekbot rotates right to face west, and Marvin rotates left to face west. Conveyor belts: Marvin is moved to K16, Dalekbot is moved to K20 and turned to face north, Predator is moved to K14 and turned to face west, and Metal Mikey is moved to E6. Dalekbot shoots Marvin.

Phase 3

Anonobot moves ahead 2 to H16, Dalekbot moves ahead 1 to K19, Metal Mikey rotates right to face west, Cutter rotates left to face west, Predator rotates left to face south, and Marvin rotates right to face north. Conveyor belts: Anonobot is moved to H14 and turned to face east, Marvin is moved to I17 and turned to face east, Predator is moved to H16, and Metal Mikey is D6 and turned to face south. Predator and Dalekbot shoot each other (Predator's second register is locked).

Phase 4

Dalekbot moves ahead 1 to K18, Cutter moves ahead 1 to I15, Predator moves ahead 1 to K17, Metal Mikey rotates right to face west, Marvin rotates left to face south, and Anonobot rotates left to face north. Conveyor belts: Anonobot is moved to J14, Cutter is moved to I14 and turned to face north, Marvin is moved to H17 and turned to face west, Predator is moved to I17, and Metal Mikey is moved to D7.

Phase 5

Metal Mikey moves ahead 2 to B7, Dalekbot moves ahead 1 to K17, Marvin moves ahead 1 to G17, Predator rotates right to face west, Cutter rotates right to face east, Anonobot makes a U-turn to face south. Conveyor belts: Anonobot is moved to K15 and turned to face west, Cutter is moved to K14 and turned to face south, Dalekbot is moved to I17, and Predator is moved to H16 and turned to face north. The gear rotates Marvin to face south. Cutter shoots Anonobot and the on-board laser shoots Predator (Predator's first register is locked).

Cleanup

Predator shuts down, repairing all damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		K15>W		1	3
2	Bill Scharf	Cutter	Peach		K14>S	1	2	3
3	Howard Bishop	Marvin	Grey		G17>S		3	3
4	Andy York	Dalekbot	Black	Abort Switch	I17>N		2	3
5	Chris Geggus	Predator	Yellow	Fire Control	H16>N		3	0
6	Brendan Whyte	Metal Mikey	Blue		B7>W	1, 2	2	2

Program Cards

Mirzam

Turns 5.5 to 6.5

Turns 6.6 to 7.6 due 10/8 Tuesday

Turn 5

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 3 * 3**
Dryport(s) – Dryport(o) – A – Y – R – B – R – B – Y.

6th: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 1 3 4**
A – (Y) – ? (it's the Relic Shield) – Asteroid City West.

Discovers Dell (from the cup: Designer Genes at 9a, Demand for Genes at 2, Visible Holes at 4c, and Voll Silk at 1b). Buys Finest Dust for \$10 and picks up Fare to Base.

Turn 6

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 4 5**
Wet Landing(p) – A – NC2 – TeleGate 6 – NC2 – NC2 – ? (it's TeleGate 2) – NC2 – NC2 – R – B - R.

2nd: **Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 3 4 4**
R – B – R – NC3.

3rd: **Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 6 6**
 On the board:

- 1a (Nillis): Nothing
- 1b (Volois): 5 Voll Silk
- 2 (Graw): 2 Space Spice, Fare to 10 (\$120), Demand for Designer Genes (+\$40)
- 3 (Niks): 3 Mulch Wine, Demand for Bionic Perfume (+\$60)
- 4a (Dell): 3 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)
- 4b (Humans): 4 Rock Videos, Demand for Space Spice (+\$40)
- 4c (Wraiths): 2 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)
- 5 (Shenna): 2 Melf Pelts, 2 Demand for Finest Dust (+\$50)
- 6 (Yxklyx): 2 Demand for Melf Pelts (+\$50), 4 Immortal Grease

Cobble Port(s) – Cobble Port(o) - NC1.
 4th: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 6 6**
Greathome(o) – B – Grand Port(o) – R – Y – R – NC6 – Y – B – R – A – A – R20.

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 * 3**
Y – B – R – B – Y – R – B10 – R10 – Y – B – R – Bypass – R – Y – B – R.

- 7a (Zum): 3 Chicle Liquor, Demand for Finest Dust (+\$50)
- 7b (Eeepeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Pedigree Bolts
- 8 (Whynoms): 2 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes
- 9a (Chola): 2 Designer Genes, Demand for Immortal Grease (+\$50)
- 9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)
- 10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60)
- Base: Relic Jump Start, Relic Switch Switch, Fare to 4a (\$140)

1. Mystery Machine 6 \$263

Scout
7: 4 5 6

Hold1	Hold2	Hull
Space Spice 2/\$80	Space Spice 2/\$80	
Wet Landing \$200		

2. GEGS \$9

Scout
7: 1 4 6

Hold1	Hold2	Hull
Space Spice 2/\$80		1a \$80
		Shield (\$60)
	10 \$120	2 \$90

3. Data Dancer \$40

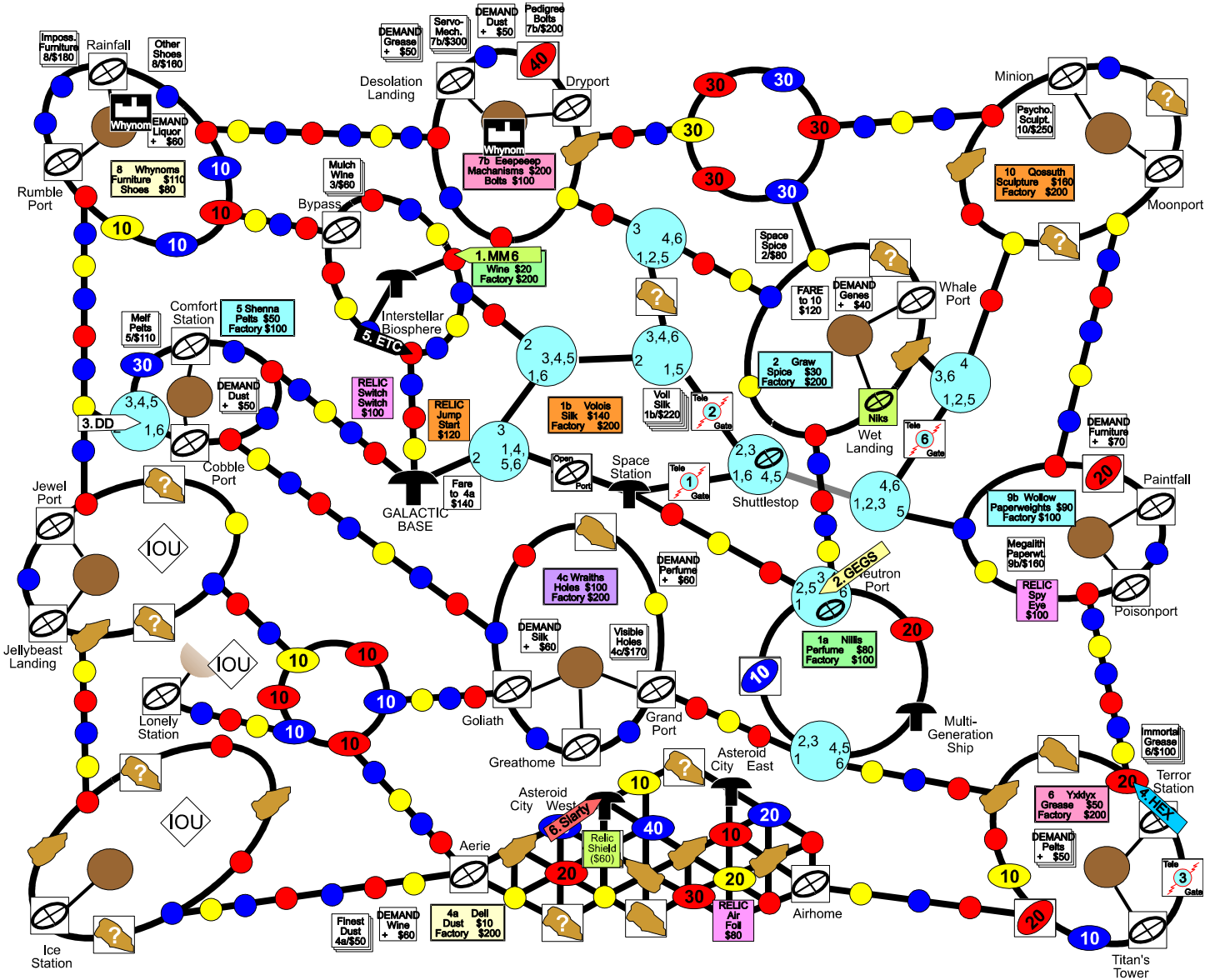
Scout
7: 4 6 6

Hold1	Hold2	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	5 \$90

4 HEX		Scout	\$10
Hold1	7: 1 2 5	Hold2	
Visible Holes 4c/\$170	Visible Holes 4c/\$170	RELIC Gate Lock \$100	

5. ETC		Needle	\$14
7: 3 6 (use 1*3)	Hold1	Hold2	Hull
Mulch Wine 3/\$60	Fare to Base \$110		\$80
Whynoms \$100	Eeepseep \$100		

6. Slartybarfast		Clipper	\$40
6: 2 2 3 6// 7: 1 3 4 5	Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to Base \$180		RELIC Yellow Drive \$80
			4a \$60
			RELIC Mulligan Gear \$120



Pick of the Litter

Turn 1, Phases IV-VI and Turn 2

Turn 2, Phases IV-VI and Turn 3, Phases I-III due 10/8 Tuesday

Turn 1

Operations

Red (Bishop) operates #43 (\$50, 2 silver).

Cyan (Scharf) operates #25 (60, 2 gold).

Brown (Partridge) operates #57 (\$20, 1 lumber) and hires a surveyor for \$400.

Blue (Anderson) operates #81 (\$40, 4 coal) and buys a 15 train for \$120.

Orange (Hooton) operates #97 (\$40, 3 gold) and hires a surveyor for \$400.

Determine Price Changes

Gold: +2 to \$275

Copper: Remains at \$200

Silver: +1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$100	-2 to \$80	-2 to \$60	-2 to \$40	-2 to \$60
Coal:	Remains at \$60	Remains at \$60	-1 to \$30	-1 to \$40	Remains at \$60

Turn 2Move Prospectors and Surveyors

Red (Bishop) surveys Colorado Springs to Pueblo, prospects passenger line #3.

and prospects #104

Brown (Partridge) surveys Denver to Colorado Springs and Denver to Platte, prospects passenger line #1.

Cyan (Scharf) surveys Salt Lake City to Provo, prospects the deck.

Blue (Anderson) surveys Canon City to Salida, prospect #48

Orange (Hooton) surveys Rincon to Lake Valley and Rincon to Butte Junction

Dispute Resolution

None. Cyan draws claim #90 (coal at Trinidad) and has first right of refusal. Red spends \$205, Brown spends \$325, Orange spends \$280, Cyan spends \$100, and Blue spends \$240.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$1,435	9		S, P+1
Dave Partridge	Brown	Denver	\$1,480	9		S, S+1, P
Dave Hooton	Orange	El Paso	\$540	9		S, S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,520	9		S, P+1
Debbie Anderson	Blue	Pueblo	\$1,420	9, 15		S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	2	\$50
57	Boulder	Brown	Lumber	1	\$20
97	Elizabethtown	Orange	Gold	3	\$40
104	Mogollon	Orange	Silver	N	\$50
25	Bingham	Cyan	Gold	2	\$60
81	Crested Butte	Blue	Coal	4	\$40
48	Ouray	Blue	Silver	N	\$40

#	City	Type	Claim	Operation
89	Walsenburg	Coal	\$60	\$30
79	Bowie	Coal	\$80	\$40
91	Trinidad	Coal	\$60	\$30
74	Elk Springs	Coal	\$60	\$20
53	Lake City	Silver	\$60	\$30
90	Trinidad	Coal	\$80	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
1	A	Denver – Boulder	\$20	Brown	

Available Claims

#	City	Type	Claim	Operation
87	Alamo	Coal	\$60	\$30
54	Steamboat Springs	Lumber	\$80	\$40

Available Trains

Type	# Available	Cost
9	1	\$80
15	5	\$120

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	
4	A	El Paso – Deming	\$60	\$135	
2	A	Salt Lake City – Provo	\$20	\$50	
8	A	Denver – Leadville	\$260	\$500	1
10	B	Denver – Aspen	\$130	\$250	
6	A	Santa Fe – Albuquerque	\$90	\$180	
5	A	Denver – Pueblo	\$80	\$165	
14	B	El Paso – Albuquerque	\$220	\$405	

¹ Discard after 4 Leadville depletions

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Thanks to Eric Brosius for his unused standby orders. One free game awarded.

Dachshund**Turn 1, Phases 4 through 6****Turn 1, Phase 7 and Turn 2, Phases 1 through 3 due 10/8 Tuesday****Turn 1**Phase 4: Purchases

Venice buys Written Record (N, \$10 discount from St. Benedict, \$20) and stabilization (\$3)

Barcelona buys Caravan (I, \$20) and stabilization (\$6)

Genoa buys Written Record (N, \$20 discount from Dionysus Exiguus, \$10 cash), Galley 2 (\$10), and stabilization (\$3).

Paris buys Caravan (I, \$20). Does not stabilize, so Misery increases to 10.

Phase 5: Expansion

Venice does not expand

Barcelona expands to Montpelier (2), Basque (2), Valencia (2), Toledo (3), Lisbon

(3), Grenada (2)

Genoa expands to Rome (4), Naples (2), Lyons (4), Milan (3), Florence (4)

Paris expands to St. Malo (2), Dijon (3), Strassburg (3), Nuremburg (3), Bordeaux (2), Bessel (3), St. Gall (1)
Barcelona gains the expansion bonus card:

Phase 6: Income

Venice gains \$19 Barcelona gains \$43 Genoa gains \$35 Paris gains \$39
Shortage of wine (Barcelona receives) Surplus of wool (Barcelona loses \$2)

Turn 2

Phase 1: Card Draw

Your card was:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	10		\$39		6	3		I
Jack McHugh	Venice	0		\$34		1	3		N
Martin Burgdorf	Genoa	0		\$35		5	3	2	N
Bob Robles	Barcelona	0		\$41		7	6		I

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Chris	Bob	Jack	Martin
Stone (2)	2	1	--	2
Wool (3)	--	2	--	--
Timber (4)	--	--	--	--
Grain (5)	1	--	--	--
Cloth (6)	--	--	1	2
Wine (7)	1	2	--	--
Metal (8)	1	1	--	1
Fur (9)	1	--	--	--
Silk (10)	--	1	--	--
Spice (11)	--	--	--	--
Gold (12)	--	--	--	--
Ivory (12)	--	--	--	--

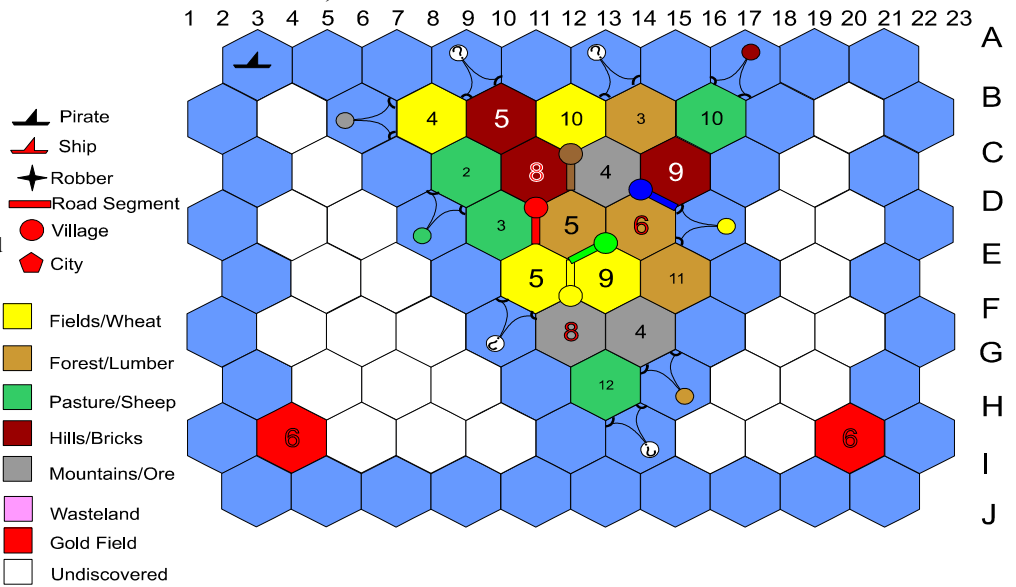
Cards

Shortage, Surplus

Akita

Initial Placement, Round 1

- Ron** places at D11, road at D11-E11
- Chris** places at F12, road at F12-E12
- Andy** places at D14, road at D14-D15
- Dave** places at E13, road at E13-E12
- Martin** places at C12, road at C12-D12

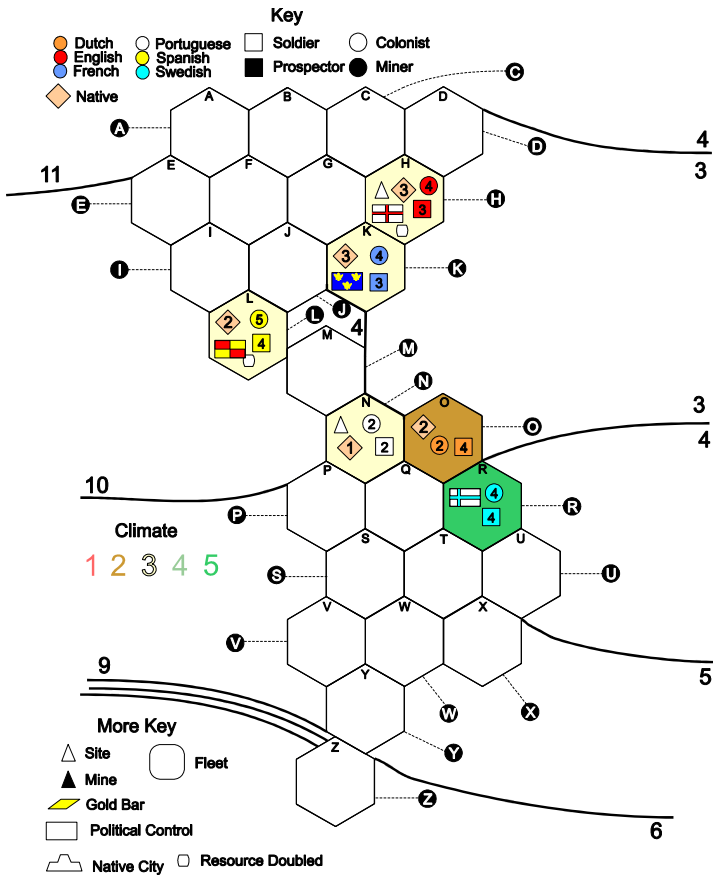


Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red							
Chris Geggus	Yellow							
Andy York	Blue							
Dave Partridge	Green							
Martin Burgdorf	Brown							

Newfoundland

Turn 1



French Dice: 2, 5, 6. No losses.
Portuguese Dice: 1, 1, 3, 4. Loses 2 colonists and 1 soldier.
Spanish Dice: 5, 5, 5, 5. No losses.
Swedes Dice: 2, 3, 3, 3. No losses.

Land Movement

English move 4 soldiers and 4 colonists into area H. It is a resource rich climate 3 area with 1 site and 3 natives.
Dutch move 3 colonists and 4 soldiers into area O. It is a climate 2 area with 2 natives.
French move 4 colonists and 6 soldiers into area K. It is a climate 3 area with 3 natives.
Portuguese move 2 colonists and 3 soldiers into area N. It is a climate 3 area with 1 site and 1 native.
Spanish move 5 colonists and 5 soldiers into area L. It is a resource rich climate 3 area with 2 natives.
Swedes move 6 soldiers and 4 colonists into area R. It is a climate 5 area with 2 natives.

Native Combat

Swedes: 2 natives and 2 soldiers killed.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 4.

English lose 1 soldier, **French** lose 1 soldier, **Spanish** lose 1 soldier, **Portuguese** lose 1 soldier, **Dutch** lose 1 colonist.

Political Control

English gain political control of H. **French** gain political control of K. **Spanish** gain political control of L. **Swedes** gain political control of R.

Homebound Naval Movement

English: Dice: 1, 2, 5. Loses 1 ship.
Dutch: Dice: 4, 5, 6. No losses.
French: Dice: 2, 3, 4. No losses.
Portuguese: Dice: 1, 1, 6, 6. No losses.
Spanish: Dice: 3, 4, 4, 6. No losses.
Swedes: Dice: 1, 2, 4, 6. Loses 1 ship.

Income

English: Political Control: \$40, resources: \$8.
Dutch: Political Control: \$20, resources: \$2.
French: Political Control: \$40, resources: \$4.
Portuguese: Political Control: \$20, resources: \$2.
Spanish: Political Control: \$40, resources: \$10.
Swedes: Political Control: \$40, resources: \$4.

Turn 2 Initiative

Portuguese, French, Swedes, English, Spanish, Dutch Portuguese attitude is (dr = 6 - 2 = 4) Status Quo.

Bidding

Martin Burgdorf bids 1, selects area H, and takes 4 colonists
Dave Partridge bids 0, selects area O, and takes 4 colonists
Dave Hood bids 0, selects area K, and takes 4 colonists
Bob Robles bids 0, selects area N, and takes 4 colonists
Andy York bids 0, selects area L and rolls for colonists, gaining 5

Non-Player Attitude

Since the Swedes have no holdings in the New World, their attitude is automatically set to Exploration. Initial landing is R.

Planning

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Dutch buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
French buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.
Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Spanish buy 5 ships (\$60) and 5 soldiers (\$50) for \$110.
Swedes buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

Outbound Naval Movement

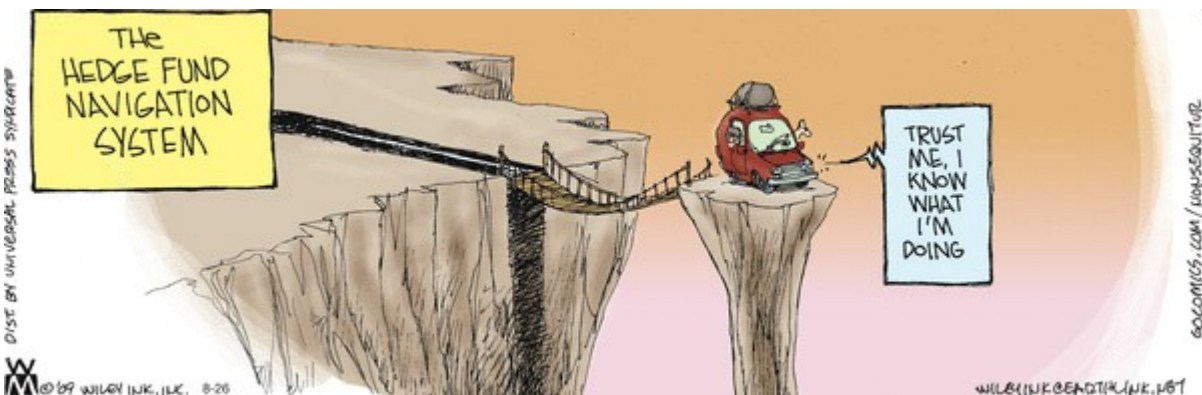
English Dice: 5, 5, 5. No losses.
Dutch Dice: 1, 3, 4. 1 colonist lost.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$119	20	3	4
Dutch	Dave Partridge	\$94	20	4	4
French	Dave Hood	\$84	18	5	4
Portuguese	Bob Robles	\$94	20	4	4
Spanish	Andy York	\$101	19	5	3
Swedes	Non-Player	\$84	18	4	4

Pedagogy

I have been writing this column for quite a long time now, but I have to admit that my inspiration is running low, and it is becoming more of a chore than something I enjoy. For that reason, I am going to retire this column this issue. Thanks to all of you who have expressed interest in these ramblings.



Addresses

Dave Anderson	Forest Cole	Geoff Kemp	Cary Nichols	Mike Scott
Debbie Anderson	11210 Montverde Ln	ggeoff510@aol.com	756532-938 South FM1673	4040 E. Piedmont Dr.
20832 Tuck Rd., Site 32	Houston, TX 7099	Doug Kent	Snyder, TX 79549-8812	Space 61
Farmington Hills, MI 48336	simply4est@yahoo.com	diplomacyworld@yahoo.com	Walt O'Hara	Highland, CA 92346
(248) 473-7482	Simply4est@aol.com	Robert Koehler	hussar@hotmail.com	mikesmag2@jsbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	rkhoeler@triad.rr.com	Dave Partridge	(909) 864-4343
andersond4@michigan.gov	96 Cedar St. #4	Andy Lewis "Marmaduke"	15 Woodland Drive	Gina Teh
Howard Bishop	Bangor, ME 04401	16 Gossling Dr.	Brookline NH, 03033	lone_hammy@yahoo.com.sg
43 Guinions Road	(207) 941-8568	Lewes, DE 19958	rebhuhn@rocketmail.com	Richard Weiss
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	Alewis161@hom.com	James Pratt	richardweiss@higherquality.com
latics@globalnet.co.uk	Chris Geggus "Davey Boy	(302) 644-1984	prattjames1960@yahoo.com	Brendan Whyte
John Boardman	Smith"	Michael Longdin	Berend Renken	Assistant Map Curator
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	michasel.longdin@virgin.net	P.O. Box 249	Map Section
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Lowrey	Roy, WA 98580-0249	National Library of Australia
Jim Burgess	Geggus@sky.com	6903 Kentucky Derby Drive	berend02@aol.com	Paarkes, ACT 2600 Australia
664 Smith St.	Ron Fisher	Charlotte, NC 28215	Paul Risner	obiwonfive@hotmail.com
Providence, RI 02908-4327	skylark3@charter.net	Mlowrey@infionline.net	10325 NW 63rd Dr.	Kevin Wilson
jfburgess@gmail.com	Pasquale Giovine	(704) 569-4269	Parkland, FL 33076	4758 Doncaster Ct.
Eric Brosius	Via Osanna N.2/e	Brad Martin	goeben@aol.com	Long Grove, IL 60047
53 Bird St.	I-89127 Reggio Calabria, Italia	180 Peninsula Road	Jerry Roalstad	ckevinw@comcast.net
Needham, MA	giovine@unirc.it	Maylands 6051	Gerald.roalstad@ang.af.mil	Andrew York "Greyhound"
Public.brosius@comcast.net	Dave Hood	Western Australia	Bob Robles "Howler"	P.O. Box 201117
Colin Bruce	dhood@phd-law.com	Australia	67 Tara Rd.	Austin, TX 78720-1117
30 Almoners' Avenue	Dave Hooton	Westfront@westfront.com.au	Orinda, CA 94563	wandrew88@gmail.com
Cambridge, CB1 8PA, England	hootond@yahooc.com	Jack McHugh	Rlroble5@comcast.net	Paul Zieske
furyofthenorthmen@btopenworld.com	Dale Horsely	jwmchughjr@gmail.com	(510) 254-6354	zieskep@juno.com
Dennis Cain "Red Dog"	dale.horsely@yahoo.com	Lynn Mercer	Bill Scharf "Doge"	
1218 N. 3 rd St.	Tom Howell "Whippet"	hancockfc@yahoo.com	4814 Walnut Grove Ave.	
Quincy, IL 62301-1727	365 Storm King Road	Ward Narhi	Rosemead, CA 91770	
(217) 223-2284	Port Angeles, WA 98363	521 Moreley	(626) 286-4428	
iamthedbear@sbcglobal.net	off-the-shelf@olympus.net	Akron, OH 44320	bear-hugs@sbcglobal.net	
	(360) 928-9698	lurkertv@hotmail.com	Bogislaw von Shcoenfeldt	
		(330) 835-4013	coldcomfort@gmx.net	

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, Brad Martin **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, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin

Standby Calls

Andy York for the Bene Gesserit in Hound Dog