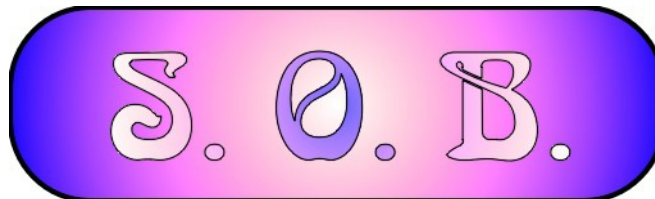


Number 192



January, 2014

Notes from Hades

I haven't been traveling, but at the end of October, I attended back-to-back meetings remotely. The first was in Sardinia and the second was in Berlin. Since Europe is nine hours ahead of Pacific time, this meant that I was working from midnight to about 8:00 am. Not my favorite working schedule, particularly two weeks in a row.

A couple of weeks after that, however, we got a visit from Brendan and Su Whyte. If you are not aware, Brendan publishes the zine *Damn the Consequences*, which you should check out. They were close to the end of an extended tour of North America, which included visiting a number of other members of the gaming community. It was nice to visit with them and put faces to names. The second night they were here, Bill Scharf came over to meet them as well.

No games ended this issue, but a couple of them appear to be close, so sign up for new games soon!

The next deadline is **Tuesday, January 7 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

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Game Openings

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Martin Burgdorf(\$), Kevin Wilson(\$), will take up to 4 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. **Starts this issue!**

Shaggy Dog. History of the World. Have Dave Anderson(\$), Chris Geggus(\$),

Kevin Wilson(\$), Bill Scharf(\$), Martin Burgdorf, will take up to 2 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, Michael Lowrey, Dave Hooton, will take up to 7 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. Have Chris Geggus, Dave Hooton, will take up to 3 more.

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:

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

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

Bolognese

Summer 1058

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

Miller Number 2010Dpw23 (gunboat)

Deadline for Fall 1058 1/7 Tuesday

The Holy Roman Empire is beset on two sides and losing ground rapidly as Pisa retakes Genoa and Venice takes Milan. Pisa and the Byzantines stalemate in the south while the Normans go defensive.

OrdersBYZANTINES :

A AQUILA to Bari, F Upper Adriatic to CARNIOLA, F Ancona to UPPER ADRIATIC, F LOWER ADRIATIC supports F Otranto to Ionian Sea, F (EM) BARI to

HOLY ROMAN EMPIRE :

Otranto, F OTRANTO to Ionian Sea, F DURAZZO supports F Otranto to Ionian Sea

A Milan supports A Parma (cut, DISLODGED, retreat Como, Carinthia, Pavia, garrison, OTB), A PARMA

supports A Milan, A FORNOVA supports A Genoa, A MONTFERRAT supports A Genoa, A Genoa supports A Montferrat (cut, DESTROYED)

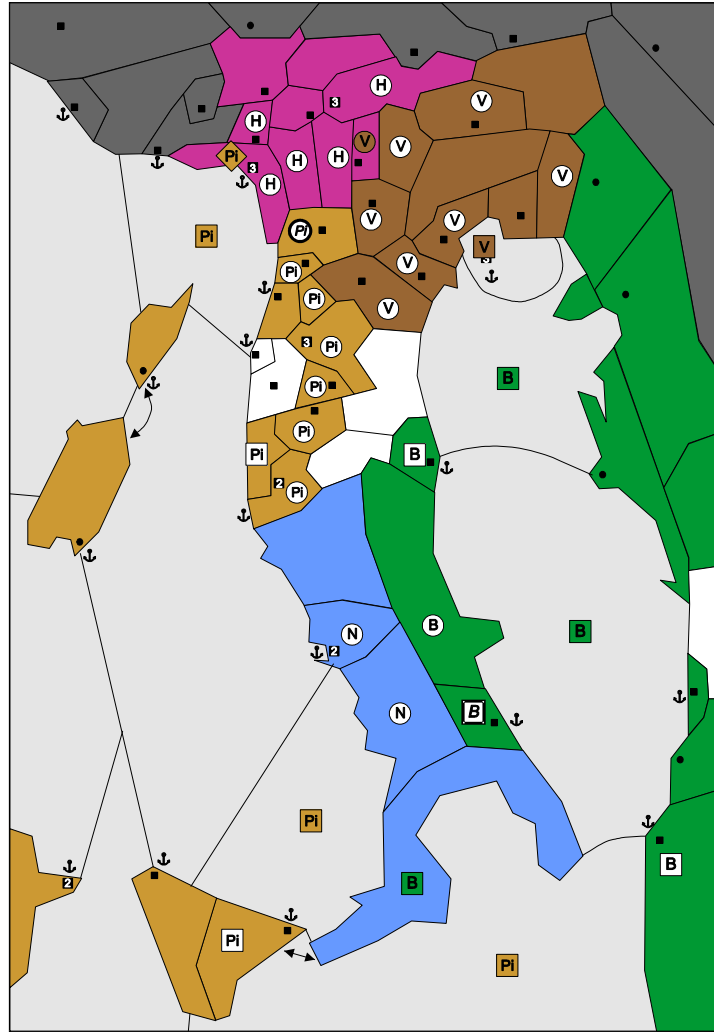
NORMANS :

A NAPLES supports A Salerno, A SALERNO supports A Naples

PISA :

A (EM) Modena to GENOA, A Lucca to MODENA, A Pistoia to LUCCA, A FLORENCE supports A Arezzo to Urbino, A Arezzo to URBINO, A Perugia to SPOLETTO, A Rome to CAPUA, F LIGURIAN SEA supports A Modena to Genoa, F Patrimony to TYRRHENIAN SEA, F GULF OF NAPLES supports F Ionian Sea, F MESSINA supports F Ionian Sea, F IONIAN SEA supports Norman

Bolognese



A Salerno to Otranto (nso)

VENICE :

A TRENTO supports A Cremona to Milan, A Cremona to MILAN, A BERGAMO supports A Cremona to Milan, A Mantua to CREMONA, A Padua to VERONA, A FRIULI holds, A Ferrara to MANTUA, A BOLOGNA supports A Ferrara to Mantua

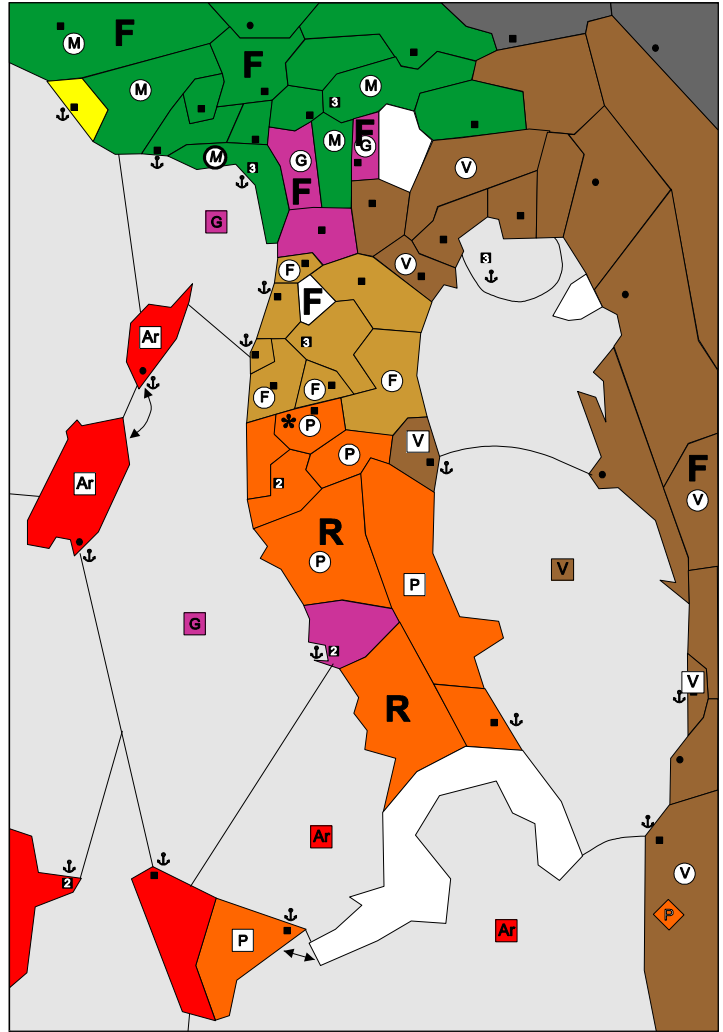
Your treasury:

Press

Byzantines to Venice: I'll be curious to learn why your A Tre moved to Fri. We need to concentrate and coordinate our forces vs. Pisa.

Pisa to Normans: I shall give you ducats in order to maintain your 2 armies and to build a garrison in Naples.

Purebred



Purebred

Fall 1256

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Winter 1257 1/7 Tuesday**

Aragon and Genoa fail to repay their debt and are assassinated! Milan and the Pope take advantage, while Venice takes continues to move against the Pope. Pisa helps the Pope out.

Summer 1256 Retreats

Genoa retreats A Genoa to garrison.
The Papacy retreats A Perugia to Patrimony and F Durazzo to garrison.

Expenditures

Aragon is unable to pay back his loan to the Moneylenders and is assassinated!
All Aragon units hold this turn. Rebellions in Spoleto and Aquila. Aragon is forever barred from taking out new loans from the Moneylenders.

Genoa is unable to pay back his loan to the Moneylenders and is assassinated! All Genoan units hold this turn. Rebellions in Parma and Lucca. Genoa is forever barred from taking out new loans from the Moneylenders.

Outstanding Loans

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), 6 ducats due from Milan (5 borrowed)

Orders

ARAGON (McHugh): A Perugia holds (DISLOGGED, retreat Rome, garrison, OTB), A Spoleto holds (DESTROYED), F CORSICA holds, F SARDINIA holds, F GULF OF NAPLES holds, F IONIAN SEA holds

FLORENCE (Partridge): A Bologna to LUCCA (rebellion liberated), A Florence to URBINO, A AREZZO supports Papal A Patrimony to Perugia, A SIENNA supports Papal A Patrimony to Perugia

GENOA (Wilson): A CREMONA holds, A FORNOVA holds, F LIGURIAN SEA holds, F TYRRHENIAN SEA holds, G Genoa holds (SURRENDERS)

MILAN (Schoenfeldt): A Marseilles to AVIGNON, A Savoy to PROVENCE, A (EM) GENOA besieges (garrison surrenders), A Pavia to PARMA, A MILAN supports A Pavia to Parma (rebellion liberated)

PAPACY (Roalstad): A Patrimony to PERUGIA, A Rome to SPOLETO (rebellion liberated), A CAPUA supports A Rome to Spoleto, F Bari to AQUILA (rebellion liberated), F Otranto to MESSINA, G DURAZZO holds

VENICE (Robles): A VERONA holds, A FERRARA holds, A BOSNIA holds, A DURAZZO besiege, F Upper Adriatic to ANCONA, F LOWER ADRIATIC supports F Upper Adriatic, F RAGUSA supports F Lower Adriatic

Your treasury:

Spring 1256 Famine

Poor Year – Column Only: Cremona, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1255 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	Corsica, Sardinia, Tunis, Palermo	4
FLO	Lucca, Bologna, Pisa, Florence, Urbino, Arezzo, Sienna, Piombino	8

S.O.B.

GEN	<u>Cremona, Fornova</u> , Modena, Naples	2
MIL	<u>Avignon</u> , Provence, Swiss, Tyrolea, Milan, Trent, Como, <u>Turin</u> , Saluzzo, Savoy, Genoa, Montferrat, Pavia, Parma	12
PAP	Patrimony, Perugia, <u>Rome</u> , Spoleto, <u>Capua</u> , Aquila, Bari, <u>Salerno</u> , Messina	7
VEN	Mantua, Ferrara, Padua, Verona, Treviso, Friuli, Carinthia, Slavonia, Carniola, Croatia, Dalmatia, <u>Bosnia</u> , Herzegovina, Ragusa, Albania, Durazzo, Ancona	16

Seas

ARA	Gulf of Naples, Ionian Sea	2
GEN	Tyrrhenian Sea, Ligurian Sea	2
VEN	Lower Adriatic, Venice	2

Cities

ARA	Corsica, Sardinia, Tunis (2), Palermo	5
FLO	Lucca, Bologna, Pisa, Florence (3), Arezzo, Sienna, Piombino	9
GEN	<u>Cremona</u> , Modena, Naples (2)	3
MIL	<u>Avignon</u> , Swiss, Tyrolea, Milan (3), Trent, <u>Turin</u> , Saluzzo, Savoy, Genoa (3), Montferrat, Pavia	13
PAP	<u>Perugia, Rome (2)</u> , Bari, Messina, <u>Durazzo</u>	5
VEN	Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Ancona, Venice (3)	13

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	4	4	2	5	15
FLORENCE:	4	8	0	9	21
GENOA:	3	2	2	3	10
MILAN:	4	12	0	13	29
PAPACY:	5	7	0	5	17
VENICE:	4	16	2	13	35

Game Summary

	1253	1254	1255	1256	1257
Aragon:	3	5	5	4	4*
Florence:	3	5	5	5	7
Genoa:	3	5	7	6	3
Milan:	3	6	8	9	11
Papacy:	3	5	7	5	4*
Venice:	3	5	8	10	11

* Depends on retreat

Dog Show

End of Game Statements

Andy York: Congrats to Eric on taking the win, and condolences to Michael for a close-run 2nd place. My middle-of-the-pack finish was about par for the course. Maybe next time.... Thank, Chris, for running the game - and excellent job as always.

Eric Brosius: This game was unusual in many ways, not the least of which was the fact that it was close all the way through, even though players were pursuing very different strategies. Early on I decided that I needed to get lucky to have a chance to win, so I took a big chance and it paid off--just barely.

My early cards were awful. On Turn 2, having spent all six cards on a WaF in Turn 1, I drew Wa7 + Wa6 + Or2. These were somewhat lower than average, but even worse, didn't allow me to buy a pop without wasting 3 in earning power. Since I'd only be giving up 3 by failing to man my OrF, I decided not to buy a pop. But then I thought that a DL strategy might be a way to come back, so I bid 15 (all my cards) on a DL and got it. The next turn I got Wa8 + Wa5 + Or1 and was even worse off, not being able to bid on a DL. I passed, using the same reasoning I had used on Turn 2. One key to this game is to avoid pursuing too

many strategies, and being poor helps with that!

My card luck returned to normal starting in Turn 4, but before Turn 6 I spent some time thinking about how I was going to give myself a chance to win. I decided that I needed to buy at least one more DL, and if I could, I wanted to buy them both. I had 43 in spending power, so I had to get at least one of them for 21 or less. HOB0, who already had a pair of DLs, put them both up for auction, but he dropped out at 19, so I got them for 20 each. I didn't spend anything in Turn 7, because I was hoping to be able to get something good (a Sc, an OL or a La) if it showed up in Turn 8.

I had 55 going into Turn 8, and Chris flopped three OLs and a La. Perhaps I should have bid on an OL, but I was greedy for the 5 VP a La would give, and for the ability to buy ReFs if there was nothing I wanted or if I was outbid. This put me near the lead in VPs, but my inability to buy more than 5 pop was a real handicap.

One of the big elements of luck in Outpost, even more than that of the card draws, is the order in which upgrades appear. HOB0 was my main

competition for Sc upgrades, and he had a nice pile of cards (I had bought a La in Turn 8, and he had only bought a single pop.) Fortunately, there were 3 Sc upgrades, and although HOBO got two of them, I got the third. I went on to buy two more Sc's and a pair of ReFs, but on Turn I decided to pass yet again, saving my cards for the imminent start of Era III.

I had 242 in buying power to start Turn 13, so I was really hoping for a MB. By my estimate, only ITCHEN could afford even as much as a PC, and he would need a bit of luck to make it to 160. I had great luck, with 1 MB coming out for me to buy and ITCHEN forced to settle for a SS. From here on out, I was able to buy a big upgrade every turn, though I never even had the extra funds to buy a pop to man one of those idle WaFs. I've never seen an ending like this, with a player manning only two regular factories (in my case, the two ReFs.)

I'd like to thank Chris for running the game, and all my opponents for an enjoyable contest.

Andy Lewis: Congratulations to Eric. Sorry you came up just short Michael. I tried my best. I want to thank Chris for running this. I think I accomplished a

personal best of finishing in the top half. Maybe another dozen games and I'll have a real clue and maybe give someone a run for their money.

Kevin Wilson: First, congratulations to Eric on a nice, close, win and to Michael for making him work for it.

Once again, I'm down at the bottom. It seems every time I decide the route to go (DL and Scientists or building for income) the cards just miss me on the first couple of turns and I don't win the initial key items and it's catch up the rest of the way, usually unsuccessfully. That, and I seem to continually miss the strategy in this one. Oh well, we keep trying and hopefully learning.

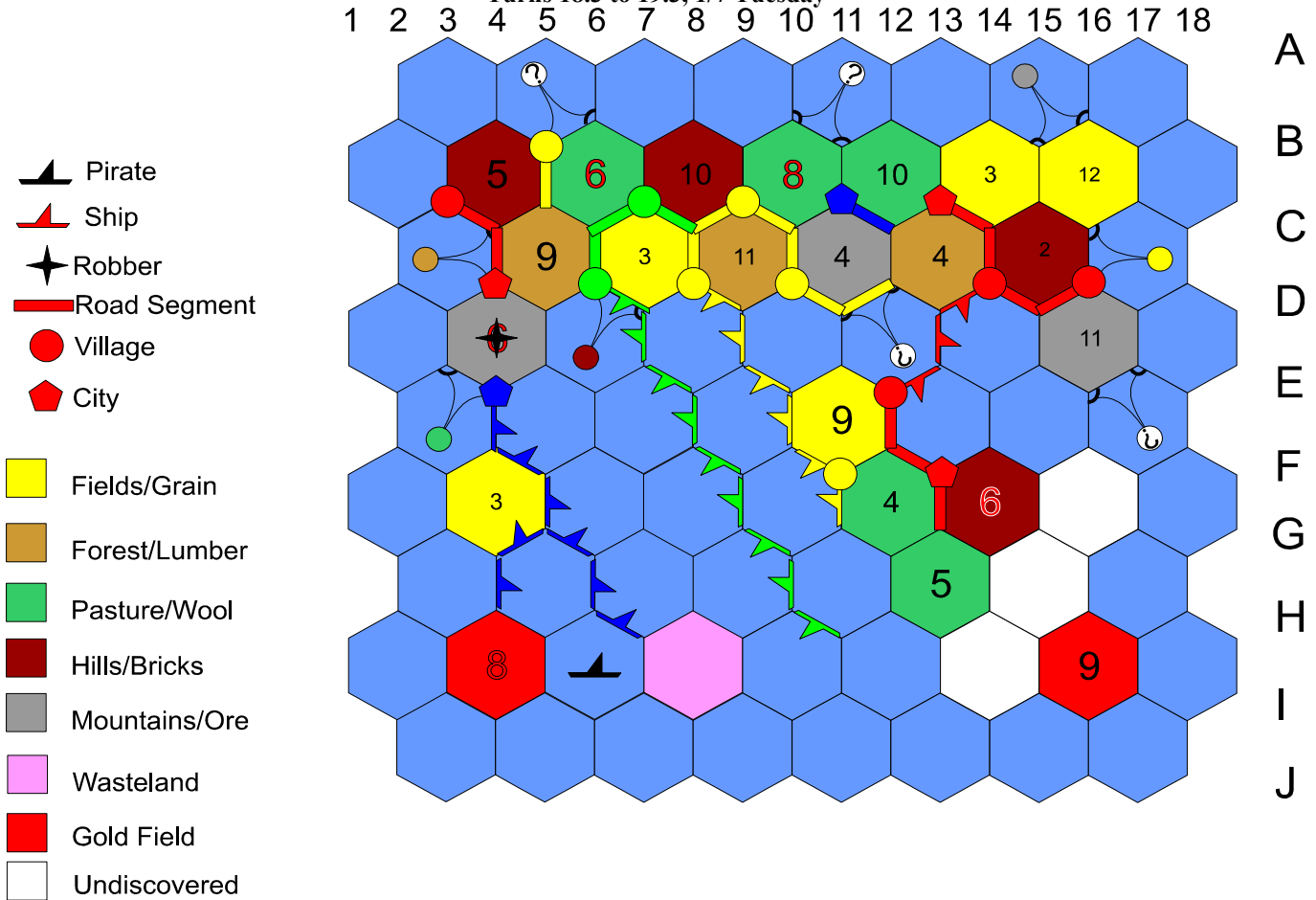
Thanks to Chris, as usual, for running a prompt and accurate game.

Bill Scharf: My strategy in this game worked out well. I focused on cards (research) that didn't impact hand size or require additional population, or much additional population, which saves a lot of expenses. Of course, it only works if there isn't competition; if too many player follow the same strategy resources are too thin to win using just these assets. I – oh, wait. I was channeling Eric Brosius. Never mind.

Golden Retriever

Turns 17.2 to 18.2

Turns 18.3 to 19.3, 1/7 Tuesday



Turn 17

Dave rolls a 4. Dave gains 3 lumber, Chris gains 1 ore and 1 wool, and Bill gains 2 ore. Trades 2 lumber for 1 wool at the lumber port and builds a settlement at F13.

Chris rolls a 5. Dave and Chris each gain 1 brick. Plays a Knight and moves the

Robber to the Ore 6 space at E4 and steals lumber. Builds roads from D10 to D11 and D11 to D12.

Bill rolls a 3. Kevin and Dave each gain 2 grain and Chris gains 1 grain. Trades 4 ore for 1 brick.

Turn 18

Kevin rolls a 5. Dave and Chris each receive 1 brick. Buys a development card (_____).

Dave rolls a 6. Chris and Kevin each receive 1 wool, Bill receives 2 ore, and

Dave receives 2 ore and 1 brick. Upgrades settlement at F13 to a city, and builds a road from F13 to G13 (discovers a 5 Pasture area, receives wool).

Open Trades

None

Dice Rolls

Turn 17

Chris: 11

Bill: 6

Turn 17

Chris: 8

Kevin: 5

Dave: 7

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	1	1	2	1	1	1 Unplayed ()	4*
Dave Hooton	Red		1	1	4		1 Knight	10
Chris Geggus	Yellow	1	2		2	4	2 Knights	5
Bill Scharf	Blue	1		1	1	2	1 Knight, 1 Unplayed ()	4

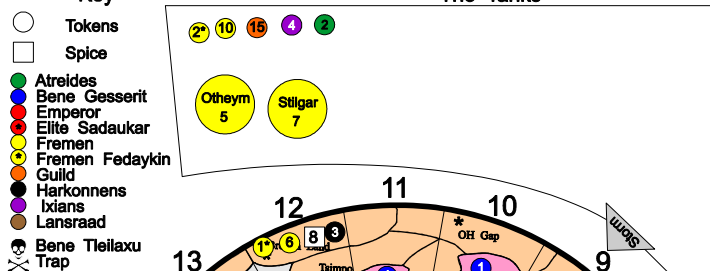
*Includes Longest Trade Route.

Hound Dog

Turn 4 Bidding to Battle
Turn 4 Battle, 1/7 Tuesday

Players

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



Atreides revive 2 tokens

Fremen revive 3 tokens (1 Fedaykin)

Guild revives 2 tokens (2 spice spent)

Shipping

Fremen ship 3 tokens (1 Fedaykin) to Broken Land (12)

Harkonnens ship 5 tokens to Carthag (Bene Gesserit accompanies, 5 spice to the Guild)

Guild ship 2 tokens to Pasty Mesa (8) (Bene Gesserit accompanies, 2 spice spent)

Movement

Bene Gesserit move 1 token Polar Sink to False Wall East (8)

Fremen move 4 tokens Sietch Tabr to Plastic Basin to Broken Land (12)

Harkonnens move 3 tokens Hagga Basin to Tsimpo to Broken Land (12)

Guild move 1 token from Pasty Mesa to Red Chasm

Bidding

There are battles in Arrakeen and Broken Land. In Arrakeen, the Atreides (all leaders available) are the aggressor against the Bene Gesserit (all leaders available). In Broken Land, the Fremen (Chani, Shadout Mapes, and Jamis available) are the aggressor versus the Harkonnens (all leaders available).

Positions

Atreides: 8 tokens Arrakeen, 2 tokens in the tanks, 10 tokens off-planet

Bene Gesserit: 1 token False Wall East (8), 1 token Carthag, 1 token Pasty Mesa (8), 1 token Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 15 tokens off-planet

Fremen: 1 token Sietch Tabr, 7 tokens (1 Fedaykin) Broken Land (12), 12 tokens (2 Fedaykin), Stilgar, Otheym in the tanks

Guild: 3 tokens Tuek's Sietch, 1 token Pasty Mesa (8), 1 token Red Chasm, 15 tokens in the tanks

Harkonnens: 9 tokens Carthag, 3 tokens Shield Wall (9), 3 tokens Broken Land (12), 5 tokens off-planet

Ixians: 5 tokens Habbanya Ridge Sietch, 4 tokens in the tanks, 11 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Turn 4

Bidding

CARD 1 () goes to the Bene Gesserit for 3 spice
 CARD 2 () goes to the Bene Gesserit for 3 spice
 CARD 3 () goes to the Bene Gesserit for 3 spice
 CARD 4 () goes to the Harkonnens for 2 spice (extra card:)
 CARD 5 () goes to the Guild for 2 spice.

Movement

Bene Gesserit coexist everywhere except Arrakeen. The Guild goes last.

Revival

Ixians revive 3 tokens (2 spice spent)

Robodog**Turn 8****Turn 9 due 11/19 Tuesday***Program Robots*

Robot	Phase 1	Phase 2	ase 3	Phase 4	Phase 5
Anonobot	Back Up (460)	U-Turn (60)	Move 1 (660)	Rotate Right (160)	Rotate Left (410)
Cutter	Shut down.				
Marvin	Rotate Left (130)	Back Up (450)	Rotate Left (310)	Rotate Right (80)	Rotate Right (220)
Dalekbot	Move 2 (740)	Move 2 (680)	<i>Rotate Left (290)</i>	<i>Move 1 (580)</i>	<i>Move 1 (590)</i>
Predator	Rotate Right (180)	Move 1 (490)	Rotate Left (230)	Move 2 (690)	Rotate Left (90)
Metal Mikey	Move 3 (830)	Move 3 (790)	Move 2 (760)	Move 1 (510)	Rotate Left (110)

Registers in italics are locked.

Anonobot schedules a shut down for next turn.

Phase 1

Metal Mikey dashes ahead 3 to A12, Dalekbot moves ahead 2 to H17, pushing Anonobot to G17, Anonobot backs up to F17, Predator rotates right to face west, and Marvin rotates left to face east. The conveyor belt moves Dalekbot to H15, and the gear rotates Marvin to face north. Predator shoots Marvin, locking register 5.

Phase 2

Metal Mikey again dashes ahead 3 to A15, Dalekbot moves ahead 2 to F15, Predator moves ahead 1 to K15, Marvin backs up to J16, touching flag 1 (archive relocated), and Anonobot makes a U-turn to face west. The conveyor belt moves Predator to K17 and turns him to face north and the gear rotates Dalekbot to face south. Dalekbot shoots Anonobot, locking register 4.

Phase 3

Metal Mikey moves ahead 2 to A17, Anonobot moves ahead 1 to E17, Marvin rotates left to face west, Dalekbot rotates left to face east, and Predator rotates left to face west. Conveyor belts move Anonobot to C17 and Predator to I17. The gear rotates Dalekbot to face north. Predator shoots Anonobot (register 3 locked) and Anonobot shoots Metal Mikey.

Phase 4

Predator moves ahead 2 to G17, Dalekbot moves ahead 1 to F14, Metal Mikey moves ahead 1 to A18, Anonobot rotates right to face north, and Marvin rotates right to face north. The conveyor belt moves Anonobot to B16 and rotates him to face east. The gear rotates Predator to face south.

Phase 5

Dalekbot moves ahead 1 to F13, Anonobot rotates left to face north, Marvin rotates right to face east, Metal Mikey rotates left to face east, and Predator rotates left to face east. The conveyor belt moves Anonobot to B14 and rotates him to face east. The gear rotates Predator to face north. Anonobot shoots Dalekbot, locking register 3.

Cleanup

Anonobot shuts down, repairing all damage. The flag repairs Marvin 1 point, unlocking register 5.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		B14>E	1	1	0
2	Bill Scharf	Cutter	Peach		H13>S	1	2	0
3	Howard Bishop	Marvin	Grey		J16>E	1	3	4
4	Andy York	Dalekbot	Black	Abort Switch	F14>N		2	7
5	Chris Geggus	Predator	Yellow	Fire Control	G17>N		3	2
6	Brendan Whyte	Metal Mikey	Blue		A18>E	1, 2	2	3

Program Cards**Mirzam****Turns 8.1 to 9.1****Turns 9.2 to 10.2 due 1/7 Tuesday**Turn 8

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 6 6**

R – Interstellar Biosphere.

Sells Space Spice for \$80 (from the cup: Impossible Furniture at 8). Sells Space Spice for \$80 (from the cup: Bionic Perfume at 1a). Buys Living Toys for \$80, Mulch Wine for \$30 and a shield for \$60. Receives \$40 in factory commissions.

2nd: **Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 2 3**

5

R – B – Y – B10 – R10 – B – Y – B – R – Aerie – Y.

3rd: **Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 2 5**

Y – R – NC1.

4th: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 5**

5

Terror Station(s).

Sells Visible Holes for \$170 (from the cup: Space Spice at 2). Buys 2 Immortal Grease for \$100.

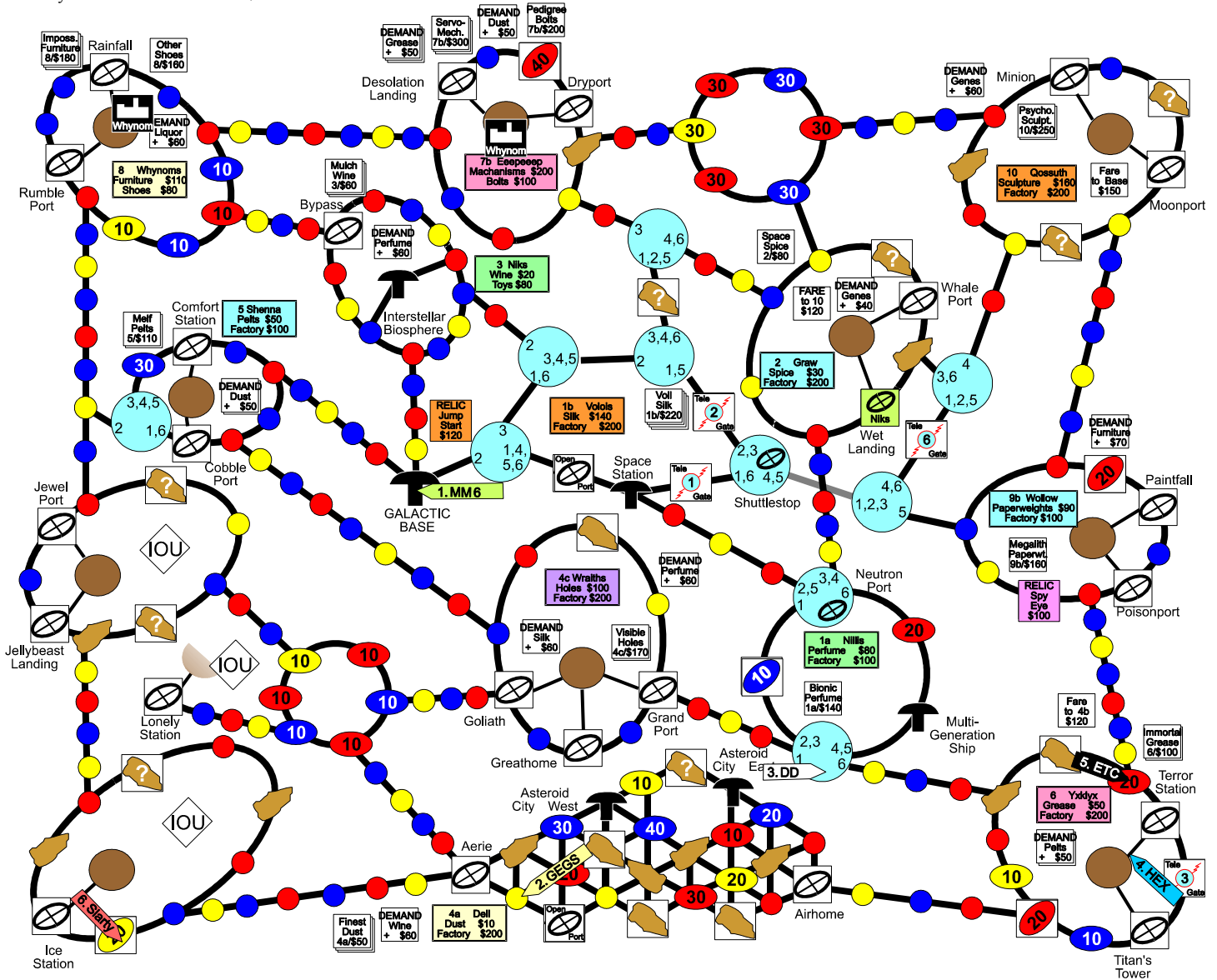
6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 2 3 4

A - (Y20) - A - A - (Y) - ? (it's an Open Port) - Aerie - (Y) - R - B - R - B - (Y) - B - ? (it's a Y20 penalty marker)

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 * 3
Galactic Base - NC6 - Open Port - Space Station - R - Y - R - NC6 - R20 - Multi-Generation Ship - NC6 - Y - B - R - A - A - R20.

Turn 9

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 3 5
Interstellar Biosphere - B - R - B - R - Y - Galactic Base
Buys Switch Switch relic for \$100.



On the board:

- 1a (Nillis): 1 Bionic Perfume
- 1b (Volois): 4 Voll Silk
- 2 (Graw): 1 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)
- 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), 2 Immortal Grease, Fare to 4b (\$120)

- 7a (Zum): 3 Chiclé 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): 3 Impossible Furniture, Demand for Chiclé Liquor (+\$60), Other Shoes
- 9a (Chola): 2 Designer Genes, Demand for Immortal Grease (+\$50), Demand for Chiclé Liquor (+\$60)
- 9b (Wollow): 1 Megalith Paperweight, Demand for Impossible Furniture (+\$70)
- 10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60), Fare to Base (\$150)
- Base: Relic Jump Start

1. Mystery Machine 6 Scout **\$33**
 10: 3 3 4

Hold1: Mulch Wine 3/\$60
 Hold2: Living Toys 3/\$180
 Hull: Shield (\$60)

Wet Landing \$200, Niks \$200, RELIC Switch \$100

2. GEGS Scout **\$9**
 9: 5 5 6 // 10: 3 4 5

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

10 \$120, 2 \$90

3. Data Dancer Scout **\$40**
 9: 1 1 4

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

4. HEX Scout **\$250**
 9: 1 3 5

Hold1: Immortal Grease 6/\$100
 Hold2: Immortal Grease 6/\$100
 Hull: RELIC Gate Lock \$100

5. ETC Needle **\$104**
 9: 1 5 (use 1*3)

Hold1: Mulch Wine 3/\$60
 Hold2: Fare to 4a \$140
 Hull: 3 \$80

Whynoms \$100, Eeepseep \$100

6. Startybarfast Clipper **\$40**
 9: 4 4 4 5

Hold1: Finest Dust 4a/\$50
 Hold2: Fare to Base \$180
 Hull: RELIC Yellow Drive \$80

4a \$60, RELIC Air Foil \$80, Relic Shield (\$60), RELIC Mulligan Gear \$120

Pick of the Litter

Turn 3, Phases IV-VI and Turn 4

Turn 4, Phases IV-VI and Turn 5, Phases I-III due 1/7 Tuesday

Turn 3

Operations

Red (Bishop) operates #43 (\$50, 2 silver) and receives \$130 in passenger revenue.

Brown (Partridge) operates #89 (\$30, 3 coal), delivers 1 gold from Fairplay to Denver, splitting the proceeds with Orange (\$125 to Brown, \$150 to Orange), and gains \$20 in passenger revenue.

Orange (Hooton) buys claim #32 for \$100 and operates it (\$50, 1 gold).

Cyan (Scharf) delivers 2 gold from Bingham to Salt Lake City for \$550, receives \$20 in passenger revenue, and buys a 15 train for \$120.

Blue (Anderson) operates #81 (\$40, 4 coal) and #48 (\$40, depletes).

Determine Price Changes

Gold: -1 to \$250

Copper: Remains at \$240

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-3 to \$60	-1 to \$80	+2 to \$80	+1 to \$40	-2 to \$40
Coal:	Remains at \$60	+1 to \$40	Remains at \$30	+2 to \$60	-1 to \$60

Turn 4

Move Prospectors and Surveyors

Red (Bishop) surveys Canon City to Westcliffe and Walsenburg to Trinidad, prospects #90

Brown (Partridge) surveys Pueblo to Walsenburg and Fairplay to Dillon (not during winter), prospects #87.

Orange (Hooton) surveys Socorro to Belen, prospects passenger line 4.

Cyan (Scharf) surveys Thistle to Price, prospects the deck.

Blue (Anderson) surveys Gunnison to Crested Butte, prospects #79.

Dispute Resolution

None. Orange draws claim #105 (silver at Silver City) and has first right of refusal. Red spends \$240, Brown spends \$200, Orange spends \$255, Cyan spends \$200, and Blue spends \$160.

Notes

Remember that Turn 4 is a winter turn – no surveying on or delivery over seasonal track.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$710	9		S, S, P+1
Dave Partridge	Brown	Denver	\$935	9		S, S+1, P
Dave Hooton	Orange	El Paso	\$740	9		S, S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,130	9, 15		S, P+1
Debbie Anderson	Blue	Pueblo	\$880	9, 15		S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	5	\$50
90	Trinidad	Red	Coal	N	\$40
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	3	\$30
87	Alamo	Brown	Coal	N	\$30
97	Elizabethtown	Orange	Gold	3	\$40
104	Mogollon	Orange	Silver	N	\$50
32	Fairplay	Orange	Gold	0	\$50
81	Crested Butte	Blue	Coal	11	\$40
48	Ourray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	N	\$40

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	Brown	
4	A	El Paso – Deming	\$60	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	

Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40

Available Trains

Type	# Available	Cost
9	1	\$80
15	4	\$120

S.O.B.

#	City	Type	Claim	Operation
91	Trinidad	Coal	\$60	\$30
74	Elk Springs	Coal	\$60	\$20
53	Lake City	Silver	\$60	\$30
60	Pagosa Springs	Lumber	\$40	\$20
85	Canon City	Coal	\$100	\$30
56	Hot Sulphur Springs	Lumber	\$60	\$30
10	Silver City	Silver	\$40	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	
9	B	Denver – Leadville	\$120	\$230	
15	B	Denver – Grand Jct.	\$270	\$435	2
8	A	Denver – Leadville	\$260	\$500	1
10	B	Denver – Aspen	\$130	\$250	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	3
14	B	El Paso – Albuquerque	\$220	\$405	

¹ Discard after 4 Leadville depletions

² Discard when 22 is taken. Good for \$270 toward card 22

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

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Dachshund

Turn 2, Phases 4 through 5.3

Turn 2

Phase 3: Play Cards

Genoa cedes Lyons, Milan, Genoa, and Florence to Paris.

Phase 4: Purchases

Barcelona buys Galley 2 (\$10), The Heavens (A, \$30), and Patronage (E, \$30, Misery increases to 10). Stabilization not paid, Misery increases to 30.

Commerce, Misery reduced to 10), and Stabilization (\$1).

Genoa buys Galley 4 (\$10) and stabilization (\$6).

Paris buys Galley 2 (\$10), Improved Agriculture (J, \$30, \$10 credit from

Venice buys Galley 2 (\$10) and stabilization (\$6).

Phase 5: Buy Cards

Barcelona expands to Seville (3) and Fez (2).

Paris expands to Basque (3 vs. Barcelona, dr = 4, 1, 5; success), Prague (2), Montpellier (3 vs. Barcelona, dr = 4, 1, 3; success), Bordeaux (2), Toulouse (1)

Genoa expands to Algiers (2), Tripoi (2), Salonika (2), Sicily (2), Belgrade (2), Dubrovnik (3), and Marseilles (1).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	10	11	\$7	2	14	1	2	I, J
Jack McHugh	Venice	0	15	\$3	4	1	3	2	N
Martin Burgdorf	Genoa	20	14	\$5	3	7	3	4	N
Bob Robles	Barcelona	30	5	\$11	1	7	5	2	A, E, I

Players are listed in reverse tie breaking order.

Notes

Stirrups in effect for Paris. At the players' request, this game is now being run continuously via email.

Commodity Log

Commodity	Chris	Bob	Jack	Martin
Stone (2)	4	--	--	1
Wool (3)	1	1	--	1
Timber (4)	1	1	--	1
Grain (5)	1	1	--	2

Commodity	Chris	Bob	Jack	Martin
Cloth (6)	2	--	1	--
Wine (7)	1	2	--	--
Metal (8)	2	1	--	--
Fur (9)	1	--	--	--
Silk (10)	--	1	--	1

Commodity	Chris	Bob	Jack	Martin
Spice (11)	--	--	--	--
Gold (12)	1	--	--	--
Ivory (12)	--	--	--	1

Cards

Shortage, Surplus

Akita

Turns 1.1 to 3.4

Turn 1

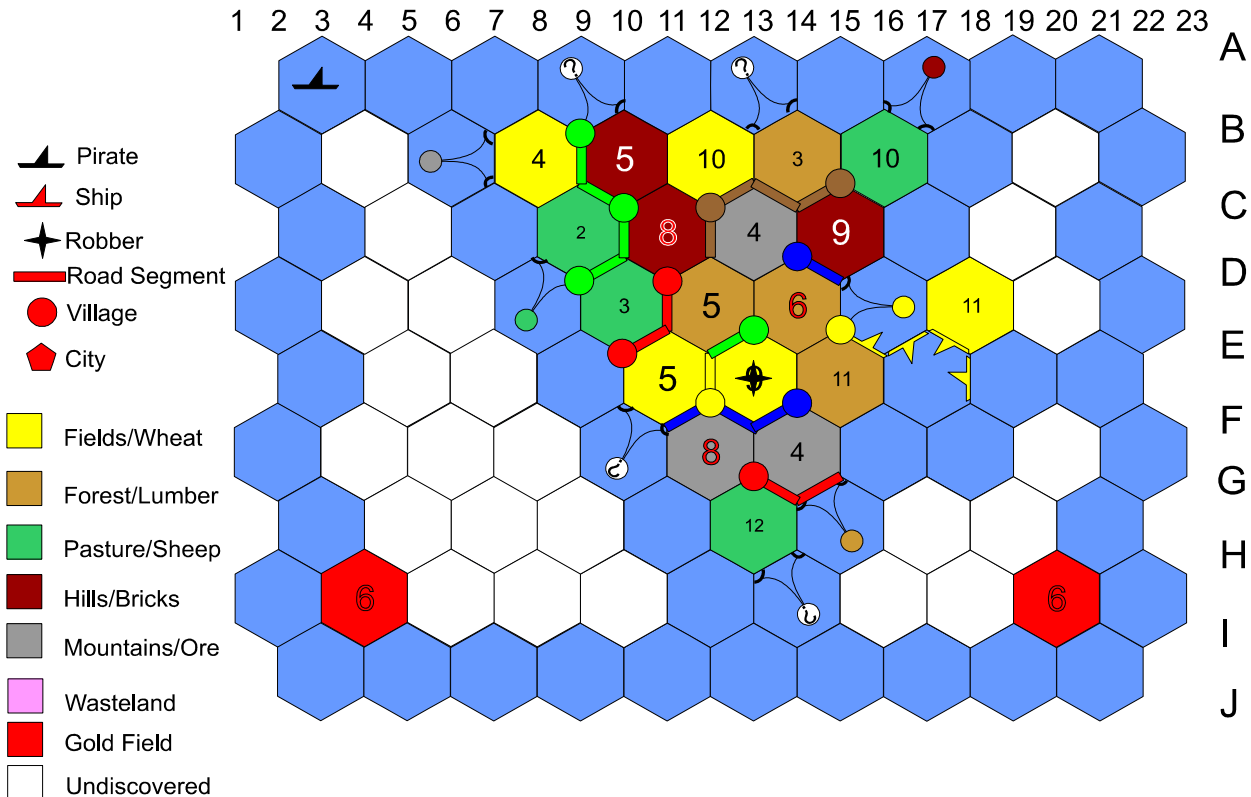
Ron rolls a 7 and places the Robber at the Forest 6 area and steals a brick from Dave. Passes.
Chris rolls a 3. Ron gains a wool and Martin gains a lumber. Chris trades 1 lumber to Ron for 1 wool. Builds a ship from E16 to E17 (discovers field, gains grain). During the supplemental build turn, Ron builds a road from E11 to E10 and Martin builds a road from C14 to C13.
Andy rolls a 7 and moves the Robber to the 9 Hills area and steals from Martin, gaining lumber.
Dave rolls a 5, and Ron gains 1 lumber, Dave gains 1 brick and 1 lumber, and Chris gains 1 grain. Builds a road from C9 to B9.
Martin rolls a 5, and Ron gains 1 lumber, Dave gains 1 brick and 1 lumber, and Chris gains 1 grain. Passes.

Turn 2

Ron rolls a 6. Chris, Andy, and Dave each gain 1 lumber. Passes.
Chris rolls an 8. Ron receives a brick and an ore, Andy and Martin each receive a brick and Chris receives an ore. Trades 2 grain at the grain port for 1 wool and builds a ship from E17 to E18 (discovers ocean). During the special build turn, Andy builds a road from F13 to F11, Ron builds a road from G14 to G15.
Andy rolls a 10. Martin receives grain and wool. Andy trades 1 grain to Dave for 1 brick and builds a road from F12 to F11. During the special build turn, Dave builds a settlement at B9.
Dave rolls a 7. Moves the Robber to the 4 Ore space at C13 and steals wool from Martin and passes.
Martin rolls a 5. Ron receives 1 lumber and Dave receives 1 lumber and 2 brick and Chris receives 1 grain. Passes.

Turn 3

Ron rolls a 4. Ron and Andy each gain 1 ore and Dave gains 1 grain. Trades 1 lumber to Martin for 1 grain.
Chris rolls a 6. Chris, Andy, and Dave each gain 1 lumber. Trades 2 grain for 1 wool at the grain port and builds a ship from E18 to F18 (discovers ocean). During the special build phase, Dave builds roads from C10 to D10 and D10 to D9. Martin builds a road from C12 to C13.
Andy rolls an 8. Dave and Martin each receive 1 brick, Chris receives 1 ore, and Ron receives 1 brick and 1 ore. Passes.
Dave rolls a 7. Ron discards 5 ore. Dave moves the Robber/Pirate to the 9 field space at E13 and steals ore from Chris. Builds a settlement at D9. During the special build turn, Ron builds a settlement at E10.
Martin rolls a 7.



Notes

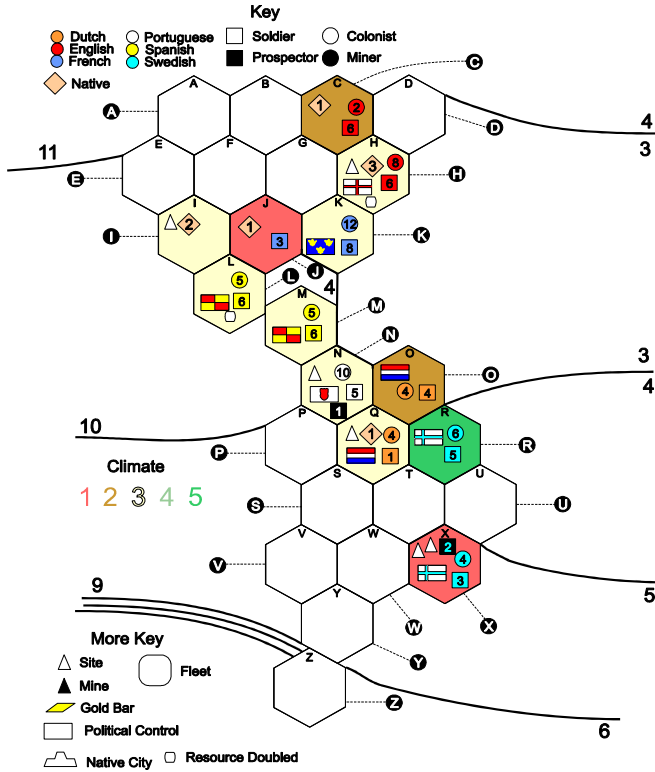
At the players' request, this game is now being run continuously via email.

Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red							3
Chris Geggus	Yellow					1		2
Andy York	Blue			2		2		2
Dave Partridge	Green					1		4
Martin Burgdorf	Brown		1		1			

Newfoundland

Turn 2



colonists and 4 soldiers from the fleet to M.

French move 3 soldiers from K to J (its a climate 1 area with 1 native) and 3 soldiers and 4 colonists from fleet to K.

Portuguese move 4 soldiers and 4 colonists from fleet to N. One soldier prospects.

Dutch move 3 colonists and 3 soldiers from O to Q and 4 colonists and 4 soldiers from the fleet to O.

Swedes move 5 soldiers and 4 colonists into area X (it is a climate 1 area with 1 native and 2 sites). Two soldiers in X prospect.

English move 3 soldiers from H to C, 4 soldiers and 2 colonists from anchorage point to H, and 1 soldier and 1 colonist from fleet to C.

Native Combat

Spanish: 1 soldier killed in I. **Dutch:** 1 native and 4 soldiers killed in Q. **Swedes:** 1 native killed in X.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 6. No losses.

Political Control

Dutch gain political control of Q. **Swedes** gain political control of X. **Spanish** gain political control of M.

Homebound Naval Movement

Spanish: Dice: 1, 3, 4, 5. Loses 1 ship.

French: Dice: 3, 6, 6. No losses.

Portuguese: Dice: 2, 3, 4, 4. No losses.

Dutch: Dice: 2, 5, 6. No losses.

Swedes: Dice: 2, 3, 4, 6, 6. No losses.

English: Dice: 2, 4, 5, 6. No losses.

Income

English: Political Control: \$40, resources: \$18.

Dutch: Political Control: \$60, resources: \$8.

French: Political Control: \$40, resources: \$12.

Portuguese: Political Control: \$40, resources: \$10.

Spanish: Political Control: \$60, resources: \$15.

Swedes: Political Control: \$60, resources: \$10.

Turn 4 Initiative

English, Portuguese, Dutch, Spanish, French, Swedes.

Swedish attitude is (dr = 5) Expansion.

Planning

Spanish buy 4 soldiers (\$40) and maintain 4 ships (\$16) for \$56.

French buys 3 soldiers (\$30) and maintains 5 ships (\$20) for \$50.

Portuguese buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

Dutch buy 4 soldiers (\$40) and 1 ship (\$12), and maintains 3 ships (\$12) for \$64.

Swedes buy 5 soldiers (\$50) and 2 ships (\$24) and maintains 3 ships (\$12) for \$64.

English buy 6 soldiers (\$60) and 1 ship (\$12) and maintain 4 ships (\$16) for \$88.

Outbound Naval Movement

Spanish Move to M. Dice: 5, 5, 6, 6. No losses.

French Move to K. Dice: 1, 5, 6. No losses.

Portuguese Move to N. Dice: 2, 3, 4, 6. No losses.

Dutch Move to O. Dice: 3, 5, 6. No losses.

Swedes Move to X. Dice: 1, 2, 4, 5, 5. No losses.

English Move to H. Dice: 1, 3, 6. Lose 1 soldier and 1 colonist. Drop off 4 soldiers and 2 colonists. Move to D. Dice: 3, 3. No losses.

Land Movement

Spanish move 1 soldier from L to I, 1 colonist and 5 soldiers from M to L, and 3

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$78	11	5	4
Dutch	Dave Partridge	\$87	13	4	4
French	Dave Hood	\$54	10	5	4
Portuguese	Bob Robles	\$78	14	4	4
Spanish	Andy York	\$81	8	4	3
Swedes	Non-Player	\$76	13	5	4

Dalmatian
Gamestart
Deadline Turn 1, Tuesday, January 7

The Players

	City Name	Player	Workers	Treasury	Storage	Hunting	Farming	Mining	Clothmaking	Development	VP
1		Dave Partridge	1/0	2	1/2	1-1/1	1-2/1				2
2		Cary Nichols	1/0	2	1/2	1-1/1	1-2/1				2
3		Andy York	1/0	2	1/2	1-1/1	1-2/1				2
4		Jack McHugh	1/0	2	1/2	1-1/1	1-2/1				2
5		Bill Scharf	1/0	2	1/2	1-1/1	1-2/1				2

Notes

Here is the key for the above table. Workers represents the number of untrained/trained workers. If they are in italics, then the player has Improved Training. Treasury represents the number of treasury tokens. If it is italicized, then the player has Improved Storage and can hold up to 6, rather than the usual 3, when storage limits are applied. Storage represents the number of cards held/the maximum cards that can be held when storage limits are applied. In the production categories (Hunting, Farming, Mining, and Clothmaking) the numbers represent the number of tools being used-production value/VP value-(number of unused tools). If no unused tools exist, then that part is omitted. In the case of Hunting and Mining, if the numbers are in italics, the player has the Improved version of that profession. If they are in bold, then the player has the Advanced version of that profession.

Available Development Cards

Resource Cards

New Arrivals: Dyer, Granary, Glassmaking, Prospector, Tracker

Card	Minimum Bid	Available	Not Yet Delivered
Dyer (Dy)	2	1	2
Granary (Gr)	4	1	2
Glassmaking (Gl)	5	1	2
Fort (Ft)	7	0	3
Prospector (Pr)	2	1	1
Indentured Worker (IW)	3	0	2
Tracker (Tr)	3	1	4

Best In Show

A partial list of games played in *S.O.B.* and the winner of each.

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
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
Barking Up the Wrong Tree	Dave Partridge

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
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

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
Dog Show	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
Dogbreath	Andy York

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
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott

¹ GMed by Andy Lewis

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	Pasquale Giovine
Russian Wolfhound	Bill Scharf

Silverton

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

Industrial Waste

Name	Winner
Junk Yard Dog	Eric Brosius
Doberman	Eric Brosius
Rottweiler	Andy York

Puerto Rico

Name	Winner
Gaspede	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss

*Rehoused from Paul Bolduc's *Boris the Spider*

Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York

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

¹ GMed by Andy Lewis



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		(330) 835-4013		

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): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh
Dune: 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
Phoenicia: None so far.

Standby Calls

None this issue!