

Notes from Hades

I hope you all had a great holiday season and that 2014 treats you well. I was able to take three weeks off work and go on a couple of camping trips with my sons' scout troop. This was the first time I has been winter camping, although most of the country would probably not recognize it as such. The first trip was the long-delayed trip to Joshua Tree, originally scheduled for early October but postponed by the government shutdown. It was only a one night campout, but we had a fairly large group. I spent much of the night working with some of the scouts on their astronomy merit badge, and the skies were glorious. The winter Milky Way in the Northern Hemisphere is considerably fainter than the summer Milky Way, due primarily to the fact that we are facing toward the center of the galaxy in the summer and the opposite way in the winter. Even so, it was clear in the sky and a number of other notable objects were to be seen. In addition, the scouts spent much of the days scrambling over the large granite rock formations in the area.

After the new year, we went on a three night trip to Death Valley. We got there near sunset on the first day, so we didn't do much aside from set up camp at the Furnace Creek camp ground. The next day, we headed out to the middle of the valley near Stovepipe Wells. Our first stop was Mosaic Canyon. Mosaic Canyon is one of the many washes that drain into the valley. What makes this one unique is that at the lower end of the canyon are a number of marble formations that are nearly polished by the occasional flash floods. We hiked about a mile up the canyon and back, and then went to the Mesquite Flat Sand Dunes. This is a fairly extensive dune field, and some of the larger dunes can be well over a couple of hundred feet tall. The scouts hiked over the dunes and attempted to use a sled saucer to slide down them without much success. We hit Salt Creek on the way back to the campsite, but didn't see any of the pupfish. On the third day, we headed out to the north end of the valley to Scotty's Castle. This is a house built by Albert Johnson, a wealthy Chicago financier and insurance man, and Death Valley Scotty, an entertainer and con man. They had become fast friends after Johnson attempted to check up on a grubstake that Johnson had given Scotty. The trip to Death Valley, intended by Scotty as a way of deterring Johnson, who had suffered a very bad back, actually helped Johnson's back. Anyway, it is an impressive structure and well worth a visit. After that, we headed over to Ubehebe Crater, a volcanic crater to the east. The crater is nearly 800 feet deep, and the scouts went down it, but the top hundred feet or so are loose gravel and fairly steep, so the hike back up is a real workout. I declined and instead went over to Little Hebe Crater, which is a smaller crater nearby. After lunch, we headed back down to the south end of the valley to Badwater. At 282 feet below sea level, it is the lowest point in North America. It gets its name from the spring there, which is contaminated by the salts in the surrounding area. In times of heavy rainfall, the whole area becomes a shallow lake, and the repeated flooding and drying has concentrated salts in the area. Overall, it was a lot of fun.

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, February 18 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 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.

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

Fall 1058

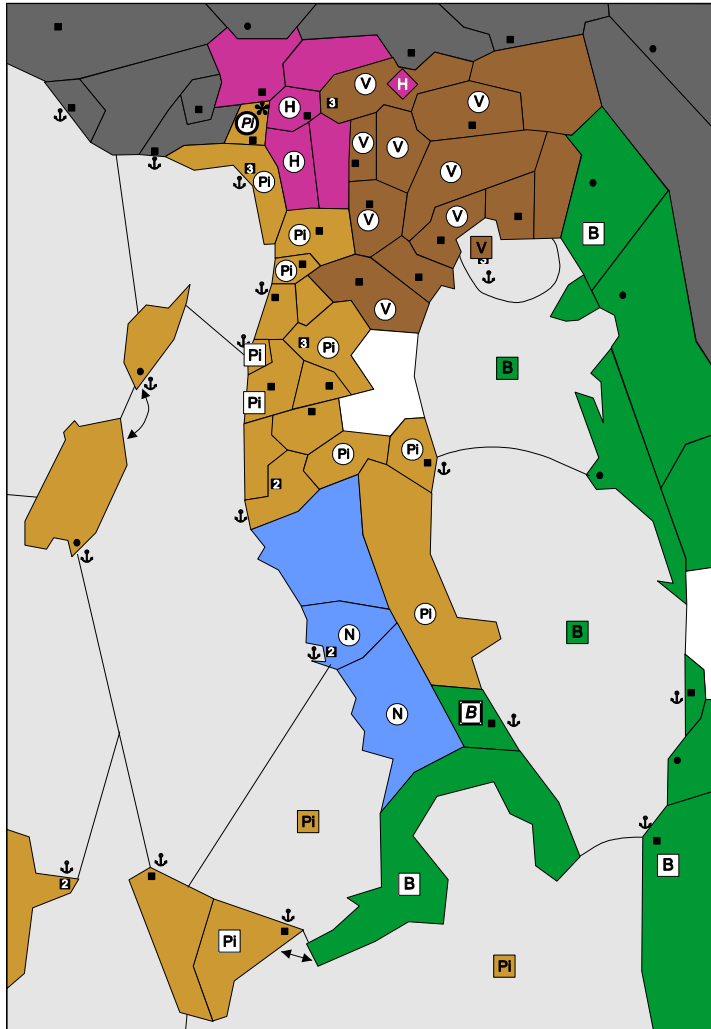
Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory

Miller Number 2010Dpw23 (gunboat)

Deadline for Winter/Spring 1059 2/18 Tuesday

Without the distraction of the Pope, Pisa is starting to dominate the board, making gains against the Holy Roman Empire and the Byzantines. Venice also squeezes the Holy Roman Empire, and the Normans stay defensive.

Bolognese



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

Summer 1058 Retreats

Holy Roman Empire A Milan retreats to garrison

Orders

BYZANTINES □: A Aquila supports F Otranto to Salerno (cut, DESTROYED), F CARNIOLA holds (u), F Upper Adriatic to CARNIOLA, F LOWER ADRIATIC supports F Durazzo to Ionian Sea, F (EM) BARI holds, F DRUAZZO to Ionian Sea, F OTRANTO to Salerno

HOLY ROMAN EMPIRE □: A Parma to PAVIA, A FORNOVA supports A Montferrat (cut), A Montferrat supports A Parma to Pavia (cut, DISLODGED, retreat Turin, garrison, OTB), G MILAN holds

NORMANS □: A NAPLES supports A Salerno, A SALERNO supports A Naples (cut)

PISA □: A (EM) Genoa to MONTFERRAT, A MODENA to Fornova, A LUCCA to Modnea, A FLORENCE holds, A Urbino to

VENICE □:

ANCONA, A SPOLETTO supports A Capua to Aquila, A Capua to AQUILA, F Ligurian Sea to PIOMBINO, F Tyrrhenian Sea to SIENNA, F GULF OF NAPLES supports F Ionian Sea, F MESSINA supports F Ionian Sea, F IONIAN SEA supports Norman A Salerno to Otranto (nso. cut), G GENOA convert to A

A TRENTO supports A Milan, A MILAN besieges, A BERGAMO supports A Cremona, A CREMONA supports A Milan, A MANTUA supports A Bologna, A VERONA supports A Milan, A Friuli to PADUA, A BOLOGNA supports A Mantua, F VENICE transports A Friuli to Padua

Your treasury:

Press

Normans to Pisa: You are very generous, Sir!

Pisa to Normans: If necessary, I shall give you ducats in order to maintain your 2 armies, as I said.

Venice to Byzantines: Sorry to cause you concern, was moving northwards, but will return to the centre now.

Spring 1059 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	Carniola, Istria, Croatia, Dalmatia, Bosnia, Ragusa, Albania, Durazzo, Bari, Otranto	10
HRE	Turin, Como, Pavia, Fornova, Parma	5
NOR	Capua, Naples, Salerno	3
PIS	Montferrat, Genoa, Modena, Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino, Corsica, Sardinia, Patrimony, Perugia, Rome, Spoleto, Ancona, Aquila, Tunis, Palermo, Messina	21
VEN	Milan, Cremona, Mantua, Bologna, Ferrara, Padua, Verona, Bergamo, Trent, Carinthia, Friuli, Treviso	12

Seas

BYZ	Upper Adriatic, Lower Adriatic	2
PIS	Gulf of Naples, Ionian Sea	2
VEN	Venice	1

Cities

BYZ	Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Bari	7
HRE	Turin, Pavia	2
NOR	Naples (2)	2
PIS	<u>Montferrat</u> , Genoa (3), Modena, Lucca, Pisa, Florence (3), Arezzo, Sienna, Piombino, Corsica, Sardinia, Perugia, Rome (2), Ancona, Tunis (2), Palermo, Messina	23
VEN	Cremona, Mantua, Bologna, Ferrara, Padua, Trent, Treviso, Venice (3)	10

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	4	10	2	7	23
HOLY ROMAN EMPIRE:	4	5	0	2	11
NORMANS:	5	3	0	2	10
PISA:	14	21	2	23	60
VENICE:	4	12	1	10	27

S.O.B.

Game Summary

	1051	1052	1053	1054	1055	1056	1057	1058	1059
Byz:	3	4	7	7	6	8	8	8	7
HRE:	3	5	5	5	6	5	6	5	2
Nor:	1	3	4	4	2	1	1	1	1
Pap:	3	4	5	5	5	6	4	2	0
Pis:	3	5	7	9	10	10	11	11	17*
Ven:	3	5	7	6	7	6	6	6	8

* Depends on retreat

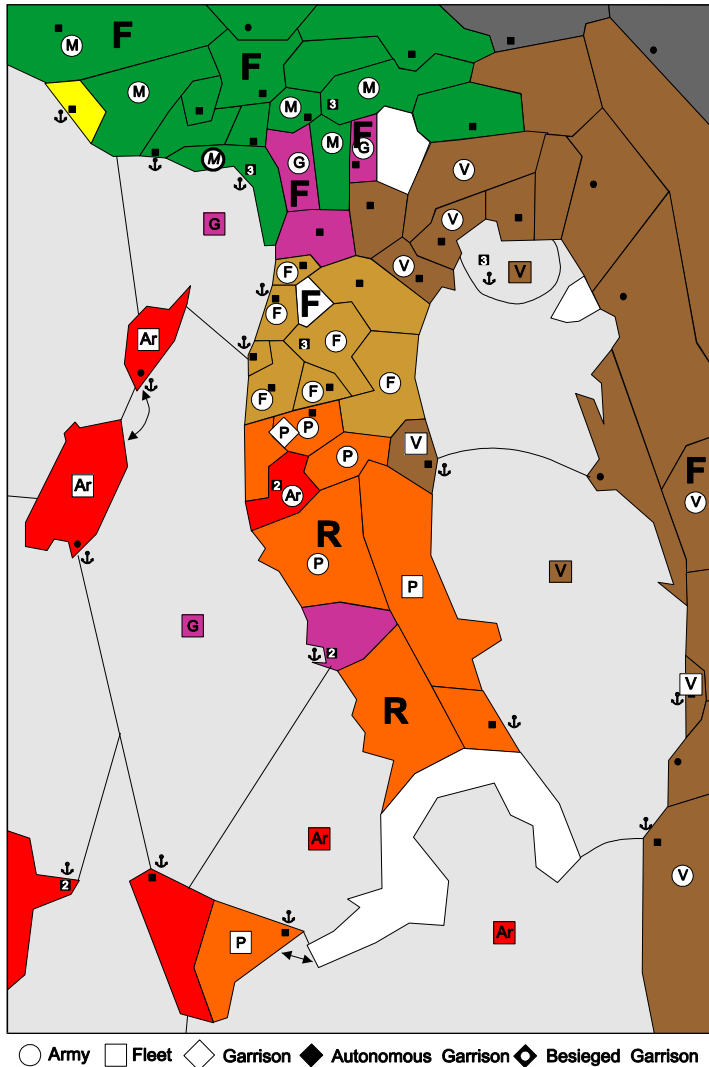
Purebred

Winter 1257

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1257 2/18 Tuesday**

A pause for building.

Purebred



Fall 1256 Retreats

Aragon A Perugia retreats to Rome

Outstanding Loans

Spring 1257: 15 ducats due from the Pope (10 borrowed), 6 ducats due from Milan (5 borrowed)

Builds

		Cost
Aragon	Maintains all, no new builds	15
Florence	Maintains all, builds A Florence, A Pisa	18
Genoa	Maintains all, no new builds	12
Milan	Maintains all, builds A Pavia	21
Papacy	Maintains A Perugia, A Spoleto, A Capua, F Aquila, F Messina, builds G Perugia	18
Venice	Maintains all, builds A Padua, F Venice	27

Your treasury:

Notes

Milan pays back his 6 ducat loan to the Moneylenders.

Golden Retriever

Turns 18.3 to 19.3

Turns 19.4 to 20.4, 2/18 Tuesday

Turn 18

Chris rolls an 11. Chris gains 3 lumber and Dave gains 1 ore. Trades 3 lumber for grain at the ? port and converts the settlement at B5 into a city.

Bill rolls a 6. Dave gains 2 brick and Chris gains 2 wool. NMR! Passes.

Turn 19

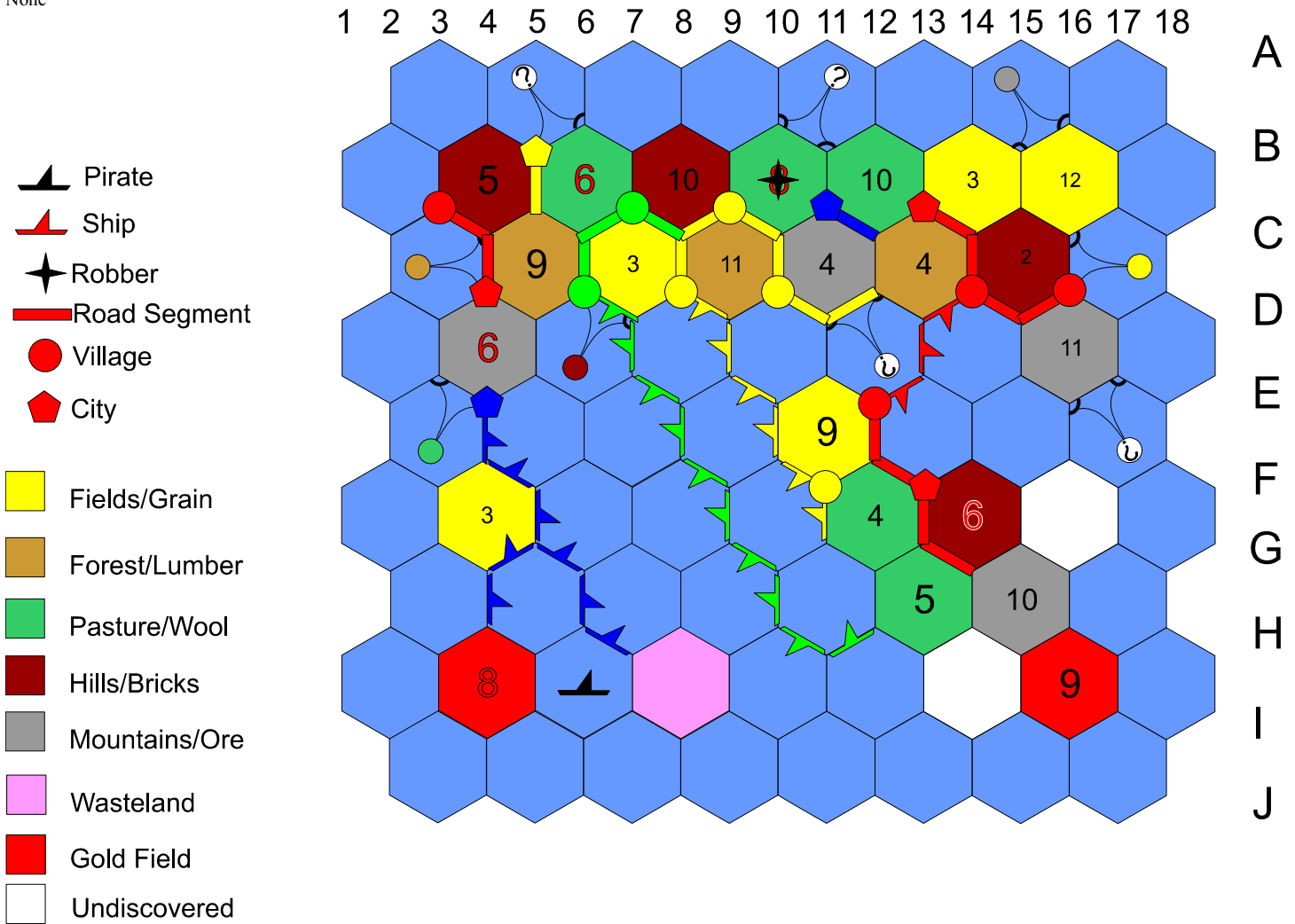
Kevin rolls a 5. Dave gains 1 brick and Chris gains 2 brick. Builds a ship from

H11 to H12.

Dave rolls a 7. Chris discards 3 wool and 1 brick. Dave discards 5 brick. Moves the Robber to the 8 Field space at B10 and steals a brick from Chris. Builds a road from G13 to G14 (discovers 10 Mountain space, gains ore). Chris rolls an 8. No resources gained. Passes.

Open Trades

None



Dice Rolls

Turn 19

Bill: 8

Turn 17

Kevin: 7

Dave: 9

Chris: 4

Bill: 10

The Players

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

*Includes Longest Trade Route.

Notes

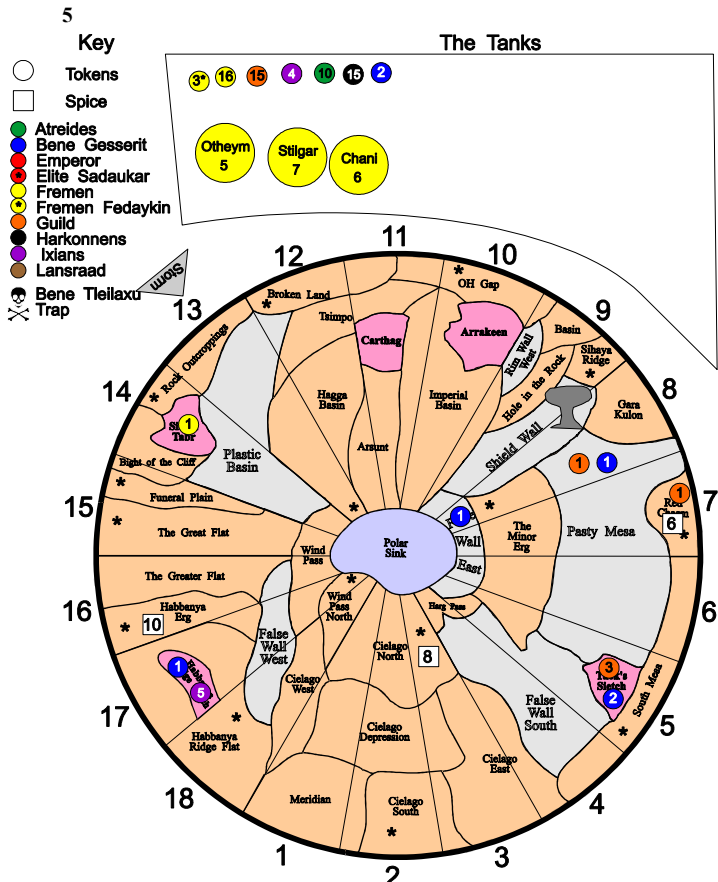
Bill Scharf has NMRed! Will Michael Lowrey please submit standby orders for Blue!

Hound Dog

**Turn 4 Battle to Turn 5 Bidding
Turn 5 Bidding and Movement, 2/18 Tuesday**

Players

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



Turn 4
Battle
Arrakeen

Atreides use prescience to view the Bene Gesserit defense. Bene Gesserit Voice the Atreides to not use a worthless card as a weapon.

	Atreides	Bene Gesserit
Attack	Lasegun	Jubba Cloak
Defense	None	None
Leader	Dr. Yueh (1)	Cheap Hero (0)
Dial	8	0
Spice	8	0
Total	9	0

The Atreides win but lose 8 tokens to the tanks. The Bene Gesserit lose 1 token to the tanks and discard the Jubba Cloak and Cheap Hero. The Kwisatz Haderach is now available to the Atreides.

Broken Land

	Fremen	Harkonnens
Attack	None	Chaumurky
Defense	Shield	None

Robodog

Turn 9
Turn 10 due 2/18 Tuesday

Program Robots

Robot	Phase 1	Phase 2	ase 3	Phase 4	Phase 5
Anonobot	Shut down.				
Cutter	Rotate Right (260)	Move 2 (710)	Rotate Right (400)	Move 2 (670)	Move 3 (790)
Marvin	Rotate Right (120)	Rotate Right (240)	Rotate Right (80)	Move 3 (820)	Move 1 (490)
Dalekbot	Rotate Left (250)	Move 1 (630)	Rotate Left (290)	Move 1 (580)	Move 1 (590)
Predator	Back Up (460)	Rotate Left (410)	Rotate Left (190)	Move 2 (700)	Rotate Right (360)
Metal Mikey	Move 1 (620)	Move 3 (840)	Back Up (480)	Move 1 (550)	Move 2 (780)

Registers in italics are locked.

Dalekbot schedules a shut down for next turn. Cutter has NMRed! Program was determined randomly.

S.O.B.

Leader	Chani (6)	Umman Kudu (1)
Dial	4	1.5
Spice	0	0
Total	10	2.5

Chani betrays the Fremen! The Fremen lose the Shield, 7 tokens (1 Fedaykin) and Chani to the tanks. The Harkonnens gain 6 spice from Chani.

Spice Collection

- Guild collect 3 spice (2 Red Chasm, 1 Tuek's Sietch)
- Harkonnens collect 10 spice (8 Broken Land, 2 Carthag)
- Ixians collect 10 spice (technology sales)

Turn 5

Storm Movement

The Guild plays Family Atomics, destroying the Shield Wall. The 3 Harkonnen tokens on the wall go to the tanks.
The Storm moves 4 sectors to Sector 13. The storm destroys 9 Harkonnen and 1 Bene Gesserit tokens in Carthag and 3 Harkonnen tokens in Broken Land. Turn 6 storm movement: ___ sectors

Spice Blow

- 10 spice Habbanya Erg
- 8 spice Ceilago North
- Turn 6 spice blow:

Bidding

CHOAM Charity recipients: Bene Gesserit
Five cards are up for bid. Eligible bidders are: Atreides (2 cards), Bene Gesserit (2 cards), Fremen (1 card), Guild (2 cards).
Cards are:

Positions

- Atreides:** 10 tokens in the tanks, 10 tokens off-planet
- Bene Gesserit:** 1 token False Wall East (8), 1 token Pasty Mesa (8), 2 tokens in the tanks, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 15 tokens off-planet
- Fremen:** 1 token Sietch Tabr, 19 tokens (3 Fedaykin), Stilgar, Chani, 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:** 15 tokens in the tanks, 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

Phase 1

Metal Mikey moves ahead 1 to B18, Predator backs up to G18, Cutter rotates right to face west, Dalekbot rotates left to face west, and Marvin rotates right to face south. The conveyor belt moves Anonobot to D14. Dalekbot shoots Anonobot and Metal Mikey shoots Predator.

Phase 2

Metal Mikey dashes forward 3 to E18, Cutter moves ahead 2 to F13, Dalekbot moves ahead 1 to E14, Predator rotates left to face west, and Marvin rotates right to face west. Conveyor belts: Dalekbot is moved to E16 and Anonobot is moved to E15 and rotated to face south. The gear rotates Metal Mikey to face north. Predator shoots Metal Mikey and Metal Mikey shoots Dalekbot (register 2 locked).

Phase 3

Metal Mikey backs up to E19, Cutter rotates right to face north, Dalekbot rotates left to face south, Predator rotates left to face south, and Marvin rotates right to face north. Conveyor belts: Dalekbot is moved to D17 and turned to face west, Anonobot is moved to E17 and turned to face west. Metal Mikey shoots Anonobot.

Phase 4

Marvin dashes ahead 3 to I13, Predator moves ahead 2 to G19, Cutter moves ahead 2 to F11, Dalekbot moves ahead 1 to C17, and Metal Mikey moves ahead 1 to E18. Conveyor belts: Dalekbot is moved to B16 and rotated to face north and Anonobot is moved to C17. The gear rotates Metal Mikey to face west.

Phase 5

Cutter dashes forward 3 into a pit, Metal Mikey moves ahead 2 to C18, Dalekbot moves ahead 1 to B15, Marvin moves ahead 1 into the wall, and Predator rotates right to face west. Conveyor belts: Dalekbot is moved to C14 and rotated to face east and Anonobot is moved to B16 and rotated to face north.

Cleanup

Dalekbot shuts down, repairing all damage. Cutter reappears at I15 facing any desired direction with 2 damage.

Notes

Bill Scharf has NMRed! **Will Brad Martin please submit orders for Cutter!**

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		B16>N	1	1	2
2	Bill Scharf?	Cutter	Peach		I15>?	1	1	2
3	Howard Bishop	Marvin	Grey		J13>N	1	3	4
4	Andy York	Dalekbot	Black	Abort Switch	C14>E		2	0
5	Chris Geggus	Predator	Yellow	Fire Control	G20>W		3	3
6	Brendan Whyte	Metal Mikey	Blue		C18>W	1, 2	2	4

Program Cards**Mirzam**

Turns 9.2 to 10.2

Turns 10.3 to 12.3 due 2/18 Tuesday

Turn 9

2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 5 5

6

Y – Open Port – Y – A – A – R10 – Asteroid City East.

Sells Space Spice for \$80 (from the cup: Designer Genes at 9a). Buys Finest Dust for \$10.

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 1 4

NC1 – R – Y – R – Grand Port(o) – B – Greathome(o).

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 3

5

Terror Station(s) – Terror Station(o) – R20 – Y – B – R – B – Y – B.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 * 3

Galactic Base – NC6 – Open Port – Space Station – R – Y – R – NC6 –

R20 – Multi-Generation Ship – NC6 – Y – R20 – A – A – R – Y10 – R20 –

R – B – Y – Airhome – A – R10 – A – A – Y – Open Port.

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Mulch Wine at 3 and Demand for Silk at 3). Buys Finest Dust for \$10 and a Yellow Drive for \$80.

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 4 4 4 5

Ice Station (o) – (Y20) – B – R – A – R – ? (it's a B20 penalty marker) – R – (Y) – B – R – (Y) – A – ? (it's an Open Port) – B – (Y) – ? (it's the Auto Pilot relic) – R – Jewel Port(o) – B – Jellybeast Landing(o) – Jellybeast Landing(s).

Discovers Humans (from the cup: Space Spice at 2, Bionic Perfume at 1a, Space Spice at 2, and Demand for Genes at 2). Trades IOU plus \$10 for Factory.

Turn 10

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 3 4

5

Galactic Base – R – B – Y – B – R – B – R – Cobble Port(o) – Cobble Port(s).

Sells Living Toys for \$180 (from the cup: Designer Genes at 9a). Buys Cobble Port for \$200.

2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 3 4

Asteroid City East – B20 – R – Airhome – Y – B – R – R20 – B10 – Titan's Tower(o) – Titan's Tower(s).

Sells Finest Dust for \$50 (from the cup: Impossible Furniture at 8). Buys Immortal Grease for \$50 and picks up Fare to 4b.

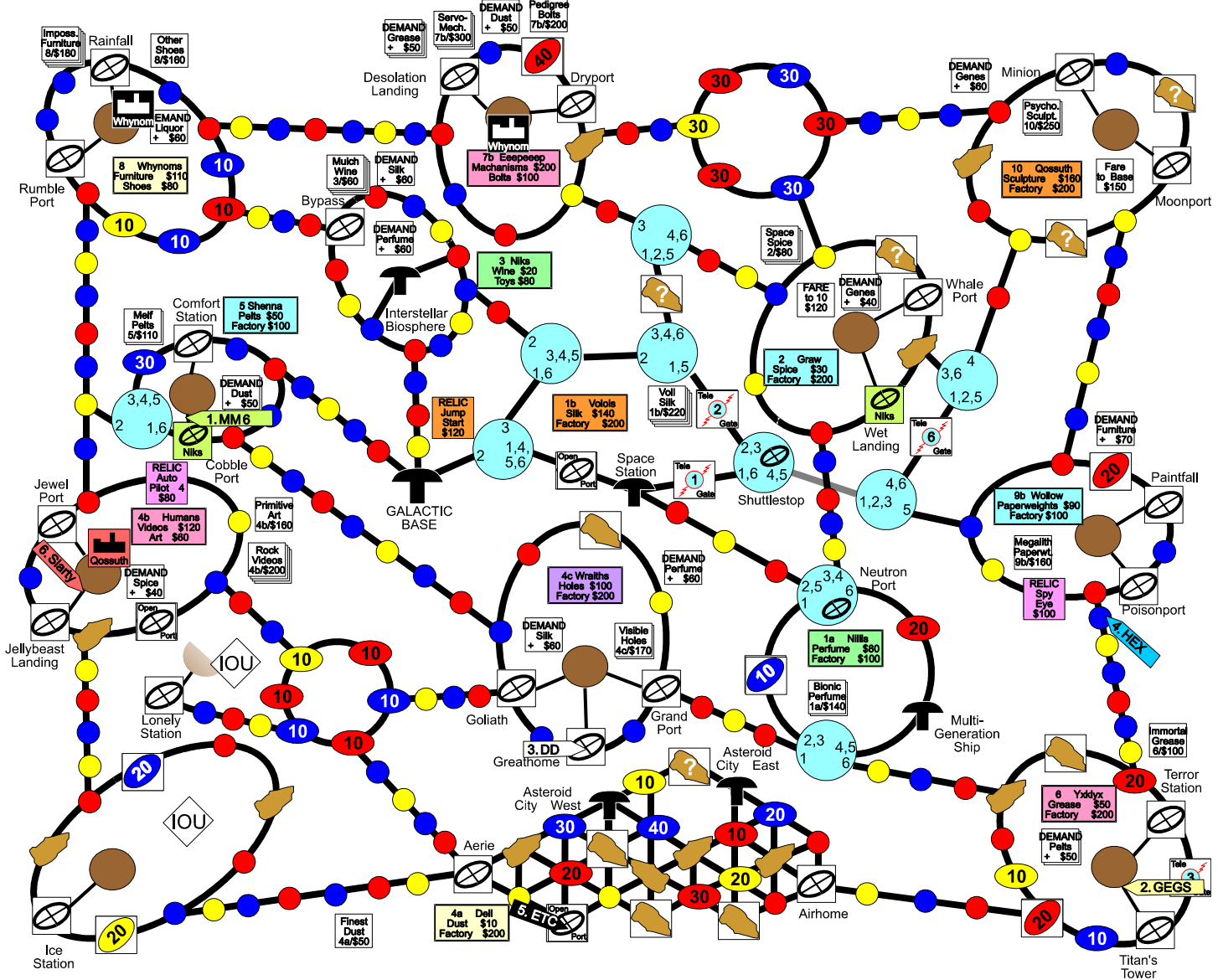
On the board:

- 1a (Nillis): 2 Bionic Perfume
- 1b (Volois): 4 Voll Silk
- 2 (Graw): 3 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40)
- 3 (Niks): 4 Mulch Wine, Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60)
- 4a (Dell): 1 Finest Dust
- 4b (Humans): 4 Rock Videos, Demand for Space Spice (+\$40), Primitive Art
- 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), 1 Immortal Grease

- 7a (Zum): 3 Chicle Liquor, Demand for Finest Dust (+\$50)
- 7b (Eeeppeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Pedigree Bolts
- 8 (Whynoms): 4 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes
- 9a (Chola): 4 Designer Genes, Demand for Immortal Grease (+\$50), Demand for Chicle 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

Notes

Now that there are only two undiscovered cultures, I think that conditionals will be minimized enough that we can start to run two turns per issue.



1. Mystery Machine 6 **\$13**
Scout
11: 2 2 5 // 12: 1 2 5
Hold1 Hold2 Hull

Mulch Wine 3/\$60
Shield (\$60)
Wet Landing \$200 Niks \$200
RELIC Switch Switch \$100
Cobble Port \$200

2. GEGS **\$79**
Scout
11: 1 1 2 // 12: 2 3 5
Hold1 Hold2 Hull

Immortal Grease 6/\$100
Fare to 4b \$120
1a \$80
Shield (\$60)
10 \$120 2 \$90

3. Data Dancer **\$40**
Scout
10: 4 5 5 // 11: 4 6 6 // 12: 1 2 3
Hold1 Hold2 Hull

Melf Pelts 5/\$110
Melf Pelts 5/\$110
5 \$90

4 HEX **\$230**
Scout
10: 1 6 6 // 11: 2 3 3
Hold1 Hold2 Hull

Immortal Grease 6/\$100
Immortal Grease 6/\$100
RELIC Gate Lock \$100

5. ETC **\$94**
Needle
10: 5 6 // 11: 3 6 (use 1*3)
Hold1 Hold2 Hull

Finest Dust 4a/\$50
Fare to 4a \$140
3 \$80
Yellow Drive (\$80)
Whynoms \$100 Eeepesep \$100

6. Slartybarfast **\$10**
Clipper
10: 1 (rerolled: 1) 1 1 3//11: 2 4 6 6
Hold1 Hold2 Hull

Finest Dust 4a/\$50
Fare to Base \$180
RELIC Yellow Drive \$50
A2 \$60
Human \$100
RELIC Air Fol \$80
Relic Shield (\$60)
RELIC Mulligan Gear \$120

Pick of the Litter

Turn 4, Phases IV-VI and Turn 5 Phases I-III
Turn 5, Phases IV-VI and Turn 6, Phases I-III due 1/7 Tuesday
Turn 4

Operations

Red (Bishop) operates #43 (\$50, 4 silver), #90 (\$40, 4 coal). Gains \$130 in passenger revenues.

Orange (Hooton) buys #105, operates #36 (\$50, 1 gold). Gains \$60 in passenger revenues.

Brown (Partridge) operates #89 (\$30, 2 coal), #87 (\$30, 4 coal). Delivers 1 coal from Walsenburg to Denver for \$60. Pays \$25 to Orange. Gains \$20 in passenger revenues.

Cyan (Scharf) NMRs! No operations. Gains \$20 in passenger revenues.

Blue (Anderson) operates #81 (\$40, 4 coal), #79 (\$40, 3 coal). Hires a second surveyor for \$400.

Determine Price Changes

Gold: +1 to \$275

Copper: +2 to \$320

Silver: +1 to \$200

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

Turn 5

Move Prospectors and Surveyors

Red (Bishop) surveys Westcliffe to Salida and Walsenburg to Alamo, prospects #91.

Orange (Hooton) surveys Belen to Albuquerque, prospects the deck.

Cyan (Scharf) no surveying or prospecting.

Brown (Partridge) surveys Fairplay to Dillon and Walsenburg to Alamo (+1), prospects the deck.

Blue (Anderson) surveys Gunnison to Montrose and Pueblo to Manitou Junction, prospects #53.

Dispute Resolution

Red and Brown have a dispute over the Walsenburg to Alamo line. Red: 4, Brown: 5+1. Brown wins, surveyor improves to +2. Brown draws card #96 and his prospector is shot dead. Orange draws claim #62 (lumber at Taos) and has first right of refusal. Red spends \$200, Brown spends \$200, Orange spends \$80, and Blue spends \$320.

Notes

Bill Scharf has NMRRed! **Will Eric Brosius please submit standby orders for Cyan!**

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$750	9		S, S, P+1
Dave Partridge	Brown	Denver	\$730	9		S, S+2
Dave Hooton	Orange	El Paso	\$655	9		S, S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,150	9, 15		S, P+1
Debbie Anderson	Blue	Pueblo	\$80	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	9	\$50
90	Trinidad	Red	Coal	4	\$40
91	Trinidad	Red	Coal	N	\$30
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	4	\$30
87	Alamo	Brown	Coal	4	\$30
97	Elizabethtown	Orange	Gold	3	\$40
104	Mogollon	Orange	Silver	N	\$50
32	Fairplay	Orange	Gold	1	\$50
105	Silver City	Orange	Silver	N	\$40
81	Crested Butte	Blue	Coal	15	\$40
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	3	\$40
53	Lake City	Blue	Silver	N	\$30

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 Trains

Type	# Available	Cost
9	1	\$80
15	4	\$120
24	8	\$200.00

Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40
74	Elk Springs	Coal	\$60	\$20
60	Pagosa Springs	Lumber	\$40	\$20
85	Canon City	Coal	\$100	\$30
56	Hot Sulphur Springs	Lumber	\$60	\$30
82	Crested Butte	Coal	\$60	\$20
123	Gallup	Coal	\$60	\$40
62	Taos	Lumber	\$40	\$30

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
Die +3	4	\$80.00

Dachshund

Turn 2, Phase 5.4 through Turn 4, Phase 3.1

Turn 2

Phase 5: Expansion

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), Genoa gains the expansion bonus

Dubrovnik (3), and Marseilles (1).

Venice expands to Salzburg (1), Vienna (4), Dubrovnik (6, vs. Genoa, dr = 3, 5, 2; wins), buys a card (3)

Phase 6: Income

Barcelona gains \$43

Paris gains \$71

Genoa gains \$39

Venice gains \$27

Shortage of Wool (no card awarded), shortage of Silk (no card awarded).

Phase 7: Purchase Tokens

Paris buys 20 tokens.

Venice buys 30 tokens.

Genoa buys 33 tokens.

Barcelona buys 15 tokens.

Turn 3

Phase 1: Draw Cards

Done. Barcelona does not remove a shortage.

Phase 2: Buy Cards

None eligible.

Phase 3: Play Cards

Barcelona plays Armor and Crusades (places dominance in Acre, Misery increases to 40).

Venice passes.

Paris plays Wool (Paris, Genoa, and Barcelona each gain \$8, shortage removed).

Genoa plays Civil War on Paris. Paris chooses to lose 10 tokens, his dominance in Paris is reduced to a token, and he goes to last place in Expansion.

Phase 4: Purchases

Barcelona buys Urban Ascendancy (V, \$20), upgrades to Galley 4 (\$10) and buys Stabilization (\$10).

and Stabilization (\$1).

Paris buys Patronage (E, \$30, Misery increases to 30), Written Record (N, \$30),

Venice cannot buy anything. Misery increases to 20 due to lack of stabilization.

Genoa buys upgrades to Galley 6 (\$10). Misery increases to 30 due to lack of

stabilization.

Phase 5: Expansion

Because of Civil War, Paris is moved to the last spot in the turn order.

Barcelona expands to Basque (4, vs. Paris, dr = 1, 6, 5, wins), Tunis (4), Suez (3), Cyprus (3), and Leon (1).

Venice expands to Prague (4, vs. Paris, dr = 1, 1, 3; fails), Florence (8, vs. Paris, dr = 1, 3, 5; fails), Belgrade (4, vs. Genoa, dr = 6, 4, 6; wins), Budapest (3), Milan (7, vs. Paris, dr = 5, 4, 5; wins), Prague (4, vs. Paris, dr = 1, 6, 5; wins).

Genoa gains the bonus card.

Genoa expands to Marseilles (4), Naples (3), Cairo (4), Aleppo (4), Smyrna (2), Constantinople (4), Crete (3), Alexandria (5), Belgrade (4, vs. Venice, dr = 6, 3, 6; wins).

Paris expands to Bourges (4), Cologne (4), Salzburg (2, vs. Venice; dr = 2, 6, 1; wins).

Phase 6: Income

Barcelona gains \$63

Venice gains \$39

Genoa gains \$71

Paris gains \$63

Shortage of Cloth (Paris gains a card), Shortage of Metal (Paris gains a card)

Phase 7: Buy Tokens

Paris buys 27 tokens.

Barcelona buys 11 tokens.

Genoa buys 20 tokens.

Venice buys 19 tokens.

Turn 4

Phase 1: Draw Cards

Done. Epoch 2 begins with Paris' draw. Barcelona declines to buy off a shortage.

Phase 2: Buy Cards

None.

Phase 3: Play Cards

Barcelona plays Spice (Barcelona gains \$9, Genoa gains \$9).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	30	27	\$41	6	12	4	2	E, I, J, N
Jack McHugh	Venice	20	19	\$20	2	6	6	2	N
Martin Burgdorf	Genoa	30	20	\$69	4	14	6	6	N
Bob Robles	Barcelona	40	11	\$68	1	12	4	4	A, E, I, V

Players are listed in reverse tie breaking order.

Commodity Log

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

Cards

Shortage, Surplus

Akita

Turns 3.5 to 9.1

Turn 3

Martin rolls a 7. Moves the Robber to the 6 Field space at D14 and steals lumber from Andy. Builds a road from D12 to D13, giving him the longest trade route.

Turn 4

Ron rolls a 4. Dave gains 1 grain, Martin and Ron each receive 1 ore, and Andy receives 2 ore. Passes.

Chris rolls an 8. Dave and Martin each receive 1 brick, Chris receives 1 ore, and Ron receives 1 brick and 1 ore. Passes.

Andy rolls a 6. Nothing received. Trades 4 ore for 1 brick and builds a road from F11 to G11.

Dave rolls a 9. Chris and Dave each gain 1 grain, Martin gains 1 brick, and Andy gains 1 brick and 1 grain. Passes.

Martin rolls a 3. Martin gains 1 lumber, Dave gains 1 wool, and Ron gains 2 wool. Builds a road from C15 to C16.

Turn 5

Ron rolls a 6. Nothing received. Passes.

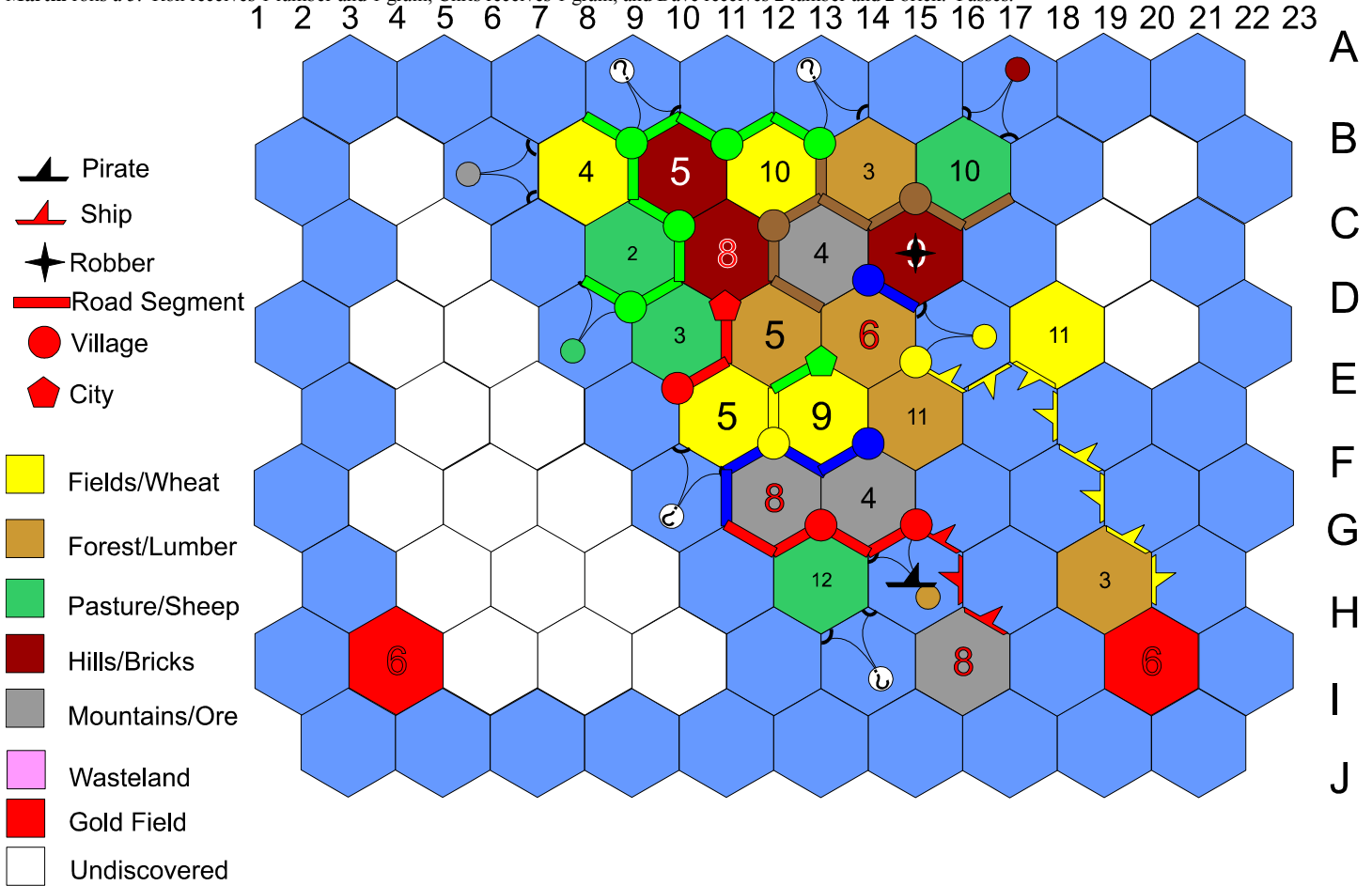
Chris rolls a 5. Ron receives 1 lumber and 1 grain, Chris receives 1 grain, and Dave receives 1 lumber and 2 brick. Trades 2 ore to Dave for 1 wool, 1 lumber, and 1

brick. Passes.

Andy rolls a 2. Dave gains 2 wool. Passes.

Dave rolls a 3. Martin gains 2 lumber, Dave gains 1 wool, and Ron gains 2 wool. Upgrades settlement at E13 to a city. During the special build turn, Ron builds a settlement at G15. Chris builds a ship from F18 to F19 (discovers ocean). Martin builds a road from C16 to C17.

Martin rolls a 5. Ron receives 1 lumber and 1 grain, Chris receives 1 grain, and Dave receives 2 lumber and 2 brick. Passes.



Turn 6

Ron rolls a 7. Dave discards 3 wool and 2 brick. Ron moves the pirate to the sea space by E8 (no theft possible) and builds a ship from G15 to G16 (discovers ocean). During the special build turn, Dave builds roads from B9 to B10 to B11.

Chris rolls a 5. Ron gains 1 grain and 1 lumber, Chris gains 1 grain, and Dave gains 2 lumber and 2 brick. Trades 4 grain at the grain port for 1 wool and 1 lumber and builds a ship from F19 to G19 (discovers a 3 forest space, gains lumber). During the special build turn, Ron builds a ship from G16 to H16 (discovers an 8 mountain space, gains ore) and buys a development card.

Andy rolls a 7. Moves the Robber to the 8 Hills space by C11 and steals brick from Dave.

Dave rolls a 7. Moves the Pirate to the sea space by G15 and steals an ore from Ron.

Martin rolls an 8. Chris and Ron each receive 1 ore. Passes.

Turn 7

Ron rolls a 5. Ron gains 1 lumber and 1 grain, Chris gains 1 grain, and Dave gains 2 lumber and 2 brick. Plays Innovation, gaining wool and lumber. Builds ship from H16 to H17 (discovers ocean). During the special build turn, Dave builds roads from B11 to B12 to B13 (gains longest trade route).

Chris rolls a 7. Moves the Robber to the 9 Hills space and steals ore from Martin. Passes.

Andy rolls a 6. Andy and Chris each receive 1 lumber and Dave receives 2 lumber. Passes.

Dave rolls a 6. Andy and Chris each receive 1 lumber and Dave receives 2 lumber. Trades 6 lumber for 1 wool and 1 grain at the ? port then passes.

Martin rolls a 10. Martin gains 1 wool and 1 grain. Passes.

Turn 8

Ron rolls a 5. Ron gains 1 grain and 1 lumber, Chris gains 1 grain, and Dave gains 2 brick and 2 lumber. Passes.

Chris rolls a 5. Ron gains 1 grain and 1 lumber, Chris gains 1 grain, and Dave gains 2 brick and 2 lumber. Chris trades 1 lumber, 1 brick, and 1 ore to Martin for 2 wool. Trades 2 grain for 1 wool at the grain port. Builds ships from G19 to G20 and G20 to H20 and buys a development card. During the special build turn, Dave builds a settlement at B11 and a road from B9 to B8. Martin builds a road from C13 to B13.

Andy rolls a 6. Andy and Chris each receive 1 lumber, and Dave receives 2 lumber. Passes.

Dave rolls a 6. Andy and Chris each receive 1 lumber, and Dave receives 2 lumber. Trades 1 ore and 2 bricks to Ron for 1 grain. Trades 3 lumber for 1 wool at the ? port and builds a settlement at B13. During the special build phase, Ron upgrades the settlement at D11 to a city.

Martin rolls a 6. Andy and Chris each receive 1 lumber, and Dave receives 2 lumber. Trades 1 grain to Chris for 2 lumber. Passes.

Turn 9

Ron rolls a 5. Ron gains 1 grain and 2 lumber, Chris gains 1 grain, and Dave gains 3 brick and 2 lumber. Builds roads from G13 to G12 and G12 to G11. During the special build phase, Dave builds a road from D9 to D8.

Chris rolls a 10. Dave gains 2 grain and Martin gains 1 grain and 1 wool.

Players

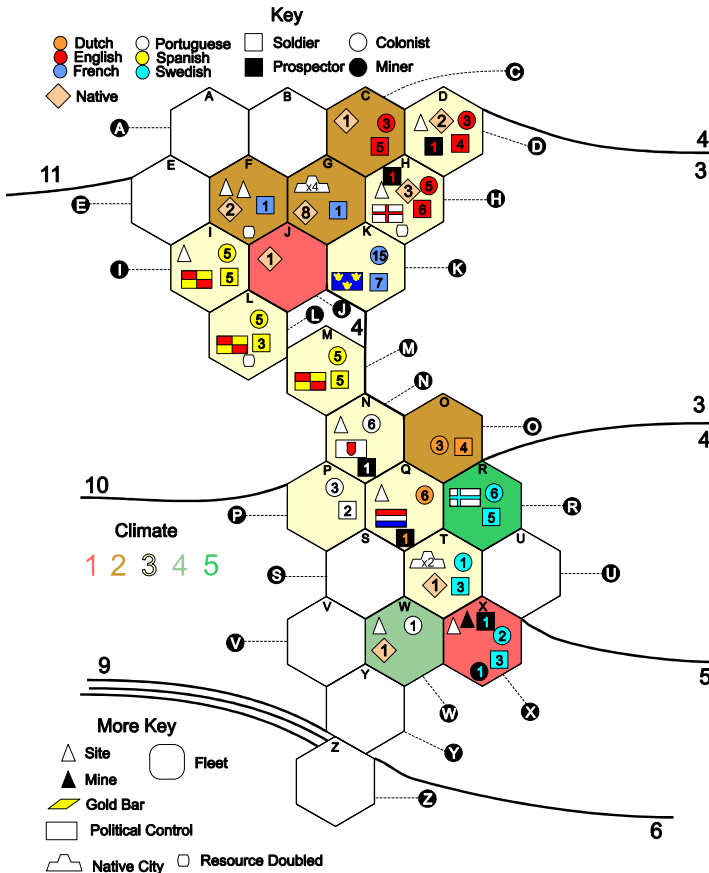
Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red	1		3				5
Chris Geggus	Yellow	2		1			1 Unplayed ()	2
Andy York	Blue	1		5	2			2
Dave Partridge	Green	2		5	2			9*
Martin Burgdorf	Brown	1	1	2		1		2

* Includes longest trade route.

Newfoundland

Turn 4

Deadline, Turn 5, Tuesday, February 18



Discovery

Swedes discover 1 mine in X.

Land Movement

English move 2 soldiers from fleet to H and 4 soldiers and 3 colonists from anchorage dot to D. One soldier each in D and H prospect.

Portuguese move 4 soldiers and 4 colonists from N to P (it is a climate 3 area with 2 natives) and 3 soldiers and 4 colonists from fleet to W (it is a climate 4 area with 1 site and 1 native).

Dutch move 2 colonists and 4 soldiers from O to Q, 4 soldiers and 4 colonists from fleet to O. One soldier in Q prospects.

Spanish move 4 soldiers and 3 colonists from L to I, 3 soldiers and 3 colonists from M to L, and 3 soldiers and 3 colonists from ship to M.

French move 3 soldiers from J to F (it is a resource rich climate 2 area with 2 sites and 2 natives), 3 soldiers from K to G (it is a climate 2 area with the x4 city and 8 natives), and 3 soldiers and 3 colonists from the fleet to K. 2 soldiers in F prospect.

Swedes move 4 soldier and 4 colonists from R to T (it is a climate 3 area with the x2 city and 4 natives). Move 4 soldiers and 4 colonists from the fleet to R. One colonist in X mines.

Native Combat

Portuguese: 2 soldiers and 2 natives killed in P, 3 soldiers killed in W. **Dutch:** 1 native and 3 soldiers killed in Q. **Spanish:** 2 natives and 1 soldier killed in I. **Swedes:** 1 soldier and 3 natives killed in T.

Native Uprisings

Climate is a 2. Uprisings in D (0 colonists killed), T (2 colonists killed), and W (2 colonists killed).

Survival

Climate is a 3. **English** lose 1 colonist in C, 1 colonist in D, and 1 soldier in H. **French** lose 2 soldiers each in F and G, and 1 soldier in K. **Spanish** lose 1 colonist in I, and 1 soldier each in L and M. **Portuguese** lose 1 soldier in N and 1 colonist each in P and W. **Dutch** lose 1 colonist in O and 1 soldier in Q. **Swedes** lose 1 colonist and 1 soldier in X and 1 colonist in T.

Political Control

English lose political control of C. **Spanish** gain political control of I. **Dutch** lose political control of O. **Swedes** lose political control of X.

Homebound Naval Movement

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

Planning

English buy 6 soldiers (\$60) and maintain 5 ships (\$20) for \$80.
Portuguese buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
Dutch buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
Spanish buy 5 soldiers (\$50) and maintain 4 ships (\$16) for \$66.
French buys 3 soldiers (\$30) and maintains 5 ships (\$20) for \$50.
Swedes buy 4 soldiers (\$40) and maintain 4 ships (\$16) for \$56.

Outbound Naval Movement

English Move to D. Dice: 1, 3, 6. Lose 1 colonist. Drop off 4 soldiers and 3 colonists. Move to H. Die: 3. No losses.
Portuguese Move to W. Dice: 1, 2, 3, 5, 5. 1 soldier lost.
Dutch Move to O. Dice: 3, 4, 5. No losses.
Spanish Move to M. Dice: 1, 1, 5, 6. Loses 1 ship containing 2 soldiers.
French Move to K. Dice: 1, 3, 3. Lose 1 colonist.
Swedes Move to R. Dice: 3, 4, 4, 5. No losses.

Income

English: Political Control: \$40, resources: \$16.

Dutch: Political Control: \$40, resources: \$9.

French: Political Control: \$40, resources: \$15.

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

Spanish: Political Control: \$80, resources: \$20.

Swedes: Political Control: \$40, resources: \$9.

Turn 5 Initiative

Swedes, English, French, Dutch, Portuguese, Spanish
Swedish attitude is (dr = 9+2) Balancing.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$72	5	5	4
Dutch	Dave Partridge	\$80	11	4	4
French	Dave Hood	\$59	10	4	4
Portuguese	Bob Robles	\$72	14	4	4
Spanish	Andy York	\$115	5	4	3
Swedes	Non-Player	\$69	11	4	3

Dalmatian

Gamestart

Deadline Turn 1, Tuesday, February 18

The Players

	City Name	Player	Workers	Treasury	Storage	Hunting	Farming	Mining	Clothmaking	Development	VP
1	Partridgeburg	Dave Partridge	1/0	2	1/2	1-1/1	1-2/1				2
2	Summerville	Cary Nichols	1/0	2	1/2	1-1/1	1-2/1				2
3	Yorktown	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

We have a couple of issues here. First of all, I didn't remember that any Granaries or Forts drawn on the first turn are returned to the deck. I have done so below, and a second Prospector has taken its place. Secondly, Both Jack McHugh and Bill Scharf have NMRed. I currently have no standbys for Phoenicia, so I am holding the game and **issuing an open call for standbys for the two positions**. If you are interested, please contact me and I will let you know the value of your card. If you provide standby orders and I do not use them, you will be granted a free issue (if you are a paper subscriber) or a free game (if you are a web subscriber).

Available Development Cards

Resource Cards

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

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



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	(360) 928-9698	lurkertv@hotmail.com	bear-hugs@sbcglobal.net	
		(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

Michael Lowrey for Blue in Golden Retriever
 Brad Martin for Cutter in Robodog
 Eric Brosius for Cyan in Pick of the Litter
 Open Call for Jack McHugh and Bill Scharf in Dalmatian