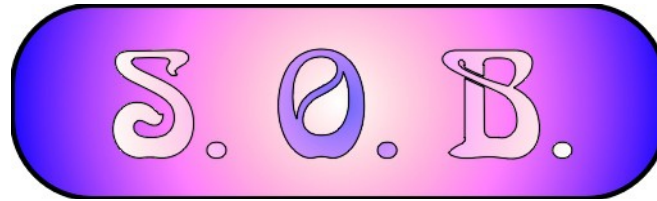


Number 194

March, 2014

**Notes from Hades**

Not much to report this time. After vacation, things have settled down into an uneventful status quo.

We have one game ending this time around: Robodog. It wasn't really close, and Brendan Whyte gained the victory. We will be starting Shaggy Dog (History of the World) next time, but after that, we are running out of new games to run, so sign up for something!

The next deadline is **Tuesday, April 1 (no fooling) 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. **This game will start next issue!**

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* and *Rebel vs. Imperium* expansions. Have Bill Scharf, will take up to 5 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, Brendan Whyte, will take up to 6 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:

**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 1059**

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

**Miller Number 2010Dpw23 (gunboat)**

**Deadline for Spring 1059 4/1 Tuesday**

*A pause for building.*

**Fall 1058 Retreats**

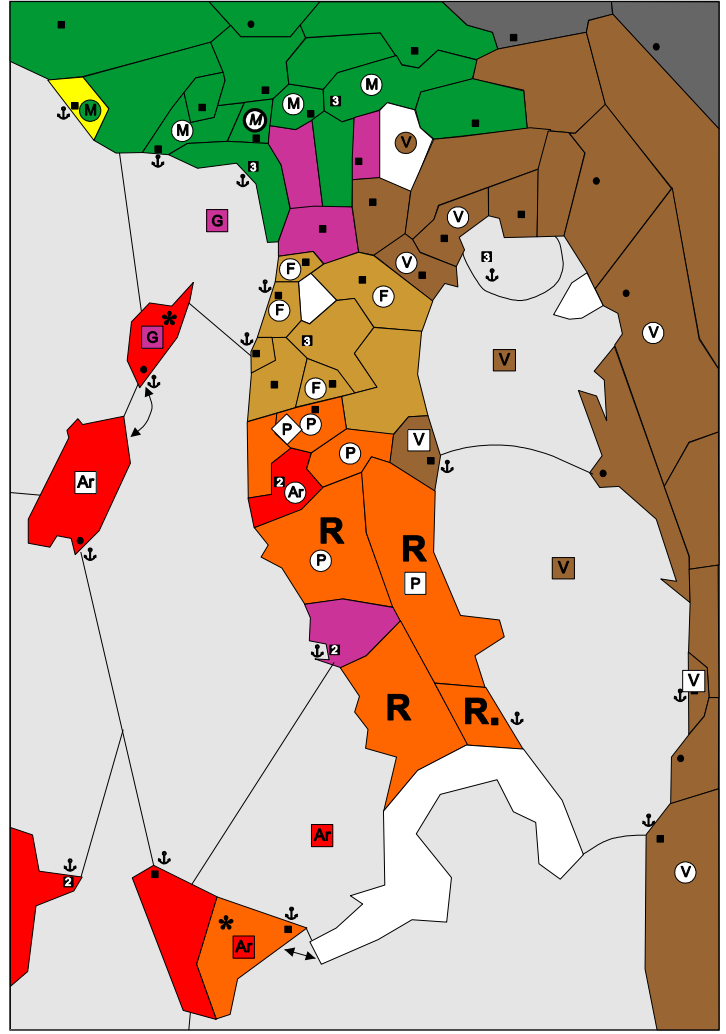
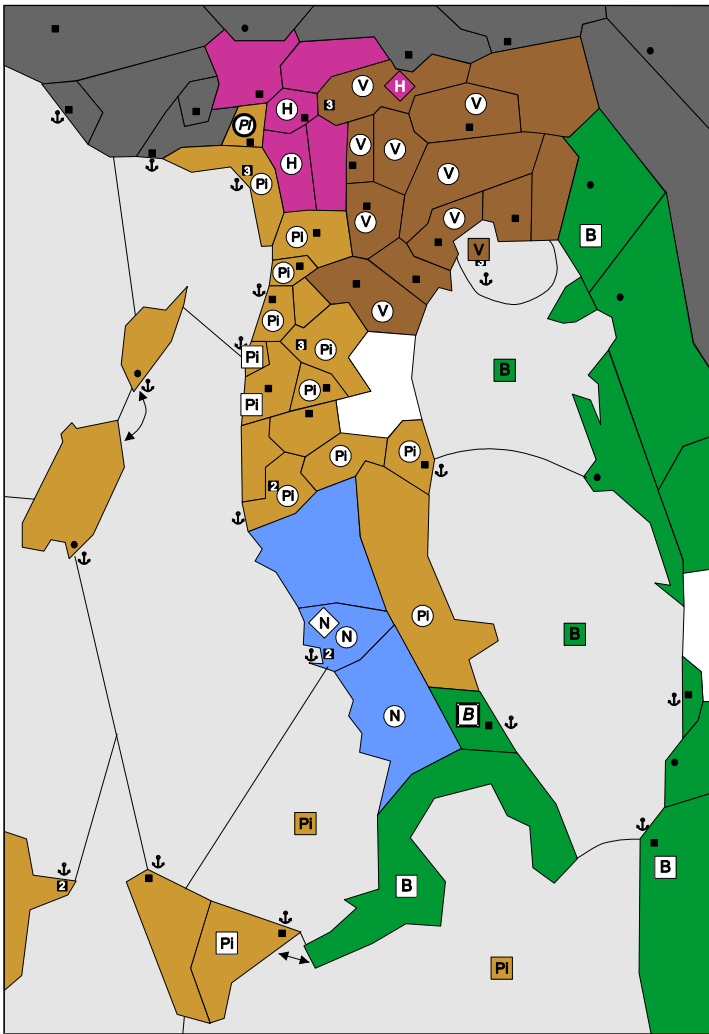
The Holy Roman Empire retreats A Montferrat off the board.

**Builds**

		Cost
Byzantines	Maintains all, no new builds	21
Holy Roman Empire	Maintains all, no new builds	9
Normans	Maintains all, builds G Naples	9
Pisa	Maintains all, builds A Pisa, A Arezzo, A Rome	51
Venice	Maintains all, no new builds	30

**Bolognese**

**Purebred**



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

**Purebred  
Spring 1257**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Deadline for Summer 1257 4/1 Tuesday**

*Milan, Venice, and Florence start to draw the noose around Genoa, who tangles with Aragon while Aragon dislodges the Pope from Sicily. Plague hits hard.*

Expenditures

The Pope is unable to repay his loan and is assassinated! Rebellions in Aquila, Bari, and Messina.

Outstanding Loans

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

Orders

ARAGON (McHugh): A ROME holds, F Corsica supports F Sardinia to Tyrrhenian Sea (cut, DISLODGED, retreat Gulf of Lions, Sardinia, OTB), F Sardinia to TYRRHENIAN SEA, F GULF OF NAPLES supports F Ionian Sea to Messina, F Ionian Sea to MESSINA (rebellion liberated)

FLORENCE (Partridge): A LUCCA to Modena, A PISA to Lucca, A Florence to BOLOGNA, A URBINO supports A Florence to Bolorgna, A AREZZO to Sienna, A SIENNA to Pisa

GENOA (Wilson): A CREMONA to Mantua, A FORNOVA to Modena, F LIGURIAN SEA supports F Tyrrhenian Sea to Corsica, F Tyrrhenian Sea to CORSICA

MILAN (Schoenfeldt): A Avignon to MARSEILLES, A Provence to SAVOY, A (EM)

Genoa to MONTFERRAT, A PAVIA to Montferrat, A MILAN holds, A PARMA to Modena

PAPACY (Roalstad): A PERUGIA holds, A SPOLETO holds, A CAPUA holds, F AQUILA holds, F Messina holds (DISLODGED, retreat Palermo, Central Mediterranean, garrison, OTB), G PERUGIA holds

VENICE (Robles): A FERRARA to Mantua, A PADUA to Ferrara, A Verona to BERGAMO, A Bosnia to CROATIA, A DURAZZO holds, F Venice to UPPER ADRIATIC, F ANCONA holds, F LOWER ADRIATIC supports F Ancona, F RAGUSA supports F Lower Adriatic

Your treasury:

Spring 1257 Famine Losses

Genoa A Fornova destroyed, Genoa A Cremona destroyed.

Summer 1257 Plague

**Bad Year – Row and Column:** Piombino, Urbino (Florence A destroyed), Treviso, Como, Friuli, Sienna (Florence A destroyed), Albania, Modena, Parma (Milan A destroyed), Pistoia

### Golden Retriever

Turns 19.4 to 20.4

Turns 21.1 to 22.1, 4/1 Tuesday

#### Turn 19

Bill rolls an 8. Nothing gained. Passes.

#### Turn 20

Kevin rolls a 7. Moves the Robber to the Mountain 4 space and steals brick from Chris. Passes.

Dave rolls a 9. Dave receives 2 lumber and 1 grain, Kevin receives 1 lumber, and Chris receives 1 grain. Builds a settlement at G14 and a road from G14 to H14 (discovers ocean).

Chris rolls a 4. Dave gains 3 lumber and 2 wool and Chris gains 1 wool. Buys a development card (Library)

Bill rolls a 10. Kevin and Chris each gain 1 brick, Bill gains 2 wool, and Dave gains 2 wool and 1 ore. Builds a settlement at H4.

#### Open Trades

None

#### Dice Rolls

##### Turn 21

Kevin: 5

Dave: 6

Chris: 9

Bill: 5

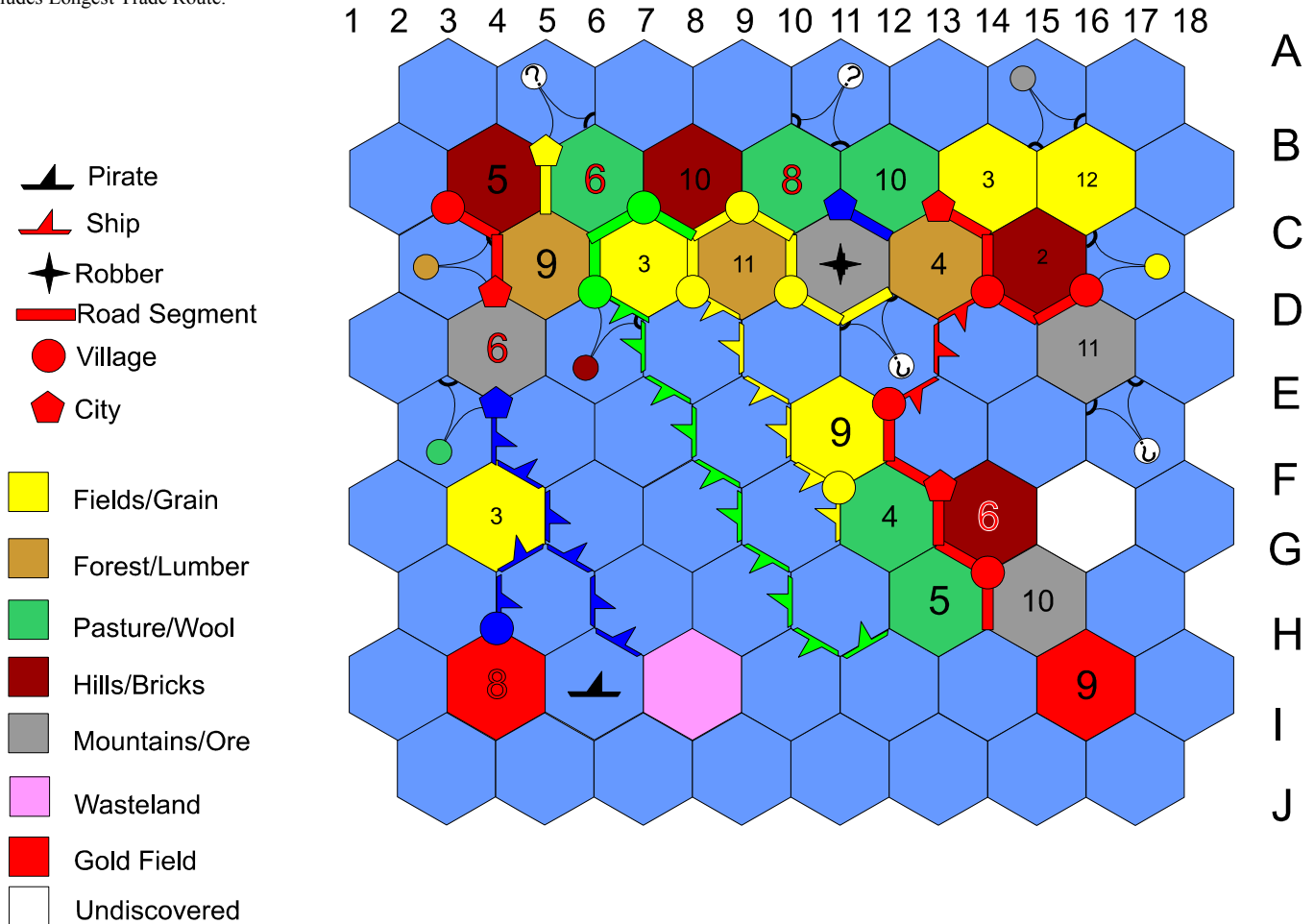
##### Turn 22

Kevin: 6

#### The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	1		2	3	1	1 Unplayed ( )	4*
Dave Hooton	Red		4	3		3	1 Knight	11
Chris Geggus	Yellow		1		2		2 Knights, 1 Unplayed ( )	6
Bill Scharf	Blue		1			2	1 Knight, 1 Unplayed ( )	5

\*Includes Longest Trade Route.



## Hound Dog

### Turn 5 Bidding to Battle

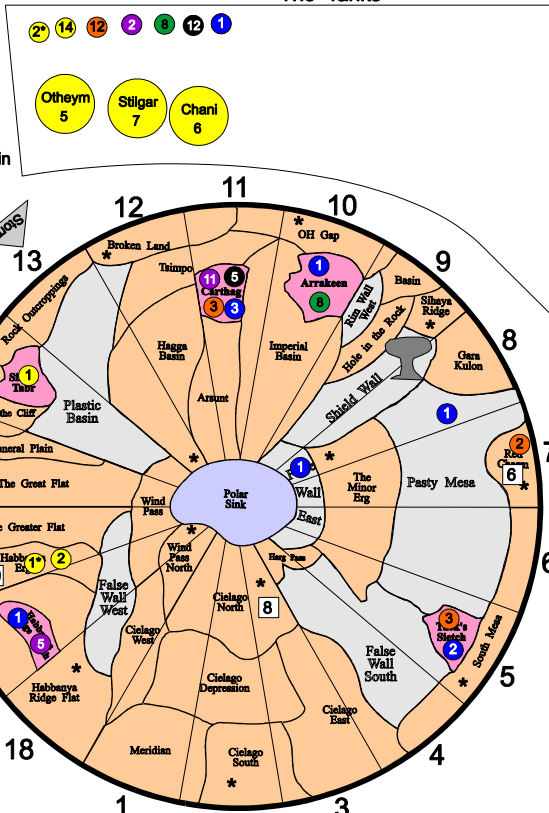
### Turn 5 Battle, 4/1 Tuesday

#### Players

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

#### Key

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremmen
- Fremmen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad
- Bene Tleilaxu
- ⊗ Trap



#### Turn 5

#### Bidding

- CARD 1 ( ) goes to the Guild for 3
- CARD 2 ( ) goes to the Atreides for 3
- CARD 3 ( ) goes to the Guild for 2
- CARD 4 ( ) goes to the Bene Gesserit for 2

#### Revival and Movement

The Bene Gesserit coexist everywhere. The Guild goes last.

#### Revival

**Atreides** revive 2 tokens

- Bene Gesserit** revive 1 tokens
- Fremmen** revive 3 tokens (1 Fedaykin)
- Guild** revive 3 tokens (4 spice paid)
- Harkonnens** revives 3 tokens (2 spice paid)
- Ixians** revive 2 tokens.

#### Shipping

- Ixians** ship 11 tokens to Carthag (11 spice to the Guild, Bene Gesserit accompany)
- Atreides** ship 8 tokens to Arrakeen (8 spice to the Guild, Bene Gesserit accompany)
- Fremmen** ship 3 tokens to Habbanya Erg (16)
- Harkonnens** ship 5 tokens to Carthag (5 spice to the Guild, Bene Gesserit accompany).
- Guild** ship 3 tokens to Carthag (2 spice paid, Bene Gesserit accompany)

#### Movement

- Guild** move 1 token Pasty Mesa to Red Chasm

#### Battle

Carthag: The Ixians are the aggressor versus the Harkonnens, and the winner of that battle is the aggressor versus the Guild. All parties have all leaders available.

#### Positions

- Atreides:** 8 tokens in the tanks, 8 tokens Arrakeen, 4 tokens off-planet
- Bene Gesserit:** 1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 1 token in the tanks, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 10 tokens off-planet
- Fremmen:** 1 token Sietch Tabr, 3 tokens (1 Fedaykin) Habbanya Erg (16), 16 tokens (2 Fedaykin), Stilgar, Chani, Otheym in the tanks
- Guild:** 3 tokens Tuek's Sietch, 3 tokens Carthag, 2 tokens Red Chasm, 12 tokens in the tanks
- Harkonnens:** 5 tokens Carthag, 12 tokens in the tanks, 3 tokens off-planet
- Ixians:** 5 tokens Habbanya Ridge Sietch, 11 tokens Carthag, 2 tokens in the tanks, 2 tokens off-planet

#### Spice, Traitor(s), and Intrigue Cards

## Robodog

### Turn 10

### End of Game Statements due 4/1 Tuesday

#### Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Move 3 (830)	Move 1 (510)	Rotate Right (260)	Move 2 (680)	Move 1 (570)
Cutter	Move 2 (750)	Move 1 (650)	Move 1 (490)	Rotate Left (170)	Rotate Left (230)
Marvin	Move 1 (630)	U-Turn (30)	Move 2 (690)	Move 3 (810)	Move 3 (840)
Dalekbot	Shut Down				
Predator	Move 1 (590)	Move 2 (730)	Rotate Right (340)	Move 2 (710)	Rotate Left (70)
Metal Mikey	Rotate Left (330)	Move 3 (800)	Back Up (440)	Move 2 (670)	Rotate Right (320)

Registers in italics are locked.

Cutter appears facing north.

Phase 1

Anonobot dashes ahead 3 to B13, Cutter moves ahead 2 to I13, Marvin moves ahead 1 into the wall, Predator moves ahead 1 to E20, and Metal Mikey rotates left to face south. The conveyor belt moves Dalekbot to E14 and rotates it to face south. The gear rotates Predator to face north.

Phase 2

Metal Mikey dashes forward 3 to C20 (touching Flag 3 and moving the archive), Predator moves ahead 2 to E18, Cutter moves ahead 1 to I12, Anonobot moves ahead 1 to B12, and Marvin U-turns to face south. The conveyor belt moves Dalekbot to E16.

Phase 3

Marvin moves ahead 2 to J15, Cutter moves ahead 1 to I11, Metal Mikey backs up to C20, Predator rotates right to face east, and Anonobot rotates right to face east. Conveyor belts: Dalekbot is moved to E17 and rotated to face west and Metal Mikey is moved to E20 and rotated to face west. The gear rotates Marvin to face west.

Phase 4

Marvin dashes ahead 3 to G15, Predator moves ahead 2 to H18, Anonobot moves ahead 2 to D12, Metal Mikey moves ahead 2 to C20, and Cutter rotates left to face west. Conveyor belts: Dalekbot is moved to B17 and rotated to face north and Metal Mikey is moved to E20 and rotated to face north.

Phase 5

Marvin dashes ahead 3 to D15, Anonobot moves ahead 1 to E12, Metal Mikey rotates right to face east, Cutter rotates left to face south, and Predator rotates left to face north. Conveyor belts: Dalekbot is moved to B15 and Metal Mikey is moved to E22. The gear rotates Marvin to face north.

Cleanup

None

Notes

Bill Scharf has resigned. Brad Martin now controls Cutter...but it doesn't really matter since Metal Mikey has touched all three flags and so Brendan Whyte has won the game! Congratulations to Brendan on his victory.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		E12>E	1	1	2
2	Brad Martin	Cutter	Peach		I11>S	1	1	2
3	Howard Bishop	Marvin	Grey		D15>N	1	3	4
4	Andy York	Dalekbot	Black	Abort Switch	B15>N		2	0
5	Chris Geggus	Predator	Yellow	Fire Control	H18>N		3	3
6	Brendan Whyte	Metal Mikey	Blue		E22>E	1, 2, 3	2	4

Mirzam**Turns 10.3 to 12.3****Turns 12.4 to 14.4 due 4/1 Tuesday**Turn 10

3<sup>rd</sup>: **Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 4 5 5**  
Greathome(o) – B – Goliath(o) – R – B – Y – B10 – R10 – B – Y – B – R – Aerie – A – R20.

4<sup>th</sup>: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 6 6**

**B – Poisonport(o) – Poisonport(s).**

Sells Immortal Grease for \$100 (from the cup: Demand for Sculpture at 2).

Buy a Megalith Paperweight for \$90.

5<sup>th</sup>: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 \* 3**

**Open Port – (Y) – Aerie – (Y) – R – B – R – B – (Y) – B – (Y20) – Ice Station(o) – Ice Station(s).**

Discovers Cholos (from the cup: Servo-Mechanism at 7b, Bionic Perfume at 1a, Visible Holes at 4c, and Melf Pelts at 5). Barter IOU for \$90 credit and with \$110 cash buys Ice Station.

6<sup>th</sup>: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 1 1 3**

**Jellybeast Landing(s) – Jellybeast Landing(o) – A – Open Port – B – (Y) – A.**

Pick up Auto Pilot relic.

Turn 11

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 2 5**

**Cobble Port(s) – Cobble Port(p).**

Sells Mulch Wine for \$60 (from the cup: Melf Pelts at 5).

2<sup>nd</sup>: **Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 1 2**

**Titan's Tower(s) – Titan's Tower(o) – TeleGate 3 – TeleGate 2.**

3<sup>rd</sup>: **Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 4 6 6**

**R20 – Y – A – A – R10 – A – Airhome – Y – B – Y – R20.**

4<sup>th</sup>: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 2 3 3**

**Poisonport(s).**

Sells Immortal Grease for \$100 (from the cup: Designer Genes at 9a). Buys Megalith Paperweight for \$90.

5<sup>th</sup>: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 \* 3**

**Ice Station(s) – Ice Station(o) – (Y20) – B – (Y) – B – R – B – R – (Y) – Aerie – R – B – (Y) – B – R10 – B10 – (Y) – R – B – Lonely Station(o) – Lonely Station(s).**

Discovers Zum (from the cup: Chicle Liquor at 7a, Demand for Spice at 4b, Demand for Spice at 3, and Voll Silk at 1b). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Impossible Furniture at 8 and Megalith Paperweight at 9b). Barter the IOU for \$80 credit plus \$120 buys Lonely Station.

6<sup>th</sup>: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 4 6 6**

**A – R – B – (Y) – NC6 – Cobble Port(p) – R – B – R – B – Comfort Station(o) – Comfort Station(s).**

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Finest Dust at 4a and Demand for Wine at 4a).

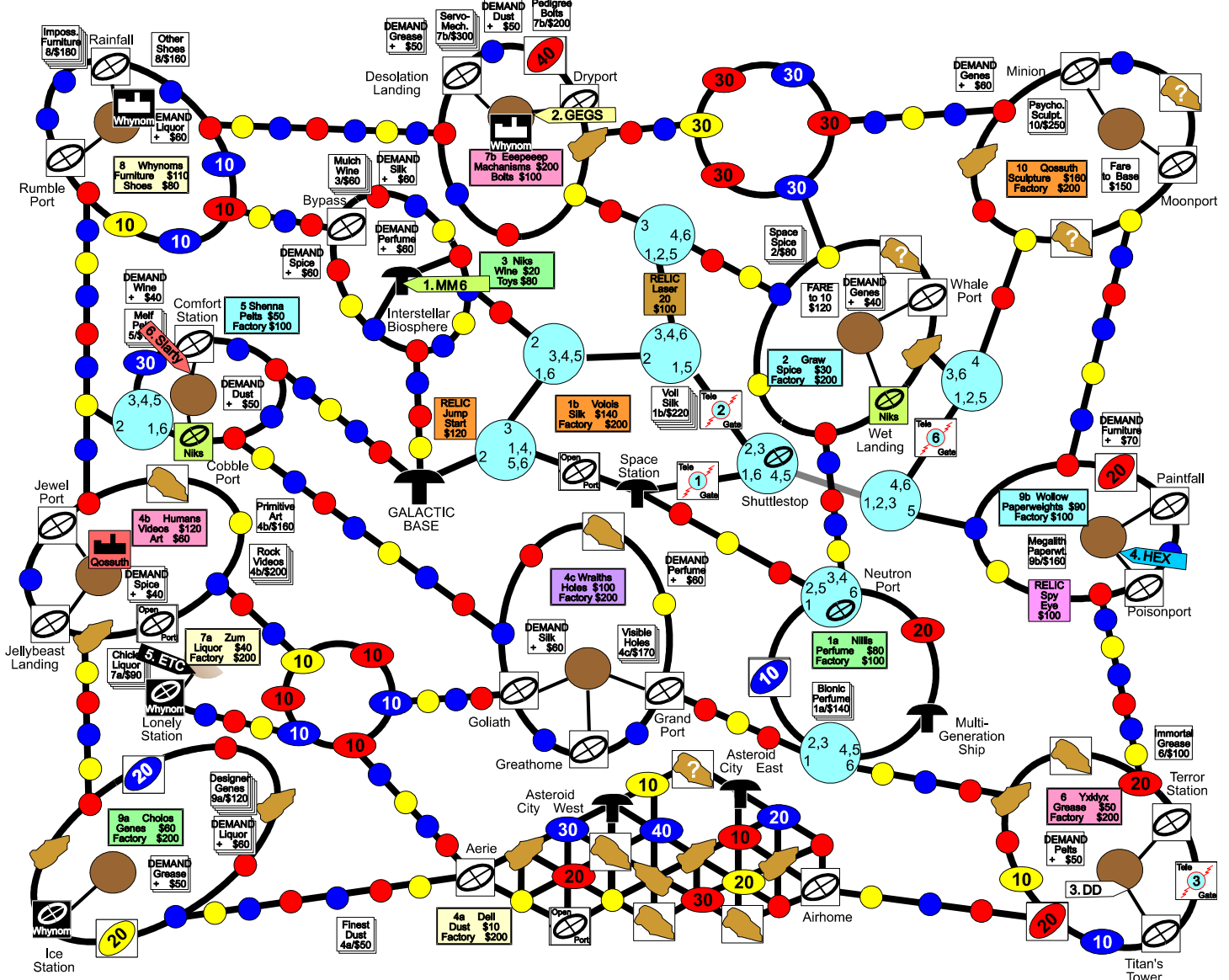
Turn 12

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 2 5  
 Cobble Port(p) – R – B – R – B – Y – B – R – Galactic Base.

2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 3 4 5  
 TeleGate 2 – NC3 - ? (it's the Relic Laser) – NC3 – R – Y – A –  
 Dryport(o) - Dryport(s).  
 Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Demand for

Liquor at 9a and Demand for Grease at 9a). Buys a Servo-Mechanism for \$200.

3<sup>rd</sup>: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 2 3  
 R20 – B10 – Titan's Tower(o) – Titan's Tower(s).  
 Sells Melf Pelts for \$110 plus \$100 demand (from the cup: Demand for Wine at 5 and Demand for Liquor at 9a).



On the board:

- 1a (Nillis): 3 Bionic Perfume
- 1b (Volois): 5 Voll Silk
- 2 (Graw): 3 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40), Demand for Psychotic Sculpture (+\$90)
- 3 (Niks): 3 Mulch Wine, Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60)
- 4a (Dell): 2 Finest Dust, Demand for Mulch Wine (+\$60)
- 4b (Humans): 4 Rock Videos, 2 Demand for Space Spice (+\$40), Primitive Art
- 4c (Wraiths): 3 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)
- 5 (Shenna): 4 Melf Pelts, Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40)
- 6 (Yxlyx): 2 Demand for Melf Pelts (+\$50), 1 Immortal Grease
- 7a (Zum): 4 Chicle Liquor
- 7b (Eepeeep): 4 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Pedigree Bolts
- 8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes
- 9a (Chola): 5 Designer Genes, 2 Demand for Immortal Grease (+\$50), 3 Demand for Chicle Liquor (+\$60)
- 9b (Wollow): 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** **\$79**  
 Scout  
 13: 3 4 6 // 14: 1 4 5  
 Hold1 Hold2 Hull  
 Shield (\$60)  
 Wet Landing \$200 Niks \$200  
 Cobble Port \$200  
 RELIC Switch Switch \$100

**2. GEGS** **\$129**  
 Scout  
 13: 3 3 4 // 14: 2 2 6  
 Hold1 Hold2 Hull  
 Servo-Mech. 7b/\$300 Fare to 4b \$120  
 1a \$80  
 Shield (\$60)  
 10 \$120 2 \$90

**3. Data Dancer** **\$210**  
 Scout  
 13: 3 4 4 // 14: 2 3 4  
 Hold1 Hold2 Hull  
 Melf Pelts 5/\$110  
 5 \$90

**4 HEX** **\$250**  
 Scout  
 12: 1 4 5 // 13: 1 5 6 // 14: 5 5 6  
 Hold1 Hold2 Hull  
 Megalith Paperwt. 9b/\$160  
 Megalith Paperwt. 9b/\$160  
 RELIC Gate Lock \$100

**5. ETC** **\$104**  
 Needle  
 12: 2 6 // 13: 3 4 (use 1\*3)  
 Hold1 Hold2 Hull  
 Yellow Drive (\$80) 3 \$80  
 Lonely Station \$200  
 Whynoms \$100 Eeepseep \$100 Ice Station \$200

**6. Slartybarfast** **\$160**  
 Clipper  
 12: 3 3 4 4 // 13: 4 3 4 5  
 Hold1 Hold2 Hull  
 Fare to Base \$180  
 RELIC Auto Pilot 4 \$80  
 Human \$100  
 RELIC Air Foil \$80  
 Relic Shield (\$60)  
 RELIC Yellow Drive \$80  
 RELIC Mulligan Gear \$120  
 7a \$60

**Pick of the Litter**

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

Operations

**Red** (Bishop) no operations, delivers 1 coal from Trinidad to Pueblo for \$30. Buys a 15 train for \$120 and gains \$130 in passenger revenues.

**Brown** (Partridge) no operation, delivers 2 gold from Fairplay to Denver, gaining \$550 and paying \$300 of it to Orange. Hires a prospector for \$400 and gains \$20 in passenger revenues.

**Orange** (Hooton) declines claim #62, operates #32 (\$50, 1 gold) and #105 (\$40, 4 silver). Gains \$60 in passenger revenues.

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

**Blue** (Anderson) no operations. Delivers 3 coal from Crested Butte to Pueblo for \$90.

Determine Price Changes

Gold: -1 to \$250	Copper: Remains at \$320				Silver: +1 to \$240	
	<b>Denver</b>	<b>Salt Lake City</b>	<b>Pueblo</b>	<b>Santa Fe</b>	<b>El Paso</b>	
Lumber:	Remains at \$40	Remains at \$80	+1 to \$100	Remains at \$30	Remains at \$60	
Coal:	+2 to \$80	Remains at \$30	-2 to \$20	-1 to \$60	+1 to \$80	

**Turn 6**

Move Prospectors and Surveyors

**Red** (Bishop) surveys Salida to Buena Vista and Walsenburg to Alimoso, no prospecting.

**Brown** (Partridge) surveys Dillon to Leadville, prospects the deck.

**Orange** (Hooton) surveys Deming to Whitewater and Albuquerque to White

Rock, prospects passenger line 14.

**Cyan** (Scharf) surveys Price to Green River and prospects the deck.

**Blue** (Anderson) surveys Montrose to Delta and prospects #82.

Dispute Resolution

No disputes. Cyan draws card #93 and his prospector is killed in a cave-in. Brown draws claim #30 (gold at Georgetown) and has first right of refusal. Red spends \$380, Brown spends \$160, Orange spends \$605, Cyan spends \$160, and Blue spends \$100.

Notes

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

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$410	9, 15		S, S, P+1
Dave Partridge	Brown	Denver	\$440	9		S, S+2, P
Dave Hooton	Orange	El Paso	\$20	9		S, S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,010	9, 15		S
Debbie Anderson	Blue	Pueblo	\$70	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	9	\$50
90	Trinidad	Red	Coal	3	\$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	0	\$50
105	Silver City	Orange	Silver	4	\$40
81	Crested Butte	Blue	Coal	12	\$40
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	3	\$40
53	Lake City	Blue	Silver	N	\$30
82	Crested Butte	Blue	Coal	N	\$20

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Brown	
4	A	El Paso – Deming	\$60	Orange	
1	B	El Paso – Albuquerque	\$220	Orange	
4					

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	8	\$200.00

#	Type	Route	Payoff	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Cyan	

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
62	Taos	Lumber	\$40	\$30
123	Gallup	Coal	\$60	\$40
30	Georgetown	Gold	\$80	\$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
24	C	Denver – El Paso	\$1000	\$1,380	

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

<sup>2</sup> Discard when 22 is taken. Good for \$270 toward card 22

<sup>3</sup> 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 4, Phase 3.2 through Turn 6, Phase 4.1****Turn 4**Phase 3: Play Cards

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

**Venice** plays Stone (Genoa, Venice, and Paris each gain \$4), Stone (Genoa, Venice, and Paris each gain \$4), Timber (Paris, Venice, and Barcelona each gain \$3), Ivory/Gold as Gold (Venice and Barcelona each gain \$10), and Revolutionary Uprisings (Paris Misery increases to 50 and Barcelona Misery increases to 50).

**Genoa** plays Charlemagne (20: W)

**Paris** plays Pirates/Vikings on Aleppo and Tunis, Rebellion in Budapest, Silk (Barcelona and Genoa each gain \$8), and Cloth/Wine as Cloth (with Shortage, Venice gains \$20, Paris gains \$125, shortage removed).

Phase 4: Purchases

**Barcelona** buys Holy Indulgence (F, \$50, 10 credit from Religion, Misery increases to 60), upgrades to Galley 6 (\$10) and buys Stabilization (\$10).

**Venice** buys Holy Indulgence (F, \$60, Misery increases to 30) and stabilization (\$1).

**Genoa** buys Nationalism (W, \$40, 20 credit from Charlemagne) and Overland

East (R, \$40). No stabilization means Misery increases to 50.

**Paris** buys The Heavens (A, \$30), Holy Indulgence (F, \$50, 10 credit from Religion, Misery increases to 60), Urban Ascendancy (V, \$20), Overland East (R, \$40), and upgrades to Galley 4 (\$10).

Phase 5: Expansion

Due to Holy Indulgence, Genoa loses 6 tokens and Barcelona, Venice, and Paris each gain 2.

**Barcelona** expands to Aleppo (5, vs. Genoa, dr = 1, 4, 5; loses), Tunis (3), Jerusalem (1), Algiers (4, vs. Genoa, dr = 2, 5, 1; wins).

**Venice** expands to Durazzo (1), Budapest (2), buys a card (3), Belgrade (5, vs. Genoa, dr = 4, 6, 1; wins), Lyons (8, vs. Paris, dr = 1, 3, 4; loses), St. Gali (2, vs. Paris, dr = 1, 5, 6; loses).

**Genoa** expands to Varna (2), Tana (2), Angora (2), Poti (2), Erzerum (3), and Genoa gains the expansion bonus

Aleppo (3).

Paris expands to Paris (3), Prague (4, vs. Venice, dr = 5, 6, 5; wins), Belgrade (4, vs. Venice, dr = 2, 3, 3; loses), Algiers (4, vs. Barcelona, dr = 1, 1, 5; loses), Valencia (4, vs. Barcelona, dr = 1, 5, 1; wins), Basque (5, vs. Barcelona, dr = 4, 1, 6; loses), Fez (4, vs. Barcelona, dr = 1, 2, 5; loses), Bari (1)

Phase 6: Income

**Barcelona** gains \$63

**Venice** gains \$39

**Genoa** gains \$83

**Paris** gains \$75



Shortage of Spice (no card awarded), shortage of Grain (no card awarded).

Phase 7: Purchase Tokens

**Paris** buys 19 tokens.

**Venice** buys 16 tokens.

**Genoa** buys 21 tokens.

**Barcelona** buys 20 tokens.

**Turn 5**

Phase 1: Draw Cards

Done. Venice does not remove a shortage.

Phase 2: Buy Cards

Paris buys a card.

Phase 3: Play Cards

**Venice** plays Grain (each player gains \$16, shortage removed) and Alchemists' Gold on Paris (Paris loses \$40).

**Paris** plays Civil War on Genoa (Genoa loses 11 tokens, Dominance in Genoa reduced to token).

**Barcelona** plays Metal (Paris gains \$24, Barcelona and Genoa gain \$6 each) and

Papal Decree (no Religion advances may be purchased).

**Genoa** plays War! on Paris (Genoa dr = 2+1 for Nationalism, Paris dr = 2; Genoa wins, Genoa Misery increases to Paris Misery increases to 80, Paris cedes St. Malo to Genoa), Nicolaus Copernicus (protected), Fur (Genoa gains \$28, Paris gains \$7).

Phase 4: Purchases

**Venice** buys Caravan (I, \$20) and stabilization (\$1).

**Paris** buys Seaworthy Vessels (S, \$60, 20 credit from Exploration) and stabilization (\$1).

**Barcelona** buys Overland East (R, \$40), a ship upgrade to Galley 8 (\$10), Improved Agriculture (J, \$30, 10 credit from Commerce, Misery reduced to 50). Lack of stabilization increases Misery to 60.

**Genoa** buys Urban Ascendancy (V, free, 30 credit from Civics), Institutional Research (X, \$50, 30 credit from Civics, 20 discount from Copernicus), Seaworthy Vessels (S, \$50, 20 credit from Exploration, 10 discount from Institutional Research), The Heavens (A, free, 20 discount from Copernicus, 10 discount from Institutional Research), Caravan (I, \$10, 10 discount from Institutional Research). Lack of stabilization increases Misery to 70.

Phase 5: Expansion

Because of Civil War, Genoa is moved to the last spot in the turn order. Because of Holy Indulgence, Genoa loses 6 tokens and Paris, Venice, and Barcelona each gain 2.

**Venice** expands to Florence (8, vs. Paris, dr = 6, 2, 1; wins), Salonika (4, vs. Genoa, dr = 5, 5, 6; wins), buys a card (3), Esseg (1), Athens (1), Gallipoli (1)

**Paris** expands to West Africa (2), Genoa (4), Trebizond (4), Angorra (4, vs. Genoa, dr = 5, 2, 1; wins), Tana (4, vs. Genoa, dr = 4, 6, 4; wins), Palma (1), Kaffa (1), Levant (1)

Paris gains the bonus card.

**Barcelona** expands to Kaffa (2, vs. Paris, dr = 6, 3, 1; wins), Tana (4, vs. Paris, dr = 3, 3, 5; loses), Valencis (4, vs. Paris, dr = 3, 4, 4; loses), Toulouse (2, vs. Paris, dr = 4, 5, 3; wins), Montpellier (4, vs. Paris, dr = 3, 3, 3; loses), Palma (2, vs. Paris, dr = 3, 6, 1; wins), Tana (4, vs. Paris, dr = 3, 4, 5; loses). Genoa expands to Fez (4, vs. Barcelona, dr = 6, 4, 2; wins).

Phase 6: Income

**Venice** gains \$47

**Paris** gains \$83

**Barcelona** gains \$59

**Genoa** gains \$79

Surplus of Cloth (no penalty), Surplus of Silk (no penalty)

Phase 7: Buy Tokens

**Paris** buys 28 tokens.

**Barcelona** buys 10 tokens.

**Genoa** buys 12 tokens.

**Venice** buys 15 tokens.

**Turn 6**

Phase 1: Draw Cards

Done. Barcelona declines to buy off a shortage.

Phase 2: Buy Cards

Paris buys a card.

Phase 3: Play Cards

**Barcelona** plays Marco Polo (20: Y, R, Barcelona only).

**Genoa** plays Enlightened Ruler and Timer (Chris and Michael each gain \$3 and Martin gains \$12).

**Venice** plays Johan Gutenberg (30: O, Venice and one other).

**Paris** plays The Crusades (Acre, Misery increases to 90), Long Bow, and William Caxton (20: O, Paris and two others).

Phase 4: Purchases

**Barcelona** buys Nationalism (W, \$40, 20 credit from Civics) and stabilization (\$6)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	90	28	\$64	6	18	1	10	A, E, F, I, J, N, R, S, V
Michael Lowrey	Venice	30	15	\$53	4	8	2	2	F, I, N
Martin Burgdorf	Genoa	70	12	\$81	2	16	3	10	A, I, N, R, S, V, W, X
Bob Robles	Barcelona	60	10	\$7	1	10	3	8	A, E, F, I, J, R, V, W

Players are listed in reverse tie breaking order.

Notes

Michael Lowrey has replaced Jack McHugh as Venice.

CardsCommodity Log

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

Shortage, Surplus

**Akita****Turns 9.2 to 13.4**Turn 9

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

**Andy** rolls a 7. Andy discards 3 lumber and 1 brick and Dave discards 4 lumber and 1 brick. Moves the Robber to the 8 Hills and steals wool from Martin. Builds settlement at G11.

**Dave** rolls a 7. Moves the Robber to the 8 Mountains area and steals lumber from Ron. Passes.

**Martin** rolls a 2. Dave gains 2 wool. Passes.

Turn 10

**Ron** rolls a 9. Chris gains 1 grain, Andy gains 1 grain and 1 brick, Dave gains 2 grain, and Martin gains 1 brick. Passes.

**Chris** rolls a 5. Ron gains 2 lumber and 1 grain, Chris gains 1 grain, and Dave gains 2 lumber and 3 brick. Trades 2 grain for 1 wool and builds a ship from E18 to E19 (discovers ocean). During the Special Build Phase, Dave builds ships from D9 to E9 and E9 to E8 (discovers 11 Hills space, gains brick). Martin builds a road from C15 to B15.

**Andy** rolls a 5. Ron gains 2 lumber and 1 grain, Chris gains 1 grain, and Dave gains 2 lumber and 3 brick. Passes.

**Dave** rolls a 7. Ron must discard 5 cards and Dave must discard 8 cards. Dave discards 2 grain, 4 lumber, and 2 brick. Ron discards 1 grain and 4 lumber. Dave moves the Robber to the 9 Hills space and steals lumber from Martin. Trades 6 brick for 2 ore.

**Martin** rolls a 12. Ron gains 1 wool. Passes.

Turn 11

**Ron** rolls an 8. Ron receives 1 ore and 2 brick, Chris and Andy each receive 1 ore, and Dave and Martin each receive 1 brick. Builds a ship from H17 to H18.

**Chris** rolls an 8. Ron receives 1 ore and 2 brick, Chris and Andy each receive 1 ore, and Dave and Martin each receive 1 brick. Trades 2 grain for 1 wool and buys a development card (Market).

**Andy** rolls a 7. Ron discards 1 grain, 1 ore, and 3 brick. Moves the Robber to Hills 8 and steals grain from Dave. Passes.

**Dave** rolls a 7. Moves the Robber to the Mountain 8 spot and steals an ore from Chris. Passes.

**Martin** rolls an 8. Ron receives 2 brick and Dave and Martin each receive 1 brick. Passes.

Turn 12

**Ron** rolls a 9. Chris receives 1 grain, Andy receives 1 grain and 1 brick, Dave receives 2 grain, and Martin receives 1 brick. Passes.

**Chris** rolls an 8. Ron receives 2 brick and Dave and Martin each receive 1 brick. Passes.

**Andy** rolls a 4. Ron and Andy each gain 2 ore, Dave gains 1 grain, and Martin gains 1 ore. Upgrades settlement at D14 to a city. Dave upgrades the settlement at C10 to a city.

**Dave** rolls a 9. Chris receives 1 grain, Andy receives 1 grain and 2 brick, Dave receives 2 grain, and Martin receives 1 brick. Trades 3 brick for a wool and builds a settlement at E8.

**Martin** rolls a 6. Chris gains 1 lumber and Andy and Dave each gain 2 lumber. Trades 4 brick for 1 wool and buys a development card (Knight). Andy builds roads from F14 to E14, E14 to E15, and E15 to D15.

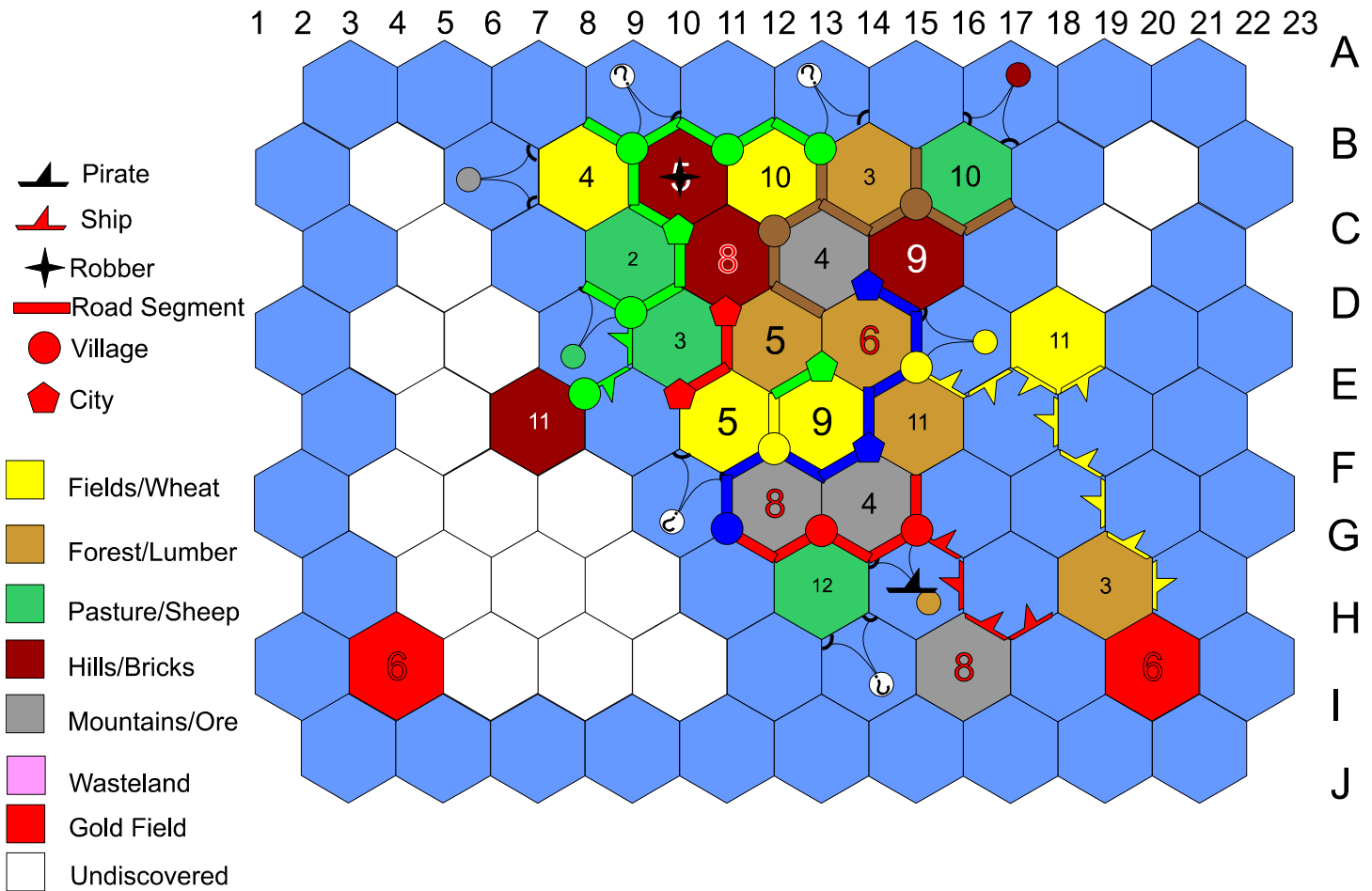
Turn 13

**Ron** rolls an 8. Martin gains 1 brick, Ron and Dave each gain 2 brick. Trades 3 brick to Chris for 1 grain. Builds a road from G15 to F15 and upgrades the settlement at E10 to a city.

**Chris** rolls a 7. Moves the Robber to the 5 Hills area and steals brick from Dave. Passes.

**Andy** rolls a 4. Ron gains 2 ore, Andy gains 3 ore, Martin gains 1 ore, and Dave gains 1 grain. Upgrades settlement at F14 to a city.

**Dave** rolls an 8. Ron gains 2 brick and 1 ore, Chris and Andy each gain 1 ore, Dave gains 2 brick, and Martin gains 1 brick.



*Players*

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red				5	3		6
Chris Geggus	Yellow	1		1	4	1	2 Unplayed ( )	2
Andy York	Blue				1	2		5
Dave Partridge	Green	4		2	3			11*
Martin Burgdorf	Brown				4	2	1 Unplayed ( )	2

\* Includes longest trade route.

## Newfoundland

### Turn 5

**Deadline, Turn 6, Tuesday, April 1**

#### Planning

**Swedes** buy 5 soldiers (\$50) and maintain 4 ships (\$16) for \$66.  
**English** buy 5 soldiers (\$50) and maintain 5 ships (\$20) for \$70.  
**French** buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**Dutch** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**Portuguese** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**Spanish** buy 5 soldiers (\$50) and maintains 4 ships (\$16) for \$66.

#### Outbound Naval Movement

**Swedes** Move to M. Dice: 2, 2, 3, 5. No losses.  
**English** Move to D. Dice: 1, 3, 6. Lose 1 colonist. Drops off 2 soldiers and 3 colonists. Move to L. Dice: 1, 6. Loses 1 ship (empty) and one additional soldier.  
**French** Move to K. Dice: 3, 5, 6. No losses.  
**Dutch** Move to O. Dice: 1, 1, 2. Loses 1 colonist.  
**Portuguese** Move to N. Dice: 1, 3, 4, 5. Loses 1 soldier.  
**Spanish** Move to M. Dice: 1, 1, 2, 2. Loses one ship containing 2 soldiers, plus 2 soldiers and 1 colonist.

#### Mining

**Swedes** mine 1 gold in X. Mine depletes.

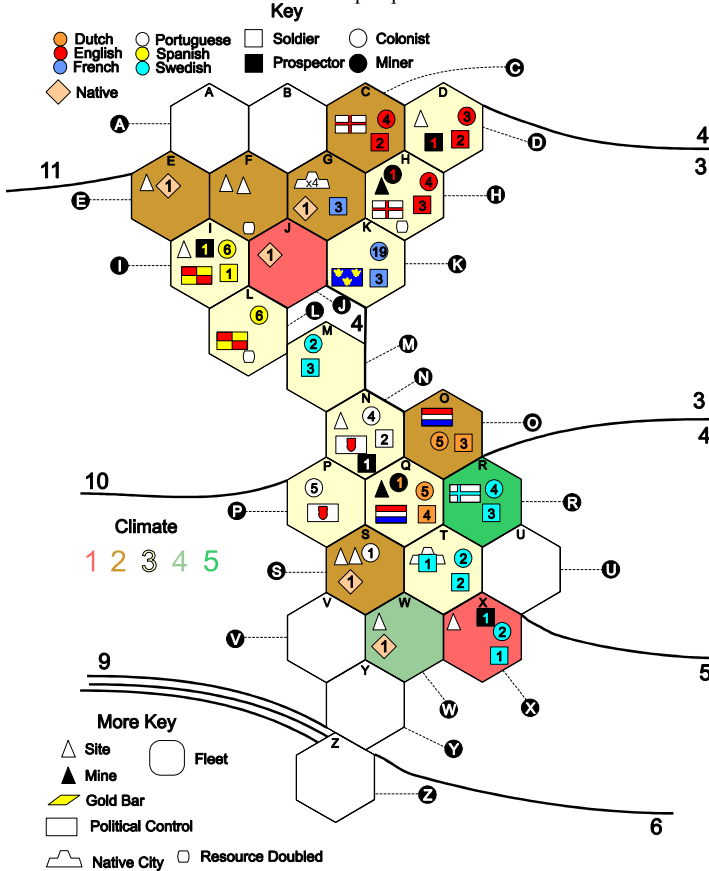
#### Discovery

**English** discover 1 mine in H. **Dutch** discover 1 mine in Q.

#### Land Movement

**Swedes** move 1 gold in X to anchorage point, 2 colonists and 2 soldiers from R to T, and 5 soldiers and 3 colonists from fleet to M.  
**English** move 2 colonists and 1 soldier from D to C, 2 soldiers and 3 colonists from anchorage dot to D, and 2 soldiers from fleet to L. One colonist in H mines.  
**French** move 7 soldiers from K to G, 1 soldier from F to G, and 4 soldiers and 4 colonists from the fleet to K.  
**Dutch** moves 4 soldiers from O to Q and 4 soldiers and 3 colonists from fleet to O. One colonist in Q mines.  
**Portuguese** moves 2 soldiers and 3 colonists from P to S (it's a climate 2 area with 2 sites and 2 natives), 6 colonists from N to P, and 4 colonists and 3 soldiers from fleet to N.  
**Spanish** moves 1 soldier from I to E (it's a climate 2 area with 1 site and 1 native),

4 soldiers from I to F, 3 soldiers and 1 colonist from L to I, 2 colonists and 1 soldier from fleet to M. One soldier in I prospects.



Combat

Swedes attack the Spanish in M. Spanish lose 2 soldiers and 5 colonists, Swedes lose 2 soldiers. English attack Spanish in L. Each lose 1 soldier. Spanish attack English in L. English lose 1 soldier and Spanish lose 2 soldiers.

Native Combat

Swedes: 2 soldiers and 1 native killed in T. One soldier loots. English: 1 native

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$122	1	3	4
Dutch	Dave Partridge	\$134	11	4	4
French	Dave Hood	\$101	6	4	4
Portuguese	Bob Robles	\$126	10	4	4
Spanish	Andy York	\$175	1	3	3
Swedes	Non-Player	\$125	7	4	4

and 3 soldiers killed in C, 2 natives and 3 soldiers killed in D, and 3 natives and 3 soldiers killed in H. **French:** 7 natives and 4 soldiers killed in G. **Portuguese:** 1 soldier and 1 native killed in S. **Spanish:** 1 soldier killed in E and 2 natives and 2 soldiers killed in F.

Native Uprisings

Climate is a 2. Uprisings in S (1 colonist killed) and W (1 colonist killed).

Survival

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

Political Control

**English** gain political control of C. **Spanish** lose political control of M. **Portuguese** gain political control of P. **Dutch** gain political control of O.

Homebound Naval Movement

**Swedes:** Move to X: 2, 5, 6, 6. Picks up gold. Dice: 2, 3, 3, 4, 6. No losses.  
**English:** Dice: 1, 5, 6, 6. No losses.  
**French:** Dice: 4, 5, 6. No losses.  
**Dutch:** Dice: 2, 3, 6. No losses.  
**Portuguese:** Dice: 1, 1, 1, 6. No losses.  
**Spanish:** Dice: 1, 2, 4, 4. Loses 1 ship.

Income

**English:** Political Control: \$90, resources: \$30.  
**Dutch:** Political Control: \$90, resources: \$20.  
**French:** Political Control: \$60, resources: \$38.  
**Portuguese:** Political Control: \$90, resources: \$20.  
**Spanish:** Political Control: \$90, resources: \$36.  
**Swedes:** Political Control: \$60, gold: \$40, resources: \$22.

Turn 6 Initiative

Portuguese, Spanish, Dutch, English, French, Swedes  
 Swedish attitude is (dr = 3+1) Status Quo.

Dalmatian

Turn 1

Deadline Turn 2, Tuesday, April 1

Turn 1

**Partridgeburg** opens the bidding on a Prospector for 2 and Utnapishtim gets it for 3. Opens the bidding on another Prospector for 2 and gets it. Opens the bidding on the Dyer for 3 and gets it.

**Utnapishtim** trains a worker for 2.

**Yorktown** opens the bidding on a Tracker for 3 and gets it for 5.

**McHughtown** passes.

**Rome** opens the bidding on Glassmaking for 5 and gets it.

*The Players*

	City Name	Player	Workers	Treasury	Storage	Hunting	Farming	Mining	Clothmaking	Development	Prod.	VP
1	Partridgeburg	Dave Partridge	1/0	1	1/2	1-1/1	1-2/1			Pr, Dy	3	4
4	Utnapishtim	Cary Nichols	0/1	1	1/2	1-1/1	1-2/1			Pr	3	3
3	Yorktown	Andy York	1/0	1	1/2	1-1/1	1-2/1			Tr	3	3
5	McHughtown	Jack McHugh	1/0	1	2/2	1-1/1	1-2/1				3	2
2	Rome	Bill Scharf	1/0	2	1/2	1-1/1	1-2/1			Gl	4	3

*Available Development Cards*

New Arrivals: Granary, Granary, Fort, Indentured Worker, Tracker

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

*Resource Cards*

**Game Review: Dominion**

Dominion is a card-based game for 2 to 4 players where each player builds his own deck during the course of the game. The cards come in three basic types: Treasures, which allow you to buy additional cards to add to your deck, victory point cards, which are what you need to win, and action cards, which give you different abilities when you play them. There are three types of Treasures: copper (worth 1), silver (worth 2), and gold (worth 3). Likewise, there are three main types of victory point cards: Estates (worth 1 VP), Duchies (worth 3 VP), and Provinces (worth 6 VP). In addition, there are two secondary types of victory point cards: Curses (worth -1 VP) and Gardens (which are worth 1 VP for every 10 cards in your deck at the end of the game, rounded down). Finally, there are 24 different action cards. Action cards come in three subtypes: regular action cards, which may give you additional action, allow you to draw additional cards from your deck, make additional buys, provide you more coins to buy things with, or other things. In addition, there are attack cards, which can negatively impact the other players. Finally, there is one reaction card, the Moat, which allows you to ignore the negative effects of an attack card if you have it in your hand when the attack is played.

During a game, you select 10 action card sets to use (the Garden is included in this – it is not always in play). This can be done by player agreement or through the

use of the randomizer cards included. There are 10 of each action card, and 12 of each VP card. Each player starts with a deck of 7 copper cards and 3 Estates and deals a hand of 5 cards after shuffling the deck. During each player turn, the player can take one action (plus potential additional actions provided by action cards), after which they can buy one card (plus additional potential buys provided by action cards) with any treasures in your hand or in play. After buying card(s), you then discard what remains of your hand, along with the played cards, and deal a new hand. Discards are reshuffled into a new draw deck as it gets exhausted.

A game ends when one of two things happens. Either the Provinces pile is exhausted, or three other piles in the supply are exhausted. Once that happens, players count the victory points in their decks and whoever has the most wins.

Play of the game requires careful management of your resources. You need to buy victory point cards to win, but they don't give you anything during the game. You need Treasures to buy items, but they don't help you in other areas. Finally, action cards allow you more capabilities, but don't win the game by themselves. In addition, with 25 possible piles of which only 10 are used, the combinations are quite varied, so the replayability is quite high, even if you don't consider the numerous expansions that are available.

Dominion is published by Rio Grande Games and lists for about \$45.



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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!