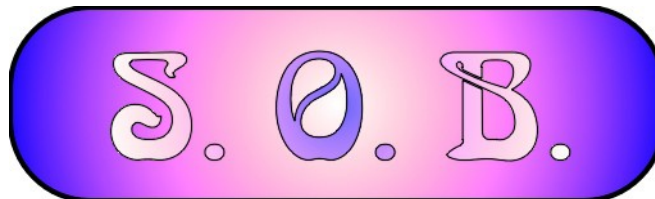


Number 195

April, 2014



### Notes from Hades

Things still quiet on the home front, although we are getting our house exterior painted. A bit of a disruption, but the house needs it.

We have two games ending this time around: Akita and Golden Retriever. Both of them were runaway victories by Dave, albeit by different Daves: Dave Partridge in Akita and Dave Hooton in Golden Retriever. Congratulations to both of them. Shaggy Dog is starting up this issue, and while I have had some new game requests, we still need more. Bill Scharf has been kind enough to pre-pay for the Discworld: Ankh-Morpork game, so no further game fees are needed. As always, if you need a copy of the rules, let me know and I will make that happen.

The next deadline is **Tuesday, May 13 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(\$), Howard Bishop(\$), Christopher Hunt(\$). **This game starts this issue!**

**Sly Dog.** Kremlin. Have Chris Geggus, Bill Scharf(\$), Bob Robles(\$), Howard Bishop, 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* and *Rebel vs. Imperium* expansions. Have Bill Scharf, Christopher Hunt, will take up to 4 more.

**Outpost.** Have Bill Scharf, Michael Lowrey, Dave Hooton, Howard Bishop, will take up to 6 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, Christopher Hunt, will take up to 3 more.

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

**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, Howard Bishop, will take up to 5 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, Christopher Hunt, will take up to 2 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

Spring 1059

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

**Miller Number 2010Dpw23 (gunboat)**

**Deadline for Summer 1059 5/13 Tuesday**

*Milan continues to get squeezed by Venice and Pisa, while the Normans prove uncooperative. Pisa trades areas with both Venice and the Byzantines.*

### Expenditures

Pisa counterbribes A Montferrat for 3 ducats

### Orders

BYZANTINES : F (EM) Bari to AQUILA, F UPPER ADRIATIC to Ancona, F LOWER ADRIATIC supports F Bari to Aquila, F Carniola to ISTRIA, F DURAZZO to Ionian Sea, F Ragusa to ALBANIA

HOLY ROMAN EMPIRE : A PAVIA supports G Milan, A FORNOVA to Parma, G Milan holds (DESTROYED)

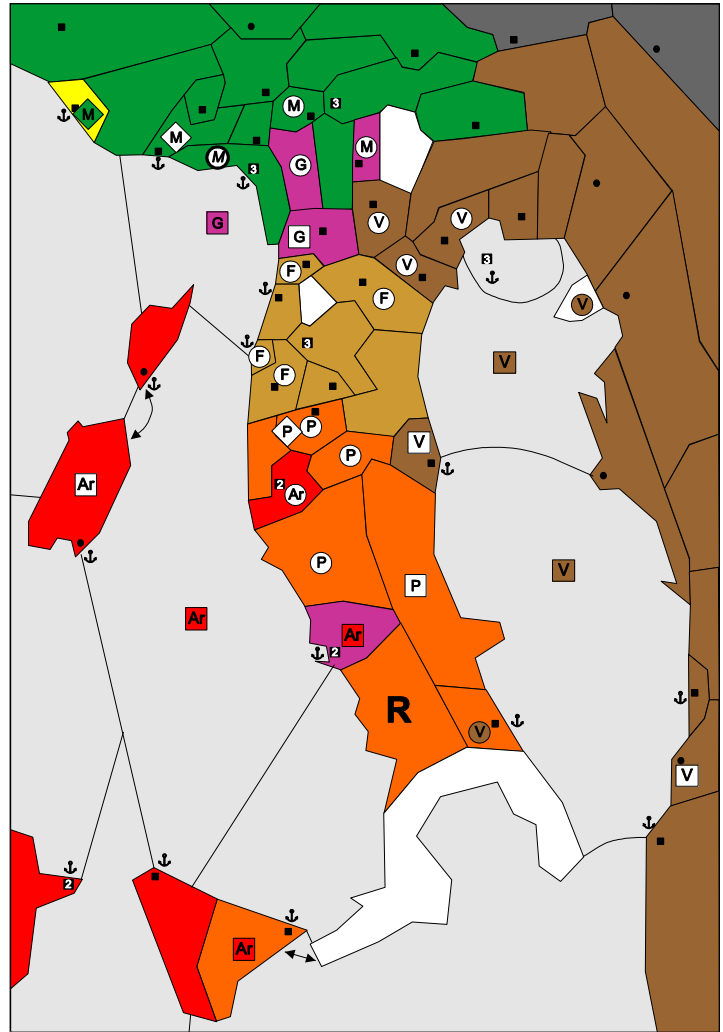
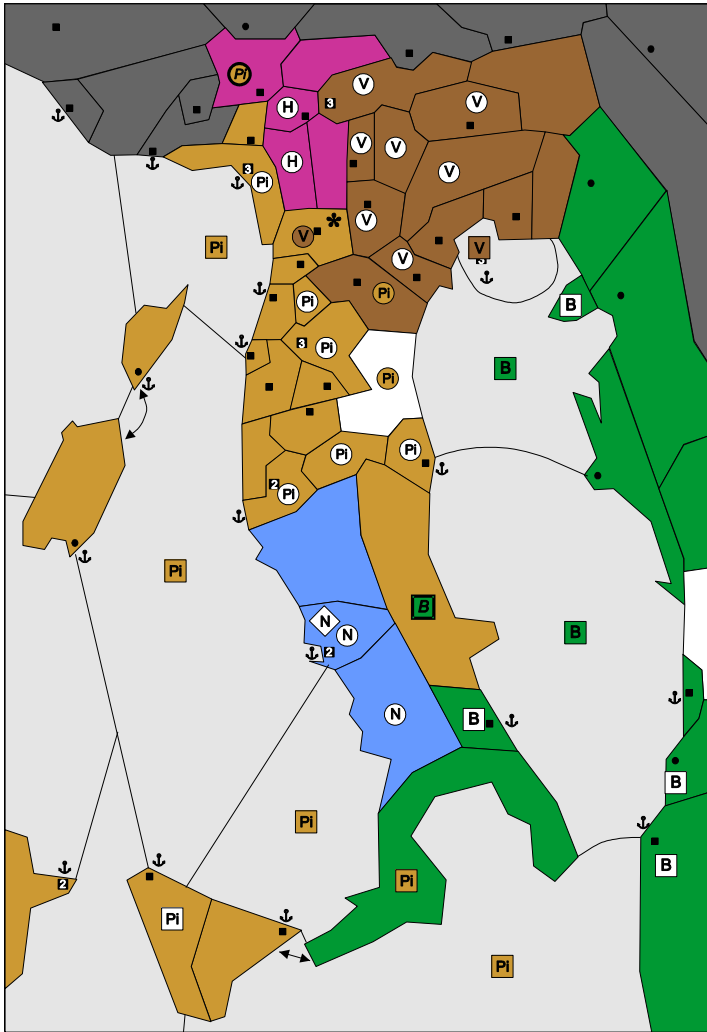
NORMANS : A NAPLES to Capua, A SALERNO supports G Naples convert to A, G NAPLES convert to A.

PISA : A (EM) Montferrat to TURIN, A GENOA to FornoVA, A Modena supports A Lucca to Bologna (cut, DISLODGED, retreat Lucca, garrison, OTB), A Lucca to BOLOGNA, A

Pisa to PISTOIA, A FLORENCE supports A Lucca to Bologna, A Arezzo to URBINO, A ROME to Capua, A SPOLETTO supports A Aquila, A ANCONA supports A Aquila (cut), A Aquila supports Naples A Salerno to Bari (nso, DESTROYED), F Piombino to LIGURIAN SEA, F Sienna to TYRRHENIAN SEA, F GULF OF NAPLES supports F Messina to Otranto, F Messina to OTRANTO, F PALERMO supports F Ionian Sea, F IONIAN SEA supports Bolognese

VENICE ☐:

F Messina to Otranto (cut)  
 A MILAN besieges (garrison Destroyed), A TRENT supports A Milan, A CREMONA to Parma, A BERGAMO to Cremona, A VERONA to Bergamo, A MANTUA supports A Bologna to Modena, A Bologna to MODENA, A Perugia to FERRARA, F VENICE supports Byzantine F Upper Adriatic hold



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

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

**Purebred**

**Summer 1257**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
 Deadline for Fall 1257 5/13 Tuesday**

*Venice invades the peninsula from the south, taking advantage of a Papal absence. Genoa forts up and Florence rearranges his forces. Milan prepares to take to the seas and Aragon turns his attention to the Pope.*

Spring 1257 Retreats

Aragon retreats F Corsica to Gulf of Lions  
 The Pope NRRs! F Messina retreats OTB

Orders

ARAGON (McHugh): A ROME holds (u), F Gulf of Lions to TYRRHENIAN SEA, F SARDINIA supports F Gulf of Lions to Tyrrhenian Sea, F Gulf of Naples to NAPLES, F MESSINA holds  
 FLORENCE (Partridge): A LUCCA supports A Bologna, A Pisa to PIOMBINO, A

GENOA (Wilson): BOLOGNA holds, A Arezzo to SIENNA  
 A FORNOVA supports F Ligurian Sea to Modena (cut), F Ligurian Sea to MODENA, F Corsica to LIGURIAN SEA  
 MILAN (Schoenfeldt): A MARSEILLES convert to G, A SAVOY converts to G, A (EM) Montferrat to GENOVA, A PAVIA to FornoVA, A Milan to CREMONA  
 PAPACY (Roalstad): NMR! A PERUGIA holds, A SPOLETO holds, A CAPUA holds (rebellion suppressed), F AQUILA holds (rebellion)

VENICE (Robles):

suppressed), G PERUGIA holds  
 A Bergamo to MANTUA, A FERRARA holds, A PADUA  
 supports A Ferrara, A Croatia to ISTRIA, A Dalmatia to  
 BARI (rebellion liberated), F UPPER ADRIATIC supports A  
 Ancona, F ANCONA holds, F LOWER ADRIATIC transports  
 A Durazzo to Bari, F Ragusa to ALBANIA

Your treasury:

Jerry Roalstad has NMRed. Notes  
**Will Pasquale Giovine please submit standby orders for the Papacy!**

**Golden Retriever**

Turns 21.1 to 21.2

End of Game Statements, 5/13 Tuesday

Turn 21

**Kevin** rolls a 5. Dave gains 1 brick and 1 wool, Chris receives 2 brick. Passes. 2 brick. Trades 4 wool and 2 lumber for 2 grain, upgrades the settlement at G14 to  
**Dave** rolls a 6. Kevin gains 1 wool, Chris gains 2 wool, and Dave gains 2 ore and a city, and builds a road from H14 to H15.

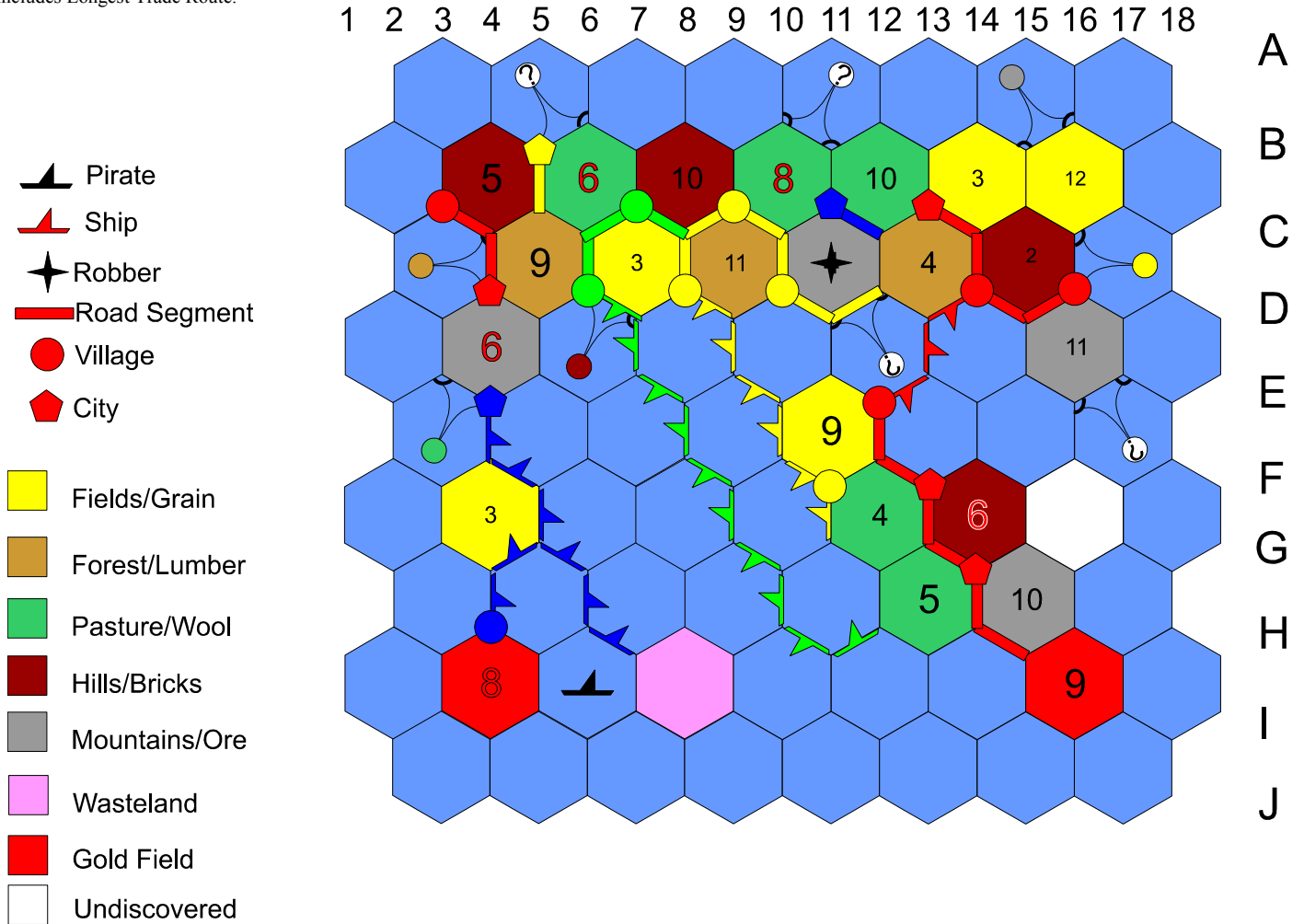
Notes

With this, Dave has gained 12 victory points and won the game. Congratulations to Dave.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	1	1	2	3	1	1 Unplayed (Knight)	4*
Dave Hooton	Red		1		2	2	1 Knight	12
Chris Geggus	Yellow		3		4		2 Knights, 1 Library	7
Bill Scharf	Blue		1			2	1 Knight, 1 Unplayed (Roadbuilding)	5

\*Includes Longest Trade Route.



## Hound Dog

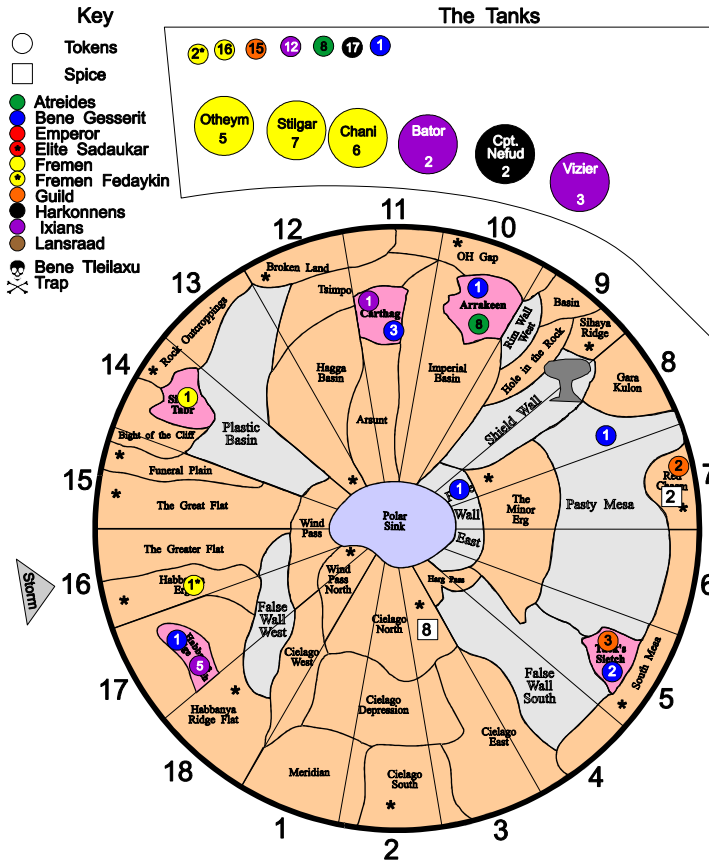
### Turn 5 Battle to Turn 6 Nexus Turn 6 Nexus, 5/13 Tuesday

#### Players

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

#### Errata

There was a minor error with last turn's Spice Blow. The amount in Habbanya Erg should have been 8 spice, not 10.



#### Turn 5 Battle

##### Carthag, Round 1

	Ixians	Harkonnens
<b>Attack</b>	Ellaca Drug	Chaumurky
<b>Defense</b>	Shield	Shield
<b>Leader</b>	Bator (2)	Captain Nefud (2)
<b>Dial</b>	6	2
<b>Spice</b>	6	1
<b>Total</b>	6	2

The Ixians win. Bator, Captain Nefud, 6 Ixians tokens, and 5 Harkonnen tokens go to the tanks. The Ixians gain 4 spice, and the Harkonnens discard Chaumurky

#### Carthag, Round 2

	Ixians	Guild
<b>Attack</b>	Kulon	Gom Jabbar
<b>Defense</b>	None	Snooper
<b>Leader</b>	Vizier (3)	Soo Soo Sook (2)
<b>Dial</b>	4	1.5
<b>Spice</b>	4	0
<b>Total</b>	4	3.5

The Ixians win. Vizier, 4 Ixian tokens, and 3 Guild tokens go to the tanks. Kulon, Snooper, and Gom Jabbar are discarded. The Ixians gain 3 spice.

#### Spice Collection

**Atreides** collect 2 spice (Arrakeen)  
**Fremen** collect 6 spice (Habbanya Erg)  
**Guild** collects 5 spice (1 from Tuek's Sietch, 4 from Red Chasm)  
**Ixians** collect 12 spice (10 from technology sales, 2 from Carthag).

#### Turn 6

##### Storm Movement

The storm moves 3 sectors to sector 16. 2 spice destroyed, 2 Fremen tokens go to the tanks. Turn 7 storm movement: \_\_\_ sectors.

##### Spice Blow

The Harkonnens play Thumper in Habbanya Erg, summoning a Worm. The Fremen token may ride it to anywhere on the board. Nexus occurs.

##### 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  
**Fremen:** 1 token Sietch Tabr, 1 token (Fedaykin) Habbanya Erg (16), 18 tokens (2 Fedaykin), Stilgar, Chani, Otheym in the tanks  
**Guild:** 3 tokens Tuek's Sietch, 2 tokens Red Chasm, 15 tokens in the tanks  
**Harkonnens:** 17 tokens, Cpt. Nefud in the tanks, 3 tokens off-planet  
**Ixians:** 5 tokens Habbanya Ridge Sietch, 1 token Carthag, 12 tokens, Bator, Vizier in the tanks, 2 tokens off-planet

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

## Robodog

### End of Game Statements

**Andy York (Dalekbot)** Brendan did a fine job and just ran away with the game -everyone else. As such, a little blue robot sneaked past me and won at a canter. I excellent job! I just couldn't get enough traction to accomplish much. Well, there's had fun doing all I could to remove other robots from the game, but just too many. always next game.....

**Chris Geggus (Predator)** I guess I took on too big a task by trying to stop

Well played all and thanks again to Chris. Next time I had better try to play properly.

### Mirzam

Turns 12.4 to 14.4

Turns 14.5 to 16.5 due 5/13 Tuesday

#### Turn 12

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

5

Poisonport(s) – Poisonport(o) – R – A.

Picks up Spy Eye Relic.

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

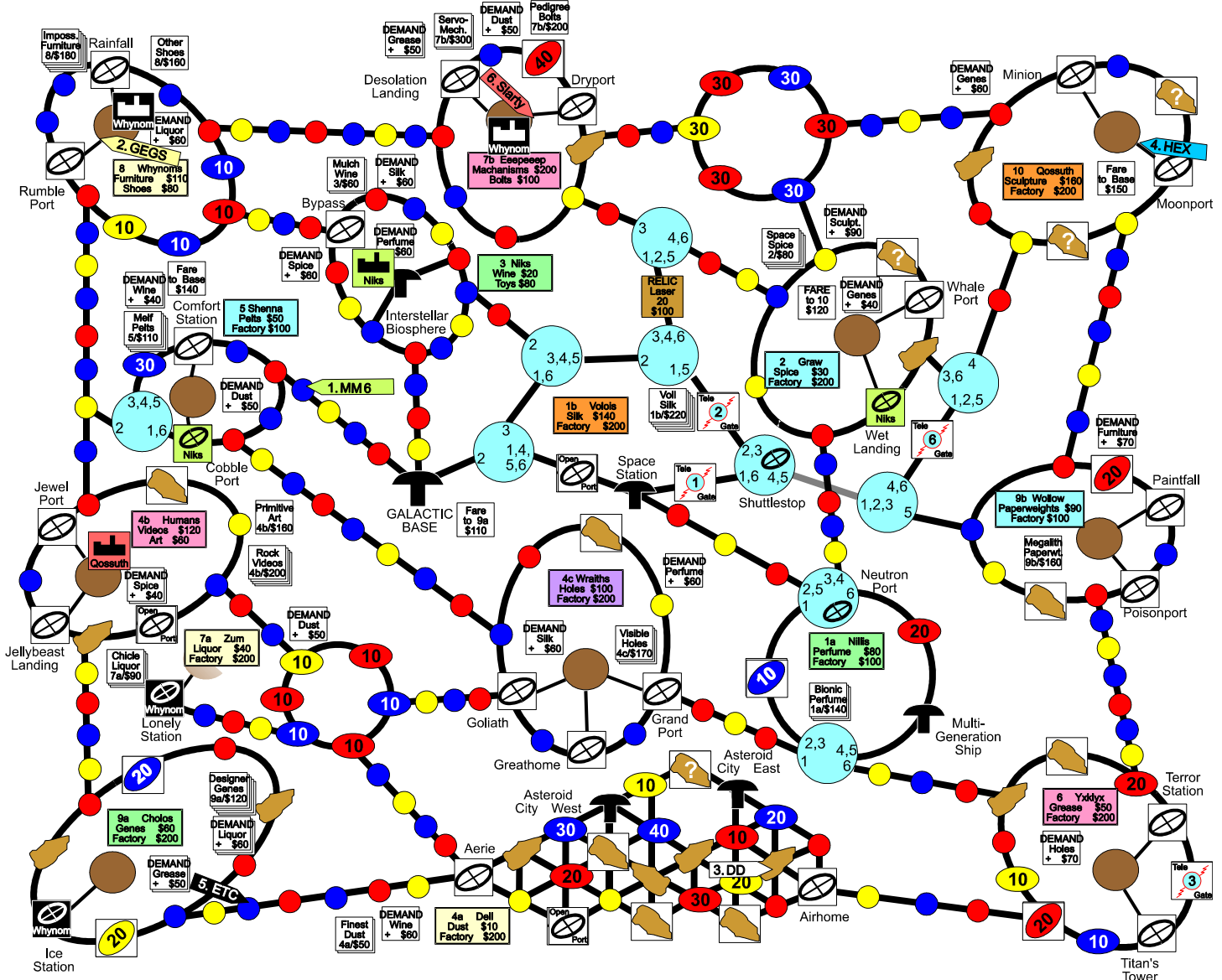
Lonely Planet(s) – Lonely Planet(p).

Buy's Chicle Liquor for \$40. Receives \$4 in port commissions.

6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 3 3 4 4

Comfort Station(s) – Comfort Station(o) – B – R – B – (Y) – B – R – Galactic Base.

Drops off Fare for \$180 (from the cup: Demand for Holes at 6). Buy's Jump Start Relic for \$120.



#### Turn 13

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 4 5

Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Buy's 2 Mulch Wines (own species bonus) for \$40.

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

4

Dryport(s) – Dryport(o) – R40 – B – Desolation Landing(o) – R – B – Y – B – R.

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

Titan's Tower.

Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Space Spice at 2 and Fare to Base at 5). Buy's Immortal Grease for \$50.

4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 5 6

A – Y – B – R – B – Y – B – R – B – Y – Moonport(o) – Moonport(s). Sells Megalith Paperweight for \$160 (from the cup: Demand for Wine at 5).

5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 4 \* 3

Lonely Station(p) – B – R – (Y) – B10 – R10 – B – (Y) – B – R – Aerie – (Y) – R – B – R – B.

6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 3 4 4 5

Galactic Base – NC3 – NC3 – NC3 – A – NC3 – R – (Y) – A – Dryport(o) – Dryport(s).

Buy's a Servo-Mechanism for \$200.

Turn 14

**1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 4 5**  
**Interstellar Biosphere – B – R – B – R – Y – Galactic Base – R – B – Y – B.**

**2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 2 2 6**

**R – B – Y – R – B – Rainfall(o) – B – B – Rumble Port(o) – Rumble Port(s).**

Sells Servo-Mechanism for \$300 (from the cup: Demand for Dust at 7a).

Buys Other Shoes for \$80. ETC gains \$40 in factory commissions.

On the board:

**1a (Nillis):** 3 Bionic Perfume

**1b (Volois):** 5 Voll Silk

**2 (Graw):** 4 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), 2 Demand for Mulch

**3<sup>rd</sup>: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 2 3 4**

**Titan's Tower(s) – Titan's Tower(o) – B10 – R20 – R – B – Y – Airhome – A.**

**4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 5 5 6**

**Moonport(s).**

Sells Megalith Paperweight for \$160 (from the cup: Fare to 9a at Base). Buys 2 Psychotic Sculpture for \$320.

Wine (+\$40), Fare to Base (\$140)

**6 (Yxklyx):** 1 Demand for Visible Holes (+\$70)

**7a (Zum):** 3 Chicle Liquor

**7b (Eepeeep):** 2 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)

**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):** Demand for Designer Genes (+\$60), Fare to Base (\$150)

**Base:** Fare to 9a (\$110)

**1. Mystery Machine 6 \$39**  
 Scout  
 15: 3 4 5 // 16: 1 2 2  
 Hold1 Hold2 Hull  
 Mulch Wine 3/\$60 Mulch Wine 3/\$60 Shield (\$60)  
 Wet Landing \$200 Niks \$200 RELIC Switch \$100  
 Cobble Port \$200

**2. GEGS \$329**  
 Scout  
 15: 1 2 3 // 16: 2 2 5  
 Hold1 Hold2 Hull  
 Other Shoes 8/\$160 Fare to 4b \$120 7a \$80  
 Shield (\$60)  
 10 \$120 2 \$90

**3. Data Dancer \$290**  
 Scout  
 15: 2 2 4 // 16: 5 5 6  
 Hold1 Hold2 Hull  
 Immortal Grease 6/\$100 5 \$90

**4 HEX \$90**  
 Scout  
 15: 2 4 5 // 16: 4 5 5  
 Hold1 Hold2 Hull  
 Psychotic Sculpture 10/\$250 Psychotic Sculpture 10/\$250 RELIC Gate Lock \$100  
 RELIC Spy Eye \$100

**5. ETC \$88**  
 Needle  
 14: 4 5 // 15: 5 6 // 16: 1 6 (use 1\*3)  
 Hold1 Hold2 Hull  
 Chicle Liquor 7a/\$90 Yellow Drive (\$80) 3 \$80  
 Lonely Station \$200  
 Whynoms \$100 Eepeeep \$100 Ice Station \$200

**6. Startybarfast \$20**  
 Clipper  
 14: 4 2 3 5 6 // 15: 4 2 3 3 4  
 Hold1 Hold2 Hull  
 Servo-Mech. 7b/\$300 RELIC Yellow Drive \$80  
 4b \$60  
 Human \$100 RELIC Air Foil \$80 Relic Shield (\$60) RELIC Mulligan Gear \$120  
 RELIC Auto Pilot 4 \$80 RELIC Jump Start \$120

**Pick of the Litter**

Turn 6, Phases IV-VI and Turn 7 Phases I-III

Turn 7, Phases IV-VI and Turn 8, Phases I-III due 4/1 Tuesday

**Turn 6**

Operations

**Red** (Bishop) operates #43 (\$50, 2 silver), #90 (\$40, depletes), delivers 3 coal from Trinidad to Denver for \$240, gains \$130 in passenger revenue, buys a 24 train for \$200.

**Brown** (Partridge) buys claim #30 for \$80, no operations, delivers 1 coal from Alamo to Denver for \$80, gains \$20 in passenger revenue.

**Orange** (Hooton) no operations. Gains \$280 in passenger revenue.

**Cyan** (Scharf) No operations. Gains \$20 in passenger revenues. Hires a new prospector for \$400.

**Blue** (Anderson) no operations, delivers 3 coal from Crested Butte to Pueblo for \$60.

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$320

Silver: +1 to \$300

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$60	+2 to \$120	-1 to \$80	Remains at \$30	+1 to \$80
Coal:	+1 to \$100	+2 to \$60	Remains at \$20	+3 to \$100	+1 to \$100

**Turn 7**Move Prospectors and Surveyors

**Red** (Bishop) surveys Alimoso to Taos and Buena Vista to Leadville, prospects #62.

Madera, prospects #62.

**Brown** (Partridge) surveys Denver to Georgetown, prospects passenger line 9.

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

**Orange** (Hooton) surveys Whitewater to Silver City and White Rock to La

**Blue** (Anderson) surveys Colorado Springs to Denver, no prospecting.

Dispute Resolution

Red and Orange have a dispute over claim #62. Red (dr = 6 + 1), Orange (dr = 9 + 1). Orange wins, prospector improves to +2. Cyan draws card #102 (silver at Hillsboro) and has first right of refusal. Red spends \$340, Brown spends \$390, Orange spends \$180, Cyan spends \$120, and Blue spends \$120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$490	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Denver	\$450	9		S, S+2, P
Dave Hooton	Orange	El Paso	\$110	9		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$510	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$10	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	11	\$50
91	Trinidad	Red	Coal	N	\$30
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	4	\$30
87	Alamo	Brown	Coal	4	\$30
30	Georgetown	Brown	Gold	N	\$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
62	Taos	Orange	Lumber	N	\$30
81	Crested Butte	Blue	Coal	9	\$40
48	Ourray	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	
9	B	Denver – Leadville	\$120	Brown	
4	A	El Paso – Deming	\$60	Orange	
1	B	El Paso – Albuquerque	\$220	Orange	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	7	\$200.00

#	Type	Route	Payoff	Owner	Notes
4					
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
123	Gallup	Coal	\$60	\$40
114	McGaffey	Lumber	\$40	\$30
102	Hillsboro	Silver	\$100	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	
18	C	Gallup – Santa Rosa	\$500	\$660	
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 6, Phase 4 through Turn 8, Phase 4****Turn 6**Phase 4: Purchases

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

**Genoa** buys Holy Indulgence (F, \$60, Misery increases to 80), Improved Agriculture (J, \$20, 10 credit from Commerce, 10 credit from Institutional

Research, Misery drops to 70). Lack of stabilization increases Misery to 80.

**Venice** buys Printed Word (O, \$0, 30 credit from Communications, 30 credit from Gutenberg), The Heavens (A, \$30), and stabilization (\$3).

#### Phase 5: Expansion

**Barcelona** expands to Sicily (5, vs. Genoa, dr = 5, 2, 3; wins), Kiev (2), buys a card (3).

**Genoa** expands to Grenada (4, vs. Barcelona, dr = 4, 6, 3; wins), Lyons (8, vs. Paris, dr = 3, 1, 6; wins).

**Venice** expands to Constantinople (8, vs. Genoa, dr = 3, 3, 1; wins), Barca (12), buys a card (6, Gunpowder)

**Paris** expands to Kaffa (1, vs. Barcelona, dr = 2, 3, 4; fails), Kaffa (1, vs. Paris gains the expansion bonus

**Paris** buys Printed Word (O, \$0, 30 credit from Communications, 30 credit from Gutenberg), Human Body (B, \$40, 20 credit from Science, Misery reduced to 80), and stabilization (\$1). Misery reduced to 70 from Misery Reduction.

Barcelona, dr = 4, 6, 3; wins, uses Written Record to trade cards), Sarai (2), Kiev (3, vs. Barcelona, dr = 2, 5, 1; wins), Sicily (3, vs. Barcelona, dr = 1, 3, 6; loses), Sicily (3, vs. Barcelona, dr = 1, 3, 3; wins), St. Malo (3, vs. Genoa, dr = 6, 4, 4; wins), Grenada (3, vs. Genoa, dr = 2, 6, 2; wins), Algiers (3, vs. Barcelona, dr = 5, 6, 4; wins), Fez (3, vs. Genoa, dr = 6, 2, 1; wins), and Tripoli (3, vs. Genoa, dr = 4, 6, 3; wins).

#### Phase 6: Income

**Barcelona** gains \$47

**Genoa** gains \$63

**Venice** gains \$51

**Paris** gains \$115

Shortage of Grain (Paris gains a card), Surplus of Fur (Paris loses \$2).

#### Phase 7: Purchase Tokens

**Barcelona** buys 9 tokens.

**Genoa** buys 24 tokens.

**Venice** buys 31 tokens.

**Paris** buys 11 tokens.

#### **Turn 7**

#### Phase 1: Draw Cards

Done. Barcelona does not remove a shortage or surplus.

#### Phase 2: Buy Cards

Paris buys a card.

#### Phase 3: Play Cards

**Barcelona** plays Wool (Barcelona and Paris each gain \$8, Genoa gains \$2), Ibn Majid (20: T, Y; Barcelona only), and Christopher Columbus (30: T, U; Barcelona and one other).

**Paris** plays Grain (with shortage, Paris gains \$64, Barcelona and Venice each gain \$16, shortage removed), Cloth (Paris and Venice each gain \$45, Barcelona gains \$5), Wine (Barcelona gains \$45, Genoa gains \$20, and Paris gains \$5), and Prince

Henry (20: T, X; Paris and two others).

**Genoa** plays Mongol Armies (gains \$10, The Crusades is now an unplayable Misery burden).

**Venice** plays Religious Strife (Paris Misery increases to 90, Venice to 40, Genoa to 90, and Barcelona to 80), Gunpowder, and Timber (Paris gains \$12, Genoa and Venice each gains \$3).

#### Phase 4: Purchases

**Barcelona** buys Wind/Watermill (K, \$30, 20 credit from Commerce), Written Record (N, \$30), Human Body (B, \$40, 20 credit from Science, Misery reduced to 70), and stabilization (\$3).

**Paris** buys Nationalism (W, \$40, 20 credit from Civics), Institutional Research (X, \$60, 20 credit from Civics, 20 credit from Prince Henry), Laws of Matter (C, \$40, 40 credit from Science, 10 credit from Institutional Research), Wind/Watermill (K, \$20, 20 credit from Commerce, 10 credit from Institutional Research), Master Art (P, \$30, 50 credit from Communications, 10 credit from Institutional Research), Ocean Navigation (T, \$20, 40 credit from Exploration, 30 credit from Christopher

Columbus, 20 credit from Prince Henry, 10 credit from Institutional Research), and stabilization (\$1). Due to Misery Reduction, Misery is reduced to 70.

**Genoa** buys Patronage (E, \$10, 20 credit from Religion, Misery increases to 100), Ocean Navigation (T, \$50, 40 credit from Exploration, 10 credit from Institutional Research, 20 credit from Prince Henry), and stabilization (\$6).

**Venice** buys Overland East (R, \$40), Urban Ascendancy (V, \$20), Improved Agriculture (J, \$30, 10 credit from Commerce, Misery drops to 30), and stabilization (\$1).

#### Phase 5: Expansion

**Barcelona** expands to Valencia (3, vs. Paris; dr = 1, 5, 2; wins), Grenada (4, vs. Paris, dr = 5, 3, 4; wins), Oran (1), and Tarsus (1).

**Paris** expands to East Indies (5), Breslau (1), buys a card (3), Toulouse (2, vs. Barcelona, dr = 6, 5, 2; wins).

**Genoa** expands to China (5), Constantinople (10, vs. Venice, dr = 5, 6, 4; wins), Grenada (4, vs. Barcelona, dr = 5, 3, 1; wins), Algiers (4, vs. Paris, dr = 6, 6, 6; Venice gains the bonus card. Epoch 3 begins.

wins), Adalia (1).

**Venice** expands to Tripoli (3, vs. Paris, dr = 3, 6, 1; wins), Crete (5, vs. Genoa, dr = 4, 6, 3; wins), Constantinople (7, vs. Genoa, dr = 4, 2, 4; fails), Constantinople (7, vs. Genoa, dr = 2, 3, 2; wins), Smyrna (3, vs. Genoa, dr = 2, 3, 3; wins), buys a card (6).

#### Phase 6: Income

**Barcelona** gains \$51

**Paris** gains \$107

**Genoa** gains \$67

**Venice** gains \$63

Surplus of Cloth (no losses), Shortage of Timber (Paris gains a card).

#### Phase 7: Buy Tokens

**Barcelona** buys 15 tokens.

**Paris** buys 29 tokens.

**Genoa** buys 30 tokens.

**Venice** buys 23 tokens.

#### **Turn 8**

#### Phase 1: Draw Cards

Done. Barcelona declines to buy off a shortage or surplus. Paris uses Wind/Watermill to remove the surplus of Cloth.

#### Phase 2: Buy Cards

Paris and Venice buy a card.



Phase 3: Play Cards

**Barcelona** plays *Mysticism Abounds* (Paris Misery increases to 80, Venice to 60, Genoa to 175, and Barcelona to 90) and *Pirates/Vikings* in Paris, Bordeaux, and Bourges.

**Venice** plays *Black Death in Area V*, *Grain* (Paris gains \$16 and Barcelona and Venice each gain \$4), and *Desiderius Erasmus* (20: O, Q, Venice only, receives

\$20 in rebates).

**Paris** plays *Silk* (Genoa gains \$32, and Paris, Barcelona, and Venice gains \$8) and *Galileo Galilei* (20: A, Q, Paris and one other, gains \$20 credit).

**Genoa** does not play any cards.

Phase 4: Purchases

**Barcelona** buys *Interest and Profit* (L, \$50, 30 credit from Commerce) and *stabilization* (\$1).

**Venice** buys *Seaworthy Vessels* (S, \$60, 20 credit from Exploration) and *stabilization* (\$3).

**Paris** buys a ship upgrade (\$10), *Renaissance* (Q, \$30, 60 credit from Communication, 10 credit from Institutional Research, 20 credit from Galileo), *Enlightenment* (D, \$50, 60 credit from Science, 10 credit from Institutional Research), *Interest and Profit* (L, \$40, 30 credit from Commerce, 10 credit from Institutional Research), and *stabilization* (\$6). Misery reduced to 50 due to *Misery Reduction*.

**Genoa** buys *Wind/Watermill* (K, \$20, 20 credit from Commerce, 10 credit from Institutional Research), *Printed Word* (O, \$20, 30 credit from Communication, 10 credit from Institutional Research), and *stabilization* (\$10)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	50	22	\$33	4	14	3	O-2	A, B, C, D, E, F, I, J, K, L, N, O, Q, P, R, S, T, V, W, X
Michael Lowrey	Venice	60	23	\$12	2	12	2	10	A, F, I, J, N, O, R, S, V
Martin Burgdorf	Genoa	175	30	\$28	6	10	4	O-1	A, E, F, I, J, K, N, O, R, S, T, V, W, X
Bob Robles	Barcelona	90	15	\$13	1	9	1	8	A, B, E, F, I, J, K, L, N, R, V, W

Players are listed in reverse tie breaking order.

Notes

Michael Lowrey has replaced Jack McHugh as Venice.

Commodity Log

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

Cards

Shortage, Surplus

Akita**Turns 13.4 to End of Game Statements**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. Trades 3 grain for 1 wool and builds a ship from E8 to F8 (discovers Pasture 9, gains wool) and builds another ship from F8 to F9.

Martin plays a Knight card and moves the Robber to the 6 Forest space and steals a brick from Dave. Rolls a 9. Chris gains 1 grain, Andy gains 2 grain and 2 brick, Dave gains 2 grain, and Martin gains 1 brick. Trades a brick to Chris for 1 grain, trades 4 brick for 1 wool and buys a development card (Knight).

Turn 14

**Ron** rolls a 4. Ron gains 2 ore, Andy gains 4 ore, Dave gains 1 grain, and Martin gains 1 ore. Trades 2 ore to Dave for 1 grain, trades 4 brick for 1 grain and upgrades the settlement at G13 to a city.

**Chris** rolls an 11. Chris gains 1 lumber, Andy gains 2 lumber, and Dave gains 1 brick. Trades 4 brick for 1 wool and builds a settlement at H20.

**Andy** rolls a 6. Chris gains 1 wool. Trades 4 ore for 1 wool and builds a ship from G11 to G10 (discovers ocean), builds a road from D14 to C14, and upgrades the settlement at G11 to a city.

Dave rolls a 3. Ron gains 4 wool, Dave gains 1 wool and 1 lumber, and Chris and Martin each gain 1 lumber. Trades 3 brick for 1 ore and upgrades the settlement at B11 to a city.

End of Game Statements

**Ron:** Well played Dave, the plan to build often seems to work if you can get the rolls and your placement was spot on. This was my first game of Sea-farers and a lot of fun. Thanks to all for a real enjoyable time and many thanks to Chris H for a well run and fun game.

**Chris:** Thanks Chris. I just couldn't get going in this one and the die rolling really battered me. Well done Dave, until the next one.

**Andy:** Congrats to Dave on a solid victory - well deserved. And the usual "Great Job" to Chris for running herd on this game!

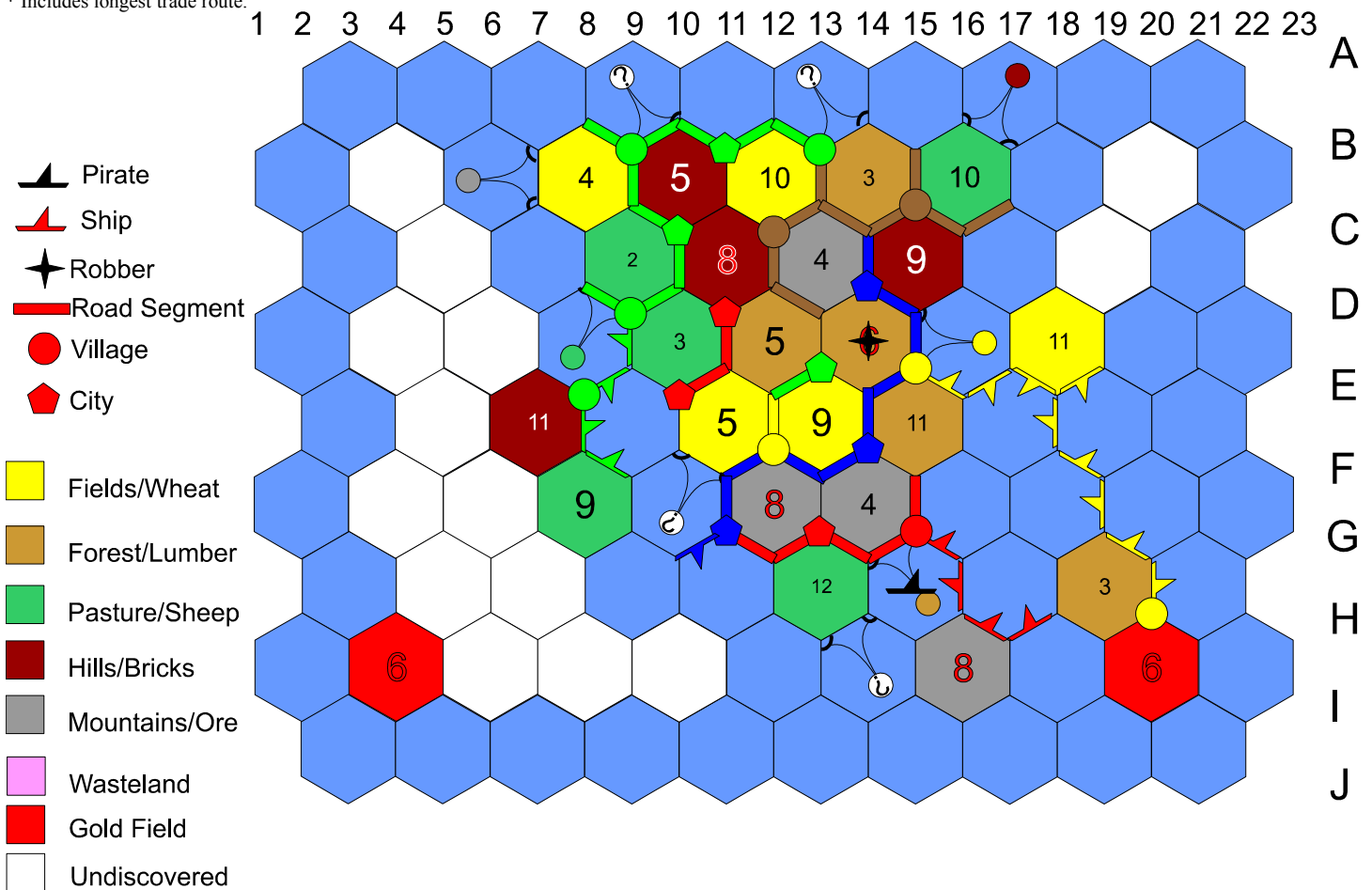
**Dave:** The placement phase positioned me for lots of Brick and Wood. That gave me the road building, and I was lucky in an early robber allowing me to steal a Wool and build a quick 3rd settlement. After that I was gaining resources on almost any roll, and being able to easily build roads made getting additional settlements easier so the lead started to steamroll. The only problem was my lack of Ore, which I had to grab through robbers and 3-1 ports. The map was pretty crowded, and I think my position in the corner where I could freely build helped as well. No great strategy after that or anything, just build as many settlements/cities as possible and use the 3-1 ports.

Thanks all for an enjoyable game, and to Chris as always for his usual superb GMing job.

Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red		4		1			7
Chris Geggus	Yellow		1	2		1	Parliament, Market	5
Andy York	Blue				2			6
Dave Partridge	Green		1	1				12*
Martin Burgdorf	Brown			1		2	1 Knight, 1 Unplayed (Knight)	2

\* Includes longest trade route.



Newfoundland

**Turn 6**

**Deadline, Turn 7, Tuesday, May 13**

Planning

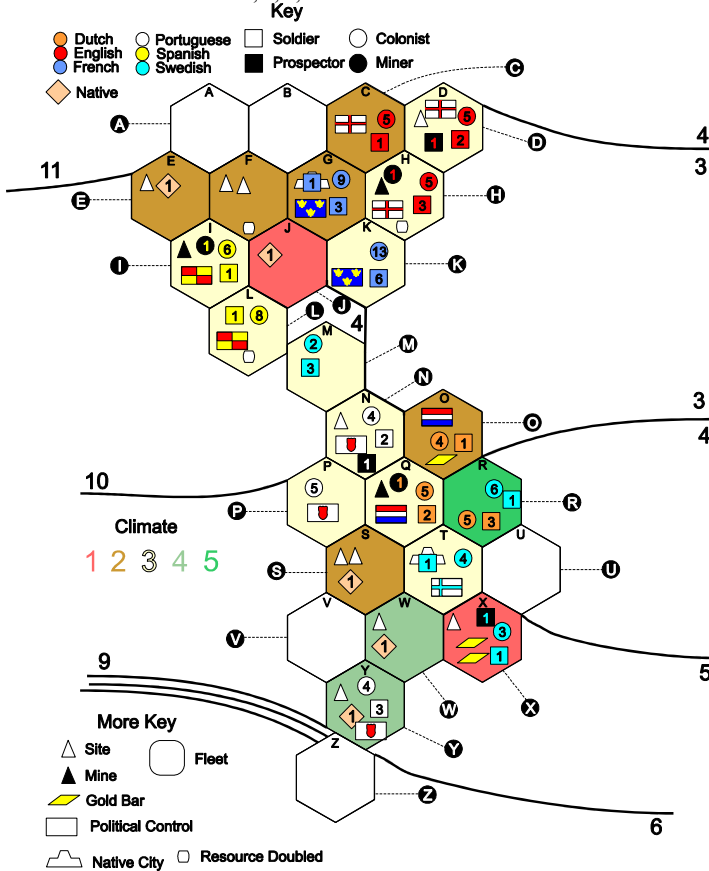
**Portuguese** buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**Spanish** buy 1 soldier (\$10) and maintains 2 ships (\$8) for \$18.  
**Dutch** buy 6 soldiers (\$60), 1 ship (\$12), and maintains 4 ships (\$16) for \$88.  
**English** buy 1 soldier (\$10) and maintains 3 ships (\$12) for \$22.

**French** buys 6 soldiers (\$60), maintains 4 ships (\$16), and 1 buys 1 ship (\$12) for \$88.  
**Swedes** buy 2 soldiers (\$20) and maintain 4 ships (\$16) for \$36.

Outbound Naval Movement

**Portuguese** Move to Y. Dice: 3, 3, 3, 5, 6. No losses.

**Spanish** Move to L. Dice: 1, 2, 5. No losses.  
**Dutch** Move to R. Dice: 1, 2, 2, 3. No losses.  
**English** move to D. Dice: 1, 4, 5. No losses.  
**French** Move to K. Dice: 4, 5, 6. No losses.  
**Swedes** Move to R. Dice: 2, 3, 4, 5. No losses.



Mining

**English** mine 1 gold in H. **Dutch** mine 1 gold in Q. **Swedes** loot 2 gold in T.

Discovery

**Spanish** discover 1 mine in I.

Land Movement

**Portuguese** moves 4 soldiers and 4 colonists from fleet to Y (it's a climate 4 area with 1 site and 1 native).  
**Spanish** moves 1 soldier from I to L, 1 colonist from L to I, 3 colonists and 1 soldier from fleet to L. One colonist in I mines.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$300	1	3	4
Dutch	Dave Partridge	\$164	10	5	4
French	Dave Hood	\$147	5	5	4
Portuguese	Bob Robles	\$216	13	4	4
Spanish	Andy York	\$291	6	2	3
Swedes	Non-Player	\$175	8	4	4

**S.O.B.**

**Dutch** moves 2 soldiers from Q to R, 1 soldier and 1 colonist from O to R, and 6 soldiers and 4 colonists from fleet to R.  
**English** move 1 gold from H to anchorage point, 1 colonist from D to C, 1 colonist from D to H, and 1 soldier and 4 colonists from fleet to D.  
**French** move 3 soldiers and 10 colonists from K to G and 6 soldiers and 4 colonists from fleet to K.  
**Swedes** move 2 colonist and 1 soldier from T to X, 2 colonists from R to T, 2 gold from T to X, and 4 colonists and 2 soldiers from fleet to R.

Combat

**Dutch** attack Swedes in R. **English** and **Swedes** each lose 4 soldiers. **Swedes** attack **Dutch** in R. **Dutch** lose 1 soldier.

Native Combat

**French:** 1 native and 2 soldiers killed in G. One soldier loots.

Native Uprisings

Climate is a 5. No uprisings

Survival

Climate is a 4. **English** lose 1 soldier each in C and D. **French** lose 1 colonist in G. **Portuguese** lose 1 colonist in S and 1 soldier in Y. **Dutch** lose 1 soldier in O. **Swedes** lose 1 soldier in T, and 1 colonist and 1 soldier in X.

Political Control

**English** gain political control of D. **French** gain political control of G. **Portuguese** gain political control of Y. **Swedes** gain political control of T and lose political control of R.

Homebound Naval Movement

**Portuguese:** Dice: 1, 1, 2, 2, 5. No losses.  
**Spanish:** Dice: 1, 2, 6, 6. No losses.  
**Dutch:** Dice: 3, 4, 4, 6. No losses.  
**English:** Move to H: 4, picks up gold. Dice: 1, 4, 4. No losses.  
**French:** Dice: 2, 3, 5. No losses.  
**Swedes:** Dice: 1, 2, 4, 6. No losses.

Income

**English:** Political Control: \$120, gold: \$40, resources: \$40.  
**Dutch:** Political Control: \$90, resources: \$28.  
**French:** Political Control: \$90, resources: \$44.  
**Portuguese:** Political Control: \$120, resources: \$26.  
**Spanish:** Political Control: \$90, resources: \$44.  
**Swedes:** Political Control: \$60, resources: \$26.

Turn 7 Initiative

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

**Dalmatian**

**Turn 2**

**Deadline Turn 3, Tuesday, May 13**

Turn 2

**Partridgeburg** opens the bidding on a Granary at 5 and **Rome** gets it for 6. Opens the bidding on the second Granary at 4 and gets it for 6.  
**Rome** passes.  
**Yorktown** opens the bidding on a Tracker at 3 and gets it. Trains a worker.

**Utnapishtim** opens the bidding 3 on an Indentured Worker and gets it. Buys hunting tools.

**McHughtown** opens the bidding on a Fort at 7 and gets it.

### The Players

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

### Available Development Cards

New Arrivals: Glassmaking, Dyer, Fort, Fort, Granary

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

### Resource Cards

## Shaggy Dog

### Gamestart

Deadline Empire Selection and Sumerians, Tuesday, May 13

### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	?	0	0
Martin Burgdorf	?	0	0
Howard Bishop	?	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Christopher Hunt	?	0	0
Chris Geggus	? (yellow)	0	0
Dave Anderson	?	0	0

### Event Cards

### Epoch I Empire Draw

## Best in Show

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

### Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River <sup>1</sup>	Ken Marcinonis
Not Guilty <sup>1</sup>	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

Name	Winner
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap <sup>2</sup>	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge

<sup>1</sup> Rehoused from Jason Wilke's *Won if by Land*

<sup>2</sup> 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 <sup>1</sup>

<sup>1</sup> 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 <sup>1</sup>	Brendan Whyte
Benji <sup>1</sup>	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott
Akita	Dave Partridge
Golden Retriever	Dave Hooton

<sup>1</sup> GMed by Andy Lewis

Liftoff!

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

Age of Renaissance

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

Kremlin

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

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte

Addresses

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jfburgess@gmail.com	Via Osanna N.2/e	Michael Lowrey	Berend Renken	Richard Weiss
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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** 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

Pasquale Giovine for the Papacy in Purebred.