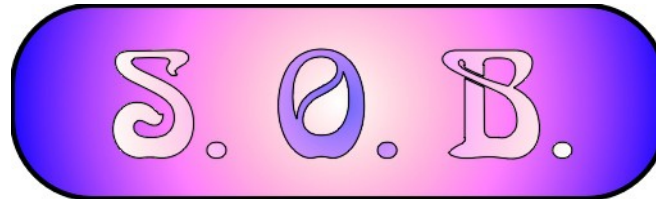


Number 196

May/June, 2014

**Notes from Hades**

The family and I are trying something new. Nearby to us in Long Beach, is a very nice aquarium called the Aquarium of the Pacific. As its name implies, it is focused on the Pacific Ocean. We have been members of the Aquarium off and on almost since the boys were born. We have started the process of being family volunteers at the Aquarium. We will be working in the Education division, which involved working the exhibits and touch stations, and sometimes being on the microphone. We're looking forward to it.

We have one game ending this time around: Dachshund. Chris Geggus got an early lead and never looked back. Congratulations to him on a well-played game. We currently don't have anything that I'm ready to start up this time, but we are close with both the Kremlin and Agricola games. One more player on either one and I will start them. Sign up!

The next deadline is **Tuesday, June 24 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.

**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.

**Working Dog.** Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus(\$), Dave Hooton, Richard Weiss, will take up to 2 more.

**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.

**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.

**Age of Renaissance.** Will be run via email. Will take up to 6.

**History of the World.** Will start after Shaggy Dog ends. Will take up to 7.

**New World.** Will start after Newfoundland ends. Will take up to 6.

**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**

Summer 1059

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

**Miller Number 2010Dpw23 (gunboat)**

**Deadline for Fall 1059 6/24 Tuesday**

*Pisa finally turns on the Normans, and in so doing, misses an opportunity to attack the Byzantines during a time of unrest. Venice and Pisa continue to tighten the noose around the Holy Roman Empire.*

**Spring 1059 Retreats**

Pisa retreats A Modena to garrison

**Expenditures**

Pisa counterbribes A Montferrat for 3 ducats

**Orders**

BYZANTINES :

NMR! F (EM) AQUILA holds, F BARI holds, F UPPER

ADRIATIC holds, F LOWER ADRIATIC holds, F ISTRIA holds, F ALBANIA holds, F DURAZZO holds

HOLY ROMAN EMPIRE : A PAVIA supports A Fornova to Montferrat, A

FORNOVA to Montferrat

NORMANS : A NAPLES to Capua, A Salerno holds (DESTROYED), G

NAPLES converts to A

PISA :

A Genoa to MONTFERRAT, A (EM) TURIN supports A Genoa to Montferrat, A Pistoia to LUCCA, A BOLOGNA supports G Modena convert to A (cut), A FLORENCE supports A Bologna, A URBINO supports A Bologna, A Ancona supports A Urbino, A Rome to CAPUA, A SPOLETO supports A Rome to Capua, F Ligurian Sea to GENOA, F TYRRHENIAN SEA to Naples, F Otranto to SALERNO, F GULF OF NAPLES supports F Otranto to Salerno, F IONIAN SEA holds, F PALERMO supports F Ionian Sea, G MODENA converts to A Bolognese

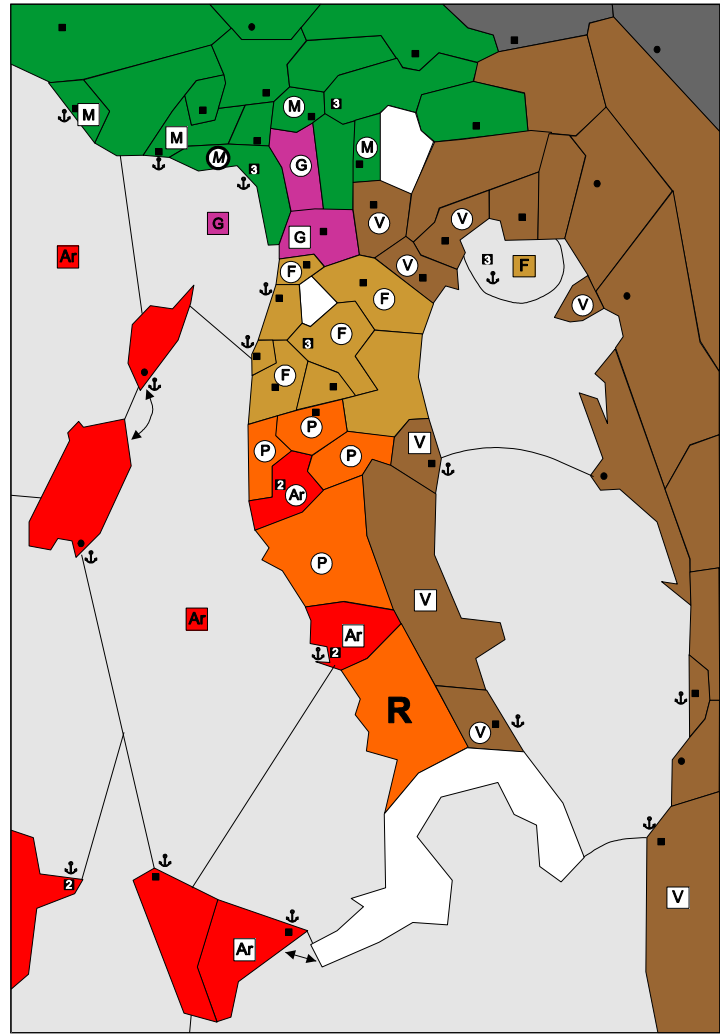
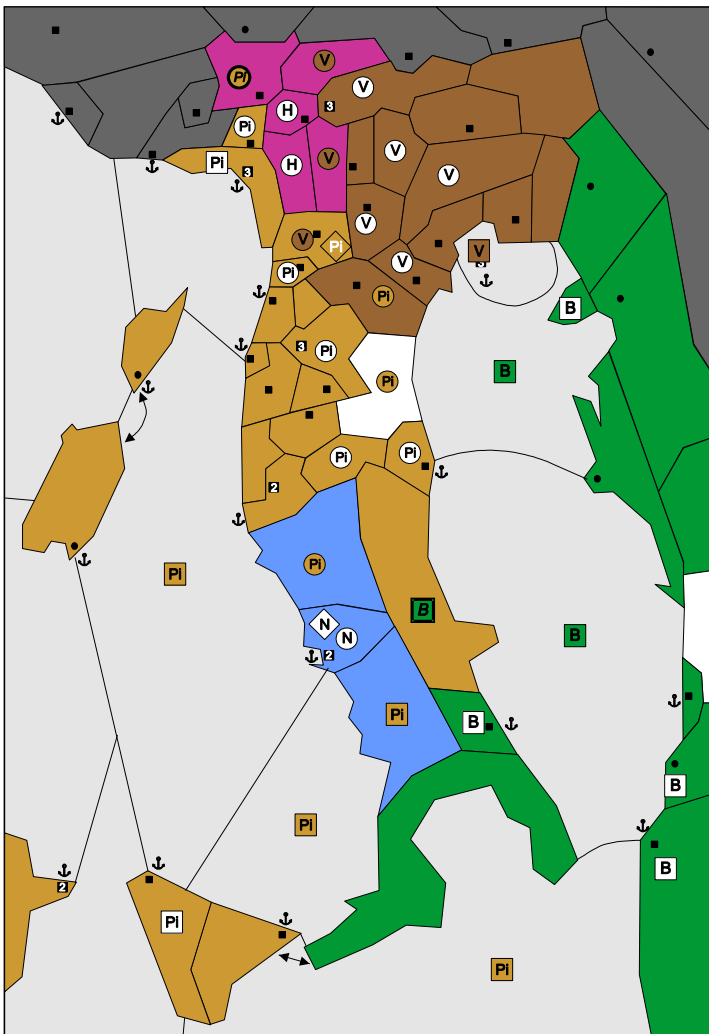
VENICE :

A Milan to COMO, A Trent to MILAN, A Cremona to PARMA, A BERGAMO supports A Trent to Milan, A VERNOA to Ferrara, A MANTUA supports A Modena, A MODENA besieges, A FERRARA to Bologna, F VENICE supports Byzantine F Upper Adriatic

Your treasury:

Notes

The Byzantine player has NMRed. Will you (if checked)  please submit standby orders for the Byzantines!



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

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

**Purebred**

Fall 1257

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Deadline for Winter 1257 6/24 Tuesday**

Milan continues to put the squeeze on Genoa, while Venice and Aragon combine to keep the Pope down. Florence makes a surprise purchase to take the city of Venice.

Expenditures

Florence borrows 1 ducats from the moneylenders for 1 year (2 ducats due Fall 1258) and spends 18 ducats to buy Venetian F Upper Adriatic.

Outstanding Debt

Fall 1258: 2 ducats due from Florence (1 borrowed)

Orders

ARAGON (McHugh): A ROME holds, F Sardinia to GULF OF LIONS, F

TYRRHENIAN SEA supports A Rome, F NAPLES holds, F PALERMO holds

FLORENCE (Partridge): A LUCCA supports A Bologna, A BOLOGNA supports Genoa F Modena (nso), A Piombino to SIENNA, A Sienna to FLORENCE, F Upper Adriatic to VENICE

GENOA (Wilson): A FORNOVA supports F Modena to Genoa (cut), F MODENA to Genoa, F LIGURIAN SEA supports F Modena to Genoa

MILAN (Schoenfeldt): A CREMONA holds, A PAVIA to Fornova, A (EM) GENOA

*supports G Savoy convert to F (cut), G SAVOY convert to F, G MARSEILLES convert to F*

PAPACY (Giovine): A Perugia to PATRIMONY, A SPOLETO supports A Capua to Rome, A CAPUA to Rome, F Aquila to Ancona (DESTROYED), G PERUGIA convert to A

VENICE (Robles): A MANTUA to Modena, A FERRARA holds, A PADUA supports A Ferrara, A ISTRIA holds, A BARI supports F Lower Adriatic to Aquila, F Upper Adriatic supports F Ancona (nsu), F ANCONA supports F Lower Adriatic to Aquila, F LOWER ADRIATIC to Aquila, F Albania to DURAZZO

Your treasury:

Notes

Jerry Roalstad has resigned. **Pasquale Giovine is the new player for the Papacy!**

Spring 1258 Famine

**Good Year – No Famine!**

Spring 1258 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

ARA Corsica, Sardinia, Tunis, Palermo, Messina, Naples, Rome 7

FLO Lucca, Bologna, Pisa, Florence, Urbino, Arezzo, Sienna, Piombino 8

GEN Fornova, Modena 2

MIL Avignon, Provence, Marseilles, Swiss, Tyrolea, Milan, Trent, Como, Turin, Saluzzo, Savoy, Genoa, Montferrat, Pavia, Parma, Cremona 16

PAP Patrimony, Perugia, Spoleto, Capua, Salerno 4

VEN Mantua, Ferrara, Padua, Verona, Treviso, Friuli, Carinthia, Slavonia, Carniola, Croatia, Istria, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Ancona, Aquila, Bari 20

Seas

ARA Gulf of Lions, Tyrrhenian Sea 2

**S.O.B.**

FLO Venice 1

GEN Ligurian Sea 1

Cities

ARA Corsica, Sardinia, Tunis (2), Palermo, Messina, Naples (2), Rome (2) 10

FLO Lucca, Bologna, Pisa, Florence (3), Arezzo, Sienna, Piombino, Venice (3) 12

GEN Modena 1

MIL Avignon, Marseilles, Swiss, Tyrolea, Milan (3), Trent, Turin, Saluzzo, Savoy, Genoa (3), Montferrat, Pavia, Cremona 17

PAP Perugia 1

VEN Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Ancona, Bari 12

Totals

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	3	7	2	10	22
FLORENCE	3	8	1	12	24
:					
GENOA:	3	2	1	1	7
MILAN:	4	16	0	17	37
PAPACY:	4	4	0	1	9
VENICE:	4	20	0	12	36

Ducat Total:

Game Summary

	1253	1254	1255	1256	1257	1258
Aragon:	3	5	5	4	5	7
Florence:	3	5	5	5	7	8
Genoa:	3	5	7	6	3	1
Milan:	3	6	8	9	11	13
Papacy:	3	5	7	5	3	1
Venice:	3	5	8	10	11	11

**Golden Retriever**

**End of Game Statements**

**Dave Hooton** I obtained a very favorable starting position, a 9-wood/6-ore/wood-port followed by a 4-wood/3-grain/10-wool. When I got a brick tile with my first new settlement, all I needed was half-way decent rolls and to remember to be very generous in any deals I had to make.

Chris, congrats to Dave.

**Chris Geggus** Ouch - a real stuffing. No excuses, just well beaten. Thanks to

**Bill Sharf** Sometimes you get good luck, sometimes you don't. My six ocean builds discovered 3 wheat and a desert. After six ocean builds red was next to a 9 wheat, a 4 and a 5 wood, and a 6 brick. I like the variability as there is no sure fire way to win. Congrats to Dave on his victory.

**Hound Dog**

**Turn 6 Nexus to Bidding**

**Turn 6 Bidding and Movement, 6/24 Tuesday**

Players

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

**Turn 6**

Nexus

The Ixians and Fremem declare an alliance. The Atreides and Harkonnens declare an alliance.

The Fremem ride the Worm to Cielago North.

Spice Blow

6 spice Sihaya Ridge  
 Worm in Cielago North (8 spice destroyed, Fremem may ride it anywhere), second worm appears (Fremem may make it appear anywhere).

10 spice Habbanya Ridge Flat

Turn 7 spice blow: \_\_\_\_\_

Bidding

CHOAM Charity recipients: Bene Gesserit.

6 cards available for bid. Available bidders: Atreides (3 cards), Bene Gesserit (3 cards), Fremem (1 card), Guild (2 cards), Harkonnens (5 cards), Ixians (3 cards).

Cards are:

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

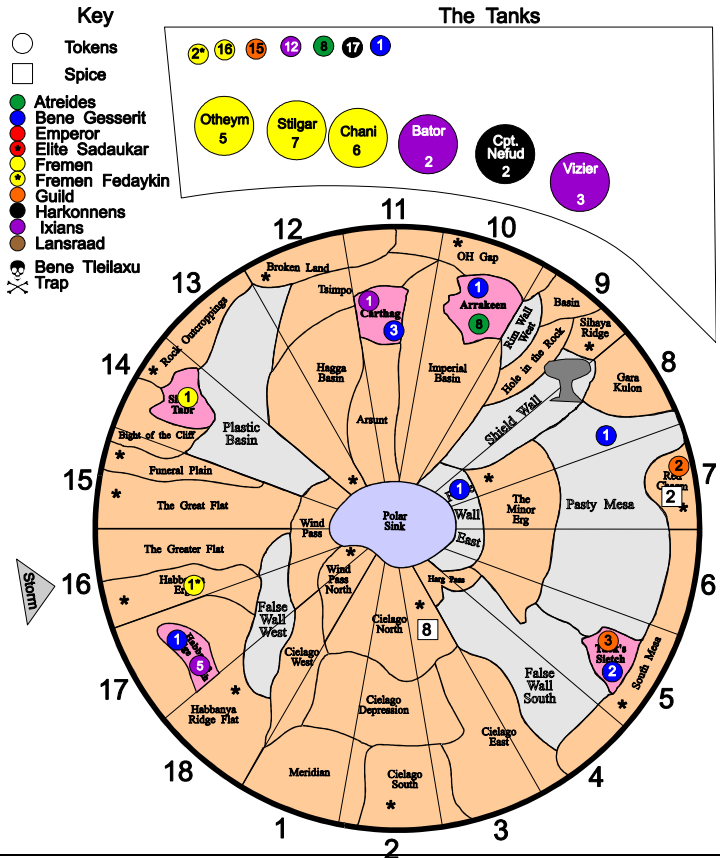
**Fremen:** 1 token Sietch Tabr, 1 token (Fedaykin) Cielago North (3), 18 tokens (2 Fedaykin), Stilgar, Chani, Otheym in the tanks

**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



**Mirzam**

Turns 14.5 to 16.5

Turns 16.6 to 18.6 due 6/24 Tuesday

Turn 14

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

B – (Y) – B – (Y20) – Ice Station(p).

Sells Chicle Liquor for \$90 plus \$180 demand (from the cup: Mulch Wine at 3 and Chicle Liquor at 7a). Buys a Shield for \$60. Gains \$33 in port commissions.

6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 3 5 6

Dryport(s) – Dryport(o) – A – (Y) – R – B – R – B – (Y) – B – R – B – (Y) – R – B – Rainfall(o) – Rainfall(s).

Sells Servo-Mechanism for \$300 (from the cup: Demand for Spice at 3). Buys Impossible Furniture for \$110.

Turn 15

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

B – R – B – R – Cobble Port(p).

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Finest Dust at 4a and Finest Dust at 4a). Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Finest Dust at 4a and Demand for Liquor at 9a). Picks up Fare to Base. Gains \$24 in port commissions.

4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 2 4 5

Moonport(s) – Moonport(o) – ? (it's TeleGate 4) – B – Minion(o) – R – B – Y – B – R30.

2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 2 3

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

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

A – R10 – A – A – Y – Open Port.

Buys Finest Dust for \$10.

5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 \* 3  
Ice Station(p) – (Y20) – B – (Y) – B – R – B – R – (Y) – Aerie – R – B – (Y) – B – R10 – B10 – (Y) – R – B – Lonely Station(p).  
Trades in Needle for \$40 credit and buys a Merchantman for credit plus \$240. Buys 3 Chicle Liquor for \$120. Gains \$44 in port commissions.

6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 3 3 4  
Rainfall(s) – Rainfall(o) – B – B – Rumble Port(o) – R – B – (Y) – B – R – B – (Y) – B – R – Jewel Port(o).

Turn 16

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

Cobble Port(p) – R – B – R – B – Y.

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

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

Drops off Fare for \$120 (from the cup: Megalith Paperweight at 9b). Trades in Scout for \$30 credit and buys a Clipper with credit and \$90. Buys Primitive Art for \$60. Slartybartfast gains \$30 in factory commissions.

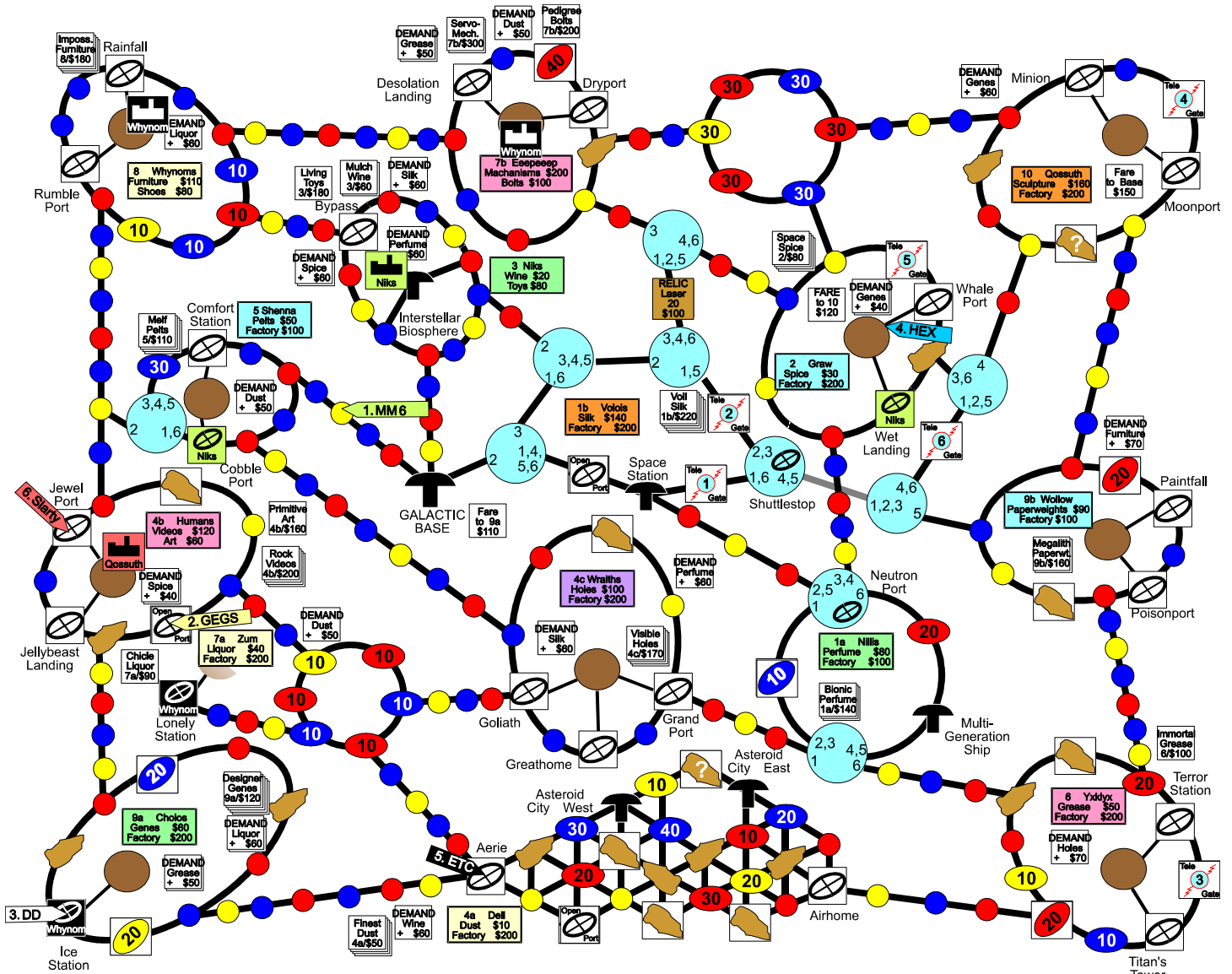
Open Port – Y – Aerie – Y – R – B – R – B – Y – B – Y20 – Ice Station(p).  
Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Visible Holes at 4c and Immortal Grease at 6). ETC gains \$20 in port commissions.

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

R30 – B30 – Y – ? (it's TeleGate 5) – Whale Port(o) – Whale Port(s).  
Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Living Toys at 3 and Demand for Grease at 9a).

5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 2 6

Lonely Planet(p) - B - R - (Y) - B10 - R10 - B - (Y) - B - R - Aerie.



**1. Mystery Machine 6 \$307**  
 Scout  
 17: 1 4 4 // 18: 3 4 5  
 Hold1 Hold2 Hull  
 Fare to Base \$140  
 Shield (\$60)  
 Wet Landing \$200 Niks \$200  
 RELOC Switch \$100  
 Cobble Port \$200

**2. GEGS \$299**  
 Clipper  
 17: 1 2 5 6 // 18: 1 3 4 5  
 Hold1 Hold2 Hull  
 Other Shoes 8/\$160  
 Primitive Art 4b/\$160  
 Shield (\$60)  
 1a \$80  
 10 \$120 2 \$90

**3. Data Dancer \$450**  
 Scout  
 17: 1 2 5 // 18: 1 4 5  
 Hold1 Hold2 Hull  
 Finest Dust 4a/\$50  
 5 \$90

**4 HEX \$400**  
 Scout  
 17: 2 4 6 // 18: 3 4 6  
 Hold1 Hold2 Hull  
 Psychotic Sculpture 10/\$250  
 RELOC Gate Lock \$100  
 RELOC Spy Eye \$100

**5. etc \$35**  
 Merchantman  
 17: 2 5 6 // 18: 3 6 6 (use 2)  
 Hold1 Hold2 Hold3 Hold4 Hull  
 Chicle Liquor 7a/\$90  
 Chicle Liquor 7a/\$90  
 Chicle Liquor 7a/\$90  
 Yellow Drive (\$80)  
 Shield (\$60)  
 3 \$80  
 Whymons \$100 Eeepseep \$100 Ice Station \$200 Lonely Station \$200

**6. Slartybarfast \$240**  
 Clipper  
 16: 5 5 6 6 // 17: 4 1 2 3 4 // 18: 2 2 3 3 4  
 Hold1 Hold2 Hull  
 Imposs. Furniture 8/\$180  
 RELOC Yellow Drive \$80  
 4a \$60  
 Human \$100  
 RELOC Air Foll \$80  
 Relic Shield (\$60)  
 RELOC Mulligan Gear \$120  
 RELOC Auto Pilot 4 \$80  
 RELOC Jump Start \$120

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)

**3 (Niks):** 2 Mulch Wine, Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), 2 Demand for Space Spice (+\$60), Living Toys

**4a (Dell):** 4 Finest Dust, Demand for Mulch Wine (+\$60)

**4b (Humans):** 4 Rock Videos, 2 Demand for Space Spice (+\$40)

**4c (Wraiths):** 4 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

**5 (Shenna):** 4 Melf Pelts, Demand for Finest Dust (+\$50)

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

**7a (Zum):** 1 Chicle Liquor, 1 Demand for Finest Dust (+\$50)

**7b (Eeepeeep):** 2 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)

**9a (Chola):** 5 Designer Genes, 2 Demand for Immortal Grease (+\$50), 2 Demand for Chicle Liquor (+\$60)

**9b (Wollow):** 2 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

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

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

**Pick of the Litter**

**Turn 7, Phases IV-VI and Turn 8 Phases I-III**

**Turn 8, Phases IV-VI and Turn 9, Phases I-III due 4/1 Tuesday**

**Turn 7**

Operations

**Red** (Bishop) operates #43 (\$50, depletes) and #91 (\$30, 5 coal), delivers 11 silver from Leadville to Pueblo for \$3300 and 2 coal from Trinidad to Denver for \$200. Gains \$130 in passenger revenues. Hires a prospector for \$400.

**Brown** (Partridge) operates #30 (\$30, depletes), delivers 1 coal from Alamo to Denver for \$100. Gains \$140 in passenger revenues.

**Orange** (Hooton) operates #32 (\$50, 1 gold), #105 (\$40, 3 silver), delivers 4 silver from Silver City to El Paso for \$1200, buys 24 train for \$200.

**Cyan** (Scharf) declines claim #102, gains \$20 in passenger revenues.

**Blue** (Anderson) no operations, sells 3 coal from Crested Butte to Denver for \$300

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$320

Silver: -7 to \$120

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

**Turn 8**

Move Prospectors and Surveyors

**Red** (Bishop) surveys Alimoso to South Fork and Taos to Santa Fe, prospects passenger line 8 and the deck.

**Brown** (Partridge) no prospecting or surveying.

**Orange** (Hooton) surveys La Madera to Taos and La Madera to Santa Fe,

prospects #102

**Cyan** (Scharf) surveys Cisco to Mack, no prospecting.

**Blue** (Anderson) surveys Delta to Grand Junction and Delta to Bowie, prospects #85

Dispute Resolution

No disputes. Red draws card #113 (lumber at Porter) and has first right of refusal. Red spends \$840, Orange spends \$340, Cyan spends \$100, and Blue spends \$120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$2,800	9, 15, 24		S, S, P+1, P
Dave Partridge	Brown	Denver	\$660	9		S, S+2, P
Dave Hooton	Orange	El Paso	\$680	9, 24		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$430	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$10	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	3	\$30
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	4	\$30
87	Alamo	Brown	Coal	3	\$30
97	Elizabethtown	Orange	Gold	3	\$40
104	Mogollon	Orange	Silver	N	\$50
32	Fairplay	Orange	Gold	1	\$50
105	Silver City	Orange	Silver	3	\$40
62	Taos	Orange	Lumber	N	\$30

#	City	Owner	Type	Goods	Operation
102	Hillsboro	Orange	Silver	N	\$40
81	Crested Butte	Blue	Coal	6	\$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
85	Canon City	Blue	Coal	N	\$30

Purchased Passenger Lines

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

#	Type	Route	Payoff	Owner	Notes
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
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	
4					
2	A	Salt Lake City – Provo	\$20	Cyan	

<sup>1</sup> Discard after 3 more Leadville depletions

#### Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40
74	Elk Springs	Coal	\$60	\$20
60	Pagosa Springs	Lumber	\$40	\$20
56	Hot Sulphur Springs	Lumber	\$60	\$30
123	Gallup	Coal	\$60	\$40

#### Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	6	\$200.00

#### S.O.B.

#	City	Type	Claim	Operation
114	McGaffey	Lumber	\$40	\$30
92	Raton	Coal	\$80	\$40
113	Porter	Lumber	\$60	\$30

#### 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	1
13	B	El Paso – Santa Fe	\$140	\$320	
10	B	Denver – Aspen	\$130	\$250	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	2
24	C	Denver – El Paso	\$1000	\$1,380	

<sup>1</sup> Discard when 22 is taken. Good for \$270 toward card 22

<sup>2</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 8, Phase 5 through End of Game Statements

#### Turn 8

#### Phase 5: Expansion

Paris uses Renaissance to trade turn order with Venice.

**Barcelona** expands to Bourges (6, vs. Paris, dr = 2, 1, 4; wins), Bordeaux (6, vs. Paris, 3, 3, 1; wins), Tana (3, vs. Paris, dr = 6, 4, 5; wins).

**Paris** buys a card (3, Cloth), expands to India (5), Kiev (1), Sarai (1), Trebizond (3), Jerusalem (2, vs. Barcelona, dr = 1, 6, 1; wins), Suez (6, vs. Barcelona, dr = 4, 1, 5; wins), Poti (3, vs. Genoa, dr = 3, 1, 5; wins), Kamishin (1).

**Venice** expands to Varna (3, vs. Genoa, dr = 5, 5, 1; wins), Tana (4, vs. Barcelona, Paris gains the expansion bonus

dr = 2, 5, 6; loses), Tana (4, vs. Barcelona, dr = 1, 1, 1; loses), Erzerum (4, vs. Genoa, dr = 3, 4, 1, wins), Angora (3, vs. Paris, dr = 6, 2, 6; wins), Sicily (5, vs. Paris, dr = 1, 5, 6; loses).

**Genoa** expands to Constantinople (9, vs. Venice, dr = 3, 6, 4; wins), Grenada (8, vs. Barcelona, dr = 6, 1, 2; loses), Grenada (8, vs. Barcelona, dr = 1, 3, 5; loses), Angora (4, vs. Venice, dr = 4, 2, 5; loses), Cagliari (1)

#### Phase 6: Income

Due to Interest and Profit, Barcelona gains \$13 and Paris gains \$33.

**Barcelona** gains \$59

**Paris** gains \$95

**Venice** gains \$71

**Genoa** gains \$59

Shortage of Grain (Paris gains a card), Surplus of Fur (no losses).

#### Phase 7: Purchase Tokens

**Barcelona** buys 20 tokens.

**Paris** buys 27 tokens.

**Venice** buys 23 tokens.

**Genoa** buys 22 tokens.

#### Turn 9

#### Phase 1: Draw Cards

Done. Barcelona does not remove a shortage or surplus. Paris uses Wind/Watermill to create a shortage of Cloth.

#### Phase 2: Buy Cards

Venice and Paris buys a cards. Paris discards Metal using Master Art.

#### Phase 3: Play Cards

**Barcelona** plays Rebellion against Acre.

**Genoa** plays Andreas Vesalius (20: B, D; Genoa only), Walter the Penniless (20: R; gains \$20 rebate, Genoa and one other), Silk (Barcelona and Paris each gain \$8, Genoa and Venice each gain \$32).

**Venice** plays Silk (Barcelona and Paris each gain \$8, Genoa and Venice each gain \$32).

**Paris** plays Ivory/Gold as Gold (Barcelona gains \$10, Paris gains \$160), Gold (Barcelona gains \$10, Paris gains \$160), Spice (Genoa gains \$36, Paris gains \$81), Spice (Genoa gains \$36, Paris gains \$81), Cloth (with shortage, Barcelona and Paris each gain \$45, Venice gains \$80, shortage removed), Leonardo Da Vinci (20: P, B, Q; Paris and two others, gains \$60 in rebates)

#### Phase 4: Purchases

**Barcelona** buys Proselytism (G, \$60, 30 credit from Religion, Misery increases to 100), Institutional Research (X, \$50, 50 credit from Civics), and stabilization (\$1).

**Genoa** buys Human Body (B, \$0, 20 credit from Sciences, 10 credit from

Institutional Research, 20 credit from Andreas Vesalius, 20 credit from Leonardo da Vinci, Misery reduced to 150), Enlightenment (D, \$70, 20 credit from Science, 10 credit from Institutional Research, 20 credit from Andreas Vesalius), Master



Art (P, \$10, 50 credit from Communication, 10 credit from Institutional Research, 20 credit from Leonardo da Vinci), Renaissance (Q, \$40, 50 credit from Communication, 10 credit from Institutional Research, 20 credit from Leonardo da Vinci), Interest and Profit (L, \$40, 30 credit from Commerce, 10 credit from Institutional Research), Cosmopolitan (Y, \$60, 90 credit from Civics). Misery decreased to 90 due to Misery Relief, but increases to 100 due to lack of stabilization.

**Venice** buys Institutional Research (X, \$80, 20 credit from Civics), Wind/Watermill (K, \$20, 20 credit from Commerce, 10 credit from Institutional Research), Patronage (E, \$10, 20 credit from Religion, Misery increases to 70), Human Body (\$10, 20 credit from Science, 10 credit from Institutional Research,

20 credit from Leonardo da Vinci, Misery reduced to 60), Master Art (P, \$10, 50 credit from Communication, 10 credit from Institutional Research, 20 credit from Leonardo da Vinci, discards Wine), and Renaissance (Q, \$40, 50 credit from Communication, 10 credit from Institutional Research, 20 credit from Leonardo da Vinci), and stabilization (\$3). Misery reduced to 50 due to Misery Relief.

**Paris** buys a ship upgrade (\$10), Proselytism (G, \$60, 30 credit from Religion, Misery increases to 60), Cathedral (H, \$90, 30 credit from Religion, Misery increases to 70), Industry (M, \$60, 40 credit from Commerce, 10 credit from Institutional Research), New World (U, \$90, 60 credit from Exploration, 10 credit from Institutional Research), Cosmopolitan (Y, \$60, 90 credit from Civics), Middle Class (Z, \$80, 90 credit from Civics), and stabilization (\$1).

### Phase 5: Expansion

At the start of Expansion, Genoa uses Renaissance to trade places with Barcelona.

**Genoa** expands to Toledo (8, vs. Barcelona, dr = 5, 3, 6; wins), Basque (6, vs. Barcelona, dr = 1, 6, 4; wins), Angora (4, vs. Venice, dr = 1, 3, 4; loses), Smyrna (3, vs. Venice, dr = 1, 5, 2; wins), Acre (1).

**Venice** expands to Tana (4, vs. Barcelona, dr = 5, 2, 6; wins), Poti (4, vs. Paris, dr = 6, 3, 2; wins), Fez (4, vs. Paris, dr = 1, 6, 5; wins), Smyrna (5, vs. Genoa, dr = 2, 6, 3; wins), Grenada (4, vs. Genoa, dr = 2, 6, 2; wins), Acre (2).

Paris gains the bonus card.

Then, Venice does likewise, followed by Paris.

**Paris** expands to North America (6), buys a card (3, Wool), Paris, (3), Basque (3, vs. Genoa, Cathedral; wins), Tana (3, vs. Venice, dr = 1, 5, 6; loses), Grenada (4, vs. Venice, Cathedral; wins), Algiers (4, vs. Genoa, dr = 4, 1, 3; wins).

**Barcelona** expands to Grenada (4, vs. Paris, Paris uses Cathedral, loses), Toledo (5, vs. Genoa, dr = 4, 5, 4; wins), Basque (4, vs. Paris, dr = 5, 4, 6; loses), Algiers (4, vs. Paris, dr = 1, 1, 5; loses), Kaffa (1), Abasgia (1), Amsterdam (1).

### Phase 6: Income

Interest and Profit: Barcelona gains \$48, Genoa gains \$1, and Paris gains \$113.

**Genoa** gains \$51

**Venice** gains \$83

**Paris** gains \$113

Barcelona gains \$51

Shortage of Metal (no gains), Shortage of Silk (no gains).

Enlightenment: Paris Misery drops to 60 and Genoa to 90.

### Final Card Play

**Genoa** plays Wool (Paris gains \$18, Genoa, Venice, and Barcelona each gain \$2) and Metal (Paris gains \$96, Genoa gains \$54, Shortage removed).

**Venice** plays Fur (Paris gains \$63, Venice gains \$28) and Timber (Venice gains \$27 and Barcelona gains \$3).

**Paris** plays Wool (Paris gains \$18, Genoa, Venice, and Barcelona each gain \$2),

Grain (Paris gains \$100, and Barcelona and Venice each gain \$4), and Religious Strife (Paris Misery increases to 100, Venice to 70, Genoa to 125, and Barcelona to 175).

**Barcelona** plays Famine (Venice Misery increases to 90, Genoa to 200, and Barcelona to 250).

### The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	100		\$797		22		O-3	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z
Michael Lowrey	Venice	100		\$167		17		10	A, B, E, F, I, J, K, N, O, P, Q, R, S, V, X
Martin Burgdorf	Genoa	200		\$111		9		O-1	A, B, D, E, F, I, J, K, L, N, O, P, Q, R, S, T, V, W, X, Y
Bob Robles	Barcelona	250		\$107		9		8	A, B, E, F, G, I, J, K, L, N, R, V, W, X

Players are listed in reverse tie breaking order.

### Final Score

	Paris	Venice	Genoa	Barcelona
Advances	\$2,100	\$830	\$1,360	\$710
Cash	\$797	\$167	\$111	\$107
Subtotal	\$2,897	\$997	\$1,471	\$817
Misery	-\$100	-\$100	-\$200	-\$250
Total	\$2,797	\$897	\$1,271	\$567

### End of Game Statements

**Chris Geggus** Thanks for running this one as it seems a fair bit more for you to do. Ignoring the win (which is always nice), I really enjoyed playing this by mail. Having recently played it at a con with 6 players, we went for just over the 8 hours - albeit that I was out due to Misery after about 6 hours. There is too much opportunity for analysis paralysis round a table, whereas one can take all the time one wants when sitting at home. I particularly like the need to balance spending on Advances against military whilst having to consider what is the optimum order to gain the Advances. Would love another one ASAP.

**Bob Robles** Very well played game by Chris who seized the bull by the horns and never looked back. Congratulations.

### Commodity Log

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

Commodity	Chris	Bob	Michael	Martin
Cloth (6)	3	2	3	--
Wine (7)	1	3	1	1
Metal (8)	2	--	--	2
Fur (9)	2	--	2	--
<b>Silk (10)</b>	1	1	2	2



Commodity	Chris	Bob	Michael	Martin
Spice (11)	3	--	--	2
Gold (12)	4	--	--	--

Commodity	Chris	Bob	Michael	Martin
Ivory (12)	1	--	1	1

Shortage, Surplus

**Newfoundland**

**Turn 7**

**Deadline, Turn 8, Tuesday, June 24**

Planning

**Portuguese** buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**English** buy 1 soldier (\$10) and maintain 3 ships (\$12) for \$22.  
**Spanish** buy 5 soldiers (\$50) and 2 ships (\$24), and maintain 2 ships (\$8) for \$82.  
**Swedes** buy 2 soldiers (\$20) and maintain 4 ships (\$16) for \$36.  
**French** buys 5 soldiers (\$50), maintains 5 ships (\$20) for \$70.  
**Dutch** buy 6 soldiers (\$60) and maintain 5 ships (\$20) for \$80.

Outbound Naval Movement

**Portuguese** Move to W. Dice: 3, 4, 4, 5, 6. No losses.  
**English** move to D. Dice: 2, 6, 6. No losses.  
**Spanish** Move to L. Dice: 3, 4, 5, 6. No losses.  
**Swedes** Move to R. Dice: 2, 3, 4, 6. No losses.  
**French** Move to K. Dice: 3, 5, 6. No losses.  
**Dutch** Move to X. Dice: 1, 1, 1, 5, 6. Loses 3 ships containing 4 soldiers and 2 colonists.

Mining

**English** mine 1 gold in H. **French** loot 4 gold in G. **Spanish** mine 1 gold in I.  
**Dutch** mine 1 gold in Q. **Swedes** loot 2 gold in T.

Discovery

**Portuguese** discover 1 mine in N. **Swedes** discover 1 mine in X.

Land Movement

**Portuguese** moves 4 soldiers and 4 colonists from fleet to W. One colonist in N mines, 1 soldier each in W and Y prospect.  
**English** move 1 gold from H to anchorage point, 4 colonists and 1 soldier from C to B (it's a climate 1 area with 1 site, the x3 city, and 6 natives), 4 colonists and 1 soldier from D to C, and 1 soldier and 4 colonists from fleet to D.  
**Spanish** moves gold from I to L, 1 soldier from L to I, and 5 soldiers and 3 colonists from ship to L.  
**Swedes** move 2 gold from X to anchorage point, 2 gold and 2 colonists from T to X, 3 colonists and 1 soldier from R to T, and 4 colonists and 2 soldiers from fleet to R. One colonist in X mines.  
**French** move 6 soldiers and 10 colonists from K to H, 4 gold from G to K, and 5 soldiers and 4 colonists from fleet to K.  
**Dutch** moves 2 soldiers and 2 colonists to X.

Combat

**English** attack the French in H. English lose 1 soldier, French lose 2 soldiers.  
**Swedes** attack Dutch in R. Dutch lose 2 soldiers. **Swedes** attack Dutch in X. Swedes and Dutch each lose 1 soldier. **French** attack the English in H. English lose 1 soldier and the French lose 3 soldiers. **Dutch** attack the Swedes in X. Dutch lose 1 soldier.

Native Combat

**Portuguese:** 1 native and 2 soldiers killed in W, 1 native killed in Y.

Native Uprisings

Climate is a 4. Uprising in B. English lose 4 colonists.

Survival

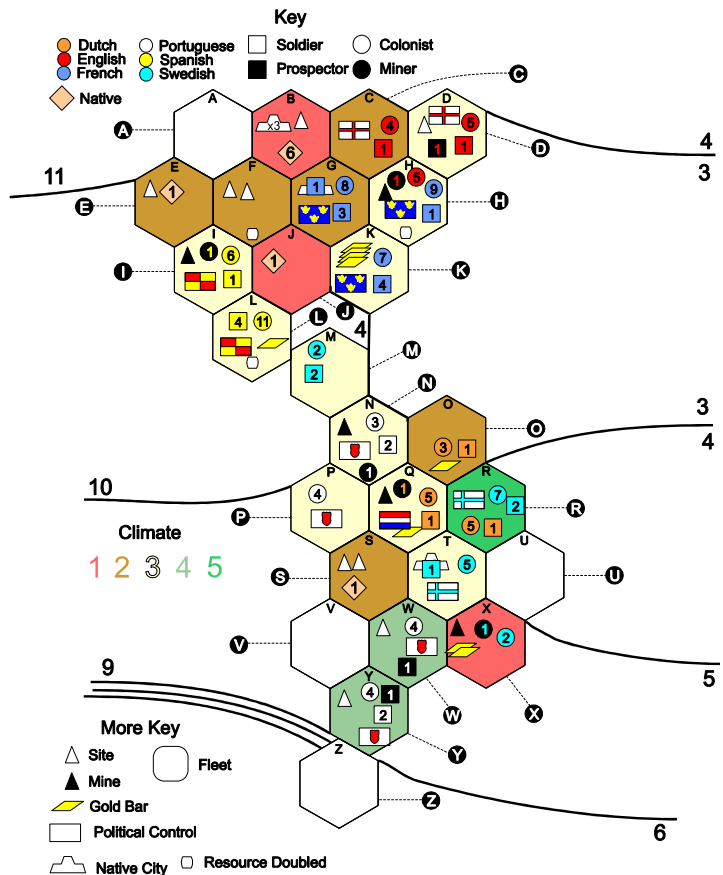
Climate is a 3. **English** lose 1 soldier each in B, D and H, and 1 colonist in C.  
**French** lose 1 colonist each in G and H, and 1 soldier in K. **Spanish** lose 1 soldier each in I and L. **Portuguese** lose 1 colonist in P and 1 soldier each in N and W.  
**Dutch** lose 1 soldier in Q, 1 colonist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

Political Control

**English** lose political control of H. **French** gain political control of H.  
**Portuguese** gain political control of W. **Dutch** lose political control of O.  
**Swedes** gain political control of R.

Homebound Naval Movement

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



Income

**English:** Political Control: \$90, gold: \$40, resources: \$38.  
**Dutch:** Political Control: \$60, resources: \$26.  
**French:** Political Control: \$120, resources: \$66.  
**Portuguese:** Political Control: \$150, resources: \$30.  
**Spanish:** Political Control: \$90, resources: \$56.  
**Swedes:** Political Control: \$90, gold: \$80, resources: \$32.

Turn 8 Initiative

Spanish, Dutch, English, Portuguese, French, Swedes  
 Swedish attitude is (dr = 7 + 1) Exploration.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$446	14	3	4
Dutch	Dave Partridge	\$170	6	2	4
French	Dave Hood	\$263	0	5	4
Portuguese	Bob Robles	\$310	14	4	4
Spanish	Andy York	\$349	17	4	3
Swedes	Non-Player	\$341	9	4	4

**Dalmatian****Turn 3****Deadline Turn 4, Tuesday, June 24**Turn 3**Partridgeburg** opens the bidding on a Dyer at 3 and gets it.**Utnapishtim** NMRs! Passes.**Rome** passes.**Yorktown** opens the bidding on a Granary at 4 and gets it.**McHughtown** NMRs! Passes.The Players

	City Name	Player	Workers	Treasury	Storage	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)	Development	Prod.	VP
2	Partridgeburg	Dave Partridge	1/0	2	1/4	1-1/1	1-2/1			Pr, 2Dy, Gr	3	6
3	Utnapishtim	Cary Nichols	0/1	3	2/2	2-2/2	1-2/1			Pr, IW	4	4
1	Yorktown	Andy York	0/0	2	1/4	2-4/2	1-2/1			2Tr, Gr	6	6
5	McHughtown	Jack McHugh	4/0	2	2/2	1-1/1	1-2/1			Ft	3	3
4	Rome	Bill Scharf	1/0	0	2/4	1-1/1	1-2/1			Gl,Gr	4	4

NotesUtnapishtim and McHughtown have both NMRed. **Will Michael Lowrey please submit standby orders for Utnapishtim and Brad Martin for McHughtown!**Available Development CardsResource Cards

New Arrivals: Indentured Worker, Dyer

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

**Shaggy Dog****Epoch I Empire Selection and Sumerians****Deadline Egypt, Minoans, and Indus Valley, Tuesday, June 24**Epoch I Empire Selection**The Human Race** keeps**Great Giant** passes to RMHS**FAC-51** passes to SfAT**Royal Manticoran Historical Society** passes FAC-51 **Stooges for All Time** passes to Great Giant**The Gardeners** keeps**GEGS** keepsEpoch I**Stooges for All Time** (Anderson). SUMERIANS: 3 armies, fort, and Capital Lower Tigris. Points: Presence in Middle East (2), Capital (2) for 4 points.Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	0	0
Martin Burgdorf	Great Giant (red)	0	0
Howard Bishop	FAC-51 (black)	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Christopher Hunt	The Gardeners (green)	0	0
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	0	0
Dave Anderson	Stooges for All Time (orange)	4	4

Positions

SfAT: SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris.

Event CardsEpoch I Empire**Hall of Fame**This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Andy Lewis	18	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood, Outlaw Dogs, Cats and Dogs, Gaspode	Die Macher (2), Merchant of Venus (3), History of the World (6), Modern Art, Liftoff!, New World (3), Gunslinger, Puerto Rico
Dave Partridge	11	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap, Sirius, Barking Up the Wrong Tree, Akita, Hunter	Seafarers of Catan (2), Outpost, Machiavelli (3), Downfall XIII, New World, Silverton (2), Merchant of Venus
Bill Scharf	11	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog, Russian Wolfhound	Machiavelli (2), New World (3), Silverton, Liftoff! (2), Dune, Kremlin (2)
Andy York	9	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky, Dogbreath, Rottweiler, Grommit	Outpost, Dune, Liftoff!, New World (2), Power Grid (2), History of the World, Industrial Waste
Chris Geggus	8	Lassie, Dirty Dogs, Dog Tired, Guard Dog, Procyon, Flea Collar, Plantation Dog, Robover	Wembley, Kremlin (4), Merchant of Venus, Puerto Rico, Robo Rally
Pasquale Giovine	7	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight, Pateel	Machiavelli (6), Kremlin
Eric Brosius	6	Retriever, Junk Yard Dog, Hound, Basset, Doberman, Dog Show	Outpost (4), Industrial Waste (2)
Dave Anderson	4	Fennis Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (2), Slapshot
Paul Bolduc	3	Prairie Dog, Canine, Dog Chow	Gunslinger, Dune, Age of Renaissance
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Ward Narhi	3	Rude Dog, Rabid Dog, Fennis	Machiavelli (2), Settlers of Catan
Kevin Wilson	3	Dogstar, Salty Dog, Sand Flea	Outpost, Seafarers of Catan, Dune
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Dave Hood	2	Boston Terrier, Greyhound	New World, Age of Renaissance
Dave Hooton	2	Terrier, Golden Retriever	Silverton, Seafarers of Catan
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Mike Scott	2	Dog Park, Bulldog	Machiavelli, Seafarers of Catan
Brendan Whyte	2	Rin Tin Tin, Robodog	Settlers of Catan, Robo Rally
Sean Cousins	1	Wolfpack	History of the World
Ron Fisher	1	Daquiri	Puerto Rico
Ray Grib	1	Fleabag	Machiavelli
Doug Kent	1	Boris	Kremlin
Kevin Kinsel	1	Mutt	Outpost
Michael Lowrey	1	Canes Venatici	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
James Pratt	1	Frontier Dog	Gunslinger
Berend Renken	1	Fleabag	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Phil Reynolds	1	New Tricks	Machiavelli
Richard Weiss	1	Whippet	Puerto Rico



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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

You (if checked)  for the Byzantines in Bolognese  
 Michael Lowrey for Utnapishtim in Dalmatian  
 Brad Martin for McHughtown in Dalmatian