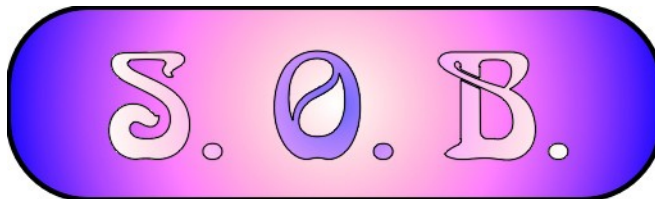


Number 199

September/October,
2014**Notes from Hades**

You are probably wondering why I suddenly extended the deadline for this issue by two weeks. As you can probably guess, it had to do with travel. I was on a short term assignment with the U.S. Navy. It seems that they have had to change the way they contract for telecommunications services at various overseas bases, and I was brought on to analyze their business processes to help ease the transition. I spent a week in Norfolk, Virginia doing some initial investigation, then back home for a week to prepare for the big trip – five weeks of continuous travel visiting five different overseas naval bases.

My first stop was Bahrain. Because Bahrain is a Muslim country, the work week is Sunday to Thursday, since Friday is the Muslim day of worship. I get into the airport late Saturday night, and even then, the heat and humidity is oppressive. The moment I left the air conditioning of the airport, my glasses fogged. My overall impression of the country was of urbanized desolation. There was very little green anywhere. I was able to take some time on Thursday to visit the Qal'at al-Bahrain, or the Bahrain Fort. It is the site of an old Portuguese fort, which itself sits on a hill made up of the remains of cities dating back to 2300 BC. The site was once the capital of the Dilmun civilization, a bronze age culture built around the trade between the Mesopotamian and Indus Valley civilizations and mentioned in Sumerian writings, particularly the *Epic of Gilgamesh*. It was a large and impressive fort, stone and mortar construction reinforced with palm logs.

My next stop was Souda Bay, on the island of Crete. Because I left Bahrain on Friday, and the base observed the U.S. holiday of Labor Day, I had a long weekend to explore. This was cut slightly short because I had to spend a night at a hotel at the Athens Airport because my connections didn't work out in the most convenient manner. I flew into the Chania airport on the western side of the island. I spent Sunday exploring further east. I started with the Creteaquarium, a small aquarium devoted to the sea life found around Crete and located east of Heraklion. There was a good variety of creatures to be seen, but since the Mediterranean is not a tropical sea, they weren't as colorful in general as tropical exhibits can be, but there were some very nice exhibits.

Continued on page 9

As I mentioned last issue, Newfoundland ended this issue. In the closest game of New World, I have ever run, Dave Hood beat out Andy York by a mere \$3 out of over \$1100. Congratulations on Dave for a close run victory. Sly Dog, the Kremlin game, will start next issue. We still have plenty of game openings and I have room for 3 more games, so sign up and lets get some started.

The next deadline is **Tuesday, November 11 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

Rescue Dog. Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 5, will take up to 2 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. **Starts next issue!**

Working Dog. 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. 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.

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. Game fee waived for this game.

Age of Renaissance. Will be run via email. Have Christopher Hunt, Chris Geggus, Bob Robles, will take 3 more.

History of the World. Will start after Shaggy Dog ends. Have Chris Geggus, Bob Robles, will take up to 5 more.

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).

Purebred Summer 1258

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Fall 1258 11/11 Tuesday**

Aragon pushes the Milanese fleet off the water while Venice stalemates Florence. The Pope starts the siege of Rome.

Spring 1258 Retreats

Aragon A Rome retreats to garrison

Outstanding Debt

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

Orders

ARAGON (McHugh): A CAPUA to Rome, F Corsica to LIGURIAN SEA, F GULF OF LIONS supports F Corsica to Ligurian Sea, F TYRRHENIAN SEA supports A Capua to Rome, F Naples to GULF OF NAPLES, F Gulf of Naples to IONIAN SEA, G ROME supports A Capua to Rome

FLORENCE (Partridge): A LUCCA supports A Florence to Bologna, A PISA supports A Lucca, A PIOMBINO to Sienna, A SIENNA to Florence, A FLORENCE to Bologna

GENOA (Wilson): A Fornova supports F Modena to Genoa (cut, DESTROYED), F MODENA to Genoa

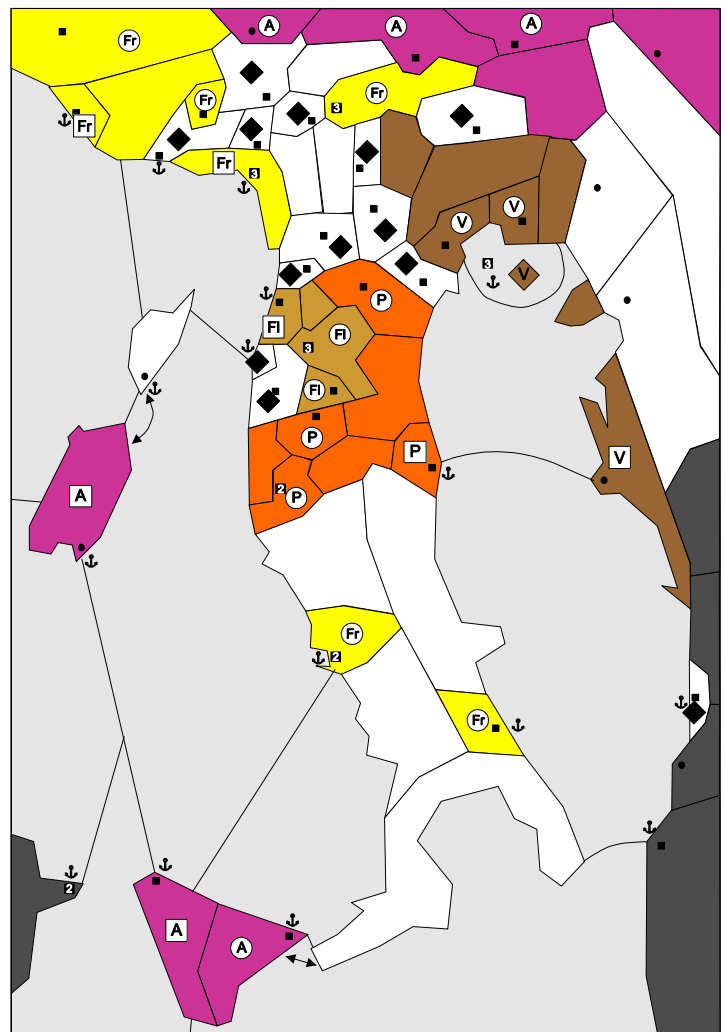
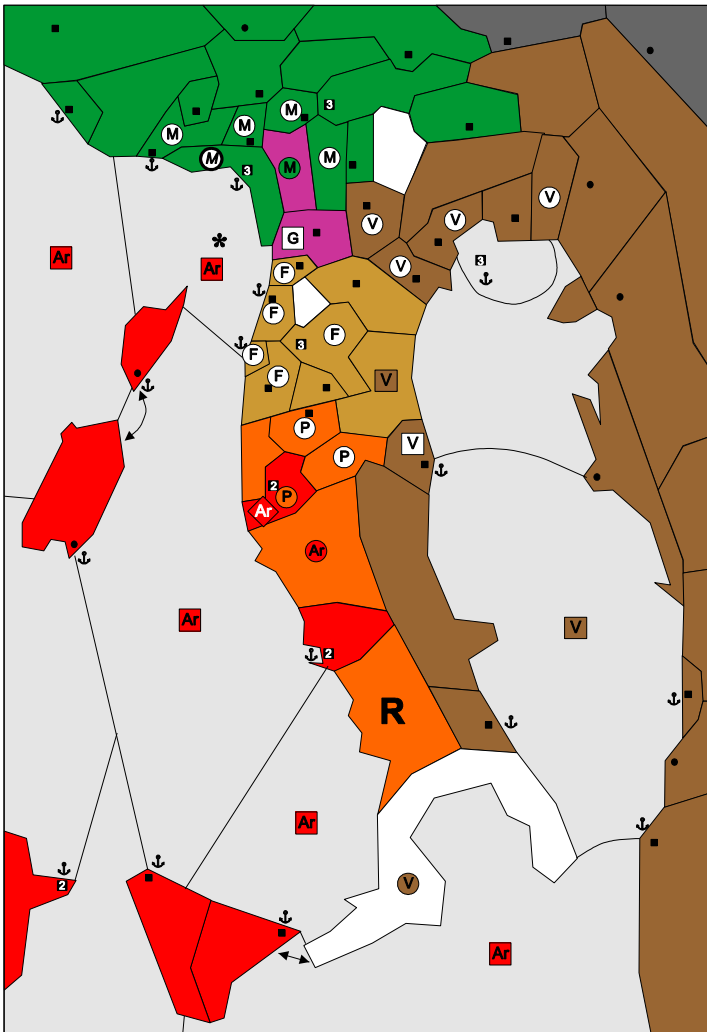
MILAN (Schoenfeldt): A Montferrat to SAVOY, A Milan to PAVIA, A Parma to FORNOVA, A (EM) GENOA supports A Parma to Fornova (partially cut), A Pavia to MONTFERRAT, A Cremona to PARMA, F Ligurian Sea to Gulf of Lions (DISLODGED, retreat Provence, OTB)

PAPACY (Giovine): A ROME besieges, A PERUGIA supports A Rome, A SPOLETO supports A Rome

VENICE (Robles): A MANTUA supports A Ferrara to Bologna, A FERRARA to Bologna, A PADUA to Ferrara, A Carniola to FRIULI, A Bari to OTRANTO, F Ancona to URBINO, F Aquila to ANCONA, F LOWER ADRIATIC supports F Aquila to Ancona

Purebred

Dogleg



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

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

Dogleg

Gamestart

Miller Number ??????

Deadline for Spring 1499 11/11 Tuesday

Players

AUSTRIA	Martin Burgdorf	FLORENCE	Bob Robles
FRANCE	Brendan Whyte	PAPACY	Dave Anderson
VENICE	Kevin Wilson	GAME MASTER	Chris Hassler

The Positions

Austria: A Austria, A Tyrolea, A Swiss, A Messina, F Sardinia, F Palermo, 0 ducats
 Florence: A Florence, A Arezzo, F Pisa, 6 ducats
 France: A Avignon, A Saluzzo, A Milan, A Naples, A Bari, F Marseilles, F Genoa, 11 ducats
 Papacy: A Rome, A Perugia, A Bologna, F Ancona, 4 ducats
 Venice: A Padua, A Treviso, F Dalmatia, G Venice, 9 ducats
 Autonomous Garrisons: Montferrat, Turin, Savoy, Trent, Pavia,

Cremona, Lucca, Modena, Mantua, Ferrara, Sienna, Piombino, Ragusa

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Special Military Units, Moneylenders, and Conquest. Press will be White. We are playing this one to Standard Victory Conditions: 15 cities. The house rules are available on the website.

Hound Dog

Turn 7 Nexus to Bidding

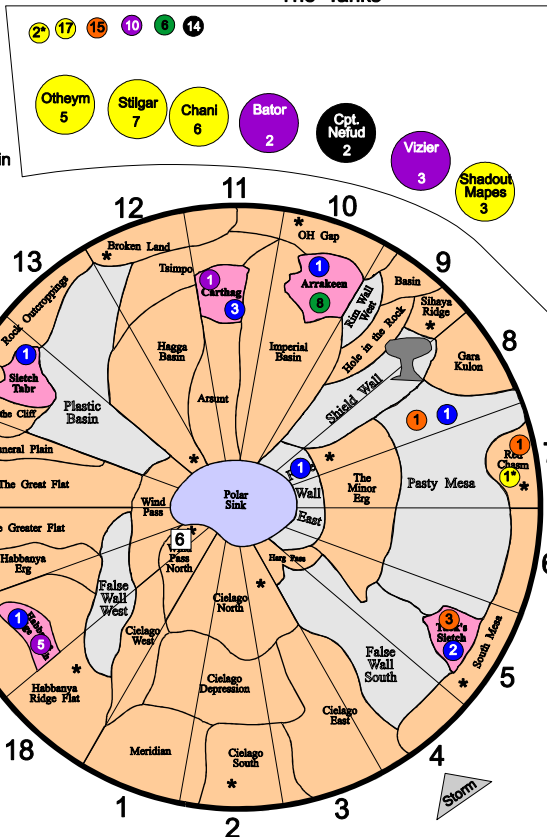
Turn 7 Bidding and Movement, 11/11 Tuesday

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
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad
- Bene Tleilaxu
- ⊗ Trap



Turn 7

Nexus

The Fremen and Ixians reaffirm their alliance, no other alliances formed. The Fremen Fedaykin token rides the Worm to Red Chasm.

Spice Blow

10 spice in The Great Flat
 6 spice in Wind Pass North
 Turn 8 spice blow:

Bidding

CHOAM Charity recipients: Bene Gesserit
 3 cards up for bid. Eligible bidders: Atreides (3 cards), Bene Gesserit (3 cards), Fremen (2 cards)
 Cards are:

Positions

Atreides: 6 tokens in the tanks, 8 tokens Arrakeen, 6 tokens off-planet
Bene Gesserit: 1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 10 tokens off-planet
Fremen: 1 token (Fedaykin) Red Chasm, 19 tokens (2 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes in the tanks
Guild: 3 tokens Tuek's Sietch, 1 token Red Chasm, 1 Pasty Mesa (8), 15 tokens in the tanks
Harkonnens: 14 tokens, Cpt. Nefud in the tanks, 6 tokens off-planet
Ixians: 5 tokens Habbanya Ridge Sietch, 1 token Carthag, 10 tokens, Bator, Vizier in the tanks, 4 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Mirzam

Turns 21.2 to 23.2

Turns 23.3 to 25.3 due 11/11 Tuesday

Turn 21

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

3 4

Whale Port(p) – TeleGate 5 – TeleGate 3 – Titan's Tower(o) – Titan's Tower(s).

Sells Pet Monsters for \$150 (from the cup: Primitive Art at 4b).

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

Lonely Station(p) – B – R – Y – B10 – R10 – Y10 – B – R – B.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 5

6 6

Asteroid City East.

Trades in Clipper for \$60 credit and buys a Transport for the credit plus \$180.

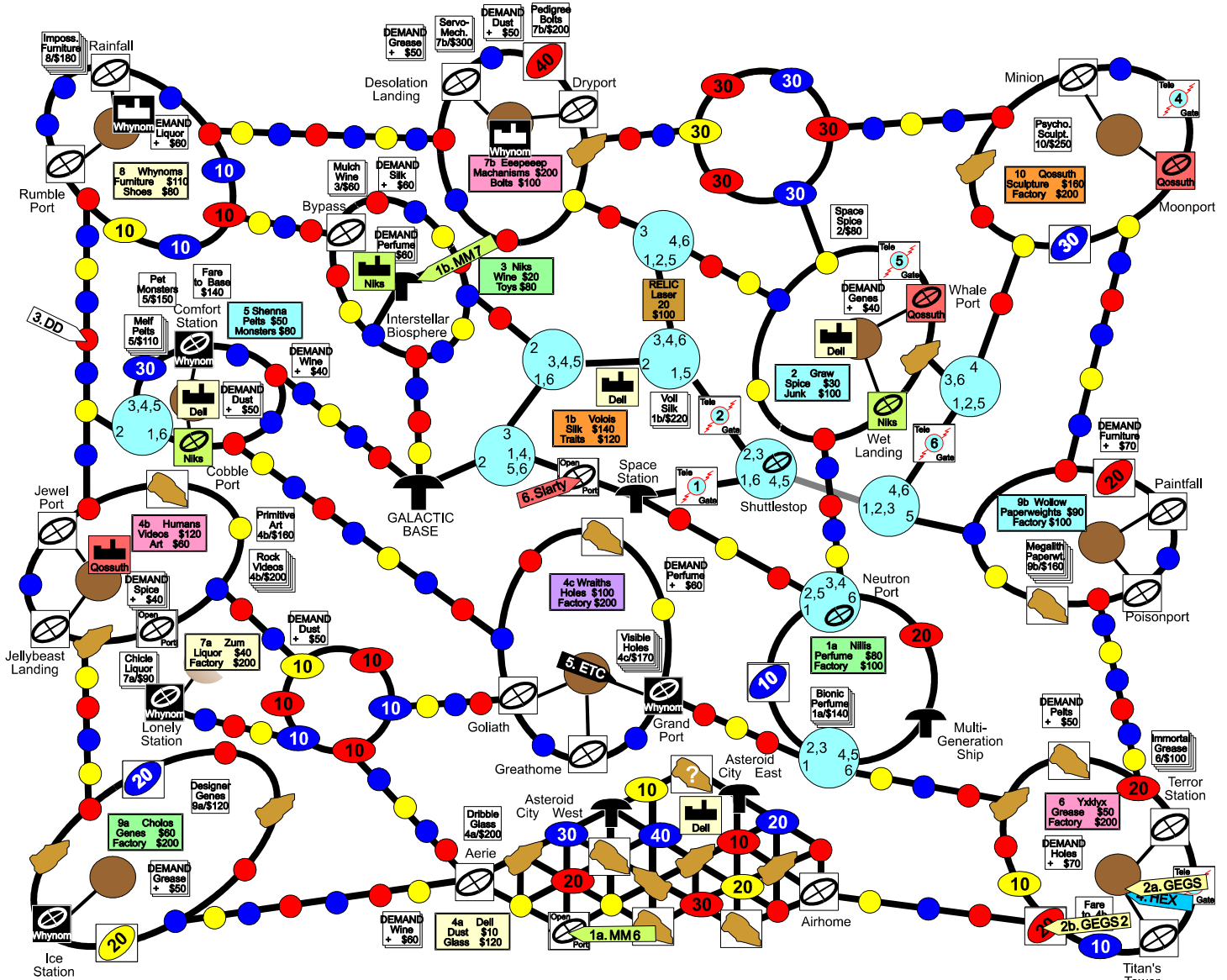
5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 1 4

Open Port – Space Station - (R) – (Y) – (R) – NC1 – B10 – NC1 - (R) – (Y) – (R) – Grand Port(o).

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

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

Delivers fare to Base for \$150 (from the cup: Trades in Clipper for \$60 credit and with credit and \$240 cash buys a Freighter. Picks up Fare to 4a.



Turn 22

5 5

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 6 6 6

Y – R – A – Ice Station(p).

Drops off Fare for \$110 (from the cup: Designer Genes at 9a). Buys a Shield for \$60. ETC gains \$17 in port commissions.

Mystery Machine 7 Rolls Used: 2 4

Wet Landing(p) – A – NC2 – TeleGate 6 – TeleGate 2 – NC2 – NC2.

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

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

Sells Glorious Junk for \$200 (from the cup: Fare to Base at 5). Buys the Factory for \$160, Dribble Glass for \$120 (receives \$60 factory commission), Agent for \$60, Freighter for \$300, and Finest Dust for \$10 (on Freighter).

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 2 4

B – Y – A – R – B – Y – B – R.

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

Asteroid City East – R10 – A – Airhome – Y – B – R – R20 – B10 – Titan's Tower(o) – Titan's Tower(s).

Sells Finest Dust for \$50 (from the cup: Impossible Furniture at 8).

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 4 5**

1st: **Andy Lewis (Niks)**

Mystery Machine 6 Rolls Used: 3 6 6

Ice Station(p) – Y20 – B – Y – B – R – B – R – Y – Aerie – Y – Open Port. Picks up Fare to Base.

Mystery Machine 7 Rolls Used: 2 5

NC2 – R – B – R – Interstellar Biosphere

Sells Space Spice for \$80 plus \$120 demand (from the cup: Psychotic Sculpture at 10 and Chicle Liquor at 7a). Sells Space Spice for \$80 plus \$60 demand (from the cup: Demand for Spice at 3 and Megalith Paperweight at 9b). Sells Space Spice for \$80 plus \$60 demand (from the cup: Voll Silk at 1b

Grand Port(o) – Grand Port(s).

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Space Spice at 2 and Demand for Pelts at 6). Buys Grand Port for \$200.

6th: **Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 6**

Galactic Base – NC6 – Open Port.

Buys 2 Voll Silk for \$280.

Turn 23

and Pet Monsters at 5). Buys Living Toys for \$80 and 2 Mulch Wine for \$40. Receives \$40 in factory commissions.

2nd: **Chris Geggus (Dell)**

Great Exhibition of Galactic Sorcery Rolls Used: 2 3 5 6

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

Sells Dribble Glass for \$200 (from the cup: Dribble Glass at 4a). Buys Immortal Grease for \$50.

Gas Enhanced Global Skimmer 2 Rolls Used: 4 6

Asteroid City East – R10 – A – Airhome – Y – B – R – R20.

On the board:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 2 Voll Silk

2 (Graw): Demand for Designer Genes (+\$40), 1 Space Spice

3 (Niks): 2 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60)

4a (Dell): 2 Demand for Mulch Wine (+\$60), Dribble Glass

4b (Humans): 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

4c (Wraiths): 5 Visible Holes, Demand for Bionic Perfume (+\$60)

5 (Shenna): 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40), Fare to Base (\$140), Pet Monsters

6 (Yxklyx): Demand for Visible Holes (+\$70), 4 Immortal Grease, Fare to 4b (\$120), Demand for Melf Pelts (+\$50)

7a (Zum): Demand for Finest Dust (+\$50), 2 Chicle Liquor

7b (Eepeeep): 2 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Pedigree Bolts

8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Immortal Grease (+\$50)

9b (Wollow): 5 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

10 (Qossuth): 1 Psychotic Sculpture

Base: Nothing

1a. Mystery Machine 6 \$961
Scout
24: 1 1 3 // 25: 1 5 6
Hold1: Fare to Base \$180
Hold2: Wet Landing \$200, Niks \$200, Cobble Port \$200
Hull: RELIC Switch \$100, Shield (\$60)

1b. Mystery Machine 7
Scow
24: 1 1 2 6 // 25: 1 1 2 3 (use 2)
Hold1: Living Toys 3/\$180
Hold2: Mulch Wine 3/\$60
Hold3: Mulch Wine 3/\$60
Hold4: Shield (\$60)

2a. GEGS \$219
Clipper
24: 3 5 5 6 // 25: 2 2 3 6
Hold1: Immortal Grease 6/\$100
Hold2: Dell \$200
Hull: Shield (\$60), 1a \$80, 10 \$120
Shenna \$100, Volois \$200, Graw \$200

2b. GEGS 2
Freighter
24: 1 3 // 25: 1 4
Hold1: Finest Dust 4a/\$50
Hold4: Hold5

3. Data Dancer \$880
Scout
23: 6 6 6 // 24: 1 3 5 // 25: 1 1 5
Hold1: Chicle Liquor 7a/\$90
Hold2: Chicle Liquor 7a/\$90
Hull: \$90

4. HEX \$430
Transport
23: 4 6 6 // 24: 3 3 3
Hold1: Finest Dust 4a/\$50
Hull: RELIC Gate Lock \$100, RELIC Spy Eye \$100

5. ETC \$158
Merchantman
23: 1 3 6 // 24: 3 3 6 (use 2)
Hold1: Voll Silk 1b/\$220
Hold2: Comfort Station \$200
Hold3: Grand Port \$200
Hold4: Whynoms \$100, Eepeeep \$100, Ice Station \$200, Lonely Station \$200
Hull: Comb. Drive (\$300), 3 \$80, Shield (\$60)

6. Slartybartfast \$152
Freighter
23: 4 6 // 24: 3 4
Hold1: Mulch Wine 3/\$60
Hold2: Fare to 4a \$140
Hold3: Voll Silk 1b/\$220
Hold4: Voll Silk 1b/\$220
Hold5: Moonport \$200, Whale Port \$200, Human \$100
Hull: RELIC Yellow Drive \$80, 4a \$60, RELIC Mulligan Gear \$120, RELIC Auto Pilot 4 \$80, RELIC Jump Start \$120, Relic Shield (\$60), RELIC Air Foll \$80

Pick of the Litter

Turn 10, Phases IV-VI and Turn 11 Phases I-III Turn 11, Phases IV-VI and Turn 12, Phases I-III due 11/11 Tuesday Turn 10

Operations

Red (Bishop) operates #60 (\$20, depletes), #91 (\$30, 3 coal), #92 (\$40, 4 coal), ships 3 coal each from Trinidad and Raton to Santa Fe for \$720, gains \$510 in passenger revenues and gives \$55 to Brown.

Brown (Partridge) no operations, delivers 4 coal from Walsenburg to Denver for \$400, gains \$270 in passenger revenues.

Orange (Hooton) operates #97 (\$40, 2 gold), #104 (\$50, 1 silver), #105 (\$40, 3

silver), #62 (30, 3 lumber), delivers 6 silver from Mogollon to El Paso for \$1440, gains \$510 in passenger revenues.

Cyan (Scharf) gains \$20 in passenger revenues.

Blue (Anderson) no operations, gains \$270 in passenger revenues.

Determine Price Changes

Gold: -1 to \$250

Copper: Remains at \$400

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-2 to \$60	Remains at \$300	+1 to \$160	Remains at \$100	Remains at \$200
Coal:	+1 to \$120	Remains at \$100	Remains at \$40	-1 to \$100	+2 to \$140

Turn 11

Move Prospectors and Surveyors

Red (Bishop) surveys Pagosa Springs to Durango and Lamy to Las Vegas, prospects #28 and passenger route 17.

Brown (Partridge) surveys Minturn to Orstod, prospects #28.

Orange (Hooton) surveys Dalies to Grants and Albuquerque to San Ysidro,

prospects #113.

Cyan (Scharf) no surveying, prospects passenger line 16.

Blue (Anderson) no prospecting or surveying

Dispute Resolution

Red and Brown have a dispute over claim #28. Red: $dr = 9 + 1 + 3 = 13$. Brown: $dr = 8 + 3 = 11$. Red wins, Prospector becomes +2. Red spends \$1225, Brown spends \$80, Orange spends \$240, and Cyan gains \$465.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$3,570	9, 15, 24		S, S, P+2, P
Dave Partridge	Brown	Denver	\$1,475	9, 24		S, S+2, P
Dave Hooton	Orange	El Paso	\$2,280	9, 24		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$25	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$325	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	0	\$30
92	Raton	Red	Coal	1	\$40
123	Gallup	Red	Coal	N	\$40
28	Leadville	Red	Gold	N	\$60
89	Walsenburg	Brown	Coal	5	\$30
87	Alamo	Brown	Coal	2	\$30
97	Elizabethtown	Orange	Gold	10	\$40
104	Mogollon	Orange	Silver	6	\$50
105	Silver City	Orange	Silver	12	\$40
62	Taos	Orange	Lumber	3	\$30
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	N	\$30
81	Crested Butte	Blue	Coal	3	\$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	
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
1	A	Denver – Boulder	\$20	Brown	
9	B	Denver – Leadville	\$120	Brown	
10	B	Denver – Aspen	\$130	Brown	
4	A	El Paso – Deming	\$60	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	
16	B	Salt Lake City – Grand Jct.	\$250	Cyan	3
15	B	Denver – Grand Jct.	\$270	Blue	2

¹ Discard after 3 more Leadville depletions

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

³ Discard when 22 is taken. Good for \$250 toward card 22

Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40
74	Elk Springs	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
56	Hot Sulphur Springs	Lumber	\$60	\$30
114	McGaffey	Lumber	\$40	\$30
71	Sunnyside	Coal	\$100	\$20
86	Canon City	Coal	\$40	\$20
77	Craig	Coal	\$40	\$20

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	5	\$200
42	8	\$320

S.O.B.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
18	C	Gallup – Santa Rosa	\$500	\$660	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
22	C	Denver – Salt Lake City	\$800	\$1,100	
12	B	Pueblo – Grand Jct.	\$150	\$310	1
11	B	Salt Lake City – Grand Jct.	\$140	\$310	2
24	C	Denver – El Paso	\$1000	\$1,380	

¹ Discard when 20 is taken. Good for \$150 toward card 20 or 21

² Discard when 20 is taken. Good for \$140 toward card 20 or 21

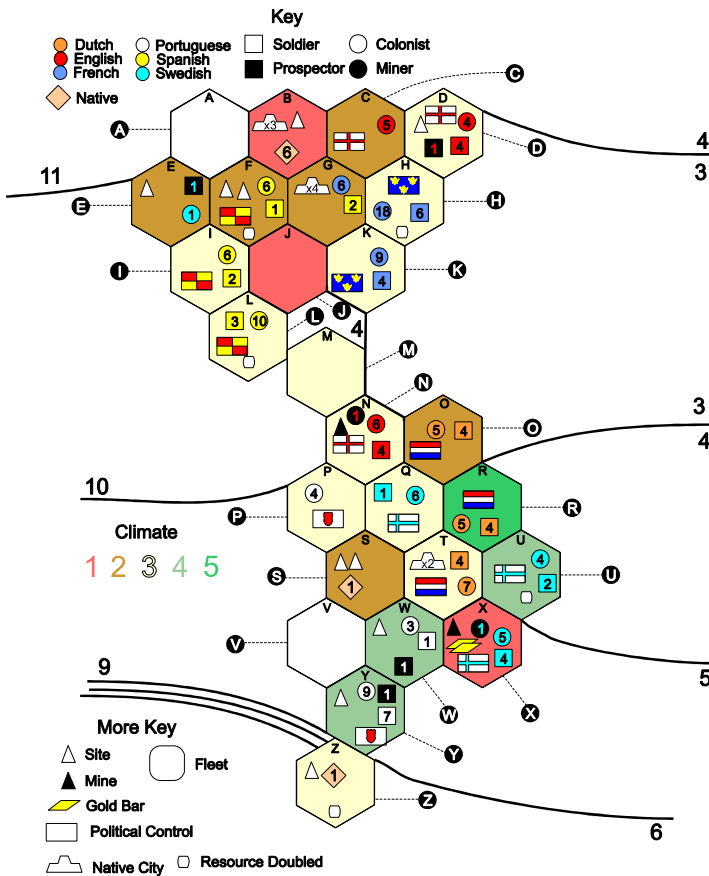
Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	5	\$140

Newfoundland

Turn 10

Deadline, End of Game Statements, Tuesday, November 11



Outbound Naval Movement

Dutch Move to O. Dice: 1, 1, 2. Loses 1 ship containing 1 soldier and 1 colonist, plus 2 soldiers and 1 colonist. Drops off 2 colonists. Move to R. Dice: 1, 6. No losses.

Spanish Move to L. Dice: 2, 3, 5, 6. No losses.

Swedes Move to X. Dice: 3, 3, 4, 6, 6. No losses.

Portuguese Move to Y. Dice: 2, 3, 5, 6, 6. No losses.

French Move to H. Dice: 1, 2, 6. Loses 1 soldier.

English Move to D. Dice: 4, 4, 6. No losses. Drops off 2 soldiers and 2 colonists. Move to N. Dice: 4, 6. No losses

Mining

English mine 1 gold in N. **Swedes** loot 2 gold in T and mine 1 gold in X.

Discovery

None.

Land Movement

Dutch moves gold from O to anchorage point, 4 soldiers and 2 colonists from R to T, 5 colonists from Q to T, 2 colonists from anchorage point to O, 4 soldiers from fleet to R.

Spanish moves 3 soldiers from F to G, 1 soldier and 1 colonist from I to F, 2 soldiers and 1 colonist from L to I, and 3 colonists from fleet to L.

Swedes move 3 gold from X to fleet, 2 gold from T to X, 3 colonists and 3 soldiers from X to U, 1 soldier and 6 colonists from T to Q, and 4 colonists and 4 soldiers from fleet to X.

Portuguese move 1 soldier from Y to W, 7 soldiers and 4 colonists from fleet to Y.

French move 2 soldiers from K to G, 6 soldiers and 4 colonists from fleet to H.

English move 1 gold from N to fleet, 2 colonists from D to C, 2 colonists and 2 soldiers from anchorage point to D, and 2 soldiers and 2 colonists from fleet to N.

Combat

Spanish attack the French in G. Spanish lose 1 soldier, French lose 2 soldiers.

English attack the Portuguese in N. Portuguese retreat to P.

Native Combat

Swedes: 1 soldier and 2 natives killed in U.

Native Uprisings

Climate is a 3. No uprisings.

Planning

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

Spanish maintains 2 ships (\$8) for \$8.

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

Portuguese buy 7 soldiers (\$70) and 1 ship (\$12) and maintain 6 ships (\$24) for \$106.

French buys 6 soldiers (\$60), and maintains 5 ships (\$20) for \$80.

English buy 4 soldiers (\$40), buys 2 ships (\$24), and maintains 3 ships (\$12) for \$78.

Survival

Climate is a 6. No losses.

Political Control

English gain political control of C. **French** lose political control of G. **Dutch** gain political control of O and T and lose political control of Q. **Swedes** gain political control of Q and U and lose political control of T. **Portuguese** gain political control of P.

Homebound Naval Movement

Dutch: Move to O. Dice: 1, 4. No losses, picks up gold. Dice: 1, 3, 4. No losses.

Spanish: Dice: 2, 2, 4, 6. No losses.

Swedes: Dice: 1, 1, 2, 4, 6. No losses.

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

French: Dice: 3, 5, 6. No losses.

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

Income

English: Political Control: \$160, resources: \$45.

Dutch: Political Control: \$160, gold: \$40, resources: \$51.

French: Political Control: \$120, resources: \$153.

Portuguese: Political Control: \$120, resources: \$48.

Spanish: Political Control: \$160, resources: \$114.

Swedes: Political Control: \$160, gold: \$120, resources: \$60.

Notes

This being turn 10, it is the last turn of the game and victory is determined by total money. So, congratulations to Dave Hood, who pulled out a real squeaker, beating Andy York by a mere \$3.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$753	0	5	4
Dutch	Dave Partridge	\$566	7	5	4
French	Dave Hood	\$1,115	3	5	4
Portuguese	Bob Robles	\$414	0	7	4
Spanish	Andy York	\$1,112	9	2	3
Swedes	Non-Player	\$1,023	6	4	4

DalmatianTurn 6**Deadline Turn 7, Tuesday, November 11**Turn 6

Yorktown opens the bidding on a Caravan at 9 and Utnapishtim gets it for 12. Opens the bidding on a Smelter for 6 and gets it. Opens the bidding on a City Center at 4 and gets it.

Rome passes.

Partridgeburg passes.

Brosia opens the bidding on a Dye House at 14 and gets it.

Utnapishtim passes.

The Players

	City Name	Player	Workers	Treasury	Storage	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)	Development	Prod.	VP
3	Partridgeburg	Dave Partridge	0/1	0	2/5	1-1/1	1-2/1			Pr, 2Dy, Gr, Sm	4	7
5	Utnapishtim	Michael Lowrey	0/1	3	1/3	2-2/2	1-2/1			Pr, IW, Gl, Ca	7	6
1	Yorktown	Andy York	2/1	1	2/5	3-6/3	1-2/1			2Tr, Gr, Ft, IW, Sm, CC(0)	9	11
2	Brosia	Eric Brosius	4/0	3	1/4	1-1/1	1-2/1			Ft, Dy, CC(0), DH	6	9
4	Rome	Bill Scharf	4/0	0	2/4	1-1/1	1-2/1			Gl, Gr, Ft, SY	4	7

Available Development Cards

New Arrivals: Caravan, Dye House, Dye House, Shipyard

Card	Minimum Bid	Available	Not Yet Delivered
Glassmaking (Gl)	5	1	0
Caravan (Ca)	9	1	1
Dye House (DH)	14	2	0
Shipyard (Sy)	7	1	0

Resource Cards

Shaggy Dog**Epoch II Empire Selection and Assyrians****Deadline Epoch II, Chou Dynasty, Vedic City States, and Greek City States, Tuesday, November 11**Epoch II Empire Selection**Great Giant** (Burgdorf) keeps.**FAC-51** (Bishop) keeps.**The Human Race** (Scharf) keeps.**Stooges for All Time** (Anderson) passes to the Royal Manticoran Historical

Society.

The Gardeners (Hunt) keeps.**Galactic Expeditionary Guard Ship** (Geggus) keeps.**Royal Manticoran Historical Society** (Wilson) passes to Stooges for All Time.Epoch II

Galactic Expeditionary Guard Ship (Geggus) plays Jewish Revolt in Palestine (army, city, and fort Palestine). Plays Kingdom in Upper Nile (army, city, and fort Upper Nile). ASSYRIA: Army and Capital Upper Tigris, army Levant (vs. Hittites; A: 6, 3; H: 4; wins), Zagros (vs. Minoans; A: 4, 1; M: 4, 2; A: 4, 1; M: 6, 4; loses), Zagros (vs. Minoans; A: 2, 2; M: 5, 1; loses), Zagros (vs. Minoans; A: 6, 2; M: 6, 4; A: 2, 1; M: 4, 4; loses), Zagros (vs. Minoans; A: 6, 2; M: 6, 1; A: 4, 3; M: 3, 1; wins), Persian Salt Desert (vs. Shang Dynasty; A: 6, 6; S: 1; wins), Hindu Kush (vs. Aryans; As: 2, 2; Ar: 6; loses). Builds Monument Upper Tigris. Points: Dominance in North Africa (4) and Middle East (6), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 1 Monument (1) for 18 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Martin Burgdorf	Great Giant (red)	4	9
Howard Bishop	FAC-51 (black)	4	8
Bill Scharf	The Human Race (blue)	4	7
Dave Anderson	Stooges for All Time (orange)	4	4
Christopher Hunt	The Gardeners (green)	4	4
Kevin Wilson	Royal Manticoran Historical Society (purple)	5	3
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	13	25

Positions**SfAT:** SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris.**GEGS:** Fleet Red Sea. EGYPT: Army and Capital Nile Delta, armies Nubia, Libya, Arabian Peninsula. JEWS: Army, city, and fort Palestine. NILE KINGDOM: Army, city, and fort Upper Nile. ASSYRIA: Army, Capital, and Monument Upper Tigris, armies Levant, Zagros, Persian Salt Desert.**FAC-51:** Fleet Eastern Mediterranean. MINOANS: Army and Capital Crete, armies Shatts Plateau, Western Anatolia**Great Giant:** HITTITES: Army and Capital Eastern Anatolia. INDUS VALLEY: Army and city Lower Indus, armies Upper Indus, Western Deccan, Eastern Ghats.**The Gardeners:** BABYLONIANS: Army, Fort, and 3 armies Middle Tigris.**The Human Race:** SHANG DYNASTY: Army and Capital Yellow River, 2 armies Tarim Basin, armies Wei River.**RMHS:** ARYANS: Armies Western Steppe, Turanian Plain, Hindu Kush, Persian Plateau.Event CardsEpoch II EmpireNotes from Hades (cont.)

After that I went to Heraklion to see the Palace of Knossos, the palace of the kings of the Minoan civilization. The palace is quite extensive, but not terribly well preserved. Most of the fragile frescoes have been taken away to museums, but there are several nice reproductions in their places. Some of the rooms, most notably what are called the Throne Room and the Queen's Room, are reasonably well preserved. I say "what are called" because the function of most of the rooms is pure guess work.

The next day, I stayed local and visited Chania. My goal was to visit the Archaeological Museum and the Military Museum, but unfortunately, the former was closed on Mondays and the latter was closed for renovation. So, I explored the city on foot. One thing I came across was an active archaeological dig in the city. Apparently, the forerunner of the modern city was the largest Minoan city in Western Crete. I also found the Maritime Museum of Crete, where they had a full-sized replica of a Minoan galley. The galley had been built with traditional materials and tools, and actually was sailed to Piraeus and back. Finally, harbor is enclosed by a large sea wall that ends in a lighthouse. The sea wall dates back to Byzantine times, and while there was probably a lighthouse there at the time, the current one is newer.

One thing I observed about Crete in general, is how similar the terrain was to California. There were areas that resembled inland San Diego and Riverside

Counties, places along the coast that reminded me of Big Sur, and many of the same plants growing that you find here. From that standpoint, it seemed very familiar.

My next stop was another island, this time Sicily. Once again, I was not able to coordinate connections well, and so I had to spend one night in Munich. I arrived in Catania on Sunday, and went to my hotel, which was way out in the middle of nowhere. When I get to my room and look out the window, I see a stunning view of Mount Etna. Once again, I work most of the week, but I do have the opportunity on Friday to do some sightseeing. This time, I took a trip into Catania and saw the City Museum in Castello Ursino. The castle was originally built in the 13th century by Frederick II of Swabia. It was later used by Spanish Viceroy and later than that as a prison. In 1669, it was damaged by a lava flow from Mount Etna, which also altered the coastline, so the castle lost its strategic position. It remained as a political seat much of the time, and has been largely rebuilt and refurbished.

My next stop was Naples. Unlike the other locations, here I was advised not to rent a car, and the advice was spot on. Naples has by far the worst traffic of anyplace I have been to in Europe. The only places I can think of that compare are Mexico City and New Delhi, particularly the latter. I arrived on Saturday afternoon, and so I had all of Sunday for sightseeing. I visited the Teatro San

Carlo, Naples' opera house. It is in fact the oldest opera house in the world, predating Milan's La Scalla by over 40 years. I also visited the Royal Palace of Naples, which was where Naples was ruled from until Italy's unification.

I was once again able to take some time on Friday for some additional sightseeing, and I took the opportunity to go to Pompeii. The ruins are quite extensive, which is not surprising given that we are talking about an entire city. There were fewer bodies found in the ruins that we tend to expect; they had plenty of warning about the eruption. Most of the bodies found were those of slaves, who were forced by their masters to stay and guard their masters' possessions.

From Naples, my final stop was Rota, Spain. Rota is on the Atlantic coast of

Spain, at the north end of the bay where Cadiz sits. I walked around the city a little on Sunday, and overall it was a very pleasant experience, even if many of the things I wanted to see were closed.

I finished up everything I needed to do on Wednesday and had rescheduled my flight home for Thursday, but when I arrived at the airport, I found that my flight had been canceled, and I would miss my connection. I quickly arranged for a new flight, which left the next day, so I had to get a hotel in Madrid for a night. It turns out that the hotel was right next to a giant park, the Parque del Buen Retiro, so I explored the park for a while. It had a giant monument to King Alphonso XII, a small palace that was set up as an art gallery, and a number of nice gardens. Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	CJVHUNT@btinternet.com	521 Moreley	4814 Walnut Grove Ave.
20832 Tuck Rd., Site 32	Houston, TX 7099	Geoff Kemp	Akron, OH 44320	Rosemead, CA 91770
Farmington Hills, MI 48336	simply4est@yahoo.com	ggeoff510@aol.com	lurkertv@hotmail.com	(626) 286-4428
(248) 473-7482	Simply4est@aol.com	Doug Kent	(330) 835-4013	bear-hugs@sbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	diplomacyworld@yahoo.com	Walt O'Hara	
andersond4@michigan.gov	96 Cedar St. #4	Robert Koehler	hussar@hotmail.com	Mike Scott
Howard Bishop	Bangor, ME 04401	rkhoeler@triad.rr.com	Dave Partridge	4040 E. Piedmont Dr.
43 Guinions Road	(207) 941-8568	Andy Lewis "Marmaduke"	15 Woodland Drive	Space 61
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	16 Gossling Dr.	Brookline NH, 03033	Highland, CA 92346
laties@globalnet.co.uk	Chris Geggus "Davey Boy Smith"	Lewes, DE 19958	rebhuhn@rocketmail.com	mikesmag2@jsbcglobal.net
John Boardman	10 Talbrook, Brentwood	Alewis161@hom.com	James Pratt	(909) 864-4343
Unit 508, 5820 Genesis Lane	Essex, CM14 4PY, UK	(302) 644-1984	prattjames1960@yahoo.com	Gina Teh
Frederick, MD 21703-5103	Geggus@sky.com	Michael Longdin	Berend Renken	lone_hammy@yahoo.com.sg
Jim Burgess	Ron Fisher	michasel.longdin@virgin.net	P.O. Box 249	Richard Weiss
664 Smith St.	skylark3@charter.net	Michael Lowrey	Roy, WA 98580-0249	richardweiss@higherquality.com
Providence, RI 02908-4327	Pasquale Giovine	6903 Kentucky Derby Drive	berend02@aol.com	Brendan Whyte
jfburgess@gmail.com	Via Osanna N.2/e	Charlotte, NC 28215	Paul Risner	Assistant Map Curator
Eric Brosius	I-89127 Reggio Calabria, Italia	Mlowrey@infionline.net	10325 NW 63rd Dr.	Map Section
53 Bird St.	giovine@unirc.it	(704) 569-4269	Parkland, FL 33076	National Library of Australia
Needham, MA	Dave Hood	Brad Martin	goeben@aol.com	Paarkes, ACT 2600 Australia
Public.brosius@comcast.net	dhhood@phd-law.com	180 Peninsula Road	Jerry Roalstad	obiwonfive@hotmail.com
Colin Bruce	Dave Hooton	Maylands 6051	Gerald.roalstad@ang.af.mil	Kevin Wilson
30 Almoners' Avenue	hootond@yahoo.com	Western Australia	Bob Robles "Howler"	4758 Doncaster Ct.
Cambridge, CB1 8PA, England	Dale Horsely	Australia	67 Tara Rd.	Long Grove, IL 60047
furyofthenorthmen@btopenworld.com	dale.horsely@yahoo.com	Westfront@westfront.com.au	Orinda, CA 94563	ckevinw@comcast.net
Dennis Cain "Red Dog"	Tom Howell "Whippet"	Jack McHugh	Rlrobles5@comcast.net	Andrew York "Greyhound"
1218 N. 3 rd St.	365 Storm King Road	jwmchughjr@gmail.com	(510) 254-6354	P.O. Box 201117
Quincy, IL 62301-1727	Port Angeles, WA 98363	Lynn Mercer	Bogislaw von Shcoenfeldt	Austin, TX 78720-1117
(217) 223-2284	off-the-shelf@olympus.net	hancockfc@yahoo.com	coldcomfort@gmx.net	wandrew88@gmail.com
iamthedbear@sbcglobal.net	(360) 928-9698			Paul Zieske
				zieskep@juno.com

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, Dave Partridge, Brad Martin, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, 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!

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