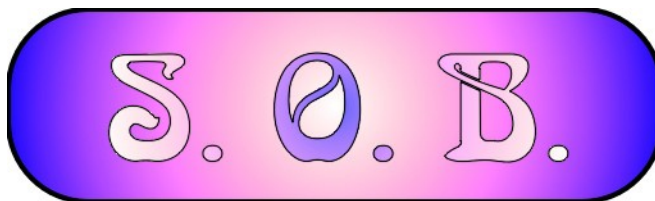


Number 202



February/March, 2015

Notes from Hades

Not much to report this time around. Things have been quiet here after the tumult of the holiday season.

There has been a good response on the game sign ups and fees, so I can start two new games next issue: Outpost and Robo Rally. We do have a lot more games available as well as space, so please sign up.

The next deadline is **Tuesday, March 31 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.

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

Poodle. Outpost. Have Bill Scharf(\$), Michael Lowrey, Dave Hooton(\$), Howard Bishop(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), will take up to 3 more. **Starts next issue!**

Pug. Merchant of Venus. Will start after Mirzam ends. The usual options will be in effect. Have Dave Partridge(\$), Chris Geggus(\$), Bob Robles(\$), Andy York(\$), Andy Lewis(\$), will take up to 1 more.

Boxer. Robo Rally. Have Dave Hooton(\$), Chris Geggus(\$), Bill Scharf(\$), Brendan Whyte(\$), Howard Bishop(\$), Andy Lewis(\$), Andy York(\$), will take up to 3 more. **Starts next issue.**

Foxhound. New World. Have Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), 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.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 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. Have Christopher Hunt, will take up to 4 more.

Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 3 more.

Industrial Waste. Will take up to 4.

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, Andy York, Kevin Wilson, will take up to 4 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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cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Purebred**Spring 1259**

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1259 3/31 Tuesday

Milan and Aragon continue to fight in the north while Florence joins the Pope in his fight against Venice.

Expenditures

Milan spends 21 ducats to buy Aragon F Marseilles

Outstanding Debt

None.

Orders

ARAGON (McHugh): A CAPUA holds, F MARSEILLES holds (nsu), F Ligurian Sea to GENOA, F Sardinia to TYRRHENIAN SEA, F Tyrrhenian Sea to GULF OF NAPLES, F Palermo to MESSINA, F Messina to IONIAN SEA, F LOWER ADRIATIC supports F Messina to Ionian Sea

FLORENCE (Partridge): A LUCCA supports A Pistoia to Bologna, A PISA supports A Lucca, A PISTOIA to Bologna, A FLORENCE supports A

Pistoia to Bologna, A Piombino to SIENNA, A Sienna to AREZZO

GENOA (Wilson): G Modena supports Florence A Lucca to Modena (nso)

MILAN (Schoenfeldt): A Turin to AVIGNON, A Fornova to PARMA, A (EM) GENOA convert to G, A MODENA supports A Fornova to Parma, F Provence to GULF OF LIONS, G SAVOY converts to F

PAPACY (Giovine): A SPOLETO to Aquila, A ROME to Spoleto, A PERUGIA supports A Rome to Spoleto, G ROME convert to A

VENICE (Robles): A MANTUA supports Milan A Modena, A FERRARA supports A Bologna, A BOLOGNA holds, A OTRANTO holds (u), F URBINO to Ancona, F ANCONA to Aquila, F UPPER ADRIATIC supports A Bologna, F VENICE supports F Upper

Adriatic

Your treasury:

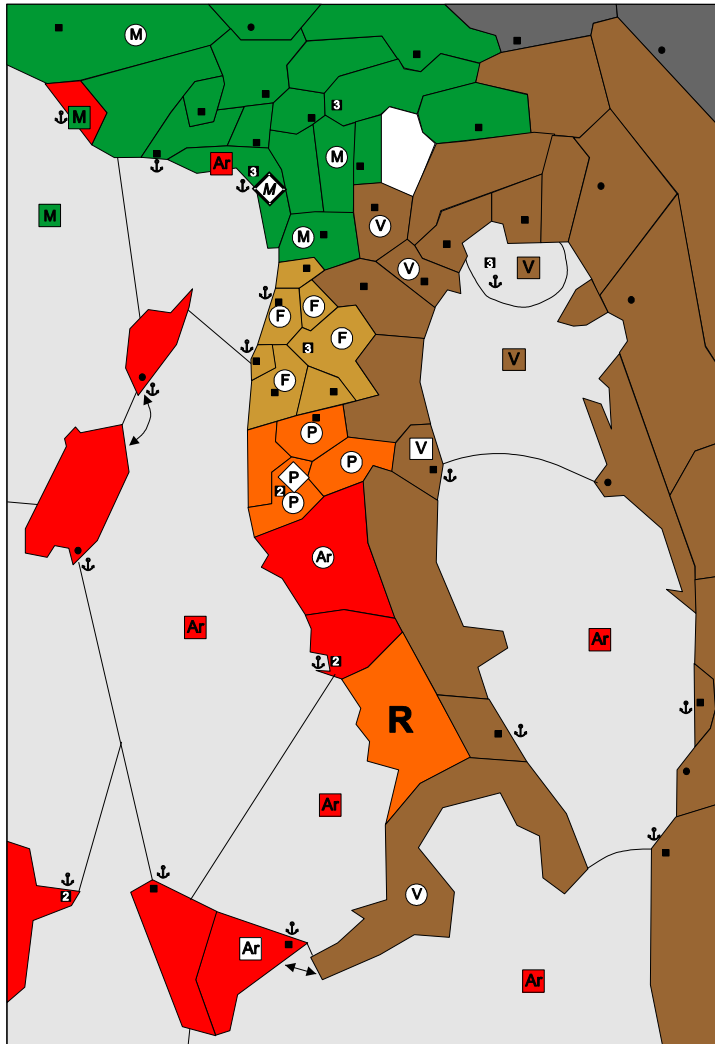
Famine Losses

Venice F Urbino is eliminated.

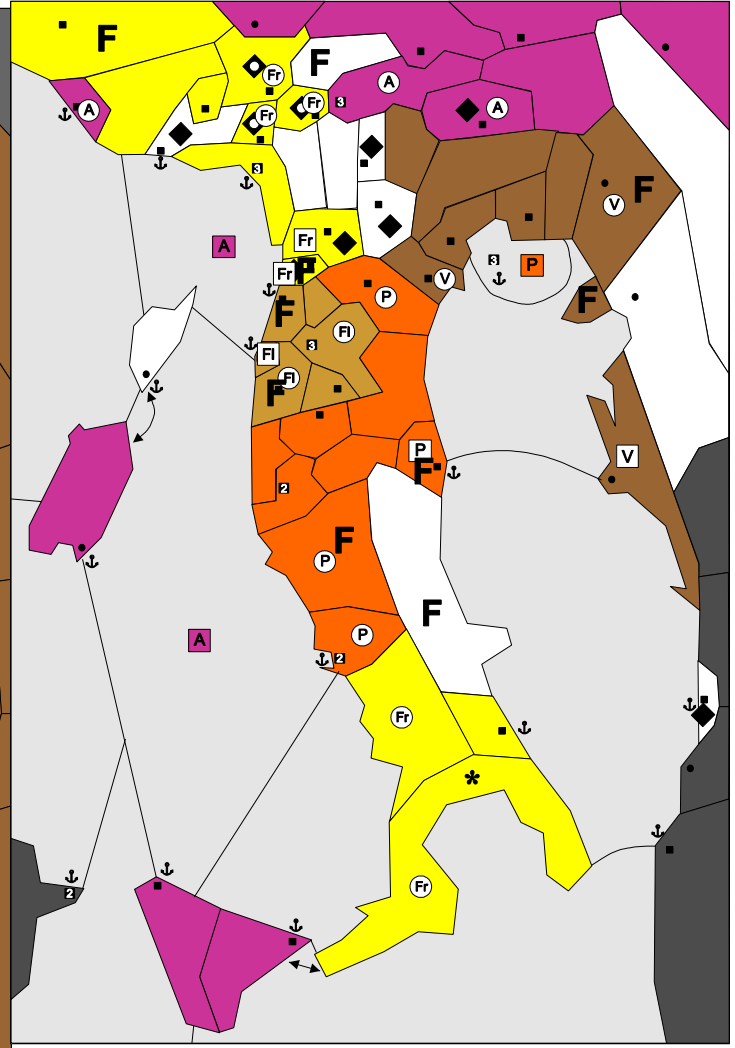
Notes

Since Genoa no longer controls both the city and province of any of his home

Purebred



Dogleg

Dogleg

Fall 1499

Miller Number ??????

Deadline for Winter/Spring 1500 3/31 Tuesday

The Pope teams up with Austria to attack France, and utilizes the moneylenders to attack Venice as well. Florence completes his sieges. Famine rages through the land.

Expenditures

The Pope borrows 18 ducats from the moneylenders for 2 years (27 ducats due Fall 1501) and spends 21 ducats to buy Venice F Upper Adriatic

Venice spends 3 ducats to counterbribe F Upper Adriatic

Outstanding Loans

Fall 1501: 27 ducats due from the Papacy (18 borrowed)

Orders

AUSTRIA (Burgdorf): A Carinthia to TRENT, A Avignon to MARSEILLES, A MILAN to Pavia, A Otranto to Bari (DISLODGED, retreat Messina, OTB), F Corsica to LIGURIAN SEA, F TYRRHENIAN SEA

supports Papal A Aquila to Naples

FLORENCE (Robles): A FLORENCE holds, A SIENNA besieges (garrison destroyed), F PIOMBINO besieges (garrison destroyed)

FRANCE (Whyte): A TURIN besieges, A MONTFERRAT besieges, A PAVIA besieges, A SALERNO supports A Bari to Otranto, A Bari to OTRANTO, F Ligurian Sea to LUCCA, F MODENA supports F Ligurian Sea to Lucca (cut)

PAPACY (Anderson): A BOLOGNA holds, A Rome to CAPUA, A Aquila to NAPLES, F ANCONA to Lower Adriatic, F Upper Adriatic to VENICE

VENICE (Wilson): A Friuli to CARNIOLA, A FERRARA besieges (garrison)

destroyed), F Upper Adriatic supports F Dalmatia to Lower Adriatic (nsu), F DALMATIA to Lower Adriatic

Your treasury:

Spring 1500 Famine

Bad Year – Row and Column: Pisa, Aquila, Avignon, Lucca, Istria, Ancona, Sienna, Como, Capua, Carniola

Spring 1500 Income

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

Provinces

AUS:	Hungary, Austria, Carinthia, Trent, Milan, Tyrolea, Swiss, Marseilles, Sardinia, Palermo, Messina	10
FLO:	<u>Pisa</u> , Piombino, Pistoia, <u>Sienna</u> , Florence	3
FRA:	<u>Avignon</u> , Provence, Savoy, Turin, Montferrat, Pavia, Genoa, Modena, <u>Lucca</u> , Salerno, Bari, Otranto	10
PAP:	Bologna, Urbino, <u>Ancona</u> , Spoleto, Perugia, Parimony, Rome, <u>Capua</u> , Naples	7
VEN:	Bergamo, Verona, Ferrara, Padua, Treviso, Friuli, <u>Carniola</u> , <u>Istria</u> , Dalmatia	7

Seas

AUS:	Ligurian Sea, Tyrrhenian Sea	2
PAP:	Venice	1

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Cities

AUS:	Hungary, Austria, Milan(3), Tyrolea, Swiss, Marseilles, Sardinia, Palermo, Messina	11
FLO:	<u>Pisa</u> , Piombino, <u>Sienna</u> , Florence(3)	4
FRA:	<u>Avignon</u> , Savoy, Genoa(3), Bari	5
PAP:	Bologna, <u>Ancona</u> , Perugia, Rome(2), Naples(2), Venice(3)	9
VEN:	Ferrara, Padua, Treviso, <u>Carniola</u> , Dalmatia	4

Totals

Variable income die roll was 4.

	Variable	Provinces	Seas	Cities	Total
AUS:	3	10	2	11	26
FLO:	6	3	0	4	13
FRA:	4	10	0	5	19
PAP:	4	7	1	9	21
VEN:	8	7	0	4	19

Game Summary

	1499	1500
Austria:	7	9
Florence:	3	5
France:	7	4
Papacy:	4	6
Venice:	4	5

Total Ducats:

Hound Dog

Turn 8 Nexus to Bidding

Turn 8 Bidding and Movement, 3/31 Tuesday

Players

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

Turn 8

Nexus

The Fremem, Harkonnens, and Ixians form an alliance.

Spice Blow

6 spice in OH Gap

Bidding

CHOAM Charity recipients: Bene Gesserit.

There are five cards up for bid. Eligible bidders: Atreides (3 cards), Bene Gesserit (3 cards), Fremem (3 cards), Guild (0 cards), Harkonnens (7 cards).

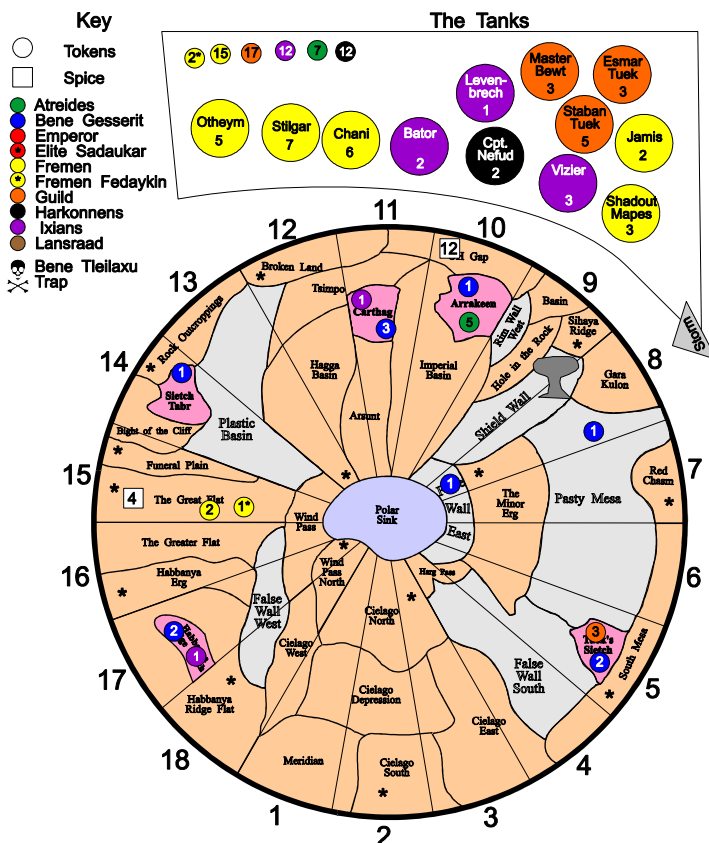
Discards are reshuffled after the second card.

Cards are:

Positions

Atreides:	4 tokens in the tanks, 5 tokens Arrakeen, 11 tokens off-planet
Bene Gesserit:	1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 2 tokens Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 9 tokens off-planet
Fremem:	3 tokens (1 Fedaykin) The Great Flat, 17 tokens (2 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes, Jamis in the tanks
Guild:	3 tokens Tuek's Sietch, 17 tokens, Master Bewt, Esmar Tuek, and Staban Tuek in the tanks
Harkonnens:	12 tokens, Cpt. Nefud in the tanks, 8 tokens off-planet
Ixians:	1 token Habbanya Ridge Sietch, 1 token Carthag, 12 tokens, Levenbrech, Bator, Vizier in the tanks, 6 tokens off-planet

Spice, Traitor(s), and Intrigue Cards



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

Dryport(p).

Buys Desolation Landing for \$160. Gains \$16 in port commissions.

4th: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 5 5**

B – NC1 – NC1 – TeleGate1 – Space Station.

Sells Megalith Paperweight for \$160 (from the cup: Demand for Wine at 4a).

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 6**

Rumble Port(p) – (R) – B – (Y) – B – (R) – B – (Y) – NC6 – Cobble

Port(p) – (R) – B – (R) – B – (Y) – B – (R) – Galactic Base – NC6 – Open Port.

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

Mystery Machine 6 Rolls Used: 2 3 3

Cobble Port(p) – R – B – R – B – Y – B – R – Galact Base.

Drops off fare for \$140 (from the cup: Demand for Liquor at 9a). Picks up Fare to 4a.

Mystery Machine 7 Rolls Used: 4 6

Terror Station(p) – TeleGate3 – TeleGate6 – NC6 – A – Wet Landing(p) – R – Y – B – Y – B30.

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

Great Exhibition of Galactic Sorcery Rolls Used: 3 4 4 4

Terror Station(p) – Y – B – R – B – Y – B – R – Poisonport(o) – B – Paintfall(p).

Sells Immortal Grease for \$100 (from the cup: Megalith Paperweight at 9b).

Buys Megalith Paperweight for \$90. Gains \$19 in port commissions.

Gas Enhanced Global Skimmer 2 Rolls Used: 2 4

Paintfall(p) – R20 – R – B – NC2 – Shuttlestop.

Sells Megalith Paperweight for \$160 (from the cup: Immortal Grease at 6).

1a. Mystery Machine 6 \$1148		
Scout 30: 5 6 6 // 31: 1 3 4		
Hold1 Fare to 9a \$110	Hold2 Fare to 4a \$140	Hull RELIC Switch Switch \$100
Wet Landing \$200	Niks \$200	Shield (\$60)
Cobble Port \$200	Shuttlestop \$200	Yxklyx \$200
Terror Station \$200	Titan's Tower \$200	

1b. Mystery Machine 7				
Scow 30: 4 5 6 6//31: 2 2 3 5 (use 2)				
Hold1 Shining Slime 6/\$200	Hold2 Immortal Grease 6/\$100	Hold3 Immortal Grease 6/\$100	Hold4 Shield (\$60)	Hull

2a. GEGS \$305		
Clipper 30: 2 2 2 3//31: 3 3 5 5		
Hold1 Glorious Junk 2/\$200	Hold2 Megalith Paperwt. 9b/\$160	Hull Shield (\$60)
Dell \$200	Paintfall \$200	Wallow \$100
Shenna \$100	Volois \$200	Graw \$200
		Qossuth \$200

2b. GEGS 2			
Freighter 30: 1 5//31: 1 3			
Hold1 Voll Silk 1b/\$220	Hold2 Fare to 4b \$120	Hold3 Voll Silk 1b/\$220	Hull
Hold4 Voll Silk 1b/\$220	Hold5		

3. Data Dancer \$940		
Clipper 30: 2 3 4 5 // 31: 3 3 6 6		
Hold1	Hold2	Hull \$90
Rainfall \$200	Dryport \$200	
Desolation Landing \$200		

4. HEX \$770			
Transport 30: 3 4 5 // 31: 2 5 6			
Hold1	Hold2	Hold3	Hull
			RELIC Gate Lock \$100
			RELIC Spy Eye \$100

5. ETC \$720				
Merchantman 30: 1 1 4 // 31: 1 3 6 (use 2)				
Hold1 Voll Silk 1b/\$220	Hold2 Voll Silk 1b/\$220	Hold3 Voll Silk 1b/\$220	Hold4 Comb. Dive (\$300)	Hull Shield (\$60)
Comfort Station \$200	Grand Port \$200	Rumble Port \$200		
Whynoms \$100	Eeepeeep \$100	Ice Station \$200	Lonely Station \$200	
Bypass \$200				

6. Slartybartfast \$1288			
Freighter 29: 1 3//30: 5 6//31: 1 5			
Hold1 Immortal Grease 6/\$100	Hold2 Immortal Grease 6/\$100	Hold3 Dribble Glass 4a/\$200	Hull
Hold4	Hold5		4a \$60
			RELIC Mulligan Gear \$120
			RELIC Auto Pilot 4 \$80
			RELIC Jump Start \$120
			RELIC Air Foil \$80
Moonport \$200	Whale Port \$200	Human \$100	

S.O.B.

Sells Impossible Furniture for \$180 (from the cup: Voll Silk at 1a). Sells Impossible Furniture for \$180 (from the cup: Psychotic Sculpture at 10). Sells Impossible Furniture for \$180 (from the cup: Mulch Wine at 3). Buys 3 Voll Silk for \$420.

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

Open Port – jump start to TeleGate 3 – Terror Station(p).

Sells Finest Dust for \$50 (from the cup: Chicle Liquor at 7a). Sells Finest Dust for \$50 (from the cup: Space Spice at 2). Sells Rock Video for \$200 (from the cup: Visible Holes at 4c). Sells Primitive Art for \$160 (from the cup: Immortal Grease at 6). Buys 2 Immortal Grease for \$100. MM6 gains \$56 in port commissions.

Turn 29

Sells Portable Pipe Organ for \$160 (from the cup: Portable Pipe Organ at 9b). Buys 3 Voll Silk for \$420. MM6 gain \$74 in port commissions.

3rd: **Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 1 4 6 6**

Dryport(p) – A – Y – R – B – R – B – Y – B – R – B – Y – R – B – Rainfall(p).

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

Sells Servo-Mechanism for \$300 (from the cup: Megalith Paperweight at 9b). Gains \$60 in port commissions.

4th: **Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 2 2**

Space Station.

Sells Megalith Paperweight for \$160 (from the cup: Fare to 2 at Base). Sells Megalith Paperweight for \$160 (from the cup: Finest Dust at 4a).

5th: **Andy York (Whynom/Expert Trading Cartel) Rolls Used: 2 5**

Open Port – NC2 – Galactic Base – (Y) – (R) – B – (R) – B – Interstellar Biosphere.

Turns in IOU for \$80 credit and buys Bypass for \$200.

On the board:

1a (Nillis): 4 Bionic Perfume

1b (Volois): Nothing

2 (Graw): Demand for Designer Genes (+\$40), Fare to 10 (\$140)

3 (Niks): 5 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60)

4a (Dell): 2 Demand for Mulch Wine (+\$60), 1 Finest Dust

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

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

5 (Shenna): 2 Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40), 2 Melf Pelts

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

7a (Zum): Demand for Finest Dust (+\$50), 4 Chicle Liquor, Fare to 4c (\$110)

7b (Eeepeeep): 3 Servo-Mechanism, 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Pedigree Bolts, Fare to Base (\$110)

8 (Whynoms): 2 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Immortal Grease (+\$50), 4 Designer Genes, 2 Demand for Chicle Liquor (+\$60)

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

10 (Qossuth): 2 Demand for Designer Genes (+\$60), 2 Psychotic Sculpture, Fare to Base (\$150)

Base: Fare to 2 (\$160)

Pick of the Litter

Turn 13, Phases IV-VI and Turn 14 Phases I-III

Turn 14, Phases IV-VI and Turn 15, Phases I-III due 3/31 Tuesday

Turn 13

Operations

Red (Bishop) operates #91 (\$30, 4 coal), #92 (\$40, 3 coal), #123 (\$40, 4 coal), delivers 6 coal from Trinidad to Santa Fe for \$720. Gains \$930 from passenger revenues, pays \$55 to Brown.

Brown (Partridge) operates #89 (\$30, depletes), #87 (\$30, 4 coal), #56 (\$30, 2 lumber), #54 (\$40, 2 lumber), delivers 3 coal from Walsenberg and 4 coal from Alamo to Denver for \$840. Gains \$270 in passenger revenues.

Orange (Hooton) keeps claim #128 for \$100, operates #104 (\$50, 1 silver), #114

(\$30, 1 lumber). Uses the 24 train to move 4 silver from Mogollon to Silver City. Delivers 5 lumber from Taos to El Paso for \$1000 and 1 lumber from Porter to El Paso for \$200. Gains \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 2 coal), #68 (\$20, 3 coal), delivers 3 coal from Schofield to Salt Lake City for \$300. Gains \$270 in passenger revenues.

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

Determine Price Changes

Gold: +1 to \$250

Copper: Remains at \$400

Silver: Remains at \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	Remains at \$160	-4 to \$80
Coal:	+1 to \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 14

Move Prospectors and Surveyors

Red (Bishop) surveys Newcomb to Gallup and Vaughn to Torrance, prospects #59 (+2) and the deck

Brown (Partridge) surveys Craig to Elk Springs and Minturn to Glenwood Springs, prospects #74

Orange (Hooton) surveys Thoreau to Gallup and Willard to Torrance, prospects the deck.

Cyan (Scharf) surveys Provo to Heber City, prospects #34

Blue (Anderson) no prospecting or surveying

Dispute Resolution

Orange and Red have a dispute on the two lines into Torrance. Red dr = 2, surveyor goes to jail. Orange dr = 6. Orange wins, surveyor becomes +1. Orange draws claim #101 (silver at Lake Valley) and has first right of refusal. Red draws #130 (copper at Bingham) and has first right of refusal. Red spends \$200, Brown spends \$240, Orange spends \$240, and Cyan spends \$180.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$7,285	9, 15, 24	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$3,360	9, 24, 24		S, S+2, P+1
Dave Hooton	Orange	El Paso	\$2,060	9, 24, 42		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$945	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$1,135	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	1	\$30
92	Raton	Red	Coal	7	\$40
123	Gallup	Red	Coal	4	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	N	\$20
72	Emery	Red	Coal	N	\$30
59	Dolores	Red	Lumber	N	\$40

#	City	Owner	Type	Goods	Operation
89	Walsenburg	Brown	Coal	2	Depleted
87	Alamo	Brown	Coal	4	\$30
56	Hot Sulphur Springs	Brown	Lumber	4	\$30
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	N	\$20
97	Elizabethtown	Orange	Gold	10	Depleted
104	Mogollon	Orange	Silver	0	\$50
105	Silver City	Orange	Silver	29	Depleted

#	City	Owner	Type	Goods	Operation
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	3	Depleted
114	McGaffey	Orange	Lumber	3	\$30
128	South Fork	Orange	Silver	N	\$40
71	Sunnyside	Cyan	Coal	2	\$20
68	Scofield	Cyan	Coal	0	\$20
34	Heber City	Cyan	Silver	N	\$40
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	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	4	\$200
42	7	\$320
72	8	\$500

S.O.B.

#	Type	Route	Payoff	Owner	Notes
16	B	Salt Lake City – Grand Jct.	\$250	Cyan	3
15	B	Denver – Grand Jct.	\$270	Blue	2

¹ Discard after 2 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
76	Craig	Coal	\$80	\$20
77	Craig	Coal	\$40	\$20
78	Bowie	Coal	\$80	\$40
69	Scofield	Coal	\$80	\$30
63	Lumberton	Lumber	\$160	\$50
67	Coalville	Coal	\$60	\$30
101	Lake Valley	Silver	\$140	\$20
130	Bingham	Copper	\$120	\$80

Claims in italics are under first right of refusal.

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	4	\$140
Die +5	6	\$200

Dalmatian

Turn 9

Deadline Turn 10, Tuesday, March 31

Turn 9

Yorktown opens the bidding on Public Works at 12 and gets it for 15. Opens the bidding on Glassmaking at 5 and gets it. Buys hunting tools for 2 and trains a worker for 1.

Brosia opens the bidding on Public Works at 12 gets it.

Rome passes.

Partridgeburg buys mining tools for 8 and opens the bidding on a Refugee Settlement at 10 and gets it.

Utnapishtim buys cloth making tools for 11.

The Players

	City Name	Player	Workers	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)
3	Partridgeburg	Dave Partridge	3/1	1-1/1	1-2/1	1-3/2	
4	Utnapishtim	Michael Lowrey	0/0	2-2/2	1-2/1		1-4/2
1	Yorktown	Andy York	1/1	4-8/4	1-2/1		
2	Brosia	Eric Brosius	3/0	1-1/1	1-2/1		1-4/2
5	Rome	Bill Scharf	4/0	1-1/1	1-2/1		

	City Name	Player	Production	Treas.	Storage	Development	VP
3	Partridgeburg	Dave Partridge	10	2	2/7	Pr, 2Dy, Gr, Sm, DH, RS	12
4	Utnapishtim	Michael Lowrey	14	2	3/5	Pr, IW, Gl, Ca, DH	11

1	Yorktown	Andy York	16	0	4/6	2Tr, Gr, Ft, IW, Sm, CC(0), 2Ca, 2PW, Gl	25
2	Brosia	Eric Brosius	10	2	3/4	Ft, Dy, CC(0), DH, PW	16
5	Rome	Bill Scharf	8	0	4/5	Gl, Gr, Ft, 2SY, Sh	11

Available Development CardsResource Cards

New Arrivals: Merchant Quarter, Refugee Settlement, Ships, Ships

Card	Minimum Bid	Available	Not Yet Delivered
Ships (Sh)	14	2	0
Refugee Settlement (RS)	8	1	0
Merchant Quarter (MQ)	9	2	0

Shaggy Dog**Epoch III, Empire Selection and Celts****Deadline Epoch III, Macedonia, Maurya, and Han Dynasty, Tuesday, March 31**Epoch III Empire Selection**The Gardeners** (Hunt) pass to Great Giant.**The Human Race** (Scharf) passes to the Royal Manticoran Historical Society**Royal Manticoran Historical Society** (Wilson) passes to Stooges for All Time**Stooges for All Time** (Anderson) passes to The Gardeners**FAC-51** (Bishop) passes to The Human Race**Galactic Expeditionary Guard Ship** (Geggus) passes to FAC-51

Great Giant (Burgdorf) passes to GEGS

Epoch III

Royal Manticoran Historical Society (Wilson) CELTS: Army Central Europe, Northern Gaul, Central Massif (vs. Carthagina; Ce: 3, 1; Ca: 3; Ce: 4, 3; Ca: 5; loses), Central Massif (vs. Carthagina; Ce: 5, 2; Ca: 2; wins), Pyrenees (vs. Greeks; C: 6, 2; G: 6, 2; C: 5, 1; G: 6, 1; loses), Pyrenees (vs. Greeks; C: 6, 5; G: 4, 4; wins), Southern Iberia, Western Iberia. Builds Monument Central Europe. Points: Dominance in China (6), Southern Europe (6), Presence in India (3), Northern Europe (1), 1 Capital (2), 1 city (1), and 2 Monuments (2) for 21 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Christopher Hunt	The Gardeners (green)	10	15
Bill Scharf	The Human Race (blue)	11	20
Dave Anderson	Stooges for All Time (orange)	12	19
Howard Bishop	FAC-51 (black)	13	26
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	13	25
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	37
Martin Burgdorf	Great Giant (red)	19	25

Positions

SfAT: Fleet Western Mediterranean. SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris. NORTH AMERICAN MIGRANTS: Armies Great Lakes, West Indies. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau, armies Central Massif, Dalmatia.

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.

FAC-51: MINOANS: Army and Capital Crete.

Great Giant: Fleet Eastern Mediterranean. INDUS VALLEY: Army Western Deccan. PERSIA: Army and Capital Persian Plateau, army and city Middle Tigris, armies Zagros, Eastern Anatolia, Western Anatolia, Balkans, Pindus, Morea.

The Gardeners: VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, two armies Ceylon, armies Ganges Valley, Eastern Deccan, Eastern Ghats.

The Human Race: PHOENICIA: Army and Capital Levant, army and Monument Upper Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Caucuses, Persian Salt Desert, Lower Indus.

RMHS: ARYANS: Armies Western Steppe, Turanian Plain, Hindu Kush. CHOU DYNASTY: Army, Capital, and Monument Wei River, army and city Yellow River, armies Tarim Basin, Yangtse Kian, Chekiang. CELTS: Army and Monument Central Europe, armies Northern Gaul, Central Massif, Pyrenees, Southern Iberia, Western Iberia.

Event CardsEpoch III Empire

Sly Dog

Turn 1 Cure through Health

Deadline Turn 1 Funeral Commission through Parade, March 31

Cure Phase

BOINK declares 10 IP on W. UF declares 1 IP on I. FIST declares 6 IP on A and 11 IP each on T and L. Nobody goes to the Sanatorium. Aparatschik ages to 81.

Purge Phase

None.

Spy Investigation Phase

None.

Health Phase

Nestor Aparatschik (dr = 15) remains healthy.

Juri Nicotin (dr = 4) gets sick.

Mikhail Strychnin (dr = 2) falls ill.

Igor Doberman (dr = 18) remains healthy.

Leonid Bungaloff (dr = 16) remains healthy.

Antonj Talksalott (dr = 17) remains healthy.

Anatol Mischif (dr = 4) gets sick.

Lech Schukrutoff (dr = 4) falls ill.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	81	FIST (6)
KGB Head	Juri Nicotin (R)	59, +	

Foreign	Mikhail Strychnin (T)	57, ++	FIST (10+)
Defense	Igor Doberman (L)	65	FIST (10+)
Ideology	Leonid Bungaloff (W)	54	BOINK (10)
Industry	Antonj Talksalott (J)	67	
Economy	Anatol Mischif (I)	68, +	UF (1)
Sport	Lech Schukrutoff (B)	75, ++	

Candidates: G, H, K, O, U

People: C, D, E, F, M, N, P, Q, S, V, X, Y, Z

Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	Bolsheviks Organized IN Kremlin (BOINK)
Chris Geggus	Georgian Extremism Goads Soviets (GEGS)
Howard Bishop	Unnamed Faction (UF)
Bill Scharf	Freedom Idealism Strength Teamwork (FIST)

Intrigue Cards

Undeclared Influence

Game Review: Suburbia

Suburbia is an abstract game of building cities. Each player acts as the city planner for their own borough, adding districts with the goal of growing their borough to be the largest.

Each district is represented by a hexagonal tile, and they come in four different categories: residential (green), commercial (blue), industrial (yellow), and civic (grey). Each player starts with a Suburbs (residential), a Community Park (civic), and a Heavy Factory (industrial). This gives each player the starting values of 2 population, 1 reputation, and 0 income.

During a player's turn, he can purchase one of the available properties from the real estate market and place it in his borough. The placement of each tile is key. Each tile typically has a primary effect, such as +1 income or +1 reputation. Most tiles also have an effect on adjacent tiles. For example, you get -1 reputation if you place a residential or civic tile next to a Heavy Factory. Some tiles have a more general effect – they can affect or be affected by any tile in your borough or even any tile in any borough. For example, the Domestic Airport provides +1 reputation for every airport in play, in addition to -1 reputation for every adjacent residential tile.

So, when placing a tile, you 1) pay the cost of the tile, 2) adjust for the main tile effect, if any, 3) adjust according to the conditional effect of the placed tile, 4) adjust according to the conditional effect of adjacent tiles, 5) adjust according to the conditional effect of any non-adjacent tiles, 6) check with other players to see if any of their tiles will cause you to make adjustments, and finally 7) check with other players to see if your tile causes any of them to make adjustments.

After the tile is placed, the player then collects his income (or pays if the income is negative), then adjusts his population based on his reputation. At certain locations on the population board, there are red lines. When a population marker crosses one of those lines, the player loses one income and one reputation, as the increasing crowding of their borough causes them to lose the “small town” feel.

There are seven spaces in the real estate market, some of which add a premium to the cost of the tile. Two of the spaces add no premium, but the others add \$2, \$4, \$6, \$8, and \$10 respectively. When a tile is purchased, the tiles in the higher premium slots are slid down to fill the gap, and a new tile is placed in the \$10 slot. The new tile comes from one of three stacks, selected from the available buildings. The stacks are labeled A, B, and C. All of the tiles from the A pile are used before the B pile, and all of the B tiles are used before C is used. Somewhere in the C stack is a One More Turn tile, which signals the end of the game.

The final aspect of the game are goals. At the start of the game, there is one open goal randomly selected per player. These are available to anyone at the end of the game. In addition, each player is dealt two goals face down, and they select one. Examples of goals are highest reputation or least number of civic districts. At the end of the game, you add the indicated population based on all of the goals you achieved, and the player with the highest population wins. In case of a tie, the highest reputation wins. If things are still tied, highest income wins.

Overall, the game is very good. It provides a great deal of replay value, and the various combinations of the districts makes no two games the same. The game is published by Bezier Games and retails for \$59.95.

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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, 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!