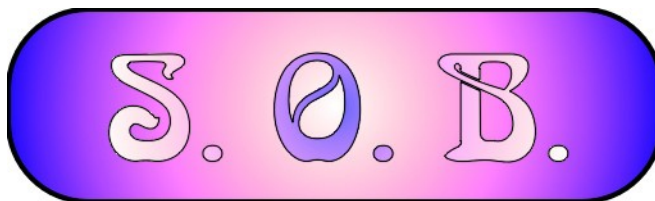


Number 204



June, 2015

Notes from Hades

Life continues to plug along fairly quietly around here. Work-wise, I have recently started a new assignment with the US Department of Energy. Essentially, I will be putting into practice the standard I helped develop during my time at DCMA. It should be interesting.

We have one game finishing this issue: Dalmatian, the Phoenicia game. Congratulations to Andy York on his victory. He made it look easy. We still have many openings, so please sign up.

The next deadline is **Tuesday, June 23 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 next Machiavelli game finishes. Have 6, will take up to 1 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.

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.

Foxhound. New World. Have Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), will take up to 2 more.

Airedale. 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(\$), Geoff Kemp(\$), 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.

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-subscribers.

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

Fall 1259

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Winter 1260 6/23 Tuesday

Milan continues to advance against Aragon and Venice advances on the Pope while disbanding a Florentine army.

Expenditures

Venice spends 12 ducats to disband Florence A Florence.

Outstanding Debt

None.

Orders

ARAGON (McHugh): A Capua holds (DISLODGED, retreat Naples, OTB), F Ligurian Sea supports F Tyrrhenian Sea to Gulf of Lions (DISLODGED, retreat Savoy, Provence, Corsica, Pisa, Pistoia, OTB), F TYRRHENIAN SEA to Gulf of Lions, F GULF OF NAPLES supports F Messina to Palermo, F Messina to PALERMO, F Ionian Sea to CENTRAL MEDITERRANEAN, F Lower Adriatic to IONIAN SEA

FLORENCE (Partridge): A LUCCA supports A Florence to Bologna (nsu), A PISTOIA supports A Florence to Bologna (nsu), A Florence to

Bologna (nsu), A Arezzo to SIENNA

MILAN (Schoenfeldt): A AVIGNON to Marseilles, A Fornova to GENOA, A MODENA supports A Fornova to Genoa, F (EM) Genoa to LIGURIAN SEA, F MARSEILLES TO GULF of LIONS, F Gulf of Lions to SARDINIA

PAPACY (Giovine): A Urbino to Ancona (DISLODGED, retreat Florence, Arezzo, Spoleto, OTB), A PERUGIA supports A Rome, A Spoleto to CAPUA, A ROME supports A Spoleto to Capua

VENICE (Robles): A MANTUA supports A Bologna, A BOLOGNA supports F Upper Adriatic to Urbino, A Bari to AQUILA, F Padua to FERRARA, F Upper Adriatic to URBINO, F ANCONA supports F Upper Adriatic to Urbino

Your treasury:

Spring 1260 Famine

Poor Year, Row Only: Bari, Slavonia, Montferrat, Urbino, Fornova, Como, Trent

Spring 1260 Income

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

Provinces

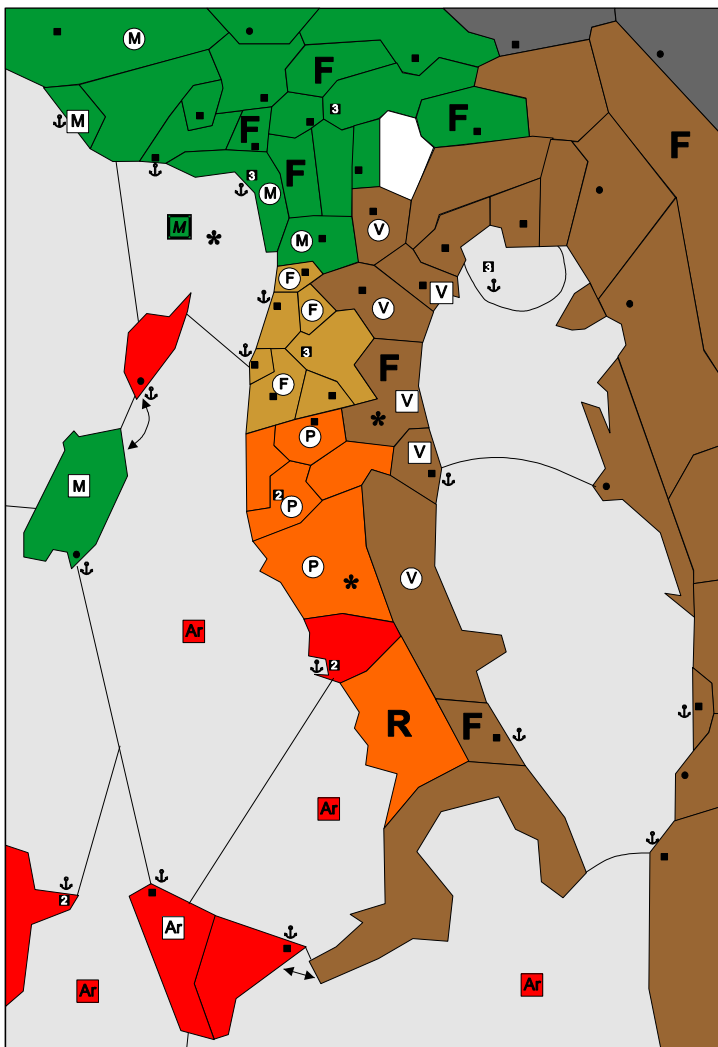
ARA:	Corsica, Tunis, Palermo, Messina, Naples	5
FLO:	Lucca, <i>Pisa</i> , Pistoia, <i>Florence</i> , <i>Piombino</i> , Sienna, <i>Arezzo</i>	7
MIL:	Avignon, Marseilles, Provence, <i>Savoy</i> , Saluzzo, Turin, Swiss, Tyrolea, <u>Como</u> , Pavia, <u>Montferrat</u> , Genoa, Modena, <u>Fornova</u> , Parma, Cremona, Milan, <u>Trent</u>	14
PAP:	Patrimony, Perugia, Spoleto, Rome, Capua, <u>Salerno</u>	5
VEN:	Carinthia, <u>Saluzzo</u> , Carniola, Friuli, Treviso, Verona, Padua, Mantua, Bologna, <u>Urbino</u> , Ancona, Aquila, <u>Bari</u> , Otranto, Durazzo, Albania, Ragusa, Bosnia, Herzegovina, Dalmatia, Croatia, Istria	20

Seas

ARA:	Tyrrhenian Sea, Central Mediterranean, Gulf of Naples, Ionian Sea	4
MIL:	Ligurian Sea	1
VEN:	Venice	1

Cities

ARA:	Corsica, Tunis(2), Palermo, Messina, Naples(2)	7
FLO:	Lucca, <i>Pisa</i> , <i>Florence</i> (3), <i>Piombino</i> , Sienna, <i>Arezzo</i>	8
MIL:	Avignon, Marseilles, <i>Savoy</i> , Saluzzo, Turin, Swiss, Tyrolea,	16

Purebred

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

Pavia, Montferrat, Genoa(3), Modena, Cremona, Milan(3), Trent

PAP: Perugia, Rome(2)

VEN: Carniola, Treviso, Padua, Mantua, Bologna, Ancona, Bari, Durazzo, Albania, Ragusa, Dalmatia, Croatia, Venice(3)

Totals

Variable income die roll was 6.

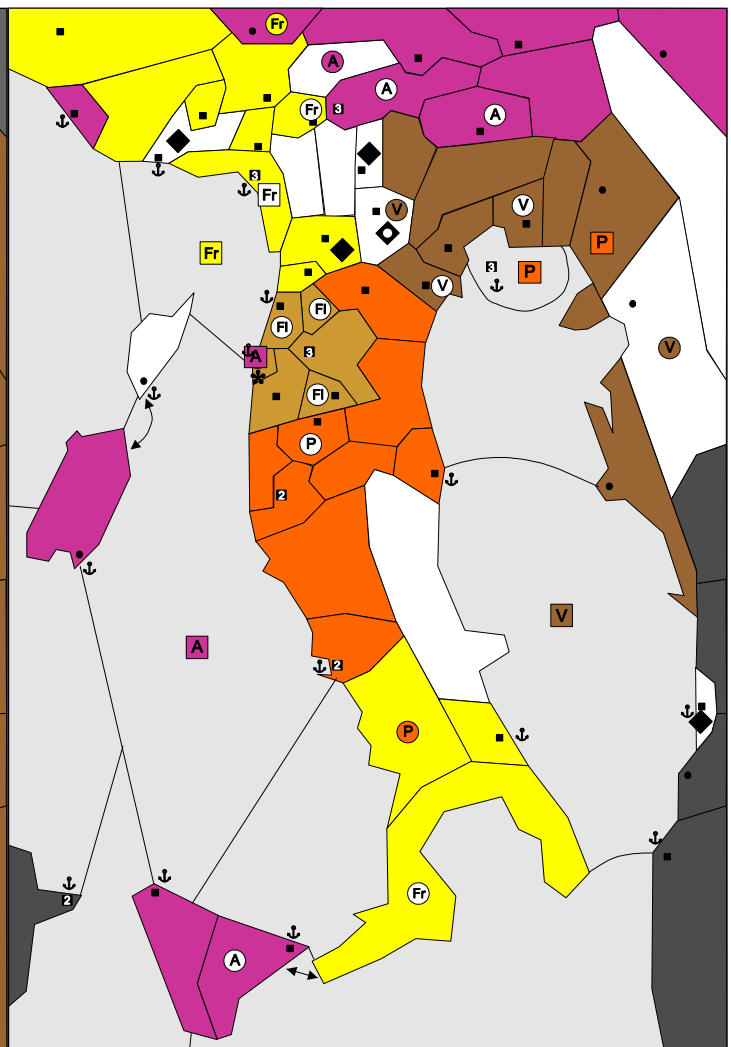
Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	4	5	4	7	20
FLORENCE:	5	7	0	8	20
MILAN:	9	14	1	16	40
PAPACY:	6	5	0	3	14
VENICE:	5	20	1	14	40

Total after income:

Game Summary

	1253	1254	1255	1256	1257	1258	1259	1260
Aragon:	3	5	5	4	5	7	7	5*
Florence:	3	5	5	5	7	8	6	6*
Genoa:	3	5	7	6	3	1	0	0
Milan:	3	6	8	9	11	13	12	14*
Papacy:	3	5	7	5	3	1	2	2*
Venice:	3	5	8	10	11	11	14	13

* Depends on retreat

Dogleg

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

Dogleg

Summer 1500

Miller Number ??????

Deadline for Fall 1500 6/23 Tuesday

Austria initiates hostilities against Florence while continuing the fight against France. The Pope continues to fight both Venice and France.

Outstanding Loans

Fall 1501: 21 ducats due from the Papacy (18 borrowed)

Orders

AUSTRIA (Burgdorf): A Tyrolea to COMO, A MILAN supports A Tyrolea to Como,
A TRENT besieges (garrison destroyed), A MESSINA to
Otranto, F Ligurian Sea to PIOMBINO, F TYRRHENIAN SEA
supports F Ligurian Sea to Piombino

FLORENCE (Robles): A Pistoia to PISA, A Florence to PISTOIA, A AREZZO holds, E
Piombino holds (DISLODGED, retreat Sienna, garrison, OTB)

FRANCE (Whyte): A Turin to SWISS, A PAVIA to Como, A OTRANTO holds, F

GENOA supports F Modena to Ligurian Sea, F Modena to
LIGURIAN SEA

PAPACY (Anderson): A PERUGIA holds, A Naples to SALERNO, F VENICE to Upper Adriatic, F Upper Adriatic to CARNIOLA

VENICE (Wilson): A MANTUA besieges, A Padua to FERRARA, A TREVISO holds,
A CROATIA holds, F LOWER ADRIATIC to Upper Adriatic

Your treasury:

Press

Holy See U News: The Pope was asked about the most recent plague hitting his beloved homeland. He only commented: That's life!! That's what people say.

Hound Dog

Turn 8 Battle to Turn 9 Bidding

Turn 9 Bidding and Movement, 6/23 Tuesday

Players

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

Guild wins. Baltern, 2 Ixian tokens, and 3 Guild tokens go to the tanks, Ya! Ya! Yawm! and Shield are discarded. The Guild gains 1 spice.

Carthag

	Ixians	Atreides
Attack	Ellaca Drug	None
Defense	None	None
Leader	Cheap Hero	Dr. Yueh (1)
Dial	$\frac{1}{2}$	3
Spice	0	3
Total	$\frac{1}{2}$	3

The Atreides win. All tokens and leaders go to the tanks, the Atreides gain 1 spice, and the Ixians must discard the Ellaca Drug and Cheap Hero.

Spice Collection

Atreides collect 4 spice (2 Arrakeen, 2 Carthag)

Fremen collect 4 spice (The Great Flat)

Guild collect 1 spice (Tuek's Sietch)

Ixians collect 10 spice (technology sales)

Turn 9

Storm Movement

The Storm moves 3 sectors to sector 11. 5 Atreides tokens and 2 Bene Gesserit tokens in Arrakeen are destroyed, 1 Atreides and 3 Bene Gesserit tokens in Carthag are destroyed, 12 spice in OH Gap destroyed. Turn 10 storm movement: sectors.

Spice Blow

10 spice Habbanya Ridge Flat and 8 spice Cielago North

Turn 10 spice blow:

Bidding

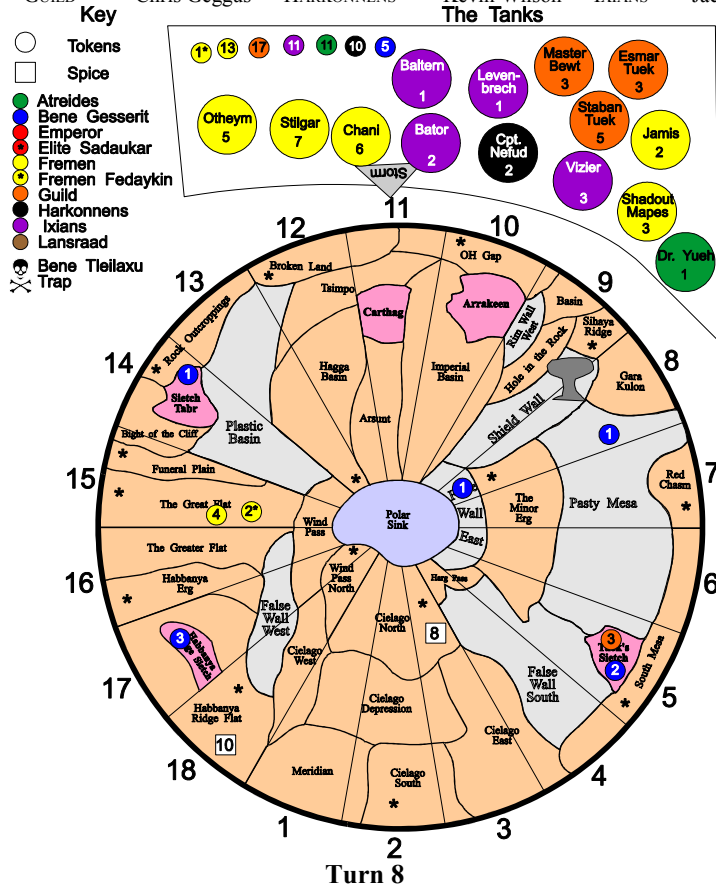
CHOAM Charity recipients: Bene Gesserit. Four cards are up for bid. Eligible bidders: Atreides (3 cards), Bene Gesserit (3 cards), Guild (3 cards), Ixians (0 cards).

Cards are:

Positions

Atreides: 11 tokens and Dr. Yueh in the tanks, 9 tokens off-planet
Bene Gesserit: 1 token False Wall East (8), 1 token Pasty Mesa (8), 3 tokens Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 7 tokens off-planet, 5 tokens in the tanks
Fremen: 6 tokens (2 Fedaykin) The Great Flat, 14 tokens (1 Fedaykin),

Fremen: 6 tokens (2 Fedaykin) The Great Flat, 14 tokens (1 Fedaykin),



Battle

Habbanya Ridge Sietch

	Ixians	Guild
Attack	Ya! Ya! Yawm!	Ellaca Drug
Defense	Shield	None
Leader	Balturn (1)	Soo-Soo-Sook (2)
Dial	$\frac{1}{2}$	2
Spice	0	1
Total	$\frac{1}{2}$	4

Guild: Stilgar, Chani, Otheym, Shadout Mapes, Jamis in the tanks
3 tokens Tuek's Sietch, 17 tokens, Master Bewt, Esmar Tuek,
and Staban Tuek in the tanks

Harkonnens: 10 tokens, Cpt. Nefud in the tanks, 10 tokens off-planet

Ixians: 11 tokens, Levenbrech, Bator, Baltern, Vizier in the tanks, 9
tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Mirzam

Turns 32.1 to 34.1

Turns 34.2 to 36.2 due 6/23 Tuesday

Turn 32

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 1 2 5

Asteroid City East – R10 – A – A – A – R20 – A – Aerie – Y.

Mystery Machine 7 Rolls Used: 3 4

B – Y – B – R – Minion(o) – B – TeleGate4 – Moonport(p).

Sells Servo-Mechanism for \$300 (from the cup: Voll Silk at 1b). Sells Servo-Mechanism for \$300 (from the cup: Fare to Base at 5). Sells Pedigree Bolts for \$200 (from the cup: Voll Silk at 1b). Picks up Fare to Base.

2nd: Chris Geggus (Dell)

Great Exhibition of Galactic Sorcery Rolls Used: 1 2 5 5

Open Port – Y – A – A – Y20 – A – Airhome – Y – B – R – R20 – B10 – Titan's Tower(p).

Sells Sells Finest Dust for \$50 (from the cup: Space Spice at 2). Buys 2 Immortal Grease for \$100. MM6 gains \$15 in port commissions.

Gas Enhanced Global Skimmer 2 Rolls Used: 3 4

Grand Port(p) – B – Greathome(o) – B – Goliath(o) – (R) – B – (Y) – B10 – (R10) – B10.

3rd: Debbie Anderson (Eeepeeep)

Data Singer Rolls Used: 5 5 6

Rainfall(p).

Buys 3 Impossible Furniture for \$330. Gains \$33 in port commissions.

Data Dancer Rolls Used: 1 2 5 6

Rainfall(p) – B – R – B10 – R10 – Y – B – R – Bypass.

Buys Mulch Wine for \$20 and Living Toys for \$80. ETC gains \$10 in port commissions and MM6 gains \$40 in factory commissions.

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

Moonport(s) – Moonport(p) – TeleGate4 – TeleGate5 – Whale Port(p) – Whale Port(s).

Sells Psychotic Sculpture for \$250 (from the cup: Fare to 9a at Base).

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

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

Sells Rock Videos for \$200 (from the cup: Demand for Grease at 7b). Sells Rock Videos for \$200 (from the cup: Fare to 4a at Base). Sells Rock Videos for \$200 (from the cup: Rock Videos at 4b). Buys 2 Chicle Liquor for \$80, the factory for \$200, Custom Hives for \$140, and picks up the Fare to 4c. Gains \$102 in port commissions and \$70 in factory commissions.

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 4 6

B – Y – Moonport(p).

Sells Megalith Paperweight for \$160 (from the cup: Impossible Furniture at 8). Sells Portable Pipe Organ for \$160 (from the cup: Finest Dust at 4a).

Receives \$32 in port commissions.

Turn 33

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 3 3 6

Y – R – B – R – B – Y – B – Y20 – Ice Station(p).

Delivers Fare for \$110 (from the cup: Demand for Pelts at 6). ETC receives \$11 in port commissions.

Mystery Machine 7 Rolls Used: 5 6

Moonport(p) – TeleGate4 – TeleGate2 – NC2 – NC2 – R – B – R – Interstellar Biosphere.

Buys Mulch Wine for \$20.

2nd: Chris Geggus (Dell)

Gas Enhanced Global Skimmer 2 Rolls Used: 1 2

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

Sells Visible Holes for \$170 (from the cup: Servo-Mechanism at 7b). Sells Visible Holes for \$170 (from the cup: Demand for Spice at 3). Sells Visible Holes for \$170 (from the cup: Designer Genes at 9a). Sells Spectral Analyzer for \$250 (from the cup: Infinite Puzzles at 10). Buys 3 Chicle Liquor for \$120. ETC gains \$88 in port commissions.

Great Exhibition of Galactic Sorcery Rolls Used: 1 5 5 5

Titan's Tower(p) – TeleGate3 – TeleGate5 – Y – B30 – R30 – Y30 – B – R – A – Y – R – B – R – Desolation Landing(p).

Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Immortal Grease at 6 and). Sells Immortal Grease for \$100 plus \$50 demand (from the

cup: Immortal Grease at 6 and Fare to 5 at 9b). Buys Servo-Mechanism for \$200. DD gains \$55 in port commissions.

3rd: Debbie Anderson (Eeepeeep)

Data Singer Rolls Used: 2 2 3

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

Data Dancer Rolls Used: 3 3 5 6

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

Sells Living Toys for \$180 (from the cup: Visible Holes at 4c).

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

Whale Port(s).

Sells Psychotic Sculpture for \$250 (from the cup: Immortal Grease at 6).

Sells Psychotic Sculpture for \$250 (from the cup: Space Spice at 2). Buys 3 Space Spice for \$90.

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

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

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

Moonport(p) – TeleGate4 – TeleGate2 – NC2 – NC2 – R – B – (Y) – B – R.

Turn 34

1st: Andy Lewis (Niks)

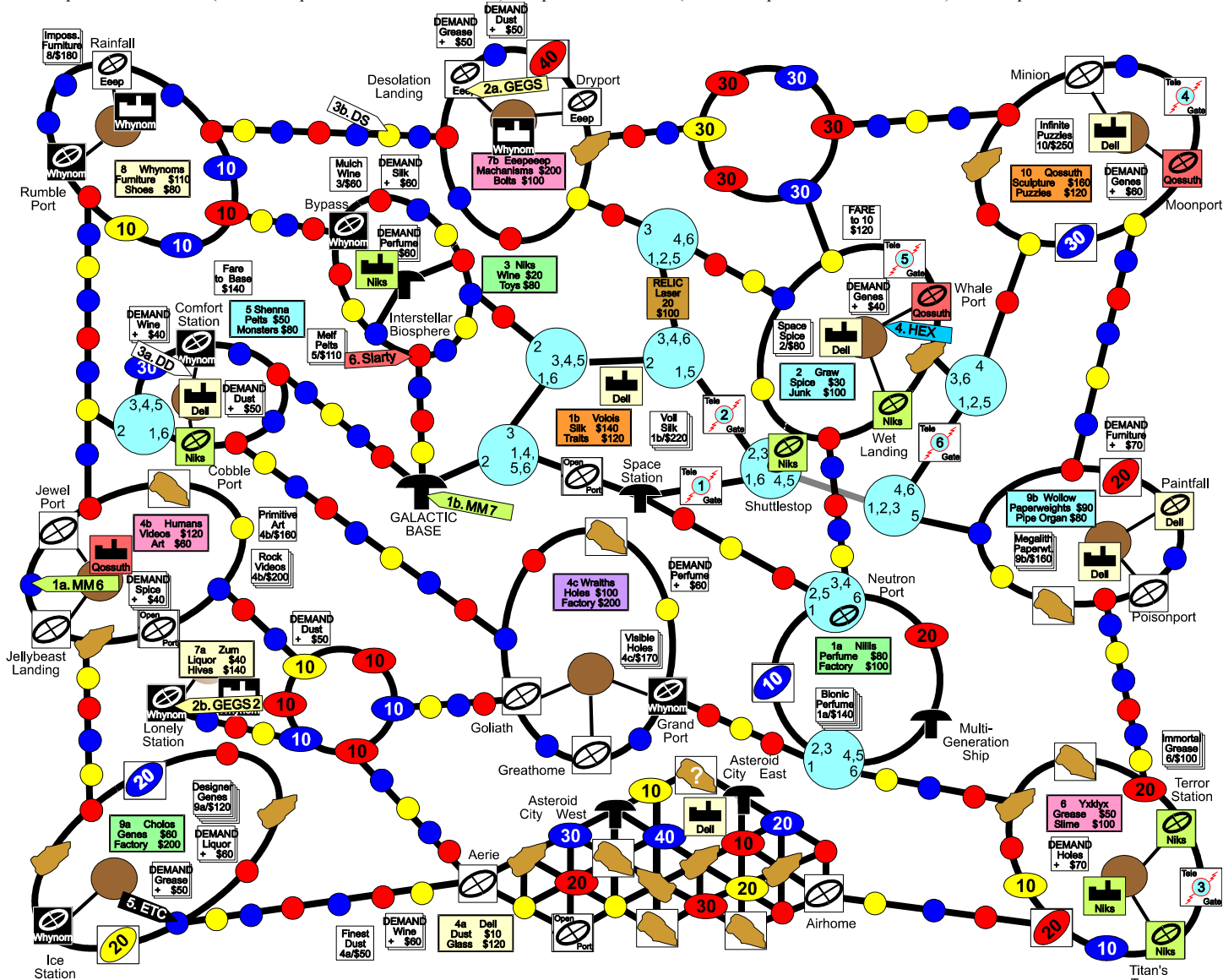
Mystery Machine 6 Rolls Used: 1 4 4

Ice Station(p) – A – R – Y – B – R – Y – A – Jellybeast Landing(o) – B.

Mystery Machine 7 Rolls Used: 6 6

Drops off fare for \$110 (from the cup: Demand for Grease at 7b). Drops off fare for 150 (from the cup: demand for Dust at 7a). Picks up both fares.

Drops off fare for \$110 (from the cup: Demand for Grease at 7b). Drops off fare for 150 (from the cup: demand for Dust at 7a). Picks up both fares.



1a. Mystery Machine 6 **\$2589**

Scout

35: 2 2 4 // 36: 2 3 6

Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to Base \$180	RELIC Switch Switch \$100
		Shield (\$60)

Wet Landing \$200	Niks \$200	
Cobble Port \$200	Shuttlestop \$200	Yxklyx \$200
Terror Station \$200	Titan's Tower \$200	

1b. Mystery Machine 7

Scow

35: 2 3 3 4/36: 1 3 4 5 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Mulch Wine 3/\$60		Fare to 2 \$160	Fare to 4a \$140	Shield (\$60)

2b. GEGS 2

Freighter

34: 1 5//35: 2 2//36: 2 6

Hold1	Hold2	Hold3	Hull
Chicle Liquor 7a/\$90	Fare to 4b \$120	Chicle Liquor 7a/\$90	
Hold4	Hold5		
Chicle Liquor 7a/\$90			

2a. GEGS **\$1302**

Clipper

34: 1 2 4 6/35: 2 3 3 4/36: 1 2 4 5

Hold1	Hold2	Hull
Servo-Mech. 7b/\$300		Shield (\$60)
		1a \$80

Dell \$200	Paintfall \$200	Wallow \$100
Shenna \$100	Volois \$200	Graw \$200
		Gossuth \$200

3a. Data Dancer **\$674**
 Clipper
 34: 2 5 5 6 // 35: 1 2 3 4
 Hold1 Hold2 Hull
 Mulch Wine 3/\$60
 Rainfall \$200 Dryport \$200
 Desolation Landing \$200

3b. Data Singer
 Transport
 34: 1 4 6//35: 1 2 3
 Hold1 Hold2 Hold3 Hull
 Imposs. Furniture 8/\$180 Imposs. Furniture 8/\$180 Imposs. Furniture 8/\$180

4. HEX **\$950**
 Transport
 34: 2 5 5 // 35: 1 4 4
 Hold1 Hold2 Hold3 Hull
 Space Spice 2/\$80 Space Spice 2/\$80 Space Spice 2/\$80
 RELIC Gate Lock \$100
 RELIC Spy Eye \$100

5. ETC **\$1528**
 Merchantman
 34: 2 4 6 // 35: 1 2 2 (use 2)
 Hold1 Hold2 Hold3 Hold4 Hull
 Chicle Liquor 7a/\$90 Chicle Liquor 7a/\$90 Custom Hives 7a/\$220 Comb. Toys (\$300) Shield (\$60)
 Comfort Station \$200 Grand Port \$200 Fare to 4c \$110
 Whynoms \$100 Eeeppeep \$100 Ice Station \$200 Lonely Station \$200
 Bypass \$200 Zum \$200 Rumble Port \$200

6. Slartybartfast **\$1700**
 Freighter
 34: 4 6//35: 1 3
 Hold1 Hold2 Hold3 Hull
 Dribble Glass 4a/\$200 RELIC Yellow Drive \$80
 Hold4 Hold5
 Moonport \$200 Whale Port \$200 Human \$100
 RELIC Mulligan Gear \$120
 RELIC Auto Pilot \$80
 RELIC Jump Start \$120
 Relic Shield (\$60)
 RELIC Air Foil \$80

On the board:

1a (Nillis): 5 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), Fare to 10 (\$120), 2 Space Spice

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

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

4b (Humans): 2 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

4c (Wraiths): 3 Visible Holes, Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60)

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

6 (Yxklyx): Demand for Visible Holes (+\$70), 3 Immortal Grease, 2 Demand for

Melf Pelts (+\$50)

7a (Zum): Demand for Finest Dust (+\$50)

7b (Eeeppeep): 2 Demand for Finest Dust (+\$50), Demand for Immortal Grease (+\$50)

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

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

9b (Wollow): 3 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

10 (Qossuth): 2 Demand for Designer Genes (+\$60), Infinite Puzzles

Base: None

Pick of the Litter

Turn 15, Phases IV-VI and Turn 16 Phases I-III

Turn 16, Phases IV-VI and Turn 17, Phases I-III due 6/23 Tuesday

Turn 15

Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 3 coal), #59 (\$40, 2 lumber), #86 (\$20, 2 coal), delivers 7 coal from Raton to Denver for \$980, 6 coal from Trinidad to Denver for \$840, pays \$55 to Brown, gains \$1430 in passenger revenues.

Brown (Partridge) operates #56 (\$30, depletes), #54 (\$40, 1 lumber), delivers 4 lumber from Steamboat Springs to Denver for \$640 and 3 lumber from Hot Sulphur Springs to Denver for \$480, gains \$55 from Red and \$270 in passenger revenues.

Orange (Hooton) operates #101 (\$20, depletes), #104 (\$50, 1 silver), delivers 10

gold from Elizabethtown to Santa Fe for \$2750, 3 lumber from McGaffey to Santa Fe for \$480, and 1 lumber from Porter to Santa Fe for \$160, gains \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 2 coal), #130 (\$80, 2 copper), delivers 2 copper from Bingham to Salt Lake City for \$800 and 2 coal from Schofield to Salt Lake City for \$200, gains \$270 in passenger revenues, and buys a 42 train for \$320.

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

Determine Price Changes

Gold: -2 to \$250

Copper: Remains at \$400

Silver: +3 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$120	Remains at \$300	Remains at \$200	-1 to \$120	+3 to \$160
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 16

Move Prospectors and Surveyors

Red (Bishop) surveys Dolores to Montecello and Vaughn to Willard, prospects #45 (P) and #42 (P+2)

Brown (Partridge) surveys Vernal to Bridgeland, prospects #42

Orange (Hooton) surveys La Madera to Antonito (S+1) and La Madera to Vallecitos, prospects #42

Cyan (Scharf) surveys Salt Lake City to Coalville, prospects #67 and #69

Blue (Anderson) no prospecting or surveying

Dispute Resolution

Red, Brown, and Orange have a dispute over #42. Red (dr = 7 +2 +3 = 12), Brown (dr = 9 +1 +3 = 13), Orange (dr = 5 +2 = 7). Brown wins, prospector becomes +2. Red spends \$420, Brown spends \$220, Orange spends \$200, and Cyan spends \$260.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$9,775	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$5,940	9, 24, 24		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$18,120	9, 24, 42		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$1,445	9, 15, 42		S, P, P
Debbie Anderson	Blue	Pueblo	\$1,675	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	1	\$30
92	Raton	Red	Coal	0	\$40
123	Gallup	Red	Coal	4	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	4	\$20
72	Emery	Red	Coal	N	\$30
59	Dolores	Red	Lumber	2	\$40
63	Lumberton	Red	Lumber	N	\$50
45	Westcliffe	Red	Silver	N	\$30
89	Walsenburg	Brown	Coal	2	Depleted
87	Alamo	Brown	Coal	4	\$30
54	Steamboat Springs	Brown	Lumber	1	\$40
74	Elk Springs	Brown	Coal	4	\$20
77	Craig	Brown	Coal	N	\$20
42	Leadville	Brown	Silver	N	\$40
104	Mogollon	Orange	Silver	1	\$50
105	Silver City	Orange	Silver	1	Depleted
102	Hillsboro	Orange	Silver	2	Depleted
113	Porter	Orange	Lumber	N	Depleted
128	South Fork	Orange	Silver	1	\$40
101	Lake Valley	Orange	Silver	1	Depleted
71	Sunnyside	Cyan	Coal	8	\$20
68	Scofield	Cyan	Coal	3	\$20
130	Bingham	Cyan	Copper	0	\$80
69	Scofield	Cyan	Coal	N	\$30
67	Coalville	Cyan	Coal	N	\$30
34	Heber City	Cyan	Silver	3	\$40
81	Crested Butte	Blue	Coal	2	\$40
48	Ouray	Blue	Silver	3	Depleted
79	Bowie	Blue	Coal	N	\$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	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	4	\$200

#	Type	Route	Payoff	Owner	Notes
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 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
78	Bowie	Coal	\$80	\$40
83	Durango	Coal	\$80	\$20
88	Walsenburg	Coal	\$80	\$50
116	Pinos Altos	Lumber	\$60	\$30
36	Eureka	Silver	\$100	\$50
61	South Fork	Lumber	\$40	\$20
35	Heber City	Silver	\$100	\$50

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	
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

42	6	\$320
72	7	\$500

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Die +3	4	\$80
Die +4	4	\$140

Die +5	6	\$200
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Dalmatian

Turn 11

Deadline End of Game Statements, Tuesday, June 23

Turn 1

Yorktown opens the bidding on City Walls at 30 and gets it. Buys hunting tools for 2.

Brosia opens the bidding for a Merchant Quarter at 9 and gets it. Spends 2 to buy hunting tools and employs the trained worker. Spends 9 for 3 victory points.

Rome opens the bidding on a Trade Fleet at 18 and Utnapishtim gets it for 25.

Opens the bidding on a Port for 25 and gets it (17 plus 8 discount).

Utnapishtim passes

Partridgeburg buys clothmaking tools for 11 and employs a trained worker.

The Players

	City Name	Player	Workers	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)
5	Partridgeburg	Dave Partridge	6/1	1-1/1	1-2/1	1-3/2	1-4/2
4	Utnapishtim	Michael Lowrey	0/1	2-2/2	1-2/1		1-4/2
1	Yorktown	Andy York	4/0	5-10/5	1-2/1		
2	Brosia	Eric Brosius	2/0	2-2/2	1-2/1		2-8/4
3	Rome	Bill Scharf	4/0	1-1/1	1-2/1		

	City Name	Player	Production	Treas.	Storage	Development	VP
5	Partridgeburg	Dave Partridge	14	0	3/7	Pr, 2Dy, Gr, Sm, DH, 2RS	14
4	Utnapishtim	Michael Lowrey	18	2	5/8	Pr, IW, Gl, Ca, DH, MQ, TF	18
1	Yorktown	Andy York	22	0	5/6	2Tr, Gr, Ft, IW, Sm, CC(0), 2Ca, 2PW, Gl, Sh, CW	36
2	Brosia	Eric Brosius	15	0	4/6	Ft, Dy, CC(3), DH, PW, MQ	24
3	Rome	Bill Scharf	18	0	5/7	Gl, Gr, Ft, 2SY, 2Sh, Po	20

Notes

And with that, Yorktown has surpassed the 32 VP threshold and has won the game. Congratulations to Andy York on a well fought victory.

Shaggy Dog

Epoch III, Hsuing-nu, Romans, and Sassanids

Deadline Epoch IV Empire Selection and Guptas, Tuesday, June 23

Epoch III

Great Giant (Burgdorf) plays Barbarians out of the Plateau of Tibet. Szechuan (vs. Macendonia; B: 4, 2; M: 2; wins), Irrawaddy (vs. Maurya; B: 6, 2; M: 4; wins), Wei River (vs. Han Dynasty; B: 5, 4; H: 5, 2; B: 4, 3; H: 5, 2; loses). HSUING-NU: Army Mongolia, Great Plain of China (vs. Han Dynasty; H-N: 6, 6; HD: 4, 2 wins, Capital reduced to city), Wei River (vs. Han Dynasty; H-N: 4, 3; HD: 2; wins), Szechuan, Irrawaddy, Ganges Delts (vs. Guptas; H: 3, 3; G: 3, 2; H: 5, 2; G: 5, 3; H: 5, 1; G: 5, 3; H: 2, 2; G: 4, 2; loses), Ganges Delta (vs. Guptas; H: 5, 3; G: 6, 6; loses). Points: Dominance in Middle East (6), China (6), Presence in India (3), Southern Europe (3), Southeast Asia (1), 1 Capital (2), 2 cities (2), 2 Monuments (2) for 25 points.

GEGS (Geggus) ROMANS: Plays Leader. Army and Capital in Southern Appenines, army Northern Appenines, fleet Western Mediterranean (vs. SfAT; GEGS: 6, 6; SfAT: 1; wins), army Dalmatia (vs. Macedonia; R: 5, 3, 2; M: 3; wins), Pindus (vs. Macedonia, plays Surprise Attack; R: 5, 2, 2; M: 2+1; R: 4, 2, 2; M: 4+1; loses), Pindus (vs. Macedonia; R: 6, 4, 3; M: 1+1; wins, Capital reduced to city), Morea (vs. Persia; R: 4, 3, 3; P: 6; loses), Morea (vs. Persia; R: 5, 4, 3; P: 1; wins), fleet Eastern Mediterranean (vs. SfAT; GEGS: 5, 3, 3; SfAT: 1; wins), army Crete (vs. Minoans; R: 5, 2, 1; M: 4; wins, Capital reduced to city), Danubia (vs. Macedonia; R: 5, 4, 3; M: 5; R: 6, 3, 3; M: 2; wins), Levant (vs. Phoenicia; R: 6, 5, 4; P: 6, 1; R: 6, 5, 1; P: 4, 4; wins, Capital reduced to city), Upper Tigris (vs. Phoenicia; R: 6, 6, 6; P: 6; leader dies; R: 6, 3; P: 1; wins), Middle Tigris (vs. Persia; R: 4, 1; P: 1; wins, city eliminated), Zagros (vs. Persia; R: 2, 2; P: 5, 3; loses), Zagros (vs. Persia; R: 2, 1; P: 5, 1; loses), Zagros (vs. Persia; R: 5, 3; P: 6, 5; loses), Zagros (vs. Persia; R: 2, 2; P: 6, 4; loses), Zagros (vs. Persia; R: 4, 3; P: 2, 1; wins), Persian Plateau (vs. Persia; R: 3, 2; P: 5; loses), Persian Plateau (vs. Persia; R: 5, 1; P: 3; wins, Capital reduced to city), Hindu Kush (vs. Aryans; R: 5, 2; A: 5; R: 4, 1; A: 2; wins), Upper Tigris (vs. Mauryans; R: 3, 3; M: 3; R: 4, 3; M: 2; wins, city eliminated), Turanian Plain (vs. Aryans; R: 4, 2; A: 5; loses), Turanian Plain (vs. Aryans; R: 6, 2; A: 3; wins). Builds Monument Southern Appenines. Points: Dominance in North Africa (4), Middle East (6), Southern Europe (6), Presence in India (3), Northern Europe (2), two Capitals (4), 6 cities (6), 3 Seas (3), and 3 Monuments (3) for 37 points.

FAC-51 (Bishop) SASSANIDS: Plays Elite Troops. Army and Capital Zagros (Roman army retreats to Upper Tigris), army Persian Salt Desert (vs. Maurya; S: 6, 3, 3; M: 6; S: 5, 4, 3; M: 6; loses, elite troops lost), Persian Salt Desert (vs. Maurya; S: 6, 5; m: 5; wins), Hindu Kush (vs. Romans; S: 6, 4; R: 6; S: 6, 5; R: 1; wins), Lower Tigris (vs. Sumerians; plays Treachery, automatic win, Capital reduced to city), Upper Tigris (vs. Romans; S: 4, 2; R: 1; S: 3, 1; R: 2; wins), Levant (vs. Romans; S: 3, 1; R: 6; loses), Levant (vs. Romans; S: 6, 2; R: 5; wins, city eliminated), Upper Indus (vs. Romans; S: 6, 2; R: 6; S: 5, 1; R: 6; loses). Builds Monument Zagros. Points: Dominance in Middle East (6), Presence in India (3), 1 Capital (2), 1 city (1), 2 Monuments (2) for 14 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	37
Bill Scharf	The Human Race (blue)	21	42
Howard Bishop	FAC-51 (black)	22	40

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Christopher Hunt	The Gardeners (green)	22	33
Martin Burgdorf	Great Giant (red)	26	50
Dave Anderson	Stooges for All Time (orange)	27	45
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	38	62

Positions

SfAT: NORTH AMERICAN MIGRANTS: Armies Great Lakes, West Indies. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. MACEDONIA: Armies Dniepr, North European Plain, Eastern Steppe.

GEGS: Fleet Red Sea, Western Mediterranean, Eastern Mediterranean. 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. ROMANS: Army, Capital, and Monument Southern Appenines, army and city Pindus, Crete, Persian Plateau, army and Monument Upper Indus, armies Northern Appenines, Dalmatia, Danubia, Morea, Turanian Plain.

FAC-51: SASSANIDS: Army, Monument, and Capital Zagros, army and city Lower Tigris, army and Monument Upper Tigris, armies Levant, Persian Salt Desert, Hindu Kush.

Great Giant: INDUS VALLEY: Army Western Deccan. PERSIA: Two armies Balkans, armies Eastern Anatolia, Western Anatolia. HSUING-NU: Army, city, and Monument Great Plain of China, army and Monument Wei River, armies Mongolia, Szechuan, Irrawaddy.

The Gardeners: Fleet South China Sea. VEDIC CITY STATES: Two armies Ceylon, armies Eastern Deccan, Eastern Ghats. MAYANS: Army and Capital Central America, army Guiana Highlands. HAN DYNASTY: Armies Yangtse Kian, East Indies, Malayan Peninsula, Chekiang.

The Human Race: SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Caucuses, Persian Salt Desert, Lower Indus. MAURYA: Army, fort, Capital, and Monument Ganges Delta, armies Ganges Valley, Sumatra, Mekong, Si-Kyang.

Event Cards

Epoch IV Empire Draw

Sly Dog

Turn 2 Cure through Health

Deadline Turn 2 Funeral Commission through Parade, June 23

Cure Phase

Anatol Mischif goes to the Sanatorium. Aparatchik ages to 82, Nicotin to 60, Strychnin to 59, and Schukrutoff to 77.

Purge Phase

Nicotin attempts to purge Bungaloff (dr = 4, fails). Ages to 63.

Spy Investigation Phase

None.

Health Phase

Nestor Aparatschik (dr = 12) gets sick.

Juri Nicotin (dr = 9) remains sick.

Mikhail Strychnin (dr = 5) dies.

Igor Doberman (dr = 8) gets sick.

Leonid Bungaloff (dr = 9) remains healthy.

Antonj Talksallott (dr = 13) remains healthy.

Anatol Mischif (dr = 13) recovers.

Lech Schukrutoff (dr = 2) dies.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	82, +	FIST (6)
KGB Head	Juri Nicotin (R)	63, +	GEGS (1)
Foreign			

Defense	Igor Doberman (L)	65, +	FIST (10+)
Ideology	Leonid Bungaloff (W)	54	BOINK (10)
Industry	Antonj Talksallott (J)	67	
Economy	Anatol Mischif (I)	68	UF (1)
Sport			

Candidates: G, H, K, O, U

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

Siberia: None (yet)

Kremlin Wall: T, B

Politicians in bold are in the Sanatorium.

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

Boxer

Turn 1

Turn 2, Tuesday, June 23

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александр Рубот	Move 3 (800)	Rotate Right (380)	Back Up (470)	Move 2 (770)	Move 1 (510)/Rotate Left (70)
GEGS	Move 3 (820)	Move 3 (790)	Move 2 (750)	Rotate Right (240)	Back Up (440)
Marvin	Move 3 (810)	Move 1 (570)	Rotate Left (290)	Move 1 (520)	Rotate Right (420)
Dalekbot	Move 2 (730)	Move 3 (840)	Move 3 (830)	Rotate Right (340)	Move 1 (660)

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
The Hand of Doom	Move 2 (670)	Move 1 (650)	Rotate Right (160)	Move 1 (640)	Rotate Left (90)
UltraMan	Back Up (450)	Rotate Left (110)	Move 1 (530)	Move 1 (540)	Move 1 (630)
Čapek	<i>Move 1 (620)</i>	<i>Rotate Right (260)</i>	<i>Move 2 (740)</i>	<i>Move 1 (580)</i>	Rotate Left (410)
Clockwork Hauler	Move 1 (610)	Rotate Left (310)	Move 1 (560)	Move 2 (690)	Move 2 (700)

Registers in italics are locked.

Phase 1

GEGS dashes forward 3 to G24, Marvin moves forward 3 to D24, Александру Робот moves forward 3 to F24, Dalekbot moves forward 2 to I25, The Hand of Doom moves forward 2 to B25, Čapek moves forward 1 to A26, Clockwork hauler moves forward 1 to L26, and UltraMan moves backwards to K28. Conveyor belts move Marvin to D23 and Александру Робот to F25.

Phase 2

Dalekbot dashes ahead 3 to I22, GECS moves forward 3 to G21, The Hand of Doom moves forward 1 to B24, Marvin moves forward 1 to D22, Александру Робот rotates right to face east, Clockwork Hauler rotates left to face west, Čapek rotates right to face east, and UltraMan rotates left to face west. Conveyor belts move GECS to G20, Marvin to D21, and Dalekbot to I23. Marvin uses its Gyroscopic Stabilizer to avoid being rotated by the gear. Čapek and Clockwork Handler shoot each other. Clockwork Handler uses Fire Control to lock register 1.

Phase 3

Dalekbot dashes forward 3 to I20, GECS moves ahead 2 to G18, Čapek moves ahead 2 to C26, Clockwork Hauler moves ahead 1 to K26, UltraMan moves ahead 1 to J28, Александру Робот backs up to E25, Marvin rotates left to face west, and The Hand of Doom rotates right to face east. Marvin uses its Gyroscopic Stabilizer to avoid being rotated by the gear. Čapek and Clockwork Handler shoot each other. Clockwork Handler uses Fire Control to lock register 2.

Phase 4

Александру Робот moves ahead 2 to G25, Clockwork Handler moves ahead 2 to I 26, The Hand of Doom moves forward 1 to C24, Čapek moves ahead 1 to D26, UltraMan moves ahead 1 to I28, Marvin moves ahead 1 to C21, GECS rotates right to face east, and Dalekbot rotates right to face east. The conveyor belt moves Marvin to B21. Čapek and Clockwork Handler shoot each other. Clockwork Handler uses Fire Control to lock register 3.

Phase 5

Clockwork Hauler moves ahead 2 to G26, Dalekbot moves ahead 1 to J20, UltraMan moves ahead 1 to H28, Александру Робот uses Crab Legs to move left to G24, GECS backs up to F18, Marvin rotates right to face north, Čapek rotates left to face north, and The Hand of Doom rotates left to face north. The conveyor belt moves Marvin to A21. Clockwork Handler shoots Čapek, using Fire Control to lock register 4.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue	Crab Legs	G24>E		3	0
2	Chris Geggus	GECS	Yellow	Extra Memory	F18>E		3	0
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	A21>N		3	0
4	Andy York	Dalekbot	Black	Reverse Gear	J20>E		3	0
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	C24>N		3	0
6	Andy Lewis	UltraMan	Red	High Powered Laser	H28>W		3	0
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	D26>N		3	4
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control	G26>W		3	3

GECS is Geo-Enhanced Guard Sentinel

Poodle

Turn 1

Turn 2, Tuesday, June 23

Actions

Jack and His Friends opens the bidding on a Data Library at 15 and Bartertown gets it for 18 (Or3, Or3, Or3, Wa9). Opens the bidding on a Data Library at 15 and gets it (Or1, Or2, Or4, Wa8).

OLDHAM buys a water factory (Or2, Or4, Wa6, Wa8) and moves a population factor from an ore factory to man it.

Delta Indigo 8487 buys a water factory (Or1, Or3, Wa8, Wa8) and moves a population factor from an ore factory to man it.

HALYCON buys a water factory (Or1, Or5, Wa5, Wa9) and moves a population factor from an ore factory to man it.

BarterTown passes.

H.I.C.K. Buys a water factory (Or2, Wa8, Wa10) and moves a population factor from an ore factory to man it.

Skyenet buys a water factory (Or3, Or3, Or4, Wa4, Wa6) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Bartertown	Andy York	OrF, OrF, WaF	DL	4
2	Jack and His Friends	Bill Scharf	OrF, OrF, WaF	DL	4
3	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF		3

	Outpost Name	Commander	Factories	Upgrades	VP
4	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF		3
5	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF		3
6	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF		3
7	Skynet	Dave Hooton	OrF, OrF, WaF, WaF		3

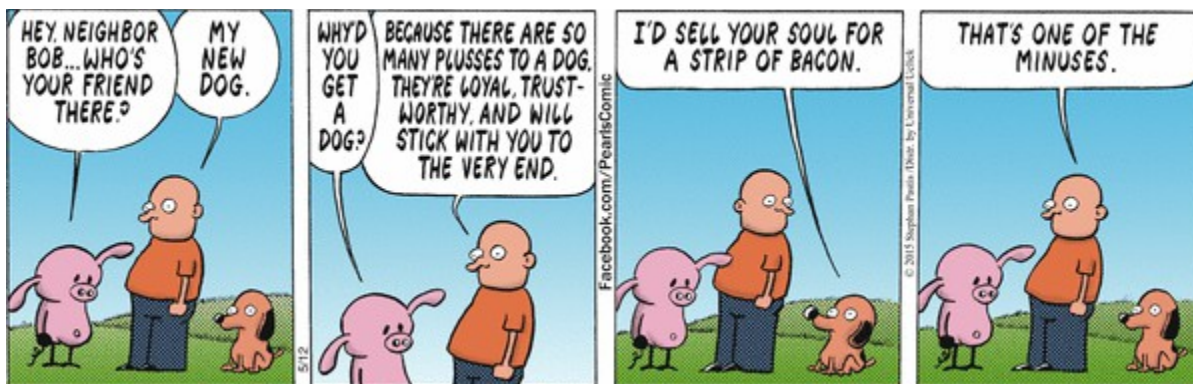
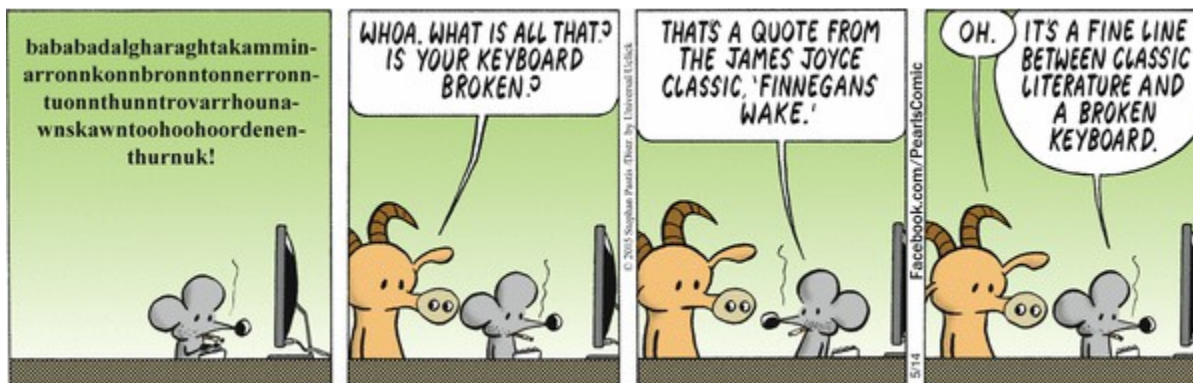
H.I.C.K. Is Hood Interstellar Construction Kingpins. OLDHAM is Orbital Luckless Dismal Horrible Awful Metropolis.. HALYCON is Highly Aggressive Large Combined Yield Optimizing Network.

Available Upgrades

Income

New Arrivals: Heavy Equipment, Data Library

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	2
Warehouse (Wa)	25	2	3
Heavy Equipment (HE)	30	2	3
Nodule (No)	25	2	4



Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
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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!