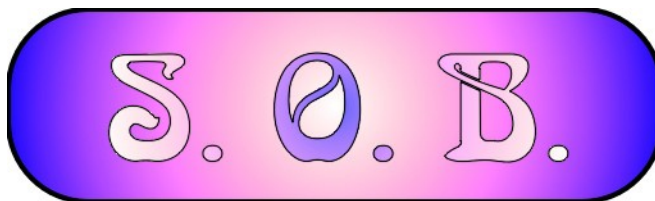


Number 206

August/September,
2015

Notes from Hades

You may have noticed that this issue has come out a little later than it normally does. Well, I mentioned last time that I am working two contracts now, and my travel has reflected that. The week of July 6, I went out to Northern Virginia for meetings regarding one of those, and this last week, I went to Germantown, Maryland for meetings regarding the other. My sons were at summer camp for the first of those, but for the second trip, I was able to bring the family out and make it into a little family vacation. We flew out on Sunday, and hit the Air and Space Museum annex near Dulles Airport, then we drove into DC to see some of the monuments at night – the FDR Memorial, the MLK Memorial, and the Jefferson Memorial. On Monday, I didn't have to work, so we went up to Gettysburg and spent the day immersed in the battle. I had meetings on Tuesday and Wednesday, and they went into DC to visit some museums, including the Spy Museum, the Natural History Museum, and the Air and Space Museum. Thursday morning, we visited the Naval Museum, which had a chronological history of the US Navy. The highlight for my sons, though, is that they had the Trieste, the bathysphere that went to the bottom of the Marianas Trench in the 1960s. They had already met Don Walsh, one of the two who took the Trieste down there, so that really capped the experience. After that, we flew home.

We have one game finishing this issue: Hound Dog, the Dune game. Congratulations to Doug Kent on his surprise victory. We still have many openings, so please sign up.

The next deadline is **Tuesday, September 15 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 7. This box ☐ will be checked if you have signed up.

Starts this issue!

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

York(\$), will take up to 1 more. **Starts next issue!**

Pug. Merchant of Venus. The usual options will be in effect. Have Dave Partridge(\$), Chris Geggus(\$), Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Debbie Anderson(\$). **Starts this issue!**

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.

Azawakh. History of the World. Will start after Shaggy Dog ends. Have Chris Geggus(\$), Andy York(\$), Kevin Wilson(\$), Dave Anderson, Christopher Hunt(\$), 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.

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

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

Purebred Spring 1260

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1260 8/4 Tuesday

Florence and the Pope start fighting each other while Aragon opens a front against Venice. Potential unrest in the Milan palace.

Outstanding Debt

None.

Orders

ARAGON (McHugh): A NAPLES holds, F SAVOY to Ligurian Sea, F GULF OF NAPLES holds (u), F Central Mediterranean to TUNIS, F Palermo to CENTRAL MEDITERRANEAN, F TYRRHENIAN SEA

supports F Savoy to Ligurian Sea (cut), F Messina to

IONIAN SEA, F Ionian Sea to DURAZZO, G PALERMO holds

FLORENCE (Partridge): A LUCCA to Pisa, A PISTOIA to Pisa, A Sienna to AREZZO, A (EM) Arezzo to FLORENCE

MILAN (Schoenfeldt?): A Avignon to TURIN, A Genoa to SAVOY, A MODENA holds, A Cremona to BERGAMO, F Marseilles to PROVENCE,

F (EM) LIGURIAN SEA holds (u), F SARDINIA to Tyrrhenian Sea, G GENOA convert to A

PAPACY (Giovine): A Perugia to SIENNA, A Florence supports A Perugia to Sienna (cut, DISLODGED, retreat to Urbino, garrison, OTB), A Rome to SPOLETO, A Capua to AQUILA, G PERUGIA converts to A, A ROME converts to A

VENICE (Robles): A PADUA holds (u), A MANTUA supports A Bologna, A BOLOGNA holds, A AQUILA to Capua, F FERRARA supports A Bologna, F Urbino to UPPER ADRIATIC, F ANCONA holds Your treasury:

Notes

Bogislaw von Schoenfeldt failed to submit orders. I have accepted orders from **Purebred**

Kevin Burt. If Bogislaw does not submit orders next time, Kevin will take over the position.

Spring 1259 Famine Losses

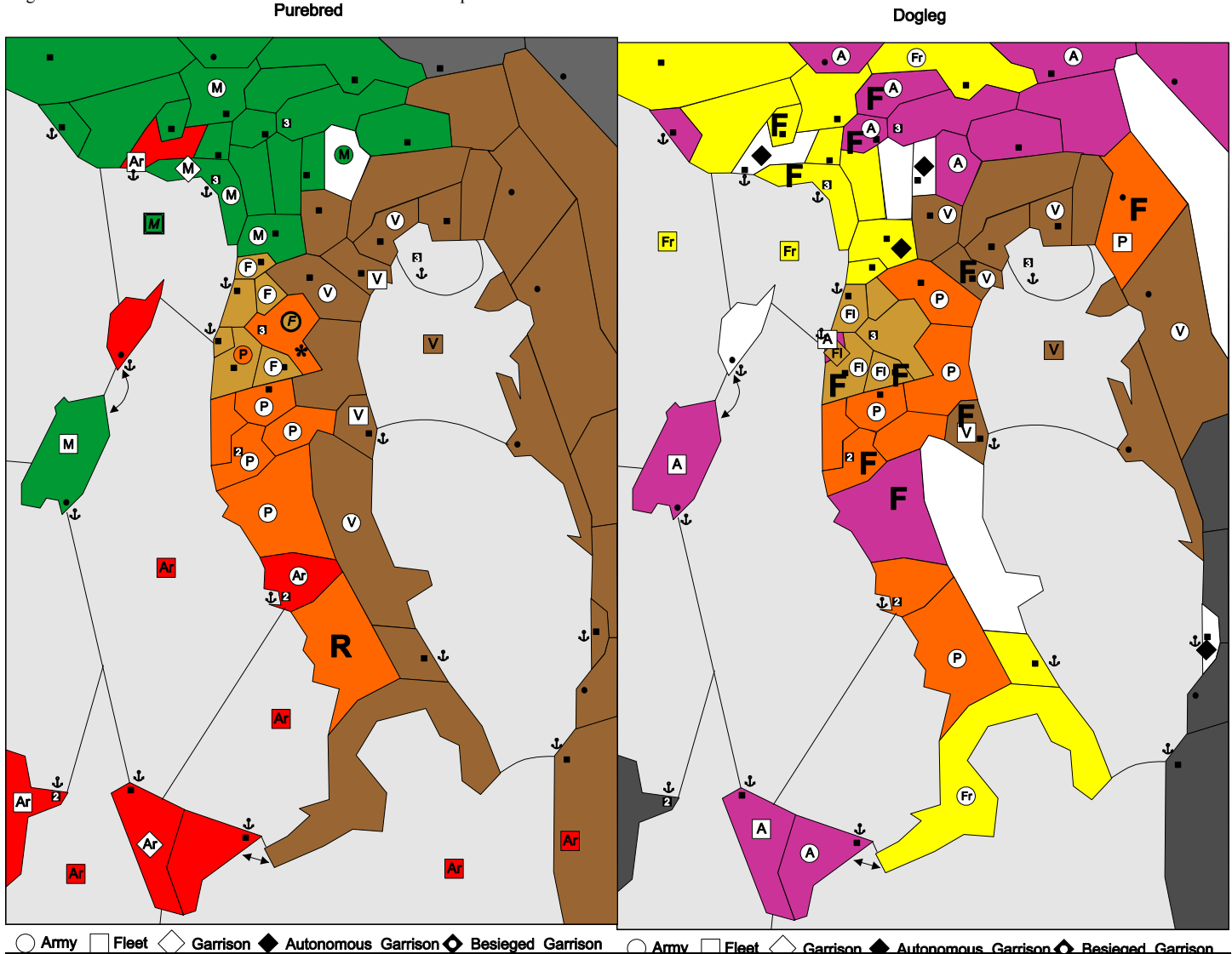
Papal A Urbino (if the army from Florence retreats there)

Summer 1259 Plague

Poor Year – Column only: Pavia, Provence (Milan F destroyed), Mantua (Venice A destroyed), Treviso

Press

Milan to All: Iao a tutti! Inantato. Your Holiness, I will present you the head of the aromatic Aragonese!



Dogleg

Winter 1501

Deadline for Spring 1501 9/15 Tuesday

A pause for building.

Fall 1500 Retreats

Florence retreats A Pavia to Fornova

Buils

		Cost
Aus	Maintains A Como, A Pavia, A Messina, A Bergamo, F Piombino, builds A Swiss, A Austria, F Sardinia, F Palermo	27
Flo	Maintains all, no new builds	12

Fra	Maintains A Tyrolea, A Otranto, F Liguria Sea, F Gulf of Lions, no new builds	12
Pap	Maintains A Salerno, A Urbino, builds A Perugia, A Bologna	12
Ven	Maintains all, no new builds	18

Remaining treasury:

Outstanding Loans

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

Spice	3	2
Total	5	7

The Bene Gesserit win. Guild discard Gom Jabbar. 3 Guild tokens and 2 Bene Gesserit tokens go to the tanks.

Spice Collection

Bene Gesserit gain 1 spice (Tuek's Sietch)

Ixians gain 10 spice (technology sales)

Notes

The Bene Gesserit now control three strongpoints and have won the game.

Congratulations on the surprise victory.

Positions

Atreides: 15 tokens, Gurney Halleck, Duncan Idaho, and Dr. Yueh in the

tanks, 5 tokens off-planet

Bene Gesserit: 1 token False Wall East (8), 4 tokens Polar Sink, 3 tokens Habbanya Ridge Sietch, 1 token Tuek's Sietch, 1 token Sietch Tabr, 4 tokens off-planet, 6 tokens in the tanks

Fremen: 9 tokens (3 Fedaykin) Plastic Basin, 11 tokens, Stilgar, Chani, Otheym, Shadout Mapes, Jamis in the tanks

Guild: 20 tokens, Master Bewt, Esmar Tuek, Guild Representative, and Staban Tuek in the tanks

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

Ixians: 16 tokens, Levenbrech, Bator, Baltern, Vizier in the tanks, 4 tokens off-planet

Mirzam

End of Game Statements

Notes

	Andy Lewis	Chris Geggus	Debbie Anderson	Bob Robles	Andy York	Ron Fisher
Cash	2589	1382	796	950	1814	1700
Deeds	1400	1400	600	0	2200	500
Total	3989	2782	1396	950	4014	2200
Place	Second	Third	Fifth	Sixth	First	Fourth

Andy Lewis: Congrats to Andy Y. I would have had you if this had been a FTF game as I didn't know I was getting commission that would have driven me over the top. If I hadn't bought that mulch wine, victory would have been all mine. I'll get you next time Red Baron.

Debbie Anderson: Congratulations to Andy York on his win. I am just starting to get back in Play by mail as I am not used to some of the additional rules that we played. It would not have mattered this time.

I will be back again.

Andy York: Wow, the end-game always sneaks up on me as I'm intent on playing the game not on the victory conditions (something that always gets me in "New World" as well). So, I'm fortunate to have just snuck by with the win.

Thanks to everyone for a fun game and for Chris in running it in a stellar manner!

Chris Geggus: Congrats to Andy(s). Always difficult to calculate exactly when all moves are effectively simultaneous. Guess just the vagaries of pbm.

Pick of the Litter

Turn 17, Phases IV-VI and Turn 18 Phases I-III

Turn 18, Phases IV-VI and Turn 19, Phases I-III due 9/15 Tuesday

Turn 17

Operations

Red (Bishop) operates #59 (\$40, depletes), #63 (\$50, 3 lumber), #61 (\$20, 2 lumber), delivers 2 lumber from Dolores to Denver, 3 lumber from Lumberton to Denver, and 2 lumber from Steamboat Springs to Denver for \$1400. Gains \$1430 in passenger revenues and pays \$55 to Brown.

Brown (Partridge) operates #54 (\$40, 1 lumber), #74 (\$20, 2 coal), #77 (\$20, 3 coal), #42 (\$40, 2 silver), delivers 6 coal from Elk Springs to Denver for \$720 and 1 lumber from Steamboat Springs to Denver \$200, receives \$270 in passenger revenues and \$55 from Red.

Orange (Hooton) operates #83 (\$20, 3 coal), #128 (\$40, depleted), delivers 2 lumber from Porter to El Paso for \$400, moves 1 silver from Mogollon to Lake Valley, gains \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 2 coal), #130 (\$80, 1 copper), #69 (\$30, 3 coal), #67 (\$30, 3 coal), #36 (\$50, 2 silver), #35 (\$50, 3 silver), delivers 10 coal from Schofield to Salt Lake City for \$1000, and gains \$270 in passenger revenues.

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

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$400

Silver: +3 to \$300

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

Turn 18

Move Prospectors and Surveyors

Red (Bishop) surveys Moab to Green River and Belen to Socorro, prospects #84 and #49 (+2)

Brown (Partridge) surveys Heber City to Salt Lake City and Glenwood Springs to Rifle, prospects #29

Orange (Hooton) surveys Elizabethtown to Cimmaron (+1) and El Vado to Lumberton, prospects #109 (+2) and #121

Cyan (Scharf) surveys Thistle to Salina, prospects the deck

Blue (Anderson) no prospecting or surveying

Dispute Resolution

No disputes. Cyan draws #103 (Silver at Hillsboro) and has first right of refusal. Red spends \$440, Brown spends \$300, Orange spends \$360, and Cyan spends \$180.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$13,605	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$7,510	9, 24, 24		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$18,560	9, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$3,405	9, 15, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$2,215	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	4	\$30
92	Raton	Red	Coal	1	\$40
123	Gallup	Red	Coal	7	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	N	\$30
63	Lumberton	Red	Lumber	0	\$50
45	Westcliffe	Red	Silver	N	\$30
88	Walsenburg	Red	Coal	N	\$50
61	South Fork	Red	Lumber	0	\$20
84	Durango	Red	Coal	N	\$20
49	Silverton	Red	Silver	N	\$40
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	5	\$20
77	Craig	Brown	Coal	6	\$20
42	Leadville	Brown	Silver	4	\$40
29	Leadville	Brown	Gold	N	\$20
102	Hillsboro	Orange	Silver	1	Depleted
128	South Fork	Orange	Silver	4	Depleted
101	Lake Valley	Orange	Silver	2	Depleted
83	Durango	Orange	Coal	3	\$20
116	Pinos Altos	Orange	Lumber	N	\$30
121	York Canyon	Orange	Coal	N	\$30
109	Pinos Altos	Orange	Copper	N	\$20
71	Sunnyside	Cyan	Coal	4	\$20
68	Scofield	Cyan	Coal	0	\$20
130	Bingham	Cyan	Copper	1	\$80
69	Scofield	Cyan	Coal	4	\$30
67	Coalville	Cyan	Coal	6	\$30
36	Eureka	Cyan	Silver	2	\$50
35	Heber City	Cyan	Silver	3	\$50
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	

Available Trains

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

#	Type	Route	Payoff	Owner	Notes
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 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
<i>103</i>	<i>Hillsboro</i>	<i>Silver</i>	<i>\$60</i>	<i>\$30</i>
131	Hot Sulphur Springs	Lumber	\$40	\$20
31	Cripple Creek	Gold	\$320	\$80
98	Pinos Altos	Gold	\$160	\$60
125	Capitan	Coal	\$80	\$20
50	Silverton	Silver	\$100	\$50
37	Eureka	Silver	\$60	\$40
132	Steamboat Springs	Coal	\$80	\$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

Shaggy Dog

Epoch IV Goths, Huns, and Byzantines

Deadline Epoch IV T'ang Dynasty, Arabs, and Khmers, Tuesday, September 15

Epoch IV

Stooges for All Time (Anderson) plays Rebellion in Central America (R: 4, 4; M: 5; loses). GOTHs: Army Danubia (Roman army retreats to Dalmatia), Dniepr (automatic victory), Caucuses (vs. Sytheans; G: 6, 4; S: 5 wins), Caucuses (vs. Persians; G: 4, 1; P: 3, 2; wins), Zagros (vs. Sassanids; G: 2, 1; S: 4; loses), Central Europe (vs. Celts; G: 5, 3; S: 2; wins), Northern Gaul (vs. Celts; G: 5, 1; C: 2, 2; wins), Central Massif (vs. Celts; G: 6, 2; C: 4; wins), Western Gaul, Albion. Builds Monument Albion. Points: Dominance in Northern Europe (4), Presence in North Africa (2), Middle East (3), Southern Europe (3), 1 Capital (2), 2 Monuments (2) for 16 points.

FAC-51 (Bishop) HUNS: Plays Leader. Army Western Steppe (Aryan army eliminated), Eastern Steppe (vs. Macedonia; H: dr = 6, 5, 5; M: 4; wins), Wei River (vs. Hsuing-nu; Hu: 6, 4, 1; Hs: 6, 1; Hu: 5, 3, 3; Hs: 6, 1; loses), Wei River (vs. Hsuing-nu; Hu: 6, 5, 2; Hs: 3, 2; wins), Great Plain of China (vs. Hsuing-nu; Hu: 6, 2, 1; Hs: 1; wins, city eliminated), Turanian Plain (vs. Romans; H: 2, 1, 1; R: 4; loses), Turanian Plain (vs. Romans; H: 5, 5, 1; R: 5; H: 5, 4, 1; R: 5; H: 5, 2, 2; R: 3; wins), Hindu Kush (vs. Guptas; H: 4, 3, 2; G: 6, 2; loses), Hindu Kush (vs. Guptas; H: 5, 4, 1; G: 5, 2; H: 6, 5, 4; G: 5, 2; wins), Tarim Basin (vs. Chou Dynasty; H: 6, 5, 2; C: 5; wins), Upper Indus (vs. Guptas; H: 5, 3, 1; G: 4; wins), Lower Indus (vs. Scythians; H: 5, 4, 1; S: 1; wins), Dnieper (vs. Goths; H: 5, 2, 2; G: 3; wins), Central Europe (vs. Goths; H: 6, 3, 1; G: 5; wins). Builds Monument Tarim Basin. Points: Dominance in China (6), Presence in Middle East (3), India (3), Northern Europe (2), 1 Capital (2), 1 city (1), and 7 Monuments (7) for 24 points.

The Gardeners (Hunt) plays Empires Fortify and places a Fort in Central America and a Fortress in Ceylon. Plays Kingdom in the Gold Coast. Army, city, and Fort Gold Coast. BYZANTINES: Army and Capital Balkans (2 Persian armies retreat to Western Anatolia), fleet Black Sea, Eastern Mediterranean (vs. GEGS; G: 3, 1; GEGS: 4; loses), Eastern Mediterranean (vs. GEGS; G: 3, 1; GEGS: 2; wins), army Danubia (vs. Goths; B: 6, 4; G: 4; wins), Eastern Anatolia (vs. Goths; B: 5, 4; G: 5, 5; B: 6, 6; G: 5, 1; wins), fleet Western Mediterranean (vs. GEGS; G: 4, 1; GEGS: 6; loses), Western Mediterranean (vs. GEGS; G: 5, 1; GEGS: 2; wins), army Dnieper (vs. Huns; B: 5, 3; H: 2; wins), Balkans, fort Balkans, army Danubia. Points: Presence in Middle East (3), China (3), India (3), Southern Europe (3), Northern Europe (2), Southeast Asia (2), 2 Capitals (4), 1 city (1), 4 Seas (4) for 25 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	37
Martin Burgdorf	Great Giant (red)	26	50
Bill Scharf	The Human Race (blue)	29	66
Christopher Hunt	The Gardeners (green)	34	58
Howard Bishop	FAC-51 (black)	36	64
Dave Anderson	Stooges for All Time (orange)	37	61
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 North European Plain. GOTHs: Army and Monument Albion, armies Western Gaul, Central Massif, Northern Gaul, Caucuses.

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. ROMANS: Army, Capital, and Monument Southern Appenines, army and city Pindus, Crete, Persian Plateau, two armies Dalmatia, armies Northern Appenines, Morea.

FAC-51: SASSANIDS: Army, Monument, and Capital Zagros, army and city Lower Tigris, army and Monument Upper Tigris, armies Levant. HUNS: Army and Monument Central Europe, Upper Indus, Tarim Basin, Wei River, Great Plain of China, armies Western Steppe, Eastern Steppe, Turanian Plain, Hindu Kush, Lower Indus.

Great Giant: PERSIA: Two armies Balkans, army Western Anatolia. HSUING-NU: Armies Mongolia, Szechuan, Irrawaddy.

The Gardeners: Fleet South China Sea, Black Sea, Western Mediterranean, Eastern Mediterranean. VEDIC CITY STATES: Two armies and a Fortress Ceylon, two armies Eastern Ghats. MAYANS: Army, Fort, and Capital Central America, army Guiana Highlands. HAN DYNASTY: Armies Yangtse Kian, East Indies, Chekiang. BYZANTINES: Army, Fort, and Capital Balkans, two armies Danubia, armies Dnieper, Eastern Anatolia.

The Human Race: Fleet Bay of Bengal. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Persian Salt Desert. MAURYA: Army, fort, Capital, and Monument Ganges Delta, armies Ganges Valley, Sumatra, Mekong, Si-Kyang. GUPTAS: Army, Capital, and Monument Eastern Deccan, armies Persian Salt Desert, Western Deccan, Western Ghats, Malayan Peninsula.

RMHS: CHOU DYNASTY: Army and city Yellow River. CELTS: Armies Pyrenees, Southern Iberia, Western Iberia.

Event Cards

Epoch IV Empire

Sly Dog

Turn 3 Cure through Health

Deadline Turn 3 Funeral Commission through Parade, September 15

Cure Phase

BOINK declares 2 IP each on Talksalott and Palavarian. Mischif returns from the Sanatorium. Aparatschik ages to 85, Nicotin ages to 64, and Boremtodev ages to 67.

Purge Phase

Nicotin attempts to purge Aparatschik (dr = 7). Attempt fails and Nicotin ages to 68.

Spy Investigation Phase

None.

Health Phase

Nestor Aparatschik (dr = 8) falls ill.

Juti Nicotin (dr = 4) falls ill.

Anatol Mischif (dr = 19) remains healthy.

Antonj Talksalott (dr = 15) remains healthy.

Leonid Bungaloff (dr = 8) remains healthy.

Diwan Palavarian (dr = 12) remains healthy.

Nikolai Shootemdedsky (dr = 3) falls ill.

Eduard Boremtodev (dr = 3) falls ill.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	85, ++	FIST (6)
KGB Head	Juri Nicotin (R)	67, ++	GEGS (1)
Foreign	Anatol Mischif (I)	68	UF (1)
Defense	Antonj Talksalott (J)	67	BOINK (2)

S.O.B.

Ideology	Leonid Bungaloff (W)	54	BOINK (10)
Industry	Diwan Palavarian (G)	70	BOINK (2)
Economy	Nikolai Shootemdedsky (H)	69, ++	
Sport	Eduard Boremtodev (K)	67, weak, ++	

Candidates: C, D, E, O, U

People: F, L (+; FIST: 10+), 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)

FIST has two waves.

Intrigue CardsUndeclared Influence**Boxer****Turn 3****Turn 4, Tuesday, September 15**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александр Рубот	Rotate Right (80)	Move 2 (710)	Rotate Right (200)	Rotate Right (260)	Rotate Right (320)
GEGS	Move 1 (660)	Rotate Left (330)	Move 3 (820)	Back Up (440)	Rotate Right (100)
Marvin	Move 1 (620)	Move 1 (600)	Rotate Left (370)	Move 2 (690)	Rotate Left (190)
Dalekbot	Back Up (480)	U-Turn (40)	Move 1 (540)	Rotate Left (310)	Rotate Right (300)
The Hand of Doom	Rotate Right (420)	Back Up (430)	Back Up (470)	Rotate Left (250)	Move 3 (830)
UltraMan	Rotate Right (120)	Rotate Left (170)	Move 1 (630)	Rotate Right (220)	Move 2 (700)
Čapek	Shut down				
Clockwork Hauler	Shut down				

Registers in italics are locked.

Phase 1

GEGS moves ahead 1 to D15, Marvin moves ahead 1 to C15 (flag 1 touched, archived moved), Dalekbot backs up (with reverse gear) to L13, The Hand of Doom rotates right to face south, UltraMan rotates right to face east, and Александр Рубот rotates right to face east. Conveyor belts move Александр Рубот off the board, UltraMan to D22 and GEGS to D14.

Phase 2

Marvin moves ahead 1 to D15, The Hand of Doom backs up to B16, GEGS rotates left to face north, UltraMan rotates left to face north, and Dalekbot makes a U-turn to face north. Conveyor belts move GEGS to D13, Marvin to D14, The Hand of Doom to C15, and UltraMan to D21. The gear turns UltraMan to face west.

Phase 3

GEGS dashes ahead 3 to D10, UltraMan moves ahead 1 to C21, Dalekbot moves ahead 1 to L12 (archive relocated), The Hand of Doom backs up to C14 (flag 1 touched, archive relocated), Marvin rotates left to face north. Conveyor belt move GEGS to C9 (and rotated to face east), Marvin to D13, and UltraMan to B21.

Phase 4

Marvin moves ahead 2 to D11, GEGS backs up to B9, Dalekbot rotates left to face west, The Hand of Doom rotates left to face east, and UltraMan rotates right to face north. Conveyor belts move GEGS to B8, Marvin to C11, and UltraMan to A21.

Phase 5

The Hand of Doom dashes ahead 3 to F14, UltraMan moves ahead 2 to A19, Dalekbot rotates right to face north, Marvin rotates left to face west, and GEGS rotates right to face south. Conveyor belts move GEGS to B8, Marvin to B11 (and rotated to face north), and The Hand of Doom to F16. GEGS and Marvin shoot each other.

Cleanup

Dalekbot is repaired one point. Александр Рубот reappears at his archive location facing any direction. Čapek and Clockwork Hauler both power up.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александр РобоТ	Blue		J22>?		2	2
2	Chris Geggus	GEGS	Yellow	Extra Memory	B8>S	1	3	1
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	B11>N	1	3	2
4	Andy York	Dalekbot	Black	Reverse Gear	L12>N		3	2
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	F16>E		3	1
6	Andy Lewis	UltraMan	Red	High Powered Laser	A19>N		3	0
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G25>N		3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control	G24>E		3	0

GEGS is Geo-Enhanced Guard Sentinel

Poodle**Turn 3****Turn 4, Tuesday, September 15**Actions

BarterTown opens the bidding on a Data Library at 15 and Jack and His Friends gets it for 16 (Or4, Wa6, Wa6). Passes.

OLDHAM buys a water factory (Or2, Or4, Wa5, Wa9) and a population factor (Or3, Wa7).

Skynet bids 25 on a Nodule and gets it (Or1, Wa7, Wa8, Wa9).

Delta Indigo 8487 opens the bidding on Heavy Equipment at 30 and gets it (Or2, Or3, Or4, Wa6, Wa7, Wa8).

Jack and His Friends passes

H.I.C.K. Buys 2 population factors (Wa6, Wa7, Wa7)

HALYCON buys 2 population factors (Or4, Wa8, Wa9).

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Skynet	Dave Hooton	OrF, OrF, WaF, WaF	No	6
2	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF	HE	5
3	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF		5
4	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF		5
5	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF	2DL	5
6	BarterTown	Andy York	OrF, OrF, WaF	2DL	5
7	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF		5

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 UpgradesIncome

New Arrivals: Warehouse, Data Library, Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	0
Warehouse (Wa)	25	3	2
Heavy Equipment (HE)	30	1	3
Nodule (No)	25	2	2

Pug**Gamestart****Bidding and Preference Lists, September 15**

Players:

Chris Geggus

Bob Robles

Andy Lewis

Dave Partridge

Debbie Anderson

Andy York

Just a reminder of the rules. We are using the following variant rules: The Lost Planet variant, The Colony World variant and the Relics Variant from the Prism Variants, The Lost "?" Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species' world), Optional Spaceships, the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me, or the links above. Victory conditions will be a net worth of \$4000.

Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Also, remember that with the Optional Spaceships, you can opt to start with a Needle instead of a Scout. If you do so, you start with \$20 less. Please indicate your starting ship preference with your other orders. If you do not express a preference, I will assume that you will take a Scout.

Well, that about covers it. Happy trading!

Best In Show

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

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcinonis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap ²	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge
Procyon	Chris Geggus
Mirzam	Andy York

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	Jerry Roalstad and Kevin Wilson
Hound Dog	Doug Kent

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius
Basset	Eric Brosius
Dog Show	Eric Brosius

History of the World

Name	Winner
Fenris Wolf	Dave Anderson

Name	Winner
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis
Cats and Dogs	Andy Lewis
Dogbreath	Andy York

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York
Boston Terrier	Dave Hood ¹
Newfoundland	Dave Hood

¹ This game was played with the Non-Player Nations variant, and the non-player actually ended up with the most money. The player noted here was the highest scorer among the players.

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott
Akita	Dave Partridge
Golden Retriever	Dave Hooton

¹ GMed by Andy Lewis

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf
Flea Collar	Chris Geggus
Pateel	Pasquale Giovine
Russian Wolfhound	Bill Scharf

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton
Hunter	Dave Partridge

Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins

Name	Game	Winner
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Portugese Water Dog	Goa	Chris Geggus
Dalmatian	Phoenicia	Andy York

¹ GMed by Andy LewisAddresses

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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

Kevin Burt for Milan in Purebred.

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