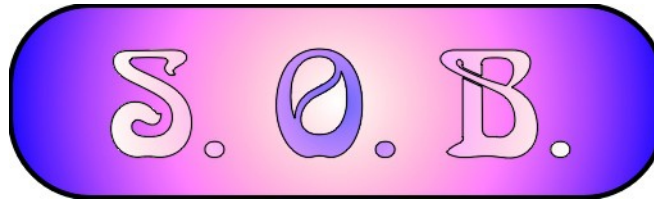


Number 219



February/March, 2017

Notes from Hades

We've had a very wet winter here so far, which is actually quite welcome. Even more so is the fact that the snowpack in the Sierras is getting back up to normal levels, so while our drought isn't over yet, it is reduced. Beyond that, it is pretty much status quo here.

We have one game ending this turn: Boxer, the Robo Rally game. Congratulations to Howard Bishop on his victory.

The next deadline is **Tuesday, March 21 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

Papillon: 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(\$), Andy York(\$), will take up to 1 more. Game fee waived for this game.

Spaniel. 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(\$), Bob Robles(\$), will take up to 3 more.

Beagle. Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), will take up to 2 more.

Bergamasco. Agricola. Will be run via email. Have Chris Geggus(\$), Dave Hooton, Andy York(\$), Christopher Hunt(\$), will take up to 1 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.

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Christopher Hunt, Dave Hooton, will take up to 3 more.

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 more.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles, Kevin Wilson, will take up to 5 more.

Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles, Jack McHugh, will take up to 4 more.

Silverton: Will use the advanced rules. Have Bill Scharf. Will take up to 5 more.

7 Wonders. This will be run continuously via email. Have Chris Geggus, Bill Scharf, Christopher Hunt, will take up to 4.

Robo Rally: Will take up to 8.

Age of Renaissance: This will use the Eurogames rules and will be played continuously via email. Will take up to 6.

Puerto Rico: This will be the base game and will be run continuously via email. Will take up to 5.

New World: This will start after Foxhound ends and will use the Expansion variant. Will take up to 6.

In general, game ownership is recommended, but not required.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subscribers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

Chris Hassler a.k.a. Cerberus

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

Dogleg

Fall 1504

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Miller Number 2012Apw25**

Deadline for Retreats 2/21 Tuesday; for Winter/Spring 1505 3/21 Tuesday

Florence gets hit by both the Pope and Austria, while Austria retakes Milan from the Pope and Venice takes Vienna.

Summer 1504 Retreats

Venice retreats A Trent to G

Expenditures

Florence spends 12 ducats to disband Papal A Florence.

Venice borrows 12 ducats for 2 years (18 ducats due Summer 1506) and pays off the moneylenders with 15 ducats.

Outstanding Loans

Summer 1506: 32 ducats due from the Papacy (21 borrowed)

Fall 1506: 18 ducats due from Venice (12 borrowed)

Orders

AUSTRIA (Burgdorf): A Carinthia to MILAN, A Trent supports A Carinthia to Milan (cut, DISLODGED, retreat Bergamo. OTB). A MONTFERRAT to Genoa. A PAVIA supports A Carinthia to

Milan, F BARI besieges, F OTRANTO supports F Bari, F

SARDINIA to Corsica, F Tyrrhenian Sea to PIOMBINO, F

GULF OF LIONS supports F Sardinia to Corsica

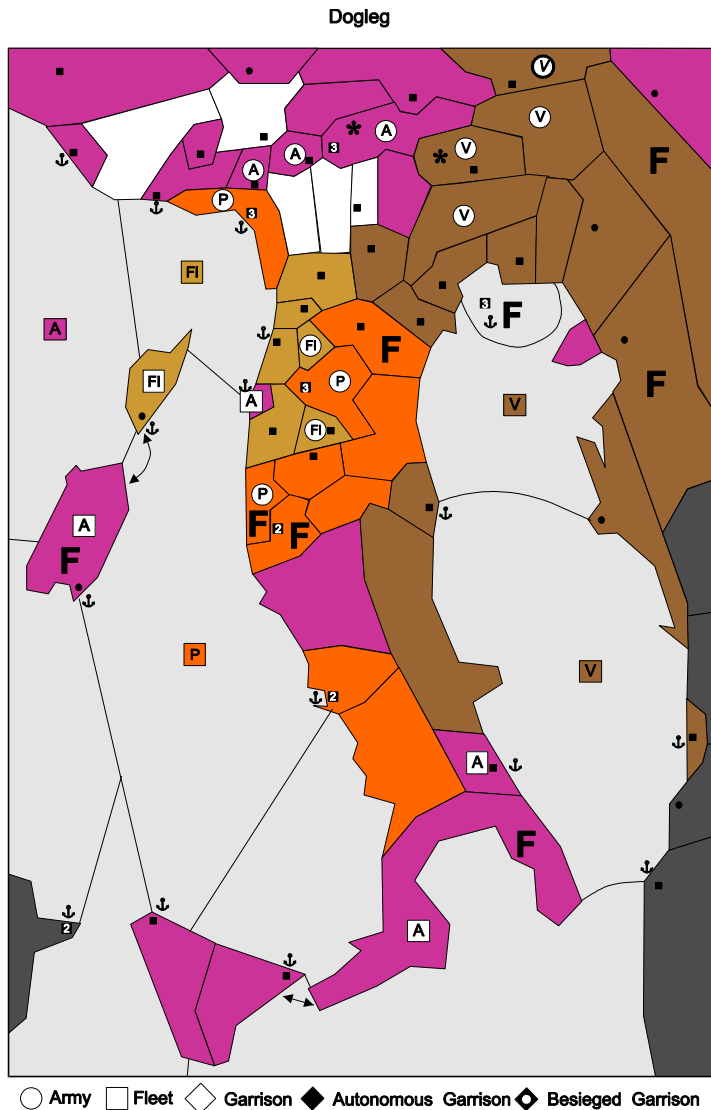
FLORENCE (Robles): A Lucca to PISTOIA, A Perugia to AREZZO, F LIGURIAN SEA supports F Corsica, F CORSICA supports F Ligurian Sea (cut)

PAPACY (Anderson): A Florence to Pisa (nsu), A Bologna to FLORENCE, A Rome to PATRIMONY, A Milan supports Venice A Verona to Trent(nso, DISLODGED, retreat Tyrolea, Como, Parma, Cremona, Bergamo, garrison, OTB), A GENOA to Montferrat, F Naples to TYRRHENIAN SEA

VENICE (Wilson): A Carniola to CARINTHIA, A (EM) AUSTRIA supports Papal A Milan to Tyrolea (nso), A VERONA supports G Trent

convert to A, F UPPER ADRIATIC supports F Lower
Adriatic, F LOWER ADRIATIC supports G Bari convert to A,
G Bari convert to A (destroyed), G TRENT convert to A

Treasury:



Notes

If the Pope retreats A Milan to garrison or Tyrolea, the game will continue, otherwise Austria will control 15 cities and will thus satisfy the victory conditions. For this reason, I am asking for the retreats early, and if the game does end at that time, end of game statements will be due by the regular deadline.

Spring 1505 Famine

Poor Year – Column Only: Patrimony, Otranto, Bologna, Slavonia, Rome, Croatia, Sardinia, Venice

Spring 1505 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, <i>Tyrolea</i> , <i>Como</i> , Milan, Bergamo, Swiss, Avignon, Marseilles, Saluzzo, Savoy, Montferrat, Pavia, Piombino, <u>Sardinia</u> , Capua, Palermo, Messina, <u>Otranto</u> , Bari, Istria	18
FLO	Lucca, Pisa, Pistoia, Arezzo, Sienna, Modena, Corsica	7
PAP	Genoa, <u>Patrimony</u> , Perugia, <u>Rome</u> , Spoleto, Urbino, Florence, Bologna, Naples, Salerno	7
VEN	Dalmatia, Carniola, <u>Croatia</u> , Friuli, <u>Slavonia</u> , Carinthia, Austria, Treviso, Verona, Trent, Padua, Ferrara, Mantua, Ancona, Aquila, Ragusa	14

Seas

AUS	Gulf of Lions	1
FLO	Ligurian Sea	1
PAP	<u>Venice</u> , Tyrrhenian Sea	1
VEN	Upper Adriatic, Lower Adriatic	2

Cities

AUS	Hungary, <i>Tyrolea</i> , <i>Milan</i> (3), Swiss, Avignon, Marseilles, Saluzzo, Savoy, Montferrat, Pavia, Piombino, <u>Sardinia</u> , Palermo, Messina, Bari	16
FLO	Lucca, Pisa, Arezzo, Sienna, Modena, Corsica	6
PAP	Genoa (3), Perugia, <u>Rome</u> (2), Florence (3), <u>Bologna</u> , Naples (2), <u>Venice</u> (3)	9
VEN	Dalmatia, Carniola, <u>Croatia</u> , Austria, Treviso, Trent, Padua, Ferrara, Mantua, Ancona, Ragusa	11

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	15	18	1	16	50
FLORENCE:	10	7	1	6	24
PAPACY:	14	7	1	9	31
VENICE:	10	14	2	11	37

Total ducats:

Game Summary

	1499	1500	1501	1502	1503	1504	1505
Austria:	7	9	10	11	12	14	15*
Florence:	3	5	4	5	6	9	6
France:	7	4	8	0	0	0	0
Papacy:	4	6	6	5	7	7	7*
Venice:	4	5	7	9	8	9	11

*Depends on retreat

Rescue Dog

Summer 1457

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Fall 1457 3/21 Tuesday

Venice makes major gains against the Turks in the Balkans, but the Turks get help from France to hold out in North Africa. Naples and Florence advance against the Pope while the Pope advances against Milan along with France and Venice.

Expenditures

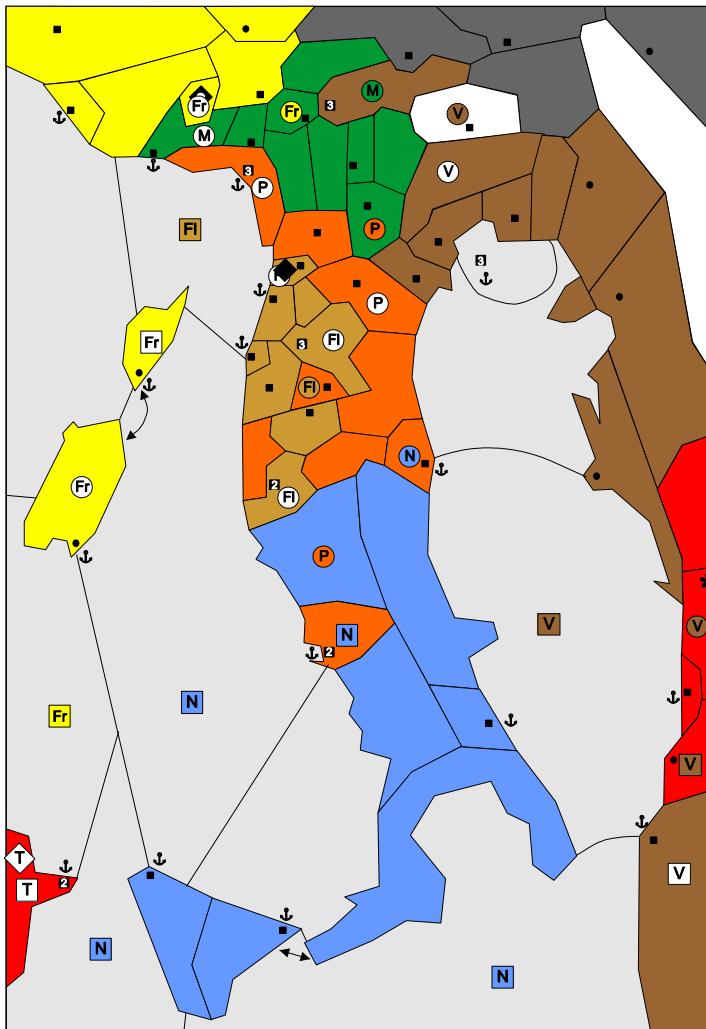
Naples borrows 5 ducats for 1 year (6 ducats due Summer 1458) and repays the moneylenders 15 ducats.

Outstanding Loans

Fall 1457: 26 ducats due from Florence (17 ducats borrowed)
Spring 1458: 15 ducats due from the Turks (10 ducats borrowed)
Summer 1458: 6 ducats due from Naples (5 ducats borrowed)

Fall 1458: 32 ducats due from Venice (21 ducats borrowed)
Spring 1459: 14 ducats due from Milan (9 ducats borrowed)

Rescue Dog



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

Orders

FLORENCE □ A Pisa to LUCCA, A FLORENCE holds, A AREZZO holds, A ROME holds, F Lucca to LIGURIAN SEA

FRANCE □ A Turin to PAVIA, A SALUZZO besieges, A SARDINIA holds, F

S.O.B.

Gulf of Lions to WESTERN MEDITERRANEAN, F Corsica supports A SARDINIA

MILAN □

A Como to MILAN, A Savoy to GENOA

NAPLES □

A Aquila to ANCONA, F TYRRHENIAN SEA supports F Gulf of Naples to Naples, F Gulf of Naples to NAPLES, F CENTRAL MEDITERRANEAN supports F Western Mediterranean to Tunis, F Western Mediterranean to Tunis (DESTROYED), F IONIAN SEA holds (u)

PAPACY □

A GENOA to MODENA, A Modena to MANTUA, A BOLOGNA to MODENA, A Naples holds (Dislodged, retreats to CAPUA)

TURKS □

A Herzegovina holds (DISLODGED, retreat to Ragusa, Bosnia, OTB), F Albania to Durazzo (DISLODGED, retreats Ragusa, OTB), F TUNIS supports French F Gulf of Lions to Western Mediterranean, G TUNIS supports F Tunis

VENICE □

A Verona to TRENTO, A Padua to VERONA, A Dalmatia to HERZEGOVINA (rebellion liberated), F Lower Adriatic to ALBANIA, F DURAZZO supports F Lower Adriatic to Albania, F Upper Adriatic to LOWER ADRIATIC

Your treasury:

Press

France to Venice: "move to Pavia"? What "move to Pavia"? Now you will lose Milan. Continue your war against Milan, meanwhile, I shall laugh...

Milan – GM: Worse famine results ever...

Milan – Venice: You should be be Pope, your luck is the best ever...

Neapolitan to Dogged Doge: Ancona is mine, but the Balkans yours. You should get 2 areas this turn.

Neapolitan-plaguemaster: Surely the Tunisians are more flea infested than the Milanese?

Neapolitan-Milan: That will teach you not to wash, you filthy green slimy thing you.

Neapolitan-Turk: you are like a virus, the way to can't be controlled, isolated and eradicated.

Venice To Turks: You are getting sleepy. You are going to forget about writing orders next time like the Pope who builds things and then forgets to order them.

Venice to All: The Adriatic is now officially closed to all shipping except the Doge of Venice.

Venice to France: You have interesting options.

Venice to Florence: now that you have turned the tables on our dear Pontiff. What do you next??

Boxer

Turn 16

End of Game Statements, Tuesday, March 21

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александр РобоТ	Back Up (450)	Move 2 (730)	Move 3 (820)	Move 1 (510)	Move 3 (810)
GECS	Shut down				
Marvin	Rotate Right (180)	U-Turn (50)	Move 2 (750)	Move 1 (580)	Move 1 (600)
Dalekbot	Move 1 (590)	Move 1 (620)	Move 1 (490)	Move 2 (670)	Rotate Left (250)
The Hand of Doom	Back Up (440)	Rotate Left (390)	Move 1 (650)	Rotate Left (330)	Move 2 (740)
UltraMan	Rotate Left (350)	Move 1 (570)	Rotate Right (420)	Move 2 (770)	Move 1 (520)
Čapek	Back Up (480)	Rotate Left (190)	Rotate Right (140)	Rotate Right (380)	Move 1 (530)
Clockwork Hauler	Rotate Right (380)	Move 1 (560)	Rotate Left (210)	Move 2 (740)	Rotate Left (250)

Registers in italics are locked. Marvin activates the Gyroscopic Stabilizer.

Phase 1

Dalekbot moves ahead 1 to D11, Clockwork Hauler backs up to B6, Александр РобоТ backs up to K9, The Hand of Doom backs up to J5, Čapek rotates left to face east, and Marvin rotates right to face north. Conveyor belts: Александр РобоТ is moved to J10 and rotated to face south, GECS is moved to D12, Dalekbot is moved

to C11, The Hand of Doom is moved to J6, and Clockwork Hauler is moved to B5.

Phase 2

Александрю Робот moves ahead 2 to J12, Dalekbot moves ahead 1 to C10, Čapek moves ahead 1 to H19, The Hand of Doom rotates left to face north, Clockwork Hauler rotates left to face east, and Marvin makes a U-turn to face south. Conveyor belts: Dalekbot is moved to C8, The Hand of Doom is moved to J7, Čapek is moved to J19, and Clockwork Hauler is moved to B4. The pusher pushes Александрю Робот to J11.

Phase 3

Александрю Робот dashes ahead 3, hitting a wall at J12, Marvin moves ahead 2 to J22, touching flag 4 and winning the game!

Notes

And with that, we have a winner! Congratulations to Howard Bishop on his victory!

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александрю Робот	Blue		J12>S	1, 2, 3	2	0
2	Chris Geggus	GEGS	Yellow	Extra Memory	D12>W	1, 2, 3	3	5
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	J22>S	1, 2, 3, 4	3	2
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	C8>N	1	2	4
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	J7>N	1, 2	3	2
6	Andy Lewis	UltraMan	Red		Out	1	0	--
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	J19>E	1, 2, 3	3	1
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	B4>E		2	1

GEGS is Geo-Enhanced Guard Sentinel

Poodle

Turn 16

Turn 17, Tuesday, March 21

Actions

Delta Indigo 8487 opens the bidding on the Moon Base and Skynet gets it for 232 (Ti7, Ti9, MTi, MTi, Re15, Re15, Mi16, Mi18, Mi20). Opens the bidding on a Planetary Cruiser for 160 and H.I.C.K. gets it for 187 (Wa7, Wa7, Ti12, MTi, Re11, Mi15, Mi16, Mi16, Mi19, NC14, NC26). Opens the bidding on another Planetary Cruiser at 160 and HALCYON gets it for 184 (MWa, Ti8, Ti9, Ti11, Ti11, Re11, Re16, Mi17, Mi19, NC26, NC26). Opens the bidding on the last Planetary Cruiser at 160 and gets it (Or4, Wa5, Wa10, Ti7, Ti8, Ti8, Ti8, Ti8, Ti10, Ti11, Re9, Re13, Re14, Re15, Re15, Re15). Buys 2 population factors (Re10)

OLDHAM builds a research factory (MWa) and a population factor (Ti7).

HALCYON buys 2 population factors (Ti12)

H.I.C.K. transfers a population factor from a water factory to the Planetary Cruiser.

Skynet transfers a population factor from an ore factory to man the Moon Base.

BarterTown opens the bidding on the Outpost at 100 and gets it (Or3, Or5, Wa8, Wa9, Wa9, Re13, Re13, Re13, Mi17, HE discount) and transfers a population factor to the titanium factory.

Jack and His Friends opens the bidding on the Space Station at 123 and gets it (Wa7, Wa8, MWa, Re9, Re13, Re14, NC20, NC22) then transfers a population factor from a water factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF	HE, La, 2Ec, Ou, Ro, PC	59
2	HALCYON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, NCF, NCF	No, HE, Wa, 2Sc, OL, Ec, Ou, PC	57
3	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF	No, HE, La, OL, Ou, MB	51
4	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF, NCF	No, HE, Ro, La, 2OL, PC	51
5	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF	No, HE, 2Wa, La, Ec, Ro, Ou	43
6	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF, ReF	3DL, La, Ec, Ro, OL, Ou	35
7	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, NCF, NCF	2DL, No, 2Wa, 3Sc, SS	23

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: Moon Base, Moon Base, Moon Base, Space Station, Space Station, Planetary Cruiser

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	1	0
Space Station (SS)	120	2	2
Planetary Cruiser (PC)	160	1	1
Moon Base (MB)	200	3	1

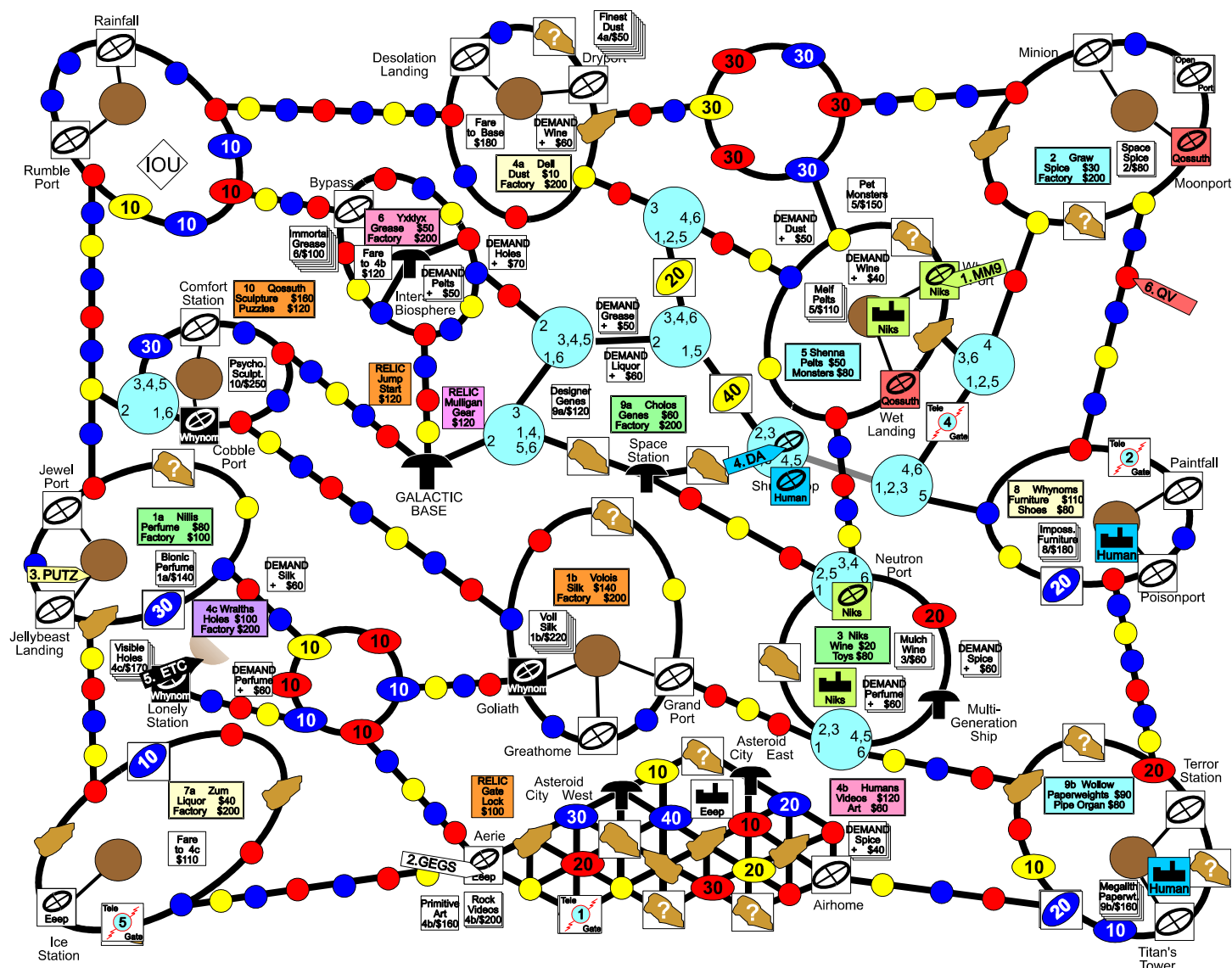
OLDHAM, HALCYON, and Jack and His Friends take Mega Water cards.
HALCYON, H.I.C.K., OLDHAM, and Skynet take Mega Titanium cards.

Turns 13.6 to 14.6

Turn 13

Minion(s).

Jettisons Fare to 10 (from the cup: Designer Genes at 9a). Buys 2 Space Spice for \$60.



Turn 14

Neutron Port – Y – B – R – B – R – Wet Landing(p) – A – Whale Port(p).

Sells Mulch Wine \$60 plus \$80 demand (from the cup: Demand for Wine at 5 and Melf Pelts at 5). Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Impossible Furniture at 8 and Demand for Perfume at 4b). Buys 2 Melf Pelts for \$100 and Factory for \$100. Receives \$48 in port commissions.

B10 – R – A – R – B – Y – B – R – B – R – Y – Aerie.

Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Demand for Liquor at 9a and Finest Dust at 4a). Buys Rock Videos for \$120. Receives \$32 in port commissions.

3rd: Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls

Used: 1 2 6

Jellybeast Landing(s).

Sells Megalith Paperweight for \$160 (from the cup: Bionic Perfume at 1a).
Buys Bionic Perfume for \$80.

4th: Debbie Anderson (Dell/DA) Rolls Used: 2 6 6

Space Station – A - Shuttlestop.

Delivers Fare for \$110 (from the cup: Designer Genes at 9a). Buys Designer Genes for \$60. Gains \$17 in port commissions.

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 5 * 3

Asteroid City West – B30 – A – Aerie – R – B – Y – B – R10 – B10 – Y – R – B – Lonely Station(o) – Lonely Station(s).

Discovers Wraiths (from the cup: Mulch Wine at 3, Mulch Wine at 3, Bionic Perfume at 1a, and Voll Silk at 1b). Trades in IOU for \$70 credit and buys Lonely Station for credit plus \$130.

6th: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 2 5

Minion(s) – Minion(o) – B - ? (it's an Open Port) – Moonport(p) – Y – B – R.

Notes

Now that there is only one more undiscovered culture remaining, we will be moving to two turns per mailing.

On the Board:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 5 Voll Silk

2 (Graw): 2 Space Spice

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

4a (Dell): 7 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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

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

5 (Shenna): 3 Melf Pelts, Demand for Mulch Wine (+\$40), Demand for Finest Dust (+\$50), Pet Monsters

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

7a (Zum): Fare to 4c (\$110)

7b (Eeepeeep): 3 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism

8 (Whynoms): Demand for Chicle Liquor (+\$60), 3 Impossible Furniture

9a (Chola): 1 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

9b (Wollow): 4 Megalith Paperweight

10 (Qossuth): 1 Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 \$337		
Scout		
15: 1 2 5//16: 2 6 6//17: 1 3 4		
Hold1	Hold2	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	6 \$100
Neutron Port \$200	Niks \$200	Shield (\$60)
Whale Port \$200	Shenna \$100	

2. GEGS \$268		
Clipper		
15: 1 2 3 4//16: 5 6 6 6		
Hold1	Hold2	Hull
Rock Videos 4b/\$200	Primitive Art 4b/\$160	10 \$120
Aerie \$200	Ice Station \$200	Human \$100

3. PUTZ \$580		
Scout		
15: 1 5 6//16: 5 5 6		
Hold1	Hold2	Hull
Bionic Perfume 1a/\$140		RELIC Air Foll \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA \$197		
Scout		
15: 4 6 6//16: 3 4 5		
Hold1	Hold2	Hull
Portable Organ. 9b/\$160	Designer Genes 9a/\$120	
Whynoms \$100	Wollow \$100	Shuttlestop \$200

5. ETC \$79		
Needle		
15: 1 5//16: 2 4 (use 1*3)		
Hold1	Hold2	Hull
Rock Videos 4b/\$200		Shield (\$60)
Cobble Port \$200	Qossuth \$200	Goliath \$200
Lonley Station \$200		

6. Quo Vadis \$310		
Scout		
15: 2 6 6 // 16: 2 3 6		
Hold1	Hold2	Hull
Space Spice 2/\$80	Space Spice 2/\$80	
Wet Landing \$200	Moonport \$200	

Foxhound

Turn 7

Deadline Turn 8, March 21

Planning

Spanish maintain 2 ships (\$8), buy 2 ships (\$24) and 4 soldiers (\$40) for \$72

Dutch maintain 3 ships (\$12), buys 1 ship (\$12) and 3 soldiers (\$30) for \$54.

English maintain 4 ships (\$16), buys 1 ship (\$12) and 4 soldiers (\$40) for \$68.

Swedes maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.

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

French maintain 5 ships (\$20) and buys 6 soldiers (\$60) for \$80

Outbound Naval Movement

Spanish Move to Y. Dice: 1, 3, 4, 6, 6. No losses.

Dutch Move to U. Dice: 2, 4, 4, 6. No losses.

English Move to W. Dice: 3, 4, 4, 5, 5. No losses. Drops off 4 soldiers and 4 colonists, move to O. Dice: 1, 2, 3. Loses 1 ship.

Swedes Move to K. Dice: 1, 2, 3. Loses 1 ship containing 1 colonist, plus an additional soldier.

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

French Move to X. Dice: 1, 3, 4, 4, 5. No losses.

Exploration

Portuguese discover a mine in D.

Mining

Dutch mine 1 gold in U (mine depletes). Swedes loot 2 gold in G. French mine gold in C and H. Portuguese mine gold in L and M. English mine one gold in O.

Land Movement

Spanish move 1 soldier from E to I, 1 soldier from J to I, and 4 soldiers and 4 colonists from fleet to Y (it's a resource rich climate 2 area with 1 site and 1 native). One soldier prospects.

Dutch move 1 gold from U to fleet, 5 colonists and 2 soldiers from R to T, 2 soldiers from U to T, 4 colonists and 2 soldiers from U to X, 3 colonists and 1 soldier from X to W, 2 soldiers and 3 colonists from T to W, and 5 colonists and 3 soldiers from fleet to U.

English move 4 soldiers and 4 colonists from anchorage point to W.

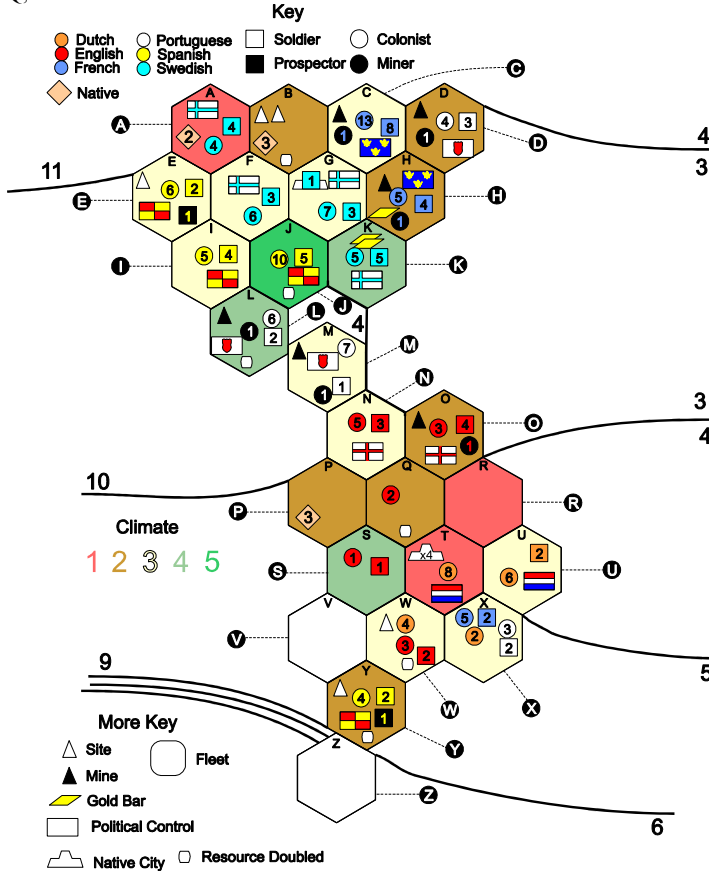
Swedes move 2 gold from K to fleet, 2 gold from G to K, 6 soldiers and 5 colonists from F to A, 4 soldiers and 3 colonists from G to K, 5 soldiers from K to G, and 1 soldier and 3 colonists from fleet to K.

Portuguese move 1 gold from L to anchorage point, 1 gold from M to anchorage point, 4 colonists and 4 soldiers from fleet to X. One colonist in D mines.

French move 1 gold from H to anchorage point, 1 colonist, 1 soldier and 1 gold from C to H, 4 colonists and 6 soldiers from fleet to X.

Native Combat

Spanish: 1 native and 1 soldier killed in Y. **Dutch:** 3 soldiers killed in W, 3 soldiers and 1 native killed in T, 1 native killed in X. **English:** 1 native killed in Q, 2 natives and 2 soldiers killed in W.



Combat

Portuguese attack Dutch in X. Portuguese lose 2 soldiers, Dutch lose 2 soldiers.

S.O.B.

French attack Dutch in X. Dutch lose 3 colonists, French lose 2 soldiers.

Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 3.

Swedes lose 2 soldiers and 1 colonist in A, and 1 soldier each in F and G. French loses 1 soldier in C, and 1 colonist each in H and X. Portuguese lose 1 colonist each in D and X, and 1 soldier in M. Spanish lose 1 soldier each in E and I, and 1 soldier and 1 colonist in Y. English lose 1 soldier each in N and S, 1 colonist each in O and W, and 1 soldier and 1 colonist in Q. Dutch lose 1 colonist each in W and X, 1 soldier in U, and 1 soldier and 1 colonist in T.

Political Control

Spanish gain political control of Y. **Swedes** gain political control of K and A.

Dutch lose political control of X.

Homebound Naval Movement

Spanish: Dice: 1, 2, 5, 5, 6. No losses.

Dutch: Dice: 1, 2, 3, 5. No losses.

English: Dice: 1, 1, 2. No losses.

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

Portuguese: Move to L: 1, 1, 3, 5. Loses 2 ships. Picks up gold. Move to M: 2, 3. No losses, picks up gold. Dice: 1, 3, 5. No losses.

French: Move to H: 4, 5, 6. No losses, picks up gold. Dice: 2, 3, 4. No losses.

Income

English: Political Control: \$90, gold: \$40, resources: \$38.

Dutch: Political Control: \$90, gold: \$40, resources: \$48.

French: Political Control: \$90, gold: \$40, resources: \$46.

Portuguese: Political Control: \$120, gold: \$80, resources: \$52.

Spanish: Political Control: \$150, resources: \$78.

Swedes: Political Control: \$150, gold: \$80, resources: \$44.

Turn 8 Initiative

Portuguese, English, Dutch, Swedes, French, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$385	7	4	4
Dutch	Andy York	\$506	4	4	6
French	Andy Lewis	\$324	7	5	4
Portuguese	Martin Burgdorf	\$652	1	2	4
Spanish	Bill Scharf	\$516	5	4	4
Swedes	Brendan Whyte	\$533	2	5	4

Basenji

Turn 6, Phase 5 through Turn 8, Phase 1

Turn 6, Phase 5: Expansion

Barcelona is moved to last place due to Civil War. Holy Indulgence: Barcelona and Paris each gain 4 tokens, Venice and Genoa gain \$4, and Hamburg and London each lose 8 tokens.

Paris expands to Dijon (6, vs. Venice, dr = 6, 3, 3; wins), Bordeaux (8, vs. Genoa, dr = 1, 3, 1; wins)

Venice buys a card (3), Dijon, (6, vs. Paris, dr = 1, 5, 4; wins), Kaffa (2, vs.

Barcelona, dr = 3, 1, 1; wins), Tana (4, vs. Barcelona, dr = 4, 6, 1; wins),

Dubrovnik (6, vs. Genoa, dr = 6, 4, 1; wins), Breslau (2, vs. Hamburg, dr = 1, 6, 1; wins).

London expands to Chester (6, vs. Paris, dr = 5, 1, 5; wins), St. Malo (4, vs. Paris, dr = 4, 2, 6; wins), Bergen (6, vs. Genoa, dr = 1, 5, 4; wins), Konigsberg (1).

Hamburg expands to Riga (4, vs. Genoa, dr = 3, 3, 2; wins), Tana (4, vs. Venice, dr = 5, 1, 6; wins), Varna (5, vs. Venice, dr = 3, 4, 3; wins), St. Malo (4, vs.

London, dr = 2, 1, 4; loses), Strassburg (6, vs. Venice; dr = 6, 2, 1; wins)

Genoa expands to China (5), Bari (1), Grenada (4, vs. Barcelona, dr = 2, 6, 1; wins), Constantinople (8, vs. Barcelona, dr = 2, 3, 2; wins), Lyon (8, vs. Venice, dr = 3, 5, 5; loses), Lyon (8, vs. Venice, dr = 4, 5, 2; wins), Toulouse (1, vs. Paris, dr = 3, 2, 6; loses).

Barcelona expands to Varna (4, vs. Hamburg, dr = 6, 5, 5; loses), Barcelona (2), Novogorod (4, vs. Hamburg, Cathedral; wins), Varna (4, vs. Hamburg, dr = 1, 5, 1; wins), Grenada (4, vs. Genoa, Cathedral; wins), Levant (1)

Barcelona gains the expansion bonus card.

Turn 6, Phase 6: Collect Income

Interest and Profit: Venice gains \$80, Genoa gains \$12

Paris gains \$39

Venice gains \$81

London gains \$69

Hamburg gains \$87

Genoa gains \$135 Barcelona gains \$99
 Shortage of Grain (Hamburg gains a card), Shortage of Wool (Barcelona gains a card).

Turn 6, Phase 7: Buy Tokens

Paris buys 6 tokens Venice buys 25 tokens
 London buys 15 tokens Hamburg buys 26 tokens
 Genoa buys 34 tokens Barcelona buys 30 tokens

Turn 7, Phase 1: Draw Cards

Done

Turn 7, Phase 2: Buy Cards

Paris does not buy off a shortage. Genoa uses Wind/Watermill to create a shortage of Cloth. Venice spends \$10 for a card. Barcelona spends \$10 for a card.

Turn 7, Phase 3: Play Cards

Paris passes.
 London passes.
 Venice plays Fur (Chris gains \$7 and Christopher and Michael each gain \$28) and Bartolome de Las Casas (30: Y)
 Hamburg plays Religious Strife (Misery Increases: Barcelona to 125, Venice to 200, Hamburg to 200, Genoa to 175, Paris to 300, and London to 450; Papal Decree is now an unplayable Misery burden) and Henry Oldenburg (30: D)
 Barcelona plays Fur (Chris gains \$7 and Christopher and Michael each gain \$28), Famine (Misery Increases: Barcelona to 175, Venice to 300, Hamburg to 300, Genoa to 250, Paris to 350, and London to 600), Leonardo Da Vinci (20: P, B, Q; \$20 in rebates received), Galileo Galilei (20: A, Q; \$20 in rebates received).
 Genoa plays Rebellion on Bordeaux and Cloth (Hamburg gains \$45, Venice and Genoa each gain \$80).

Played Leaders

Bartolome de Las Casas (30: Y): Venice only
 Henry Oldenburg (30: D): Hamburg and one other.
 Leonardo Da Vinci (20: P, B, Q): Barcelona and two others.
 Galileo Galilei (20: A, Q): All players.

Turn 7, Phase 4: Purchases

Paris buys Wind/Watermill (K, 20 credit from Commerce, \$30) and stabilization (\$6).
 London buys Human Body (B, 20 credit from Science and 20 credit from Leonardo Da Vinci, \$20, Misery reduced to 500), Improved Agriculture (J, 10 credit from Commerce, \$30, Misery reduced to 450), Written Record (N, \$30), and stabilization (\$21).
 Venice buys Cathedral (H, 20 credit from Religion, \$100, Misery increases to 350), Patronage (E, 20 credit from Religion, \$10, Misery increases to 400), Cosmopolitan (Y, 50 credit from Civics, 30 credit from Barolome de Las Casas, \$70), Institutional Research (X, 50 credit from Civics, \$50), The Heavens (A, 20 credit from Galileo Galilei, 10 credit from Institutional Research, \$0), and stabilization (\$6).
 Hamburg buys Holy Indulgence (F, 10 credit for Religion, \$50, Misery increases to 350), Enlightenment (D, 40 credit for Science, 30 credit for Henry Oldenburg, \$50), Master Art (P, 50 credit for Communications, 20 credit for Leonardo Da Vinci, \$20), stabilization (\$3).
 Barcelona buys Enlightenment (D, 60 credit for Science, 30 credit for Henry

Oldenburg, 10 credit for Institutional Research, \$20), Wind/Watermill (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20), Master Art (P, 50 credit for Communication, 10 credit for Institutional Research, 20 credit for Leonardo Da Vinci, \$10), Renaissance (Q, 50 credit for Communication, 10 credit for Institutional Research, 20 credit for Leonardo Da Vinci, 20 credit for Galileo Galilei, \$20), Ocean Navigation (T, 40 credit for Exploration, 10 credit for Institutional Research, \$70), Middle Class (Z, 140 credit for Civics, \$30), and stabilization (\$3). Misery reduced to 125 because of Misery Relief.
 Genoa buys Institutional Research (X, 100 credit from Civics, \$0), New World (U, 60 credit for Exploration, 10 credit for Institutional Research, \$90), Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, 20 credit for Galileo Galilei, \$30), Industry (M, 40 credit for Commerce, 10 credit for Institutional Research, \$60), a ship upgrade (\$10), and stabilization (\$6).

Turn 7, Phase 5: Expansion

Holy Indulgence: London loses 10 tokens. Barcelona, Hamburg, and Paris each gain 2 tokens while Venice and Genoa each gain \$2.
 Paris expands to Dijon (6, vs. Venice, Venice uses Cathedral; loses) and Malmo (2, vs. Hamburg, dr = 4, 4, 3; wins).
 London expands to Copenhagen (2, vs. Paris, dr = 2, 5, 5; loses) and Malmo (2, vs. Paris, dr = 6, 3, 3; wins).
 Venice buys a card (3), expands to Lyons (8, vs. Genoa, uses Cathedral; wins), Florence (8, vs. Genoa, dr = 1, 5, 4; wins), Varna (2, vs. Barcelona, dr = 4, 6, 4; wins), Nuremburg (4, vs. Hamburg, uses Cathedral; wins).
 Hamburg expands to Novogorod (4, vs. Barcelona, Barcelona uses Cathedral, loses), Novogorod (4, vs. Barcelona, dr = 5, 6, 3; wins), Kamishin (2, vs. Venice, dr = 4, 3, 1; wins), Sarai (4, vs. Venice, dr = 3, 5, 3; wins), Nuremburg (8, vs. Venice, dr = 6, 5, 4; wins), Dijon (6, vs. Venice, dr = 2, 1, 4; loses).
 Barcelona expands to India (5), Cyprus (5, vs. Genoa, dr = 6, 4, 3; wins), Crete (6, vs. Genoa, dr = 3, 5, 2; wins), Marseilles (11, vs. Genoa, uses Cathedral; wins), Athens (2, vs. Venice, dr = 3, 2, 2; loses), Tripoli (3, vs. Genoa, dr = 2, 3, 4; loses).
 Genoa expands to South America (6), Grenada (4, vs. Barcelona, dr = 3, 4, 2; wins), Stockholm (7, vs. Hamburg, dr = 4, 3, 6; loses), Chester (8, vs. London, dr = 6, 6, 6; loses), Lyons (8, vs. Venice, dr = 4, 2, 2; loses), Toulouse (1, vs. Paris, dr = 1, 2, 3; loses).
 Barcelona gains the expansion bonus card.

Turn 7, Phase 6: Collect Income

Interest and Profit: Venice gains \$93, Genoa gains \$11
 Paris gains \$33 London gains \$69
 Venice gains \$93 Hamburg gains \$99
 Barcelona gains \$115 Genoa gains \$123
 Enlightenment: Barcelona Misery drops to 100 and Hamburg Misery drops to 300.
 Shortage of Metal (Genoa gains a card), Shortage of Fur

Turn 7, Phase 7: Purchase Tokens

Paris buys 6 London buys 10
 Venice buys 25 Hamburg buys 23
 Barcelona buys 25 Genoa buys 34

Turn 8, Phase 1: Draw Cards

Done

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	100	25	\$128	5	15	O-1	5	A, B, C, D, E, F, H, I, J, K, N, O, P, Q, R, S, T, V, W, X, Y, Z
Christopher Hunt	Venice	400	25	\$269	4	13		5	A, E, F, H, I, J, K, L, M, N, R, V, W, X, Y
Chris Geggus	Hamburg	300	23	\$85	3	14	6	2	A, B, D, E, F, I, N, O, P, R, V
Martin Burgdorf	Genoa	250	34	\$145	6	18	O-3	5	A, B, C, E, F, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y
Bob Robles	Paris	350	6	\$31	1	3	6	4	A, E, F, I, J, K, N, R
Dave Partridge	London	450	10	\$71	2	9	8	7	A, B, E, I, J, N, V

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Michael	Martin	Dave
Stone (2)	2	1	2	--	2	1
Wool (3)	--	--	--	5	--	4
Timber (4)	2	2	--	--	1	1
Grain (5)	2	2	--	1	1	1
Cloth (6)	3	2	--	--	2	--
Wine (7)	--	1	1	5	--	--

Commodity	Christopher	Chris	Bob	Michael	Martin	Dave
Metal (8)	1	2	--	--	2	1
Fur (9)	2	2	--	--	--	--
Silk (10)	1	--	--	1	4	--
Spice (11)	1	--	--	3	3	--
Gold (12)	--	2	--	1	2	--
Ivory (12)	1	--	--	--	2	1

Surplus, Shortage

Beauceron

Turns 8 through 12.1

Turn 8

Governor Christopher selects the Trader and trades indigo for 2 doubloons, then Dave trades tobacco for 4 doubloons. No further trading is possible.

Martin selects the Mayor and places colonists on the Sugar Mill and an indigo plantation, Dave places a colonist on an indigo plantation, Andy places a colonist on the coffee plantation, and Chris and Christopher each place a colonist in San Juan. Five new colonists placed on the colonist ship.

Dave selects the Builder, gains 1 doubloon, and buys a Wharf (1d discount for Builder, spends 8d), Andy buys a Sugar Mill (1d discount for Quarry, spends 3d), Chris passes, Christopher passes, and Martin passes.

Andy selects the Settler and gains an indigo plantation along with a sugar plantation from the Hacienda, Chris takes a corn plantation (with colonist due to the Hospice), Christopher uses the Construction Hut to take a quarry (which comes with a colonist due to the Hospice), Martin uses the Construction Hut to gain a quarry and the Hacienda to gain a tobacco plantation, and Dave takes a corn plantation. New plantations: Indigo, Indigo, Sugar, Sugar, Tobacco, Coffee. Discard pile has been reshuffled.

Chris selects a Prospector, gaining 2 doubloons

Turn 9

Governor Martin selects a Prospector, gaining 2 doubloons.

Dave selects the Craftsman, gains 2 doubloons and produces 3 corn and 2 tobacco, Andy produces 1 indigo, Chris produces 1 corn, 1 indigo, 1 sugar, and 2 coffee, Christopher produces 3 indigo, Martin produces 3 sugar, and Dave collects 1 tobacco as his bonus.

Andy selects the Mayor and puts 2 colonists on the Sugar Mill and transfers a colonist from the Indigo Plant to an indigo plantation, Chris and Christopher each add a colonist to San Juan, Martin places a colonist on a Quarry, and Dave places a colonist on a Wharf and transfers a colonist from an indigo plantation to a corn plantation. Five new colonists are placed on the colonist ship.

Chris selects the Trader, trading Coffee for 5 doubloons and Christopher trades corn for 0 doubloons

Christopher selects the Captain, gains 1 doubloon, and ships 3 indigo on Ship 2 for 4 VP, Martin ships 3 sugar on Ship 1 for 3 VP, Dave trades 3 corn on Ship 3 for 3 VP (Ship 3 sails), Andy ships 2 indigo on Ship 2 for 2 VP, Chris ships 1 indigo on Ship 2 for 1 VP, Dave ships 3 tobacco via the Wharf for 3 VP, Chris ships 1 sugar on Ship 1 for 1VP and discards 1 corn.

Turn 10

Governor Dave selects the Builder, gains 1 doubloon, and builds an Office (4 doubloons plus 1 doubloon from Builder bonus), Andy passes, Chris builds the

Fortress (8 doubloons and 2 Quarries), Christopher buys a Wharf (6 doubloons and 3 Quarries), Martin builds an Office (3 doubloons and 2 Quarries).

Andy selects the Mayor and places colonists on the Sugar Mill and an sugar plantation, Chris places a colonist on the Fortress, Christopher places a colonist on the Wharf, Martin places a colonist on a Small Indigo Plant, and Dave places a colonist on the Office. Five colonists are placed on the Colonist ship.

Chris selects the Trader and trades coffee for 5 doubloons (4 base plus 1 for Trader). No other trades are possible.

Christopher selects a Prospector and gains 2 doubloons.

Martin selects the Craftsman and produces 2 corn, 3 sugar, and 1 indigo, Dave produces 4 corn and 2 tobacco, Andy produces 2 indigo and 3 sugar, Chris produces 2 corn, 1 indigo, 1 sugar, and 2 coffee, and Christopher produces 1 corn and 1 indigo. Martin gains 1 additional corn with the Craftsman bonus.

Turn 11

Governor Andy selects the Captain, gains 1 doubloon, and ships 2 sugar on Ship 1 for 3 VP (Ship 1 sails), Chris ships 2 coffee in Ship 3 for 2 VP, Christopher ships 1 indigo in Ship 2 for 1 VP (Ship 2 sails), Martin cannot ship, Dave ships 4 corn via the Wharf for 4VP, Andy and Chris cannot ship, and Christopher ships 1 corn via the Wharf for 1 VP. Chris discards 2 corn and 1 indigo and Martin discards 3 corn, 1 indigo, and 2 sugar.

Chris selects the Trader and trades sugar for 3 doubloons, Christopher and Martin cannot trade, Dave trades tobacco for 4 doubloons, and Andy trades indigo for 1 doubloon.

Christopher selects the Settler, gains 2 doubloons, and takes a Quarry (with a colonist due to the Hospice), Martin gains a tobacco plantation from the Hacienda and takes a second tobacco plantation, Dave takes a sugar plantation, Andy gains a tobacco plantation from the Hacienda, and selects an indigo plantation, Chris takes a sugar plantation (with a colonist from the Hospice). New plantations: Corn, Indigo, Indigo, Sugar, Sugar, Coffee.

Martin selects a Prospector, gaining 2 doubloons.

Dave selects the Craftsman and produces 3 corn and 2 tobacco, Andy produces 2 indigo and 3 sugar, Chris produces 2 corn, 1 indigo, 1 sugar, and 2 coffee, Christopher produces 1 corn and 3 indigo, and Martin produces 2 corn, 1 indigo, and 3 sugar. Dave takes corn as his bonus.

Turn 12

Governor Chris selects the Trader and trades coffee for 5 doubloons (1 bonus doubloon from the Trader), Christopher trades 1 indigo for 1 doubloon, Martin trades 1 sugar for 3 doubloons (1 bonus doubloon from the Small Market), and Dave trades 1 tobacco for 4 doubloons (1 bonus doubloon from the Small Market).

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York		Indigo, Quarry, Tobacco, Sugar, Coffee, Sugar, Tobacco, Indigo, Sugar, Tobacco, Indigo	Small Warehouse, Indigo Plant (x2), Hacienda, Sugar Mill (x3)		3	3 indigo, 4 sugar	6

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus	Trader	Indigo, Sugar, Quarry, Coffee, Coffee, Corn, Corn, Quarry, Sugar	Hospice, Small Sugar Mill, Small Indigo Plant, Coffee Roaster (x2), Fortress	3	13	2 corn, 1 indigo, 1 sugar, and 1 coffee	9
Christopher Hunt		Indigo, Corn, Indigo, Indigo, Quarry, Quarry, Quarry, Quarry	Indigo Plant (x3), Hospice, Construction Hut, Wharf	2	6	1 corn and 2 indigo	12
Martin Burgdorf		Corn, Corn, Sugar, Sugar, Sugar, Indigo, Quarry, Coffee, Quarry, Tobacco, Tobacco, Tobacco	Small Market, Sugar Mill (x3), Hacienda, Construction Hut, Small Indigo Plant, Office		5	2 corn, 1 indigo, 3 sugar	12
Dave Hooton		Corn, Corn, Tobacco, Tobacco, Indigo, Corn, Corn, Sugar	Small Market, Tobacco Storage (x2), Small Warehouse, Small Indigo Plant, Wharf, Office		10	4 corn, 2 tobacco	18

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 16 Colonist Ship: 5

Trading House: Empty

Cargo Ships: Ship 1 (capacity 6): empty Ship 2 (capacity 7): empty Ship 3 (capacity 8): 2 coffee

Victory Points: 65

Commodities

Corn: 1 **Indigo:** 4 **Sugar:** 3 **Tobacco:** 7 **Coffee:** 6

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x3, 2d, 1vp)	Sugar Mill (4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)
		Factory (x2, 7d, 3vp)	
		University (x2, 8d, 3vp)	Customs House (10d, 4vp)
	Large Market (x2, 5d, 2vp)	Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
	Large Warehouse (x2, 6d, 2vp)		

Roles

Builder(1d), Captain, Craftsman, Mayor(1d), Prospector, Settler, ~~Trader~~, Prospector(1d)

Plantations

Corn, Indigo, Indigo, Sugar, Sugar, Coffee

Discard Pile: Indigo, Coffee

Azawakh

Epoch I Egypt, Minoans, and Indus Valley Deadline Babylonians, Shang Dynasty, and Aryans, March 21

Epoch I

NICE (Burgdorf) EGYPT: Plays Engineering. Army and Capital Nile Delta, armies Arabian Peninsula, Palestine, fleet Eastern Mediterranean, army Western Anatolia, forts Nile Delta, Palestine. Points: Presence in North Africa (1), Middle East (2), 1 Capital (2), and 1 Sea (1) for 6 points.

Romulus and Remus (Anderson) MINOANS: Army and Capital Crete, fleet Eastern Mediterranean (vs. NICE; RR: 5, 3; NICE: 4; wins), army Western Anatolia (vs. Egypt; M: 6, 3; E: 3, 2; wins), fort Crete. Points: Presence in Middle East (2), 1 Capital (2), 1 Sea (1) for 4 points.

Red Devils (Martin) Plays Hittites. Army and Capital Eastern Anatolia, Western Anatolia (vs. Minoans; H: 5, 4; M: 4; wins), fort Eastern Anatolia. INDUS VALLEY: Army and Capital Lower Indus, army Persian Salt Desert, Zagros (vs. Sumerians; I: 5, 4; S: 2; wins), Hindu Kush. Points: Dominance in Middle East (4), Presence in India (1), 2 Capitals (4) for 9 points.

Notes

Brad Martin has taken over Red.

Press

On the Planet of the Guardian: The Romulan Commander looked around. Impressive technology on just a very simple world. His mission was simple. Have the Orange sub-sect humanoids dominate the Earth. The World history would be changed. He would lead it. No more Federation. He conferred with his officers. "Sub-Commander Tal, have you put the tectonic plate changes around the world?" "Yes Commander." "Sub-Commander, are the Roman troops in suspended animation as

requested that way I can send them forth at a moments notice?” “Yes Commander.” “Guardian,” he said, “take me to Crete--Ancient period.. I will start the change there. I will fortify their island and not make it as inviting to invasion as before.” He stepped into the Guardian and was gone....

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	6
Chris Geggus	Galileo Earns Gold Star (yellow)	0	0
Christopher Hunt	The Gardeners (green)	0	0
Dave Anderson	Romulus and Remus (orange)	4	4
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	5	6
Brad Martin	? (red)	4	9

Positions

RMHS: SUMERIANS: Army, Capital, and Monument Lower Tigris, armies Zagros, Upper Tigris, Levant.

NICE: EGYPT: Army, Capital, and Fort Nile Delta, army and Fort Palestine, army Arabian Peninsula.

Romulus and Remus: Fleet Eastern Mediterranean. **MINOANS:** Army, Capital, and Fort Crete.

Red Devils: HITTITES: Army, Capital, and Fort Eastern Anatolia, army Western Anatolia. **INDUS VALLEY:** Army and Capital Lower Indus, armies Persian Salt Desert, Zagros, Hindu Kush.

Event Cards

Epoch I Empire

Airedale **Gamestart to Turn 2**

Notes

We are playing on the Russia map, all regions in play except the pink and brown areas. We are using the standard power plant deck. Power plants will be noted in the following format: XX Fuel I→O (FF), where XX is the power plant number, “Fuel” is the type of fuel it takes, I is the number of inputs, O is the number of cities it powers, and (FF) is the amount of fuel stored on it, if any.

Turn 1

Bidding

CU bids 3 on power plant 3 and gets it. Power plant 7 is moved to the current market, and power plant 13 is added to the future market.
 GEGS bids 7 on plant 7 and TRUMP gets it for 10. Power plant 8 is moved into the current market, and power plant 20 is added to the future market. GEGS bids 8 on plant 8 and he gets it for 10. Power plant 9 is moved into the current market and power plant 28 is added to the future market.
 KGB² bids 9 on plant 9 and gets it. Power plant 11 is added to the current market.
 Turn order is changed to KGB², GEGS, TRUMP, CU.

Fuel Purchases

CU buys 2 oil for 2
 TRUMP buys 3 oil for 5
 GEGS buys 3 coal for 9
 KGB² buys 2 oil for 5

Bidding

GEGS bids 4 on power plant 4 and gets it. Power plant 11 is moved to the current market and power plant 12 is added to the future market.
 TRUMP bids 11 on power plant 11 and KGB² gets it for 13. Power plant 12 is moved to the current market and power plant 16 is added to the future market.
 TRUMP bids 12 on power plant 12 and CU gets it for 13. Power plant 13 is moved to the current market and power plant 22 is added to the future market.
 TRUMP buys power plant 13 for 13. Power plant 16 is moved to the current market and power plant 46 is added to the future market.

Fuel Purchases

KGB² buys 1 oil for 1 and 1 uranium for 5
 CU buys 4 oil for 9
 TRUMP buys 3 oil for 10
 GEGS buys 5 coal for 17

Grid Connections

CU connects to Kazan for 10 and Naberezhnye Chelny for 13.
 TRUMP connects to Yekaterinburg for 10 and Chelybinsk for 13.
 GEGS connects to Tomsk for 10 and Kemerovo for 13.
 KGB² connects to Krasnoyarsk for 10.

Bureaucracy

Power Cities

CU powers 1 city using 2 oil and gaining 22 Elektros
 TRUMP powers 2 cities using 3 oil and gaining 33 Elektros
 GEGS powers 2 cities using 3 coal and gaining 33 Elektros
 KGB² powers 1 city using 1 oil and gaining 22 Elektros

Adjust Power Plant Market

Power plant 28 goes to the bottom of the deck, power plant 10 is drawn and added to the current market, pushing power plant 11 to the future market.

Turn 2

Grid Connections

KGB² connects to Novokuznetsk for 17.
 CU connects to Kirov for 15.
 TRUMP connects to Ufa for 16.
 GEGS connects to Novosibirsk for 14.

Bureaucracy

Power Cities

GEGS powers 3 cities using 5 coal and gaining 44 Elektros
 TRUMP powers 3 cities using 3 oil and gaining 44 Elektros
 CU powers 3 cities using 4 oil and gaining 44 Elektros
 KGB² powers 2 cities using 1 uranium and gaining 33 Elektros

Adjust Power Plant Market

Power plant 46 goes to the bottom of the deck, power plant 50 is drawn to replace it.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
2	Bill Scharf	CU	Black	03 Oil 2→1, 12 Hybrid 2→2	3	51
3	Chris Geggus	GEGS	Yellow	04 Coal 2→1, 08 Coal 3→2	3	50
1	Dave Hooton	TRUMP	Orange	07 Oil 3→2, 13 Eco X→1	3	50
4	Andy York	KGB ²	Blue	09 Oil 1→1 (2), 11 Nuclear 1→2	2	45

TRUMP is Thermal Reactors Underwritten and Marketed by Putin. KGB² is Kremlin's Gas Burning Bureau. GEGS is Gondwanaland Energy Generating Station. CU is Coal Unlimited.

Power Plant MarketCurrent Market

05 Hybrid 2→1

10 Coal 2→2

16 Oil 2→3

Future Market

20 Coal 3→5

22 Eco X→2

50 Fusion X→6

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium					1	1	1	1	1	1	1	1
Trash							3	3				
Oil		1	3	3	3	3	3	3				
Coal			1	3	3	3	3	3				

Best in Show

This is the complete list of all 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

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

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
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

Name	Winner
Shaggy Dog	Chris Geggus

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

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood
Dachshund	Chris Geggus

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
Sly Dog	Bill Scharf

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton
Hunter	Dave Partridge
Pick of the Litter	Dave Hooton

Industrial Waste

Name	Winner
Junk Yard Dog	Eric Brosius
Doberman	Eric Brosius
Rottweiler	Andy York

Gunslinger

Name	Winner
Prairie Dog	Paul Bolduc
Outlaw Dogs	Andy Lewis
Frontier Dog	James Pratt

Puerto Rico

Name	Winner
Gaspode	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss

*Rehoused from Paul Bolduc's *Boris the Spider*

Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte
Boxer	Howard Bishop

Other

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

¹ GMed by Andy Lewis

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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!