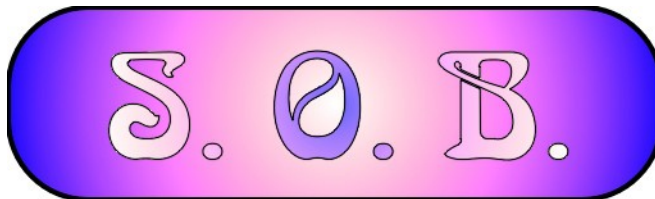


Number 220

April, 2017



### Notes from Hades

One of the perks of volunteering for the Aquarium of the Pacific is that every year they have "Volunteer Appreciation Week". That week, they offer various opportunities to the volunteers. Two years ago, we did something called "Pictues with Pinnipeds", where we essentially got to get photobombed by a sea lion. Last year, I got to feed the sea otters. This year was, in my opinion, the most fun of all of them: I got to feed the giant Pacific octopus. It was an amazing experience. She stayed up at the top of the exhibit with us for close to an hour. She is very strong, and her suckers have quite a grip. It was an amazing experience.

We have three games ending this time. The first is Poodle, the Outpost game. Congratulations to Andy Lewis on a very close victory. The second is Beauceron, the Puerto Rico game. Congratulations to Dave Hooton on his victory in that one. Finally, we have Basenji, the Age of Renaissance game. Congratulations to Michael Lowrey on his victory there. I will be starting up the Agricola game shortly after this comes out, but I do need more people signing up for games. I will, however pull Race for the Galaxy due to lack of interest.

The next deadline is **Tuesday, April 25 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.

**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. **Will start shortly after this issue comes out, so contact me immediately if you want to join.**

**Spaniel.** Robo Rally. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton, Christopher Hunt(\$), will take up to 4 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 Dave Hooton, will take up to 4 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.

**Age of Renaissance:** This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus, Christopher Hunt, will take up to 4.

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

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

**Outpost:** This will use the usual rules. Will take up to 10.

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

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

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

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

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

## Dogleg

### Spring 1505

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory**

**Miller Number 2012Apw25**

**Deadline for Summer 1505 4/25 Tuesday**

*The Doge of Florence has gone missing, which complicates the effort to slow down the Austrian steamroller. The Pope loses ground while Venice gains and loses.*

### Fall 1504 Retreats

Austria retreats A Trent to Bergamo

Papacy retreats A Milan to garrison

### Builds

		Cost
Aus	Maintains all, builds A (EP) Tyrolea, F Marseilles, F Palermo	42
Flo	Maintains all, builds F Pisa, G Arezzo	18
Pap	Maintains A Genoa, A Florence, F Tyrrhenian Sea, G Milan, builds	15

	A Perugia	
Ven	Maintains all, builds A Padua, A Treviso	27

### Outstanding Loans

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

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

### Orders

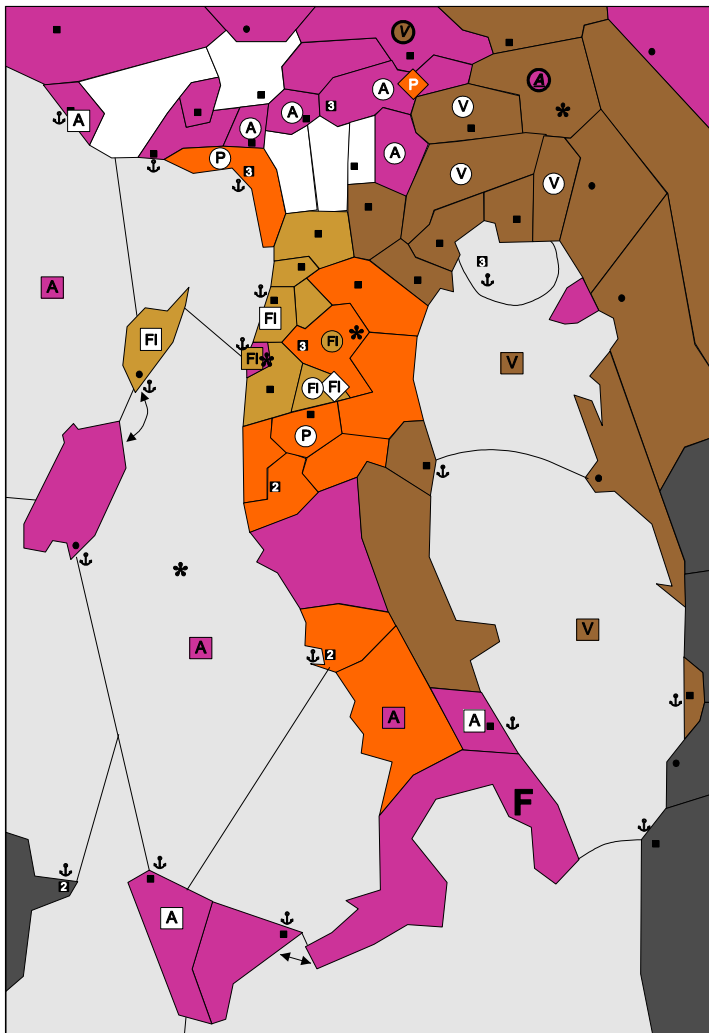
AUSTRIA (Burgdorf): A MONTFERRAT to Genoa, A PAVIA supports A Milan, A MILAN besieges, A BERGAMO to Trent, A (EP) Tyrolea to

CARINTHIA, F GULF OF LIONS to Corsica, F Sardinia to TYRRHENIAN SEA, F BARI to Lower Adriatic, F Otranto to SALERNO, F Piombino to Ligurian Sea (DISLODGED, retreat Sienna, garrison, OTB), F MARSEILLES to Gulf of Lions, F PALERMO supports F Sardinia to Tyrrhenian Sea

FLORENCE (Robles): A Pistoia to FLORENCE, A AREZZO supports A Pistoia to Florence, F Ligurian Sea to PIOMBINO, F Pisa supports F Ligurian Sea to Piombino, F CORSICA holds, G AREZZO holds (u)

PAPACY (Anderson): A Florence holds (DISLODGED, retreat Bologna, Urbino, Sienna, garrison, OTB), A PERUGIA holds, A GENOA to Montferat, F Tyrrhenian Sea to Gulf of Lions (DISLODGED, retreat Sienna, Patrimony, Rome, Capua, Naples, Gulf of Naples, Central Mediterranean, Western Mediterranean, OTB), G MILAN supports Venice A Trent to Milan A (EM) Austria to TYROLEA, A Carinthia supports A Austria to Tyrolea (cut, DISLODGED, retreat Austria, Slavonia,

Dogleg



Croatia, OTB), A TRENT to Milan, A VERONA to Bergamo, A PADUA to Verona, A Treviso to FRIULI, F UPPER ADRIATIC supports F Lower Adriatic, F LOWER ADRIATIC holds

Treasury:

### Notes

If the Pope retreats fleet Tyrrhenian Sea to Patrimony or Rome, army Florence to Bologna, or if Venice retreats army Carinthia to Slavonia, the unit will be destroyed by famine. Also, if more than one player retreats to Sienna, all units doing so will be eliminated.

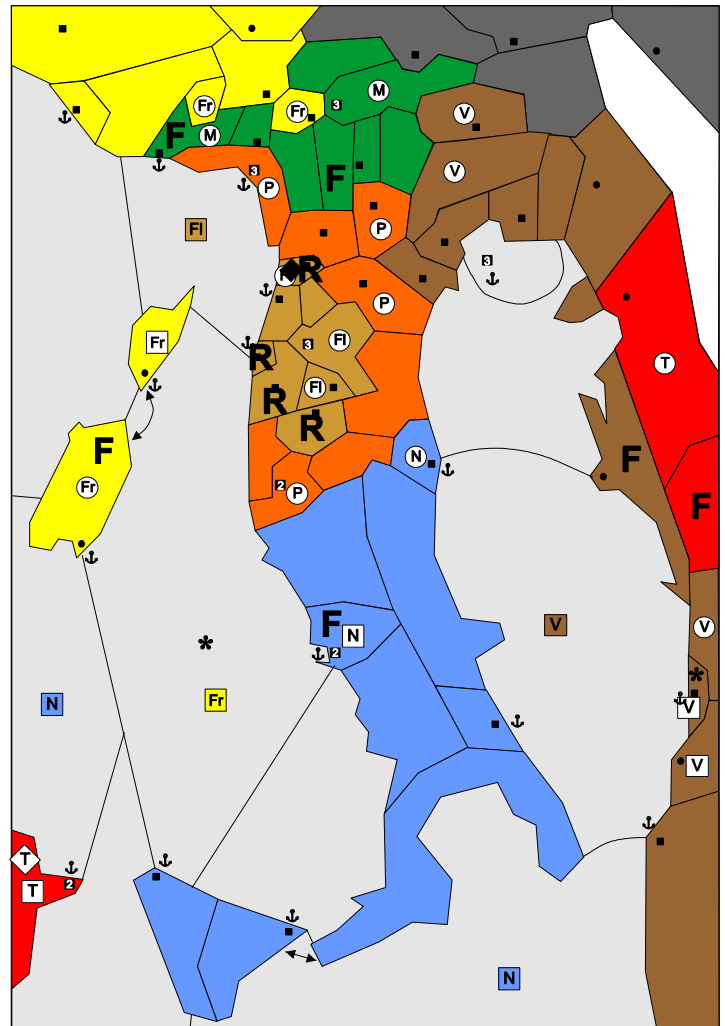
### Summer 1505 Plague

Poor Year – Column Only: Rome, Lucca, Padua (Venice A eliminated), Cremona

### Press

Papacy to Florence: Are we done here?? Now let's start rolling this Austrian back.

### Rescue Dog



### Rescue Dog

Fall 1457

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory  
Deadline for Winter-Spring 1458 4/25 Tuesday

France continues to make life difficult for Naples while Venice occupies the Balkan coast. Milan hunkers down and Florence goes missing. The Pope reclaims the Vatican.

Summer 1457 Retreats

The Turks retreat A Herzegovina to Bosnia, F Albania to Ragusa

Expenditures

The Pope borrows 10 ducats for 1 year (12 ducats due Fall 1458). Spends 12 ducats to disband Florentine A Rome.

Florence fails to pay back his loan to the moneylenders and is assassinated.

Rebellions in Lucca, Piombino, Sienna, Perugia, and Rome.

Outstanding Loans

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)

Orders

FLORENCE ☐ A LUCCA holds, A FLORENCE holds, A AREZZO holds, A Rome holds (nsu), F LIGURIAN SEA holds

FRANCE ☐ A SALUZZO besieges (autonomous garrison destroyed), A PAVIA to Milan, A SARDINIA supports F Corsica, F CORSICA supports F Western Mediterranean to Tyrrhenian Sea, F Western Mediterranean to TYRRHENIAN SEA

MILAN ☐ A SAVOY holds, A MILAN holds

NAPLES ☐ A ANCONA holds, F NAPLES holds, F Tyrrhenian Sea supports F Central Mediterranean to Western Mediterranean (cut, DISLODGED, retreat Piombino, Sienna, Patrimony, Capua, Gulf of Naples, Palermo, OTB), F Central Mediterranean to WESTERN MEDITERRANEAN, F IONIAN SEA to Central Mediterranean

PAPACY ☐ A GENOA to Modena, A MANTUA besieges (no garrison), A BOLOGNA to Modena, A Capua to ROME (Rebellion liberated)

TURKS ☐ A Bosnia to CROATIA, F Ragusa to Lower Adriatic (DISLODGED, retreat garrison, OTB), F TUNIS to Central Mediterranean, G TUNIS converts to F

VENICE ☐ A TRENT to Milan, A VERONA to Mantua, A HERZEGOVINA supports F Lower Adriatic to Ragusa, F Lower Adriatic to RAGUSA, F ALBANIA supports F Lower Adriatic to Ragusa, F Durazzo to LOWER ADRIATIC

Your treasury:

Press

**France to Venice:** The King of France will respect the hegemony of the Doge over the Adriatic. He expects the Doge to contribute to the friendly mutual relations by giving the following order: A Trent S Fr A Pavia - Milan.

**Naples to Turk:** curse you, red baron!

**Naples to French:** Don't go sticking your sticky beak into other people's business. I cede you all lands north of Bologna. Below that, l'états, ce sont à moi!

**Naples to Pope:** Ladybird, ladybird fly away home, Your house is on fire and your children are gone.; All except one.; And he's in Capua, but will lose his caput if he doesn't also return chez lui.

**Naples to Florence:** I've got your back.

**Naples to Milan:** Bye bye birdy!

**Naples to Venice:** Go team!

**Papacy to All:** White smoke, what white smoke?

**Venice to France:** See now that your are in Pavia--You can support me to Milan. I was thinking it was OUR war versus Milan.

**Dogged Doge to Naples:** Ancona is yours as long as I see that Army never become a garrison.

**Venice to Milan:** You want me to be the Pope. No thanks. He is only 1 city away from elimination and that city borders me and Florence.

**Venice to Milan:** about those plague results---I agree worst luck ever...

**S.O.B.**Spring 1457 Famine

**Poor Year – Row Only:** Savoy, Sardinia, Parma, Bosnia, Naples, Dalmatia

Spring 1457 Income

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

Provinces

FLO	<u>Lucca</u> , Pisa, Pistoia, Florence, <u>Piombino</u> , <u>Sienna</u> , Arezzo, Perugia	4
FRA	Avignon, Swiss, Marseilles, Provence, Saluzzo, Turin, Pavia, Corsica, <u>Sardinia</u>	8
MIL	Como, Milan, Bergamo, Cremona, <u>Parma</u> , Fornova, Montferrat, Savoy	6
NAP	Ancona, Aquila, Capua, <u>Naples</u> , Salerno, Bari, Otranto, Messina, Palermo	8
PAP	Genoa, Modena, Mantua, Bologna, Urbino, Spoleto, Rome, Patrimony	8
TUR	Croatia, <u>Bosnia</u> , Tunis	2
VENI	Trent, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, <u>Dalmatia</u> , Herzegovina, Regusa, Albania, Druazzo	12

Seas

FLO	Ligurian Sea	1
FRA	Tyrrhenian Sea	1
NAP	Central Mediterranean, Ionian Sea	2
VEN	Lower Adriatic, Venice	2

Cities

FLO	<u>Lucca</u> , Pisa, Florence (3), <u>Piombino</u> , <u>Sienna</u> , Arezzo, <u>Perugia</u>	5
FRA	Avignon, Swiss, Marseilles, Saluzzo, Turin, Pavia, Corsica, <u>Sardinia</u>	7
MIL	Milan (3), Cremona, Montferrat, <u>Savoy</u>	5
NAP	Ancona, <u>Naples</u> (2), Bari, Messina, Palermo	4
PAP	Genoa (3), Modena, Mantua, Bologna, Rome (2)	8
TUR	Croatia, Tunis (2)	3
VEN	Trent, Ferrara, Padua, Treviso, Carniola, <u>Dalmatia</u> , <u>Regusa</u> , Albania, Druazzo, Venice (3)	11

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE:	2	4	1	5	12
FRANCE:	1	8	1	7	17
MILAN:	2	6	0	5	13
NAPLES:	1	8	2	4	15
PAPACY:	3	8	0	8	19
TURKS:	1	2	0	3	6
VENICE:	4	12	2	11	29

Game Summary

	1454	1455	1456	1457	1458
Florence:	3	2	4	6	3
France:	3	6	6	6	8
Milan:	3	3	4	5	4
Naples:	4	4	5	3	5
Papacy:	4	6	6	6	5
Turks:	3	3	3	3	2
Venice:	4	6	7	9	10*

\* Depends on retreat.

## Boxer

### End of Game Statements

**Chris Geggus (GEGS)** Well played Howard. That will teach me to take my eye off the board. I thought I had a couple more turns to play with.

**Howard Bishop (Marvin)** I have to admit that I had a bit of a guilty smile when I saw the set up and noticed that I had a straight run to the first flag. Of course I messed it up from there and seemed to spend most of 2016 going round and round in circles.

Dave Hooton played a masterly game and looked like he had it all wrapped up, but I got lucky again with a hand of cards that included three 3's and all the turns I needed to get within striking distance of the last flag.

A very hard map when the cards don't fall nicely, but brilliantly adjudicated by Chris as usual. Thanks all for the game.

**Andy York (Dalekbot)** Brendan did a fine job and just ran away with the game - excellent job! I just couldn't get enough traction to accomplish much. Well, there's always next game.....

**Dave Hooton (Čapek)** Thanks for running this game, Chris, and congratulations to Howard on a game well-played. Chris Geggus was well ahead up until Turn 10, when the belts carried him away after sustaining much damage. Then, I thought I had this won on Turn 15, but an unnoticed the wall between H19 and H20 caused me to bounce in the wrong direction.

**Brendan Whyte (Александр Робоt)** I mucked up early on by not realising the flags had to be tagged in order. But despite having to retrace my steps, managed to get 3 flags before Howard tagged the 4th. Perhaps being behind the 8-ball on the first turn or three helped keep me out of the firing line of others.

A difficult board, but not too deadily thankfully. Thanks Chris, and congrats to Howard.

**Bill Scharf (The Hand of Doom)** Sometimes you get better cards, I never was in the groove on this game, maybe next time. I enjoyed playing it.

## Poodle

### Turn 17

### End of Game Statements, Tuesday, April 25

#### Actions

**Delta Indigo 8487** opens the bidding on a moon base at 200 and HALCYON gets it for 219 (MWa, MTi, Re9, Re13, Mi18, NC16, NC20, NC24, RO45). Opens the bidding on a moon base at 200 and gets it ( Or3, Wa5, Wa6, Ti9, Ti10, Ti10, Ti12, Re12, Re13, Re13, Re15, Re15, Re16, Re16, RO45). Buys 2 population factors (Re14).

**HALCYON** buys 2 population factors (Or3, Ti8).

**Skynet** opens the bidding on the planetary cruiser at 160 and H.I.C.K. gets it for 192 (Wa5, Wa7, Ti13, MTi, Re17, Mi19, Mi19, NC18, NC20, RO30). Opens the bidding on a space station at 120 and OLDHAM gets it for 165 (Or2, Or4, Or4, Or4, MWa, Ti10, Ti10, Ti10, MTi, Re10, Re10, Re13, Re14). Opens the bidding on a space station at 120 and gets it for 143 (Wa9, Wa9, Wa9, Wa10, MTi, Mi17, MO45). Buys 2 population factors (Ti9, Re12).

**H.I.C.K.** passes.

**OLDHAM** buys a population factor (Re12)

**BarterTown** buys a new chemicals factory (Wa6, Wa6, Wa8, Wa10, Re11, Mi19) and 2 robots (Wa6, Wa9, Ti7)

**Jack and His Friends** opens the bidding on Robots at 58 and gets it (Re13, Re15, OM30), buys a new chemicals factory (MWa, Re12, NC18) and 2 population factors (NC22).

#### 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, <b>PC</b> , <b>MB</b>	<b>80</b>
2	HALCYON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, NCF, NCF	No, HE, Wa, 2Sc, OL, Ec, Ou, <b>PC</b> , <b>MB</b>	<b>78</b>
3	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF, <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , TiF, <b>ReF</b> , <b>NCF</b> , <b>NCF</b>	No, HE, Ro, La, 2OL, <b>PC</b> , <b>PC</b>	65
4	Skynet	Dave Hooton	OrF, <b>OrF</b> , <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , <b>ReF</b>	No, HE, La, OL, Ou, <b>MB</b> , <b>SS</b>	62
5	OLDHAM	Howard Bishop	OrF, OrF, <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , <b>TiF</b> , <b>ReF</b> , <b>ReF</b> , ReF	No, HE, 2Wa, La, Ec, Ro, Ou, <b>SS</b>	53
6	BarterTown	Andy York	OrF, OrF, WaF, WaF, <b>WaF</b> , <b>WaF</b> , <b>TiF</b> , <b>ReF</b> , <b>ReF</b> , NCF	3DL, La, Ec, Ro, OL, Ou	39
7	Jack and His Friends	Bill Scharf	OrF, OrF, <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>WaF</b> , <b>NCF</b> , <b>NCF</b> , <b>NCF</b>	2DL, No, 2Wa, 3Sc, Ro, <b>SS</b>	39

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.

#### Notes

Congratulations to Andy Lewis on a close victory!

**Ice Station (p) – A – R – Y – B – R – Y – A – Jellybeast Landing (o) – B – Jewel Port (o) – R – B – Y – NC6 – Cobble Port (p).**

Sells Custom Hives for \$220 (from the cup: Living Toys at 3). Sells Chicle Liquor for \$90 (from the cup: Megalith Paperweight at 9b). Trades in IOU for \$120 credit. Uses credit and \$40 cash to buy Psychotic Sculpture. ETC gains \$59 in port commissions.

**3<sup>rd</sup>: Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 5 5 6**

**Jellybeast Landing(s) – Jellybeast Landing(o) – B – Jewel Port (o) – R – B – Y – B – R – B – Y – B – R – Rumble Port (o, observes culture) – B – B.**

### Turn 17

**1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 3 4**

**Interstellar Biosphere – B – Y – R – Bypass.**

Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Other Shoes at 8 and Chicle Liquor at 7a). Buys 2 Immortal Grease for \$100 and the Factory for \$200. Gains \$46 in port commissions.

On the Board:

**1a (Nillis):** 1 Bionic Perfume

**1b (Volois):** 5 Voll Silk

**2 (Graw):** 3 Space Spice

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

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

**4b (Humans):** 4 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, 2 Demand for Mulch Wine (+\$40), Demand for Finest Dust (+\$50), Pet Monsters

**6 (Yxklyx):** Demand for Portable Holes (+\$70), 4 Immortal Grease, Demand for

Melf Pelts (+\$50), Fare to 4b (\$120), Shining Slime

**7a (Zum):** Fare to 4c (\$110), Demand for Finest Dust (+\$50), 1 Chicle Liquor

**7b (Eepeeep):** 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism

**8 (Whynoms):** 2 Demand for Chicle Liquor (+\$60), 3 Impossible Furniture, Other Shoes

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

**9b (Wollow):** 5 Megalith Paperweight

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

**Base:** Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 \$133		
Scout 18: 1 1 3//19: 2 3 6		
Hold1 Immortal Grease 6/\$100	Hold2 Immortal Grease 6/\$100	Hull Shield (\$60)
Neutron Port \$200	Niks \$200	Bypass \$200
Whale Port \$200	Shenna \$100	Cholos \$200
Yxklyx \$200		

2. GEGS \$662		
Clipper 17: 4 4 4 5//18: 2 4 5 5//19: 2 2 4 5		
Hold1 Psychotic Sculpture 10/\$250	Hold2	Hull
Aerie \$200	Ice Station \$200	Human \$100
		Zum \$200

3. PUTZ \$500		
Scout 17: 1 2 5//18: 1 5 5		
Hold1 Bionic Perfume 1a/\$140	Hold2 Bionic Perfume 1a/\$140	Hull RELIC Air Foil \$80
		3 \$80
		RELIC Switch Switch \$100
		RELIC Spy Eye \$100

4. DA \$127		
Scout 17: 1 5 6//18: 2 3 5		
Hold1 Portable Organ. 9b/\$160	Hold2 Designer Genes 9a/\$120	Hull
Whynoms \$100	Wollow \$100	Shuttlestop \$200

5. ETC \$328		
Needle 17: 2 6//18: 6 6 (use 1*3)		
Hold1	Hold2	Hull
	Fare to Base \$110	Shield (\$60)
Cobble Port \$200	Qossuth \$200	7b \$100
Lonley Station \$200	Goliath \$200	

6. Quo Vadis \$396		
Scout 17: 1 3 6 // 18: 1 1 2		
Hold1 Melf Pelts 5/\$110	Hold2 Melf Pelts 5/\$110	Hull
Wet Landing \$200	Moonport \$200	

## Foxhound

### Turn 8

### Deadline Turn 9, April 25

#### Planning

**Portuguese** maintain 2 ships (\$8), buy 1 ship (\$12) and 1 soldier (\$10) for \$30.

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

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

**Swedes** maintain 5 ships (\$20), buys 1 ship (\$12) and 2 soldiers (\$20) for \$52.

**French** maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.

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

#### Outbound Naval Movement

**Portuguese** Move to Y. Dice: 1, 2, 3, 6, 6. Loses 1 colonist.

**English** Move to W. Dice: 1, 2, 4, 5, 6. Loses 1 ship containing 1 colonist and 1 soldier, plus 1 soldier. Drops off 2 soldiers and 3 colonists, move to O: 1, 4, 6. No losses.

**Dutch** Move to U. Dice: 1, 4, 5, 6. Loses 1 soldier.

**Swedes** Move to M. Dice: 1, 2, 2, 5. Loses 1 soldier.

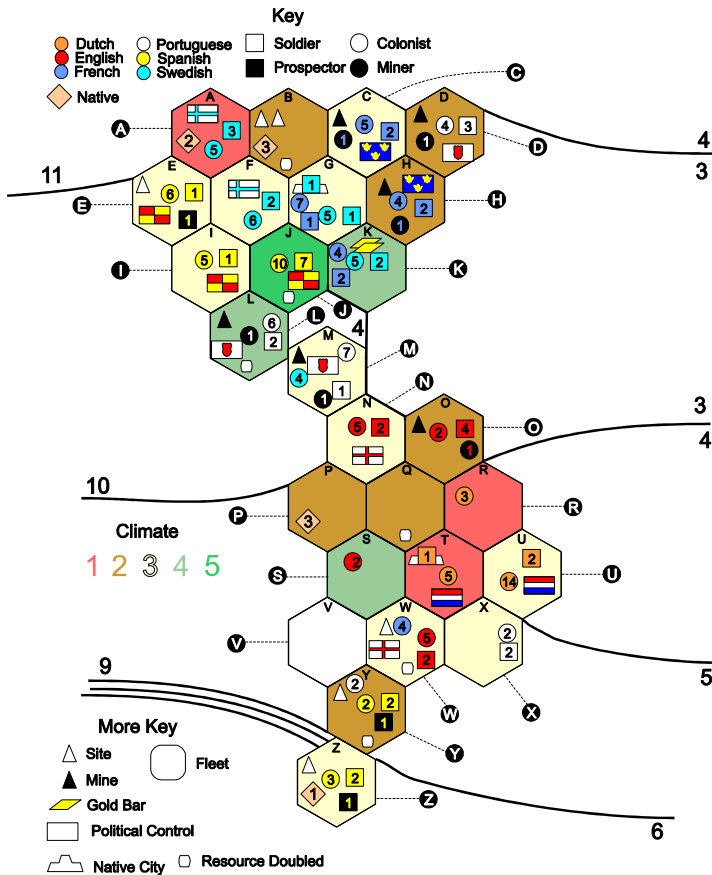
**French** Move to K. Dice: 2, 4, 5. No losses.

**Spanish** Move to Y. Dice: 1, 2, 3, 3, 4. Loses 1 soldier and 1 colonist.

#### Exploration

No successful exploration.





### Mining

French mine 1 gold each in C and H. Portuguese mine 1 gold each in D, L, and M. Swedes loot 2 gold in G. English mine one gold in O.

### Land Movement

**Portuguese** move 1 gold from L to anchorage point, 1 gold from M to anchorage point, 1 gold from D to anchorage point, 3 colonists and 1 soldier from fleet to Y.

**English** move 1 gold from O to fleet, move 1 soldier from S to W, 2 colonists from Q to S, 3 colonists and 2 soldiers from anchorage point to W.

**Dutch** move 2 soldiers from U to T, 6 colonists from U to R, 4 colonists from W to T, 2 colonists from X to U, 6 colonists and 3 soldiers from fleet to U.

**Swedes** move 2 gold from K to anchorage point, 2 colonists from F to A, 2 colonists from G to F, 4 colonists and 1 soldier from fleet to M.

**French** move 1 gold from C to anchorage dot, 1 gold from H to anchorage dot, 2 soldiers from H to K, 5 soldiers and 8 colonists from C to G, 2 soldiers and 5 colonists from X to W, 6 soldiers and 4 colonists from fleet to K.

### S.O.B.

**Spanish** move 4 colonists and 3 soldiers from Y to Z (it's a climate 3 area with 1 native and 1 site), 2 soldiers from I to J, 3 soldiers and 3 colonists from fleet to Y.

### Native Combat

None

### Combat

English attack French in W. English lose 3 soldiers, French lose 2 soldiers.

French attack Swedes in K. French lose 5 soldiers, Swedes lose 3 soldiers. French attack Swedes in G. French lose 4 soldiers, Swedes lose 1 soldier.

### Native Uprisings

Climate is a 6. No uprisings.

### Survival

Climate is a 3.

Swedes lose 1 soldier and 1 colonist in A, and 1 soldier each in F and G. French lose 1 soldier each in C, M, and K, and 1 colonist each in G, H, and W. Portuguese lose 1 colonist each in D and X, and 1 soldier in M, and 1 soldier and 1 colonist in Y. Spanish lose 1 soldier each in E and I, and 1 colonist each in Y and Z. English lose 1 soldier in N, 1 colonist each in O, S, and W, and 1 soldier and 1 colonist in Q. Dutch lose 3 colonists in R, 1 colonist and 1 soldier in T, and 1 soldier in U.

### Political Control

**English** gain political control of W and lose political control of O. **Swedes** lose political control of K and G. **Spanish** lose political control of Y.

### Homebound Naval Movement

**Portuguese:** Move to M: 1, 2, 3, 5. No losses. Picks up gold. Move to L: 5.

No losses, picks up gold. Moves to D: 2, 3. No losses, picks up gold. Dice: 4, 5, 6. No losses.

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

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

**Swedes:** Move to K: 3, 5. No losses, picks up gold. Dice: 1, 3, 4. No losses.

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

**Spanish:** Dice: 1, 3, 5, 5, 6. No losses.

### Income

**English:** Political Control: \$120, gold: \$40, resources: \$57.

**Dutch:** Political Control: \$120, resources: \$66.

**French:** Political Control: \$120, gold: \$80, resources: \$84.

**Portuguese:** Political Control: \$160, gold: \$120, resources: \$87.

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

**Swedes:** Political Control: \$120, gold: \$80, resources: \$75.

### Turn 9 Initiative

Portuguese, English, French, Dutch, Spanish, Swedes

### Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$546	5	3	4
Dutch	Andy York	\$624	6	5	3
French	Andy Lewis	\$528	3	5	4
Portuguese	Martin Burgdorf	\$989	11	3	4
Spanish	Bill Scharf	\$734	1	4	4
Swedes	Brendan Whyte	\$756	1	6	4

## Basenji

### Turn 6, Phase 2 through End of Game Statements

#### Turn 8, Phase 2: Buy Cards

Paris declines to buy off a shortage.

Barcelona, Venice, and Hamburg each buy a card for \$10.

Master Art: Hamburg discards Silk

Genoa uses Wind/Watermill to create a surplus of Wine.

#### Turn 8, Phase 3: Play Cards

Paris plays Sir Isaac Newton (20: C, D)

London plays Stone (Genoa and Venice each gain \$9, Paris gains \$4, and

Hamburg and London each gain \$1).

Hamburg plays Gold (Genoa gains \$90, Hamburg gains \$40, and Barcelona gains \$10), Timber (Venice gains \$27, Hamburg and Genoa each gain \$12, and London gains \$3), and Revolutionary Uprisings (Misery Increases: Barcelona to 175, Venice to 800, Hamburg to 350, Genoa to 500, Paris to 500, and London to 600). Venice plays William Caxton (20: O), Pirates/Vikings (Constantinople, Genoa, and Tunis), Metal (Genoa gains \$96, Venice and Hamburg each gain \$54 and Barcelona gains \$24; shortage removed), and Cloth (Venice gains \$80 and Hamburg gains \$20).

Barcelona plays Enlightened Ruler, Wool (Barcelona gains \$50 and London gains \$32), Wine (Barcelona gains \$80, surplus removed), Cloth/Wine as Wine (Barcelona gains \$125, Hamburg and Paris each gain \$5), and Alchemist's Gold on Venice (Venice loses \$135).

Genoa plays Metal (Genoa gains \$54, Venice and Hamburg each gain \$24, London gains \$6), Stone (Genoa and Venice each gain \$9, Paris gains \$4, and Hamburg and London each gain \$1), Metal (Genoa gains \$54, Venice and Hamburg each gain \$24, London gains \$6), Andreas Vesalius (20: B, D, gains \$20 rebate), and Silk (Genoa gains \$200, Venice gains \$32, and Barcelona gains \$8)

### Played Leaders

Sir Isaac Newton (20: C, D): Paris only

William Caxton (20: O): Venice and one other

Andreas Vesalius (20: B, D): Genoa and two others

### Turn 8, Phase 4: Purchases

Paris buys Human Body (B, 20 credit from Sciences, 20 credit from Andreas Vesalius, \$20, Misery reduced to 450, stabilization (\$6).

London buys Holy Indulgence (F, 20 credit from Religion, \$40, Misery increases to 700), Printed Word (O, 30 credit for Communication, 20 credit for William Caxton, \$10), Master Art (P, 30 credit for Communication, \$60, discards The Crusades). Lack of stabilization increases Misery to 800. Misery relief reduces Misery to 700.

Hamburg buys Institutional Research (X, 20 credit from Civics, \$80), Improved Agriculture (J, 10 credit from Commerce, 10 credit from Institutional Research, \$20, Misery reduced to 300), Seaworthy Vessels (S, 20 credit from Exploration, 10 credit from Institutional Research, \$50), Nationalism (W, 20 credit from Civics, \$30), Wind/Watermill (K, 10 credit from Commerce, 10 credit from Institutional Research, \$30), Laws of Matter (C, 60 credit from Science, 10 credit from Institutional Research, \$20). Misery Relief reduces Misery to 175.

Venice buys Human Body (B, 20 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Vesalius, \$10, Misery reduced to 700), Enlightenment (D, 20 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Vesalius, \$70), Printed Word (O, 30 credit for Communication, 20 credit for William Caxton, 10 credit for Institutional Research, \$0), Master Art (P, 30 credit for Communication, 10 credit for Institutional Research, \$50, discards Wool), Seaworthy Vessels (S, 20 credit for Exploration, 10 credit for Institutional Research, \$50), Ocean Navigation (T, 20 credit for Exploration, 10 credit for Institutional Research, \$90), Middle Class (Z, 140 credit for Civics, \$30), and stabilization (\$1). Misery Reduction reduces Misery to 450.

Barcelona buys Proselytism (G, 50 credit from Religion, \$40, Misery increased to 200), Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40), Industry (M, 30 credit for Commerce, 10 credit for Institutional

Research, \$70), New World (U, 60 credit for Exploration, 10 credit for Institutional Research, \$90), a ship upgrade (\$10), and stabilization (\$1). Misery Relief reduces Misery to 125.

Genoa buys Enlightenment (D, 60 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Vesalius, \$30), Proselytism (G, 30 credit for Religion, \$60, Misery increases to 600), Cathedral (H, 30 credit for Religion, \$90, Misery increases to 700), Middle Class (140 credit for Civics, \$30). Misery Relief reduces Misery to 450.

### Turn 8, Phase 5: Expansion

Paris expands to Dijon (6, vs. Venice; Venice uses Cathedral; loses).

London expands to Loire (6, vs. Paris; dr = 5, 1, 1; wins), Copenhagen (2, vs.

Paris, dr = 6, 4, 4; wins), Amsterdam (2, vs. Paris, dr = 1, 1, 4; loses).

Hamburg expands to Poti (4, vs. Genoa, dr = 1, 6, 5; wins), Tripoli (4, vs. Genoa, dr = 3, 4, 5; loses), Tripoli (4, vs. Genoa, dr = 5, 4, 6; wins), West Africa (4, vs. Genoa, dr = 2, 3, 2; wins), Sicily (6, vs. Genoa, dr = 6, 6, 5; wins).

Venice expands to Nuremberg (4, vs. Hamburg, uses Cathedral; wins), Iceland (4, vs. London, uses Cathedral; wins), Prague (2, vs. Hamburg, dr = 4, 1, 4; wins), Tana (3, vs. Hamburg, dr = 1, 3, 5; loses), Tana (3, vs. Hamburg, dr = 4, 6, 5; wins), Constantinople (4, vs. Genoa, dr = 5, 2, 1; wins), Tunis (5, vs. Genoa, dr = 3, 3, 4; loses).

Barcelona expands to North America (6), West Africa (4, vs. Hamburg, uses

Cathedral, wins), Iceland (4, vs. Venice, dr = 6, 4, 5; wins), Tripoli (3, vs.

Hamburg, dr = 6, 4, 2; wins), Cairo (8, vs. Venice, dr = 5, 1, 1; wins).

Genoa expands to Iceland (4, vs. Barcelona, dr = 6, 1, 5; wins), Crete (6, vs. Barcelona, dr = 5, 4, 6; loses), Crete (6, vs. Barcelona, dr = 2, 1, 4; loses), Crete (6, vs. Barcelona, dr = 4, 3, 5; loses), Crete (6, vs. Barcelona, dr = 2, 1, 1; loses), Algiers (3, vs. Barcelona, dr = 6, 1, 2; wins).

Venice gains the expansion bonus.

### Turn 8, Phase 6: Collect Income

Interest and Profit: Barcelona gains \$133, Venice gains \$82, Genoa gains \$103

Paris gains \$27 London gains \$69

Hamburg gains \$93 Venice gains \$121

Barcelona gains \$133 Genoa gains \$103

Enlightenment Misery Reduction: Barcelona to 100, Venice to 400, Hamburg to 150, Genoa to 400

Surplus of Spice, Surplus of Cloth (Venice loses \$3)

### Final Card Play

London plays Spice (Barcelona and Genoa each receive \$81, Venice receives \$9, surplus removed), Grain (Barcelona, Venice, and Hamburg each gain \$36, London gains \$4), Silk (Genoa gains \$200, Barcelona and Venice each gain \$32).

London plays Christopher Columbus (30: U, T), Mysticism Abounds (Misery gains: Venice to 500, Paris to 600, and London to 900), Wine (Barcelona gains \$180, Hamburg and London each gain \$5), Spice (Barcelona and Genoa each receive \$144, Venice receives \$36), War! against Hamburg (London dr = 2, Hamburg dr = 2 + 1 = 3; Hamburg wins; London Misery to 1000, Hamburg Misery to 175; London cedes St. Malo to Hamburg; London into Chaos).

Hamburg has no cards.

Venice plays Spice (Barcelona and Genoa each receive \$144, Venice receives \$36), Black Death in area IV.

Barcelona plays Ivory/Gold as Ivory (Barcelona gains \$160 and Genoa gains \$40)

### The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	100	25	\$1,207	5	13	O-2	0	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z
Christopher Hunt	Venice	500	25	\$461	4	16	O-1	0	A, B, D, E, F, G, H, I, J, K, L, M, N, O, P, R, S, T, V, W, X, Y, Z
Chris Geggus	Hamburg	150	23	\$166	3	14	10	0	A, B, C, D, E, F, I, J, K, N, O, P, R, S, V, W, X
Martin Burgdorf	Genoa	400	31	\$1,294	6	13	O-3	0	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z
Bob Robles	Paris	600	6	\$35	1	2	6	0	A, B, E, F, I, J, K, N, R



Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Partridge	London	1000	10	\$88	2	8	8	0	A, B, E, F, I, J, N, O, P, V

Players are listed in reverse tie breaking order.

### Commodity Log

Commodity	Christopher	Chris	Bob	Michael	Martin	Dave
Stone (2)	2	2	2	--	2	--
Wool (3)	--	--	--	2	1	4
Timber (4)	1	3	--	--	--	1
Grain (5)	2	3	--	2	--	1
Cloth (6)	3	2	--	1	--	--
Wine (7)	--	1	--	3	--	1
Metal (8)	3	1	--	--	2	1
Fur (9)	3	1	--	1	--	--
Silk (10)	1	--	--	--	4	--
Spice (11)	1	--	--	3	3	--
Gold (12)	--	2	--	1	2	--
Ivory (12)	--	--	--	3	1	--

*Surplus, Shortage*

### Conclusion

Country	Barcelona	Venice	Hamburg	Genoa	Paris
Advances	2100	1610	980	2100	360
Cash	1207	461	166	1294	35
Misery	-100	-500	-150	-400	-600
Total	3207	1571	996	2994	-205

London was thrown in to Chaos at the end, so doesn't total points. Congratulations to Michael Lowrey on his narrow victory.

### End of Game Statements

**Christopher Hunt (Venice):** Well done, Michael, excellently played.

**Chris Geggus (Hamburg):** Thanks to Chris and congrats to Michael. I originally hoped to keep my misery below everyone else, but Michael managed to keep ahead in that race all game. A couple of early blunder put paid to me, but I was surprised to see some very odd attacks during the game. it almost seemed like everyone was avoiding hitting the leader for some reason. Maybe everyone was playing for second or third!

I really like the game and it goes so much better by mail. As I told Chris at the beginning I played my first game of this for about 20 years at a con in late 2015 - it took over 8 hours! We did have a couple of newbies and the only properly experienced player is always p.a.i.n.f.u.l.l.y slow. Give me pbm every time.

Enjoyed it - thanks guys. Let's get the next one started asap (hint, hint Chris).

## Beauceron

### Turns 12 through End of Game Statements

#### 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).

**Christopher** selects the Builder, gains 1 doubloon, and builds a Harbour (1 doubloon discount for the Builder, 3 doubloons discount for Quarries, 4 doubloons spent), Martin buys Tobacco Storage (2 doubloon discount for Quarries, 3 doubloons spent), Dave buys the Customs House (10 doubloons spent), Andy passes, and Chris buys the Guild Hall (2 doubloon discount for Quarries, 8 doubloons spent).

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

**Dave** selects the Craftsman and produces 4 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 gains 1 tobacco as his bonus.

**Andy** selects the Mayor, gains 1 doubloon, and places colonists on an indigo plantation and the Indigo Plant, Chris places a colonist on the Guild Hall, Christopher places a colonist on the Harbour, Martin places a colonist on the Office, and Dave places a colonist on the Customs House. Five colonists are

placed on the colonist ship.

#### Turn 13

**Governor Christopher** selects the Settler, gains 1 doubloon, and picks a corn plantation (with a colonist due to the Hospice), Martin is unable to take a plantation, Dave selects the coffee plantation, Andy passes, and Chris selects a sugar plantation (with a colonist due to the Hospice). New plantations: Indigo, Indigo, Indigo, Sugar, Tobacco, Coffee. Discards reshuffled after first plantation drawn. Plantation draw pile is empty.

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

**Dave** selects the Craftsman and produces 4 corn and 2 tobacco, Andy produces 3 indigo and 3 sugar, Chris produces 2 corn, 1 indigo, 1 sugar, and 2 coffee, Christopher produces 2 corn and 1 indigo, and Martin produces 1 corn and 3 sugar. Dave takes tobacco as his bonus.

**Andy** selects the Builder and builds a Tobacco Storage (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, spends 3 doubloons), Chris buys a Sugar Mill (1 doubloon discount for Quarry, 3 doubloons spent), Christopher passes, Martin passes, and Dave is unable to buy anything.

**Chris** selects the Trader, trading coffee for 5 doubloons, Christopher trades indigo for 1 doubloon, Martin trades sugar for 3 doubloons, and Dave trades tobacco for 4

doubloons.

### Turn 14

**Governor Martin** selects the Prospector, gaining 4 doubloons.

**Dave** selects a Prospector, gaining 3 doubloons.

**Andy** selects the Captain, shipping 6 indigo on Ship 1 for 7VP (ship sails), Chris ships 1 coffee on Ship 3 for 1VP, Christopher ships 3 corn via the Wharf for 4VP, Martin cannot ship, Dave ships 2 tobacco on Ship 2 for 2VP (ship sails), then ships 4 corn via the Wharf for 4 VP. Andy discards 1 indigo, Chris discards 2 corn, 1 indigo, and 1 sugar, Martin discards 1 corn, 1 indigo, and 1 sugar.

**Chris** selects the Builder and builds City Hall (1 doubloon discount for Builder, 2 doubloons discount for Quarries, 7 doubloons spent), Christopher passes, Martin builds a Residence (2 doubloon discount for Quarries, 8 doubloons spent), Dave builds a Factory (7 doubloons spent), and Andy passes.

Christopher selects the Craftsman and produces 2 corn and 3 indigo, Martin produces 2 corn, 1 indigo, and 3 sugar, Dave produces 4 corn and 2 tobacco, Andy produces 3 indigo and 2 sugar, and Chris produces 2 corn, 1 indigo, and 2 coffee. Christopher produces an extra indigo as the bonus.

### Turn 15

**Dave** selects the Captain and ships 2 tobacco on Ship 2 for 3VP, Andy ships 6 sugar on Ship 1 for 6VP (ship sails), Chris ships 2 coffee on Ship 3 for 2VP (ship sails), Christopher ships 4 indigo via the Wharf for 5 VP, Martin can't ship, Dave ships 4 corn via the Wharf for 4VP. Chris discards 2 corn and 1 indigo, Christopher discards 1 corn, Martin discards 2 corn, 1 indigo, and 3 sugar. VP

chip pool is exhausted, so this is the last turn.

**Andy** selects the Mayor, gains 2 doubloons, and places 2 colonists on the Tobacco Storage and transfers one colonist from the coffee plantation to a tobacco plantation, Chris places a new colonist on the City Hall and transfers 3 colonists from San Juan to the Sugar Mill, Christopher places a colonist in San Juan, Martin places a colonist on the Residence, transfers a population factor from the Hacienda to a tobacco plantation and from the Construction Hut to Tobacco Storage, and Dave places a colonist on the Factory. Six colonists are placed on the colonist ship.

**Chris** selects the Trader, gains 1 doubloon, and trades sugar for 3 doubloons, Christopher trades corn for 0 doubloons, Martin uses the Office to trade sugar for 3 doubloons, and Andy trades indigo for 1 doubloon.

**Christopher** selects the Builder and builds a Factory (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 3 doubloons spent), Martin builds a Coffee Roaster (2 doubloons discount for Quarries, 4 doubloons spent), Dave can't buy anything, Andy buys a Large Market (1 doubloon discount for Quarry, 4 doubloons spent), and Chris buys an Indigo Plant (2 doubloon discount for Quarries, 1 doubloon spent).

**Martin** selects the Craftsman and produces 2 corn, 1 indigo, 3 sugar, and 1 tobacco, Dave produces 4 corn and 3 tobacco (gains 1 doubloon from the Factory), Andy produces 3 indigo, 3 sugar, and 2 tobacco, Chris produces 2 corn, 1 indigo, 3 sugar, and 2 coffee, and Christopher produces 2 corn and 3 indigo. Martin takes sugar as his bonus.

### The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Mayor	<b>Indigo, Quarry, Tobacco, Sugar, Coffee, Sugar, Tobacco, Indigo, Sugar, Tobacco, Indigo</b>	<b>Small Warehouse, Indigo Plant (x3), Hacienda, Sugar Mill (x3), Tobacco Storage (x2), Large Market</b>		0	6 indigo, 3 sugar, 2 tobacco	25
Chris Geggus	Trader	<b>Indigo, Sugar, Quarry, Coffee, Coffee, Corn, Corn, Quarry, Sugar, Sugar</b>	<b>Hospice, Small Sugar Mill, Small Indigo Plant, Coffee Roaster (x2), Fortress, Guild Hall, Sugar Mill (x3), City Hall, Indigo Plant</b>		3	2 corn, 1 indigo, 3 sugar, 2 coffee	15
Christopher Hunt	Builder	<b>Indigo, Corn, Indigo, Indigo, Quarry, Quarry, Quarry, Quarry, Corn</b>	<b>Indigo Plant (x3), Hospice, Construction Hut, Wharf, Harbour, Factory</b>	3	2	2 corn, 3 indigo	27
Martin Burgdorf	Craftsman	<b>Corn, Corn, Sugar, Sugar, Sugar, Indigo, Quarry, Coffee, Quarry, Tobacco, Tobacco, Tobacco</b>	<b>Small Market, Sugar Mill (x3), Hacienda, Construction Hut, Small Indigo Plant, Office, Tobacco Storage (x1), Residence, Coffee Roaster</b>		0	2 corn, 1 indigo, 4 sugar, 1 tobacco	20
<b>Dave Hooton</b>	Captain	<b>Corn, Corn, Tobacco, Tobacco, Indigo, Corn, Corn, Sugar, Coffee</b>	<b>Small Market, Tobacco Storage (x2), Small Warehouse, Small Indigo Plant, Wharf, Office, Customs House, Factory</b>		1	4 corn, 3 tobacco	44

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: 0 Colonist Ship: 6

Trading House: Empty

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

Victory Points: 0

Commodities

Corn: 0 Indigo: 0 Sugar: 1 Tobacco: 1 Coffee: 7

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)			
Small Sugar Mill (x3, 2d, 1vp)		Coffee Roaster (6d, 3vp)	
		University (x2, 8d, 3vp)	
	Large Market (5d, 2vp)	Harbour (8d, 3vp)	
	Large Warehouse (x2, 6d, 2vp)		

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

Indigo, Indigo, Indigo, Sugar, Tobacco, Coffee

Discard Pile:

Victory Points

	Andy	Chris	Christopher	Martin	Dave
<b>Victory Point Chits</b>	25	15	27	20	44
<b>Buildings</b>	10	23	14	18	18
<b>Bonus</b>	0	18	0	7	11
<b>Total</b>	<b>35</b>	<b>56</b>	<b>41</b>	<b>45</b>	<b>73</b>

Congratulations to Dave on his victory!

End of Game Statements**Christopher Hunt:** Congratulations Dave. Great play. A deserved win.**Chris Geggus:** Well done Dave. I just couldn't stop the constant run of crafting and shipping by everyone. As a builder, not what I wanted to see at all! And thanks to Chris for running it and keeping it flowing. On to the next one!**Dave Hooton:** The key for me was having only two products. As the only one with tobacco, I was able to monopolize one of the boats for my smaller product and use the wharf for my bigger product. Thanks for running the game, Chris.Azawakh

**Epoch I Babylonians, Shang Dynasty, and Aryans**  
**Deadline Epoch II Empire Selection and Assyrians, April 25**

Epoch I**The Gardeners (Hunt)** BABYLONIA: Army and Capital Middle Tigris, army Lower Tigris (vs. Sumerians; B: 4, 4; S: 3; wins, Capital reduced to city), fortress Middle Tigris. Points: Presence in Middle East (2), 1 Capital (2), 1 city (1), and 1 Monument (1) for 7 points.**Republic of Texas (York)** SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang. Points: Dominance in China (2), 1 Capital (2) for 4 points.**GEKS (Geggus)** ARYANS: Armies Turanian Plain, Hindu Kush (vs. Indus Valley; A: 6, 5; I: 3; wins), Lower Indus (vs. Indus Valley; A: 5, 3; I: 1; wins, Capital reduced to city), plays Allies, armies Tarim Basin, Upper Indus, fort Hindu Kush. Builds Monument Lower Indus. Points: Dominance Inida (2), Presence Middle East (2), China (1), 1 city (1), 1 Monument (1) for 7 points.Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Brad Martin	Red Devils (red)	4	9
Christopher Hunt	The Gardeners (green)	4	7
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	6
Andy York	Republic of Texas (blue)	4	4
Dave Anderson	Romulus and Remus (orange)	4	4
Chris Geggus	Galileo Earns Gold Star (yellow)	5	7
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	5	6

Positions**RMHS:** SUMERIANS: 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: Armies Persian Salt Desert, Zagros.

**The Gardeners:** Army, Capital, and Fortress Middle Tigris, army, city, and Monument Lower Tigris.

**Republic of Texas:** SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang.

**GEGS:** Army, city, and Monument Lower Indus, army and fort Hindu Kush, armies Turanian Plain, Persian Plateau, Upper Indus, Tarim Basin.

### Event Cards

### Epoch II Empire Draw

## **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. GEGB 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.

KGB<sup>2</sup> bids 9 on plant 9 and gets it. Power plant 11 is added to the current market. Turn order is changed to KGB<sup>2</sup>, GEGB, TRUMP, CU.

#### Fuel Purchases

CU buys 2 oil for 2  
TRUMP buys 3 oil for 5  
GEGB buys 3 coal for 9  
KGB<sup>2</sup> buys 2 oil for 5

#### Grid Connections

CU connects to Kazan for 10 and Naberezhnye Chelny for 13.  
TRUMP connects to Yekaterinburg for 10 and Chelybinsk for 13.  
GEGB connects to Tomsk for 10 and Kemerovo for 13.  
KGB<sup>2</sup> 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  
GEGB powers 2 cities using 3 coal and gaining 33 Elektros  
KGB<sup>2</sup> 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**

#### Bidding

GEGB 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 KGB<sup>2</sup> 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

KGB<sup>2</sup> buys 1 oil for 1 and 1 uranium for 5  
CU buys 4 oil for 9  
TRUMP buys 3 oil for 10  
GEGB buys 5 coal for 17

#### Grid Connections

KGB<sup>2</sup> connects to Novokuznetsk for 17.  
CU connects to Kirov for 15.  
TRUMP connects to Ufa for 16.  
GEGB connects to Novosibirsk for 14.

#### Bureaucracy

#### Power Cities

GEGB 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  
KGB<sup>2</sup> 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	GEGB	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 <sup>2</sup>	Blue	09 Oil 1→1 (2), 11 Nuclear 1→2	2	45

TRUMP is Thermal Reactors Underwritten and Marketed by Putin. KGB<sup>2</sup> is Kremlin's Gas Burning Bureau. GEGB is Gondwanaland Energy Generating Station. CU is Coal Unlimited.

### Power Plant Market

#### Current 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 a partial 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 <sup>1</sup>	Ken Marcinonis
Not Guilty <sup>1</sup>	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 <sup>2</sup>	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine

<sup>1</sup> Rehoused from Jason Wilke's *Won if by Land*

<sup>2</sup> 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

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

Name	Winner
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
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 <sup>1</sup>
Newfoundland	Dave Hood

<sup>1</sup> 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 <sup>1</sup>	Brendan Whyte
Benji <sup>1</sup>	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott
Akita	Dave Partridge
Golden Retriever	Dave Hooton

<sup>1</sup> GMed by Andy Lewis

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin

Name	Winner
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

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 <sup>1</sup>	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie <sup>1</sup>	Wembley	Chris Geggus

Name	Game	Winner
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge

Name	Game	Winner
Portugese	Goa	Chris Geggus
Water Dog		
Dalmatian	Phoenicia	Andy York

Name	Game	Winner
Working Dog	Agricola	Dave Hooton

<sup>1</sup> 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!