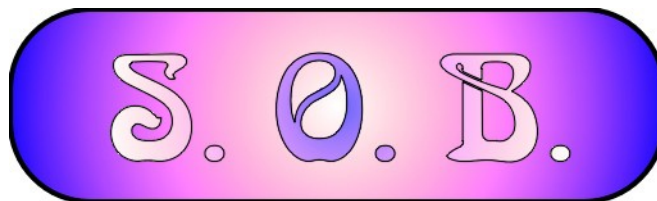


Number 223



August, 2017

### Notes from Hades

Last week, my mother and niece were visiting from North Idaho. When they arrived, my sons and I were actually on a scout camp out at Palomar mountain, so my wife took them on a whale watching cruise. On Monday, we went to the Peterson Automotive Museum, which is an interesting place even if you are not particularly into cars, like me. It happens to be very near the La Brea Tar Pits, so we went there when we were finished. Tuesday was the 4<sup>th</sup>, so we had a pool party with friends. Later in the week, we went to the beach at Seal Beach, explored an area of Long Beach called Belmont Shore (including a ice cream place called Creamistry, which will make your ice cream on the spot using liquid nitrogen – very cool, and cold), went to the Aquarium (of course), and rounded things out at the Getty. Overall, my niece had a wonderful time. Now, she says that she wants to move here when she graduated from high school. We'll see about that.

Out of curiosity, I looked back at the first issue of this zine. When I did, it occurred to me that I have been publishing this for over 24 years. In that time, I typically had 10 to 12 games running simultaneously. We are now down to 5 active games. There are plenty of games available here, and I still enjoy running this, so please sign up.

As expected, Bergamasco ended. Congratulations to Christopher Hunt on his victory. To help fill the void in games, I will go ahead and start up Papillon and Beagle shortly after I release this issue. There is a space available in each, so if you are interested in joining, please do not delay in letting me know.

The next deadline is **Tuesday, August 15 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tends to retire early.

### Contents

Dogleg	Machiavelli	Page 2
Rescue Dog	Gunboat Machiavelli	Page 2
Pug	Merchant of Venus	Page 4
Azawakh	History of the World	Page 6
Bergamasco	Agricola	Page 7
Boerboel	Puerto Rico	Page 8

### 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. **This game will start shortly after this issue is released.**

**Beagle.** Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), Martin Burgdorf(\$), will take up to 1 more. **This game will start shortly after this issue is released.**

**Spaniel.** Robo Rally. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton(\$), Christopher Hunt(\$), Bill Scharf(\$), Andy York(\$), will take up to 2 more.

**Borzo.** Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles(\$), Jack McHugh, Martin Burgdorf(\$), will take up to 3 more.

**Affenpinscher.** 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(\$), Martin Burgdorf(\$), Bill Scharf(\$), will take up to 3 more.

**Briard.** Age of Renaissance. This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus(\$), Christopher Hunt(\$), Bob Robles(\$), Martin Burgdorf, will take up to 3.

**Brittany.** New World. This will start after Foxhound ends and will use the Expansion variant. Have David Hood(\$), Bob Robles(\$), Andy York(\$), Martin Burgdorf, will take up to 2 more.

Players who have a (\$) after their name have paid the necessary game fee.

### Wish List

**Goa.** Have Chris Geggus, Bill Scharf, will take up to 2 more.

**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.

**Silverton:** Will use the advanced rules. Have Bill Scharf, Dave Hooton. Will take up to 4 more.

**7 Wonders.** This will be run continuously via email. Have the Wonder Pack, Leaders, and Cities expansions available. Have Chris Geggus, Bill Scharf, Christopher Hunt, will take up to 4 more.

**Outpost:** This will use the usual rules. Have Dave Hooton, Chris Geggus, Andy York, Bill Scharf, will take up to 6 more.

**Power Grid:** This will be run by email. Many maps and options available and will be decided on by vote among the players at the start of the game. Have Andy York, Dave Hooton, Chris Geggus, will take up to 3 more.

**Agricola:** This will be run by email. Have Dave Hooton, Chris Geggus, will take up to 3 more.

**Caverna:** A game of farming and mining very similar to Agricola. This will be run by email. Will take up to 7.

**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:

**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>**

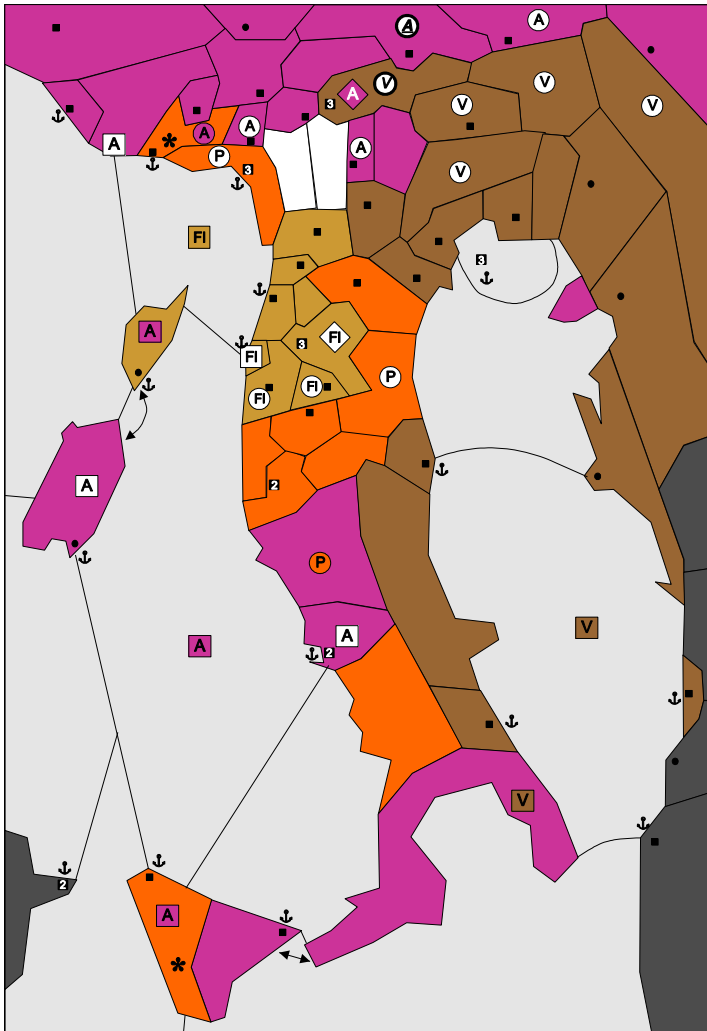
Subscriptions cost \$3.00 per issue (\$4.50 overseas).

**Dogleg****Spring 1506**

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

**Deadline for Summer 1506 8/15 Tuesday**

*Austria starts a major assault, making gains against the Pope and Florence. Venice and Austria maneuver against each other.*

**Dogleg**

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

**Fall 1505 Retreats**

Austria retreats A Milan to garrison

**Builds**

		Cost
Aus	Maintains A (EP) Austria, A Turin, A Montferrat, A Cremona, F Provence, F Gulf of Lions, F Ionian Sea, F Naples, G Milan,	42

	builds A Hungary, F Sardinia, F Messina	
Flo	Maintains all, builds G Florence	21
Pap	Maintains all, builds A Rome, A Bologna	21
Ven	Maintains all, no new builds	24

**Expenditures**

Austria buys Papal F Tyrrhenian Sea for 18 ducats.

Venice repays 3 ducats to the moneylenders.

**Outstanding Loans**

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

Fall 1507: 27 ducats due from Papacy (18 borrowed)

**Orders**

AUSTRIA (Burgdorf): A MONTFERRAT to Genoa, A Turin to SAVOY, A CREMONA to Mantua, A (EP) Austria to TYROLEA, A Hungary to AUSTRIA, F PROVENCE supports A Turin to Savoy, F Gulf of Lions to CORSICA, F SARDINIA supports F Gulf of Lions to Sardinia, F NAPLES to Tyrrhenian Sea, F TYRRHENIAN SEA holds (u), F IONIAN SEA to PALERMO, F MESSINA supports F IONIAN SEA to Palermo, G MILAN holds (u)

FLORENCE (Robles): A Florence to PISA, A AREZZO to SIENNA, A SIENNA to Sardinia, F PIOMBINO holds (u), F PISA to LIGURIAN SEA, F CORSICA supports A SIENNA to Sardinia (DESTROYED), G FLORENCE holds (u)

PAPACY (Anderson): A GENOA supports F Savoy (cut), A Rome to CAPUA, A BOLOGNA to Mantua, A Perugia to URBINO, A PALERMO to Messina (DISLODGED, retreat garrison, OTB), F TYRRHENIAN SEA transports Florence A SIENNA to Sardinia (nsu), F SAVOY supports Florence F PISA to Ligurian Sea (DISLODGED, retreat garrison, OTB)

VENICE (Wilson): A (EM) MILAN besieges, A TRENT supports A Carinthia, A VERONA to Mantua, A CARINTHIA supports A Carniola to Slavonia, A Carniola to SLAVAONIA, F LOWER ADRIATIC supports F Bari to Otranto, F Bari to OTRANTO

Treasury:

**Press**

Papacy to Florence and Venice: Once more, gentlemen, into the breach ...

**Spring 1506 Famine Losses**

Florence A Pisa is destroyed.

**Summer 1506 Plague**

**Poor Year – Column Only:** Carniola, Dalmatia, Messina (Austrian F destroyed), Pisa, Perugia

**Rescue Dog****Fall 1458**

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory**  
**Deadline for Winter/Spring 1459 8/15 Tuesday**

*France and Venice make strong gains against Milan while Naples takes all the islands. Florence works to suppress rebellions while the Pope gets into it with Venice and France. The Turks go quietly. Widespread famine sweeps through Italy.*

**Expenditures**

The Papacy borrows 6 ducats for 2 years (9 ducats due Fall 1460) and repays 12 ducats to the moneylenders.

**Outstanding Loans**

Spring 1459: 14 ducats due from Milan (9 ducats borrowed)

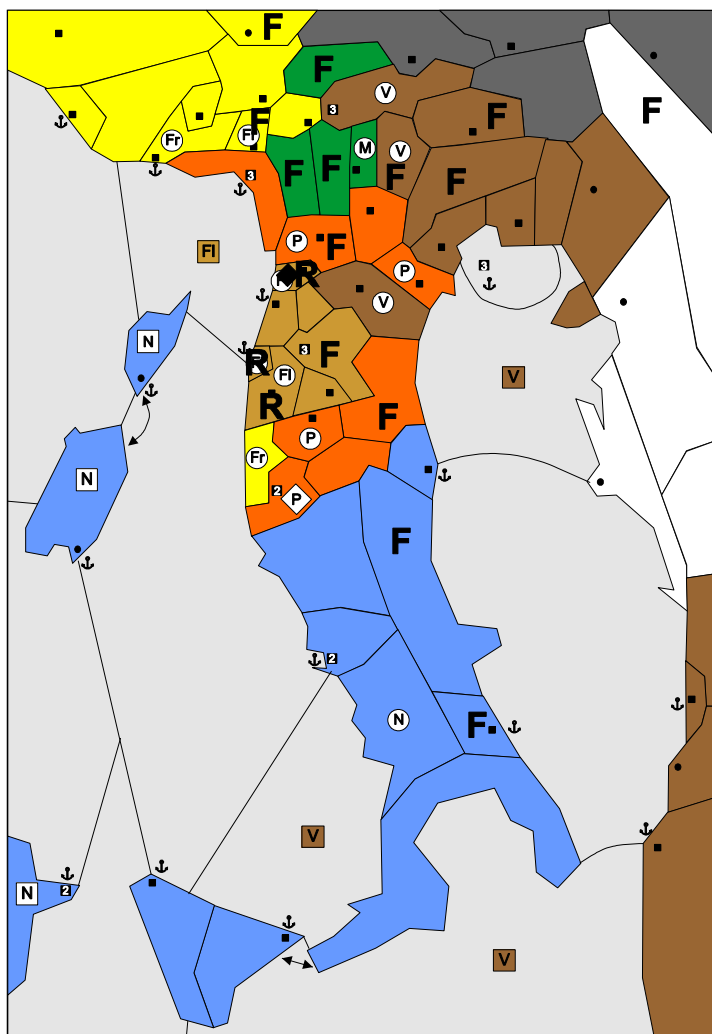
Summer 1460: 30 ducats due from Naples (20 ducats borrowed)

Fall 1460: 9 ducats due from the Papacy (6 ducats borrowed)

## Orders

FLORENCE	<input type="checkbox"/>	A Pisa to PIOMBINO, A Pistoia to LUCCA, A Arezzo to SIENNA, F LIGURIAN SEA holds (u)
FRANCE	<input type="checkbox"/>	A MONTFERRAT supports A Savoy, A SAVOY supports A Montferrat, <u>A PATRIMONY to Rome</u>
MILAN	<input type="checkbox"/>	<u>A CREMONA to Milan</u>
NAPLES	<input type="checkbox"/>	A Aquila to SALERNO, F Tyrrhenian Sea to SARDINIA, F CORSICA holds, F TUNIS holds
PAPACY	<input type="checkbox"/>	<u>A MODENA to Bologna</u> , A Bologna to FERRARA, A PERUGIA holds, <u>G ROME convert to A</u>
TURKS	<input type="checkbox"/>	A DALMATIA holds
VENICE	<input type="checkbox"/>	A Urbino to BOLOGNA, A Trent to MILAN, A BERGAMO supports A Trent to Milan, F UPPER ADRIATIC supports A Urbino to Bologna, F LOWER ADRIATIC to Ionian Sea, F IONIAN SEA to Gulf of Naples

## Rescue Dog



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

*Press*

**Florence to Papacy:** Thank you.

**France to Naples:** I only wanted to finish the game with the minimum amount of effort.

**France to Venice:** You can have Milan. Genua and Montferrat are enough for me.

**S.O.B.**

**Naples to France:** No man is an island, to which the corollary is no Frenchman should be allowed any islands. I will leave mainland France to the French, but must protect my interests from your belligerent ways. You attacked me first, so must accept the consequences of your actions. Prove your trustworthiness, and we can be friends.

**Naples to Turk:** Go poof! You: poof!

**Naples to Pope:** I'm going home, but Ancona is mine.

**Naples to Venice:** And in a cloud of harem-atic smoke, the genie disappears into the ether. One down, four to go, eh? You may pass around my posterior, but I cannot offer succour in any of my ports, but I hear the Tuscan shores are ripe for picking.

**Naples to Milan:** I can't save you, but I hope you will get some satisfaction from the insular insurrections against the Fractious French.

**Naples to Florence:** You should rule better so your people don't rebel. But with Venice and even the French, we hope to remove one of your bugbears. I hope to remove one of you.

**Papacy to Florence:** Still watching your back. What are those Frenchies doing in our back yard?

**Venice (actually Naples) to Pope: Oh mein Papa!**

**Venice to France:** Well so much for that invasion of Naples. But on the good side you are next to Rome and why stop at Monterferat and Savoy, Why not Genoa?? The Pontiff is not defending it. He is like a basketball always bouncing.

**Venice to Turkey :**Goodbye my worthy opponent. You fought as well as you could. I will add your distinctiveness to our own. Your culture will adapt to service us.

**Venice To Naples:** I will not fight France till Milan is gone. I have started a border war with the Pope . He is on my border. He interferes with my troop movement. If he allows me to acquire Bologna. I will stop my attacks on him and if his troops do not step onto our territory as he withdraws. Otherwise my fleet in Gulf of Naples will move to Tyrr. Sea in the Spring and in the Summer to Rome.

**Venice to Florence:** What he means by I will not attack you is ---I will stay in your Home cities and Liberate all your rebellions for you and acquire those towns. Silly Pope.

## Notes

Since the Turks no longer control any of their home cities, they are eliminated.

### *Spring 1459 Famine*

**Bad Year – Row and Column:** Bari, Slavonia, Montferrat, Urbino, Fornovo, Como, Trent, Modena, Swiss, Verona, Bergamo, Florence, Parma, Aquila

Spring 1459 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, <u>Florence</u> , Arezzo, <u>Sienna</u> , <u>Piombino</u>	3
FRA	Avignon, <u>Swiss</u> , Marseilles, Provence, Turin, Pavia, <u>Montferrat</u> , Savoy, Saluzzo	7
MIL	<u>Como</u> , Cremona, <u>Parma</u> , <u>Fornova</u>	1
NAP	Corsica, Sardinia, Tunis, Palermo, Messina, Otranto, Salreno, <u>Bari</u> , <u>Aquila</u> , Naples, Capua, Ancona	10
PAP	Genoa, <u>Modena</u> , Mantua, Ferrara, <u>Urbino</u> , Spoleto, Perugia, Rome	6
VEN	Milan, <u>Trent</u> , <u>Bergamo</u> , <u>Verona</u> , Padua, Treviso, Friuli, Carniola, Istria, Bologna, Herzegovina, Ragusa, Albania, Durazzo	11

## Seas

FLO	Ligurian Sea	1
VEN	Upper Adriatic, Venice, Ionian Sea, Gulf of Naples	4

## Cities

FLO	<u>Lucca</u> , Pisa, <u>Florence (3)</u> , Arezzo, <u>Sienna</u> , <u>Piombino</u>	2
FRA	Avignon, <u>Swiss</u> , Marseilles, Turin, Pavia, <u>Montferrat</u> , Savoy,	6

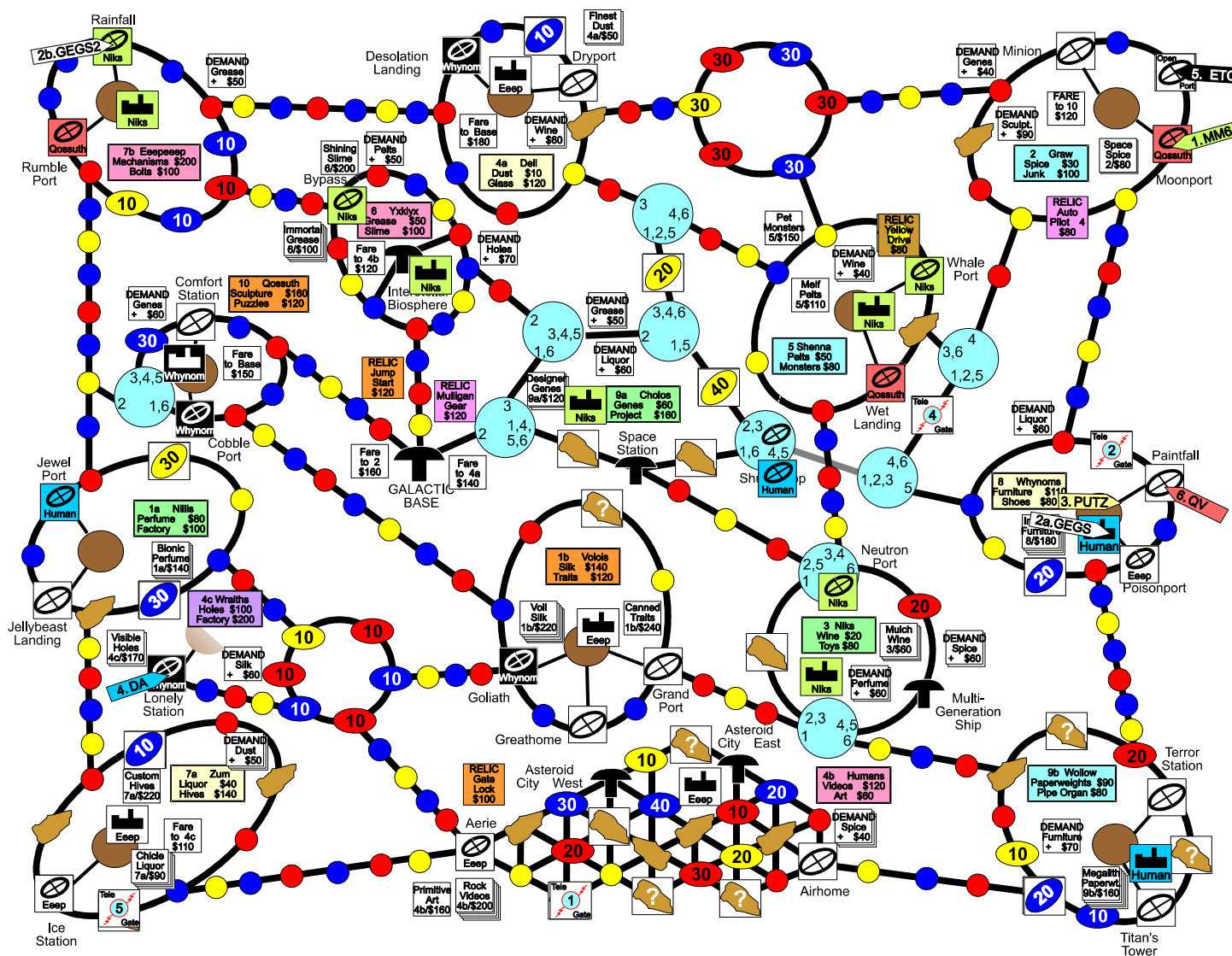
NAPLES:	4	10	0	9	23
PAPACY:	10	6	0	8	24
VENICE:	10	11	4	13	38

	1454	1455	1456	1457	1458	1459
Florence:	3	2	4	6	3	3
France:	3	6	6	6	8	8
Milan:	3	3	4	5	4	1
Naples:	4	4	5	3	5	8
Papacy:	4	6	6	6	5	6
Turks:	3	3	3	3	2	0
Venice:	4	6	7	9	10	10

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE:	10	3	1	2	16
FRANCE:	6	7	0	6	19
MILAN:	5	1	0	1	7

**Turns 21.4 to 23.4**  
**Deadline Turn 23.5 to 25.5, August 15**



**4<sup>th</sup>: Debbie Anderson (Dell/DA) Rolls Used: 1 2 5**

Buys Designer Genes for \$60.

**6<sup>th</sup>: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 2 2 5**

**Rumble Port(p) – R – B – B – Y – B – R – B – Y – B – R – Jewel Port(p) – B.**

Turn 22

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 6 6**

**Y – NC6 – Cobble Port(p) – R – B – R – B – Y – B – R – Galactic Base – A – Space Station.**

Sells Pedigree Bolts for \$200 (from the cup: Voll Silk at 1b). Buys Life Project for \$160. Receives \$80 in factory commissions.

2<sup>nd</sup>: **Chris Geggus (Eeeppeep)**

**Guardians Enforce Galactic Security Rolls Used: 1 3 5 6**

**Desolation Landing(p) – R – B – R – Y – NC6 – R – Y – B – Y – R – Wet Landing(p).**

Sells Dribble Glass for \$200 (from the cup: Immortal Grease at 6). Buys 2 Melf Pelts for \$100. Quo Vadis gains \$40 in port commissions.

**Guardians Enforce Galactic Security 2 Rolls Used: 2 5**

**Wet Landing(p) – R – B – (Y) – B – R – B – (Y) – R – B.**

3<sup>rd</sup>: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 2 4 5**

**Whale Port(s) – Whale Port(p) – A – NC5 – TeleGate 4 – NC5 – B – R – TeleGate 2 – Paintfall(o) – Paintfall(s).**

Sells Pet Monsters for \$150 (from the cup: Shining Slime at 6).

4<sup>th</sup>: **Debbie Anderson (Dell/DA) Rolls Used: 1 3 6**

**Jewel Port(s) – Jewel Port(p).**

Sells Infinite Puzzles for \$250 (from the cup: Demand for Grease at 7b).

Sells Psychotic Sculpture for \$250 (from the cup: Chicle Liquor at 7a). Buys 2 Bionic Perfume for \$160. Gains \$66 in port commissions.

5<sup>th</sup>: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 1 2 5 6**

**Galactic Base – A – NC5 – NC5 – B – R – B – Y – B – R – B – Y – Moonport(p) – Open Port.**

Sells Designer Genes for \$120 plus \$40 demand (from the cup: Pet Monsters at 5 and Fare to 10 at 2). Buys Space Spice for \$30, Factory for \$200, and Glorious Junk for \$100. Receives \$50 in factory commissions.

6<sup>th</sup>: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 2 3 5**

**B – Jellybeast Landing(o) – A – Y – R – B – Y – R – A – Ice Station(p) – TeleGate 5 – TeleGate 2 – Paintfall(o).**

Turn 23

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 4 4 5**

**Space Station – A – NC4 – NC4 – TeleGate 4 – NC4 – R – Y – ? (it's the Auto Pilot relic) – Y – Moonport(p).**

Sells Life Project for \$240 (from the cup: Bionic Perfume at 1a). Buys Space Spice for \$30. Quo Vadis gains \$27 in port commissions.

2<sup>nd</sup>: **Chris Geggus (Eeeppeep)**

**Guardians Enforce Galactic Security 2 Rolls Used: 1 2**

**B – Rainfall(p).**

Sells Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Wine at 5 and Fare to Base at 7b). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Demand for Dust at 7b and Demand for Dust at 7b). Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Genes at 2 and Finest Dust at 4a). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Immortal Grease at 6 and Demand for Dust at 7a). Buys Servo-Mechanism for \$200 and picks up Fare to Base. MM6 receives \$70 in port commissions.

**Guardians Enforce Galactic Security Rolls Used: 2 3 4 6**

**Wet Landing(p) – A – NC2 – TeleGate 4 – TeleGate 2 – Paintfall(o) – B – Poison Port(o) – Poison Port(s).**

Buys Poison Port for \$200.

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

**Paintfall(s).**

Sells Melf Pelts for \$110 (from the cup: Fare to Base at 10). Buys Other Shoes for \$80 and Impossible Furniture for \$110. DA gains \$40 in factory commissions.

4<sup>th</sup>: **Debbie Anderson (Dell/DA) Rolls Used: 4 4 5**

**Jewel Port(p) – R – Y30 – Y – B – R – B – Y10 – R10 – B10 – Y – R – B – Lonely Station(p).**

Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Rock Videos at 4b and Bionic Perfume at 1a). Sells Bionic Perfume for \$140 (from the cup: Fare to 2 at Base). Buys 2 Visible Holes for \$200. ETC gains \$54 in port commissions.

**1. Mystery Machine 9 \$639**  
Scout  
24: 2 3 6 // 25: 1 3 6  
Hold1 Hold2 Hull  
Space Spice 2/\$80 Servo-Mech. 7b/\$300 Shield (\$60)  
Neutron Port \$200 Niks \$200 Bypass \$200  
Whale Port \$200 Shenna \$100 Cholos \$200  
Yxklyx \$200 Rainfall \$200 Eeeppeep \$100

**2a. GEGS \$582**  
Clipper  
24: 1 1 5 5 // 25: 4 4 5 6  
Hold1 Hold2 Hull  
Melf Pelts 5/\$110 Melf Pelts 5/\$110 Shield (\$60)  
Aerie \$200 Ice Station \$200 Human \$100 Zum \$200  
Volois \$200 Dell \$200 Poisonport \$200

**2b. GEGS2 \$582**  
Freighter  
24: 1 4 // 25: 1 1  
Hold1 Hold2 Hold3 Hull  
Servo-Mech. 7b/\$300  
Hold4 Hold5  
Yellow Drive (\$80)  
Fare to Base \$110

**3. PUTZ \$840**  
Scout  
24: 2 4 5 // 25: 3 3 5  
Hold1 Hold2 Hull  
Other Shoes 8/\$160 Imposs. Furniture 8/\$180 RELIC Air Foil \$80  
RELIC Switch \$100 RELIC Spy Eye \$100 \$380

**4. DA \$753**  
Scout  
24: 1 1 6 // 25: 3 4 4  
Hold1 Hold2 Hull  
Visible Holes 4c/\$170 Visible Holes 4c/\$170  
Whynoms \$100 Wollow \$100 Shuttletop \$200  
Jewelport \$200

**5. ETC \$414**  
Clipper  
23: 1 2 2 3 // 24: 4 5 5 6 // 25: 1 3 5 5  
Hold1 Hold2 Hull  
Space Spice 2/\$80 Glorious Junk 2/\$200 Shield (\$60)  
Cobble Port \$200 Qossuth \$200 1b \$100  
Lonley Station \$200 Goliath \$200 Graw \$200  
Desolation Landing \$200

**6. Quo Vadis \$213**  
Clipper  
23: 1 2 5 6 // 24: 2 2 4 6  
Hold1 Hold2 Hull  
Servo-Mech. 7b/\$300 Servo-Mech. 7b/\$300  
Wet Landing \$200 Moonport \$200  
Rumble Port \$200



On the Board:

**1a (Nillis):** 3 Bionic Perfume

**1b (Volois):** 5 Voll Silk, Canned Traits

**2 (Graw):** 2 Space Spice, Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), Demand for Designer Genes (+\$40)

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

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

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

**4c (Wraiths):** 2 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

**5 (Shenna):** 1 Melf Pelts, 2 Demand for Mulch Wine (+\$40), 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), 3 Demand for Finest Dust (+\$50), 4 Chicle Liquor, Custom Hives

**7b (Eeepeeeep):** Demand for Immortal Grease (+\$50)

**8 (Whynoms):** Demand for Chicle Liquor (+\$60), 4 Impossible Furniture

**9a (Chola):** 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

**9b (Wollow):** 5 Megalith Paperweight, Demand for Impossible Furniture (+\$70)

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

**Base:** Relic Gate Lock, Relic Mulligan Gear, Fare to 4a (\$140), Fare to 2 (\$160)

## Azawakh

### Epoch II Sytheans, Carthagina, Persia

### Deadline Epoch III Empire Selection and Celts, August 15

#### Epoch II

**NICE (Burgdorf)** Plays Phoenicia. Army and Capital Levant (Sumerian army eliminated), fleet Eastern Mediterranean (vs. GEGS; NICE: 1, 1; GEGS: 4; loses), Eastern Mediterranean (vs. GEGS; NICE: 4, 4; GEGS: 5; loses). SCYTHEANS: Army Caucuses, Eastern Anatolia (vs. Hittites; S: 6, 3; H: 2+1, 1+1; wins, Capital reduced to city), Zagros (vs. Assyrians; S: 5, 3; A: 4; wins), Persian Salt Deseert (vs. Indus Valley; S: 6, 2; I: 4; wins), Lower Indus (vs. Indus Valley; S: 5, 4; I: 5; 6, 1; I: 4; wins), Upper Indus (vs. Indus Valley; S: 4, 4; I: 2; wins, Capital reduced to a city), Ganges Valley. Builds monument Upper Indus. Points: Dominance in Middle East (6), Presence in North Africa (2), India (2), 2 Capitals (4), 2 cities (2), and 2 Monuments (2) for 18 points.

**Red Devil (Martin)** CARTHAGINIA: Army and Capital Shatts Plateau, Libya (vs. Greek City States; C: 4, 3; G: 2; wins), Nile Delta (vs. Egypt; plays Surprise Attack; C: 2, 2; G: 3; loses), Western Mediterranean (vs. GEGS; RD: 5, 2; GEGS: 3; wins), Southern Iberia, Central Massif, Dalmatia, Pyrenees. Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), 1 Capital (2), and 1 Sea (1) for 12 points.

Romulus and Remus (Anderson) PERSIA: Plays Weaponry. Army and Capital Persian Plateau (Aryan army retreats to Hindu Kush), army Zagros (vs. Scytheans; P: 3+1, 1+1; S: 3; wins), Persian Salt Desert (vs. Scytheans; P: 6+1, 1+1; S: 2; wins), Eastern Anatolia (vs. Scytheans; P: 3+1, 2+1; S: 3; wins, city eliminated), fleet Black Sea, army Western Anatolia (vs. Hittites; P: 6+1, 6+1; H: 4; wins), Lower Tigris (vs. Assyria; P: 5+1, 2+1; A: 5; wins), Lower Indus (vs. Scytheans; P: 4+1, 1+1; S: 5; P: 3+1, 1+1; S: 3; wins), Upper Indus (vs. Scytheans; P: 4+1, 4+1; S: 4; wins, city eliminated), Western Deccan (vs. Indus Valley; P: 6+1, 5+1; I: 3, 3; wins), Western Ghats, Eastern Ghats (vs. Chou Dynasty; P: 6+1, 1+1; C: 6; wins), Ceylon, Balkans, Pindus (vs. Greek City States; P: 3+1, 2+1; G: 5, 3; loses). Builds Monument Persian Plateau. Points: Dominance in Middle East (6), India (4), Presence in Southern Europe (2), 1 Capital (2), 1 Sea (1), and 4 Monuments (4) for 19 points.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	10	20
Christopher Hunt	The Gardeners (green)	10	15
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	12	24
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	21
Brad Martin	Red Devils (red)	12	21
Chris Geggus	Galileo Earns Gold Star (yellow)	14	25
Dave Anderson	Romulus and Remus (orange)	19	23

#### Positions

**RMHS:** JEWS: Army, city, and fort Palestine. ASSYRIANS: Army, Capital, and Monument Upper Tigris, army and city Middle Tigris.

**NICE:** EGYPT: Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula. PHOENICIA: Army and Capital Levant. SCYTHEANS: Army Caucuses.

**Romulus and Remus:** Fleet Black Sea. PERSIA: Army, Capital, and Monument Persian Plateau, army and Monument Lower Tigris, Lower Indus, Upper Indus, armies Balkans, Western Anatolia, Eastern Anatolia, Zagros, Persian Salt Desert, Western Deccan, Western Ghats, Eastern Ghats, Ceylon.

**Red Devils:** Fleet Eastern Mediterranean. CARTHAGINIA: Army and Capital Shatts Plateau, armies Libya, Dalmatia, Central Massif, Pyrenees, Southern Iberia.

**The Gardeners:** None.

**Republic of Texas:** SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang. CHOU DYNASTY: Army, Capital, and Monument Wei River, armies Szechuan, Irrawaddy, Malayan Peninsula, Ganges Delta.

GEGS: Fleets Eastern Mediterranean. ARYANS: Army, city, and Monument Lower Indus, two armies and fort Hindu Kush, armies Turanian Plain, Upper Indus, Tarim Basin. GREEK CITY STATES: Army and Capital Morea, army, city, and fort Crete, army Pindus.

#### Press

**On the Guardian planet:** The Romulan Commander bellowed-- I want my personal Ivory handled disruptor ready. Bring disruptors for all the leaders of the divisions.

Sub Commander Tal protested We cannot pollute the timeline with weaponry like that. The Commander screamed--I do not care about your precious timeline. It was bad enough that those Red Devils kicked us out of the Middle East. Then our brave Crete holdouts fell for the Trojan Horse idea as a gift for my greatness. I was there Commander when the troops came pouring out of it.

How much territory are we holding Commander. ?? Looking at the map as it flickered with the Sytheans and Carthaginians charging through Earths history.

We have none Commander. Exactly my point Sub Commander. That is exactly what you will be reduced to if you do not follow my orders to the letter. Only through my superior intellect was I able to see that the Persians had the power to reclaim some our lost territory. You will follow me into battle and collect the disruptors then you will bring them back to Captain Linville on board the Decius.

Now let them see the real power of Romulus and Remus.

Event Cards

Epoch III Empire Draw

**Bergamasco**

**Turns 14 through End of Game Statements**

Turn 14

Using the Foreman, Geggus places 1 food on the Renovation with Fences space.  
**York** collects 2 wild boar, slaughtering one for 2 food. Hunt collects 1 food from the Slaughterman.

**Hunt** plows a field and sows 2 vegetables and 4 grain (one grain is sown on Acreage)

**Geggus** collects 6 clay from the 2 clay space.

**Hooton** collects 2 cattle, cooking 1 for 4 food. Hunt gains 1 food from the Slaughterman.

**York** grows his family without need of a room.

**Hunt** plows a field.

**Geggus** collects 1 sheep.

**Hooton** bakes bread, baking 2 grain in the stone oven into 8 food and 1 grain in the cooking hearth for 3 food.

**Hunt** collects 4 reeds.

**Geggus** renovates to a clay hut, spending 5 clay and 1 reed, collects 1 food, and builds 12 fences.

**Hooton** spends 2 clay and 2 stone for the Pottery major improvement.

**Hunt** collects 8 wood from the 2 wood space.

**Geggus** visits the Tavern, gaining 2 VP.

**Hooton** grows his family and plays Building Materials, gaining 1 clay. Building Materials is passed to Geggus.

**Hunt** adds 2 rooms to his wooden hut, spending 10 wood and 2 reeds.

**Geggus** collects a vegetable.

Harvest Phase 6

The Field Phase

**York** harvests 2 grain and 1 vegetable.

**Hunt** harvests 4 grain and 2 vegetables.

**Geggus** harvests 1 grain and 1 vegetable.

Feeding the Family

**York** converts 1 grain to 1 food and uses 5 food.

**Hunt** uses the Corn Profiteer converts 1 grain to 3 food. Converts 3 grain into 3 food and uses 10 food

**Geggus** converts 1 grain to 2 food using the Hand Mill and uses 10 food.

**Hooton** uses 9 food.

Breeding

No animal pairs.

Players

Player	Color	Family Members	Rooms	Hut Type	Fields	Stables	Pastures	Begging Cards
Andy York	Blue	3	2	Stone	3	1	0	0
Christopher Hunt	Green	5	5	Wood	6	4	4	0
Chris Geggus	Purple	5	5	Clay	2	1	2	0
Dave Hooton	Red	5	5	Stone	3	0	0	0

Player	Occupations	Minor Improvements	Major Improvements
Andy York	Tutor, Village Elder, Clay Firer, Plowman, Seasonal Worker, Basin Maker, 1 unplayed	Grain Cart, Corn Scoop, Swan Lake, Clay Pit, Clay Path, Spinney, 1 unplayed	Clay Oven, Fireplace
Christopher Hunt	Corn Profiteer, Slaughterman, Market Woman, Fence Overseer, 3 unplayed	Ladder, Animal Yard, Carp Pond, Acreage, Fruit Tree, Bookshelf, 1 unplayed	
Chris Geggus	Constable, Storyteller, Cabinetmaker, Foreman, 3 unplayed	Moldboard Plow, Tavern, Hand Mill, Animal Pen, 3 unplayed	Cooking Hearth
Dave Hooton	Street Musician, Conjurer, Yeoman Farmer, Hide Farmer, 3 unplayed	Duck Pond, Turnwrest Plow, Rake, Quarry, 3 unplayed	Cooking Hearth, Stone Oven, Pottery

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Andy York	2			1	5 (2)	2	1	1		0	
Christopher Hunt	1		1	2	1 (8)	2 (2)	1	1	1	0	
Chris Geggus		4	3		1 (1)	3	1	1		0	2
Dave Hooton	1	2							1	0	

Points

Source	Andy York	Christopher Hunt	Chris Geggus	Dave Hooton
Fields	2	4	1	2
Pastures	-1	4	2	0
Grain	3	4	1	0
Vegetables	2	4	3	0
Sheep	1	1	1	0
Wild Boar	1	1	1	0

Source	Andy York	Christopher Hunt	Chris Geggus	Dave Hooton
Cattle	-1	1	-1	1
Unused Spaces	-9	0	-2	0
Fenced Stables	0	4	1	0
House	4	0	5	10
Family	9	15	15	15
Cards	8	4	4	9
Bonus	10	5	0	5
Chits	0	0	2	0
<b>Total</b>	<b>29</b>	<b>47</b>	<b>33</b>	<b>42</b>

Andy York earned bonus points for the Tutor (5), the Clay Path (2), and Village Elder (3)

Christopher Hunt earned bonus points for the Constable (5)

Dave Hooton avoided losing 7 points by paying 7 food with the Hide Farmer, and earned bonus points for the Constable (5)

Congratulations to Christopher Hunt on his victory!

### End of Game Statements

**Christopher Hunt:** I think this may be my first win at Agricola. Firstly I must praise Chris Hassler for his help with my inadequate knowledge of the rules and the running of the game in his always professional and unstinting way.

I put my victory down to -

- Corn Profiteer (enabling me to avoid getting a cooking apparatus)
- Fence supervisor (4 stable victory points and 4 pastures for 8 wood)
- The relentless pursuit of the Constable victory points, plow after plow after plow and building the two rooms at the end
- And last move during which I earned at least 18 victory points

The irony is that my improvements were designed for animal production (I end up with a farm with the capacity of 23 animals) yet have only 3.

**Andy York:** Had a bit of a difficult start, but settled in too late to get up to speed. By then, everyone else definitely was doing better. Regardless, Christopher did a great job managing his play and, though Dave gave a good run, deserved the win. Thanks, Chris, for running the game as superbly as always.

**Chris Geggus:** Congrats to Christopher and thanks to Chris - always tricky running a live game. I did congratulate Christopher earlier on his selection of cards as he did get a number of good ones straight off. I have to play with drafting if playing ftf. However he used them well and deserved the win. I lost track a couple of times by not seeing my board, but I could just actually have taken more care - so mea culpe. Enjoyed it.

**Dave Hooton:** Congratulations to Christopher Hunt for his victory. He played a classic winning game. Thanks also to Chris Hassler for running it.

I played an unusual game, in that I had both the Yeoman Farmer and Hide Farmer, which freed me up from doing the classic balanced strategy and allowed me to concentrate on improvements and renovations. Unfortunately for me, Andy sat on the first player space for the last few turns of the game, forcing me to move last and fall way behind in critical family growth race as well as having not being able to sow my crops or bake bread at crucial times. Thus, I had to find a way to create 15 food on the last turn in order to avoid begging.

## **Boerboel**

### **Turns 4 to 10**

#### Turn 4

**Governor Christopher** selects the Mayor and places colonists on the coffee plantation and Coffee Roaster, Martin places a colonist on a corn plantation, Dave places a colonist on the Office, Chris sends his colonist to San Juan, and Andy places his colonist on the tobacco plantation. Five colonists are placed on the colonist ship.

**Martin** selects the Craftsman, gains 1 doubloon, and produces 2 corn and 1 sugar, Dave produces 1 corn, Chris produces 1 corn and 1 indigo, Andy produces 2 indigo, and Christopher produces 1 corn and 1 coffee. Martin produces sugar for the bonus.

**Dave** selects the Trader, gains 1 doubloon, and trades corn with the benefit of the Office for 2 doubloons (0 base, +1 for Trader, +1 for Small Market), Christopher trades coffee for 4 doubloons.

**Chris** selects the Settler, gains 1 doubloon, and gains a Quarry (with one colonist due to the Hospice), Andy selects an indigo plantation, Christopher selects an indigo plantation, Martin selects the corn plantation, and Dave selects a sugar plantation. New plantations: indigo, indigo, sugar, tobacco, tobacco, coffee.

**Andy** selects a Prospector, gaining 1 doubloon.

#### Turn 5

**Governor Martin** selects the Mayor and places colonists on the Hacienda and Small Market, Dave places his colonist on the Small Indigo Plant and moves a colonist from the corn plantation to the indigo plantation, Chris places a colonist in San Juan, Andy moves a colonist from the tobacco plantation to an indigo plantation and places a colonist on the Indigo Plant, and Christopher places a colonist on the indigo plantation. Five colonists are placed on the colonist ship.

**Dave** selects the Builder, gains 1 doubloon, and builds a University (1 doubloon discount from Builder, 1 doubloon discount from Quarry, 6 doubloons spent), Chris passes, Andy buys a Small Indigo Plant (1 doubloon spent), Christopher buys a Large Market (1 doubloon discount from Quarry, 4 doubloons spent), Martin builds a Construction Hut (2 doubloons spent).

**Chris** selects the Trader and trades indigo for 2 doubloons (1 base plus 1 for Trader), Andy can't trade, Christopher trades corn for 0 doubloons, Martin trades sugar for 3 doubloons (2 base plus 1 for Small Market), and Dave can't trade.

**Andy** selects the Captain, gains 1 doubloon, and ships 2 indigo on Ship 3 for 3 VP, Martin ships 2 corn on Ship 1 for 2 VP, Chris ships 1 corn on Ship 1 for 1 VP, and Martin ships 1 sugar on Ship 2 for 1 VP.

**Christopher** selects a Prospector, gaining 2 doubloons.



Turn 6

**Governor Dave** selects the Mayor and places colonists on the corn plantation and the University, Chris places a colonist in San Juan, Andy places a colonist on the tobacco plantation, Christopher places a colonist on the Large Market, and Martin places his colonist on the Construction Hut. Five new colonists are placed on the colonist ship.

**Chris** selects the Builder and builds a Tobacco Storage (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 3 doubloons spent), Andy passes, Christopher passes, Martin builds a Small Warehouse (3 doubloons spent), and David passes.

**Andy** selects the Craftsman, gains 1 doubloon, and gains 3 indigo, Christopher gains 1 corn, 1 indigo, and 1 coffee, Martin gains 2 corn and 1 sugar, Dave gains 1 corn and 1 indigo, and Chris gains 1 indigo. Andy gains 1 indigo from the Craftsman bonus.

**Christopher** selects the Trader and trades coffee for 7 doubloons (4 base +2 for Large Market, +1 for Trader). No other trades possible.

**Martin** selects a Prospector, gaining 2 doubloons.

Turn 7

**Governor Chris** selects the Settler, gains 2 doubloons and a Quarry with a colonist due to the Hospice, Andy gains an indigo plantation, Christopher gains a tobacco plantation, Martin uses the Construction Hut to gain a Quarry, and the Hacienda to gain a tobacco plantation, and Dave selects a tobacco plantation. New plantations are corn, corn, indigo, tobacco, tobacco, coffee.

**Andy** selects the Captain, gains 1 doubloon, and ships 4 indigo on Ship 3 for 5 VP, Christopher ships 1 corn on Ship 1 for 1 VP (Ship 1 sails), Martin ships 1 sugar on Ship 2 for 1 VP, and Dave ships 1 indigo on Ship 3 for 1 VP (Ship 3 sails). Martin discards 1 corn.

**Christopher** selects the Trader and trades indigo for 4 doubloons (1 base, +1 for Trader, +2 for Large Market), Martin trades corn for 1 doubloon (0 base, +1 for Small Market), Dave uses the Office to trade corn for 1 doubloon (0 base, +1 for Small Market). No further trading is possible.

**Martin** selects the Mayor and places colonists on the Quarry and Small Warehouse, Dave places a colonist on the sugar plantation, Chris places a colonist on the Tobacco Storage, and transfers 2 population from San Juan to the Tobacco Storage, Andy places a colonist on the Indigo Plant and transfers a colonist from the tobacco plantation to the indigo plantation, and Christopher places a colonist on the tobacco plantation. 5 new colonists are placed on the Colonist Ship.

**Dave** selects a Prospector, gaining 2 doubloons.

Turn 8

**Governor Andy** selects the Builder, gains 1 doubloon, and builds Tobacco Storage (1 doubloon discount from Builder, 4 doubloons spent), Christopher buys a Tobacco Storage (1 doubloon discount from Quarry, 4 doubloons spent), Martin builds a Hospice (1 doubloon discount from Quarry, 3 doubloons spent), Dave buys a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent) with a colonist due to the University, Chris buys a Large Market (2 doubloon discount for Quarries, 3 doubloons spent).

**Christopher** selects the Mayor and places 2 colonists on the Tobacco Storage, Martin places a colonist on the Hospice, Dave places a colonist on the tobacco plantation, Chris places a colonist on the Large Market, and Andy places a colonist on Tobacco Storage and moves a colonist from an indigo plantation to the tobacco plantation. Five colonists are placed on the Colonist Ship.

**Martin** selects a Prospector, gaining 2 doubloons.

**Dave** selects the Settler and gains a Quarry, Chris selects a tobacco plantation (along with a colonist due to the Hospice), Andy selects a tobacco plantation, Christopher selects a corn plantation, Martin uses the Construction Hut to gain a Quarry (along with a colonist due to the Hospice), and with the Hacienda draws a sugar plantation. New plantations are corn, indigo, sugar, sugar, tobacco, and coffee.

**Chris** selects the Captain and ships 1 indigo on Ship 1 for 2 VP. No other shipping is possible.

Turn 9

**Governor Christopher** selects the Craftsman, gains 2 doubloons, and produces 1 corn, 1 indigo, 1 tobacco, and 1 coffee, Martin produces 2 corn and 1 sugar, Dave produces 1 corn, 1 indigo, and 1 sugar, Chris produces 1 corn, 1 indigo, and 2 tobacco, and Andy produces 3 indigo and 1 tobacco. Christopher uses the bonus to produce another coffee.

**Martin** selects the Trader, gains 1 doubloon, trades sugar for 4 doubloons (2 base, +1 for Small Market, +1 for Trader). No further trading is possible.

**Dave** selects the Captain and ships 1 corn on Ship 3 for 2 VP, Chris ships 1 indigo on Ship 1 for 1 VP, Andy ships 3 indigo on Ship 1 for 3 VP, Christopher ships 1 indigo on Ship 1 for 1 VP (Ship 1 sails), Martin ships 2 corn on Ship 3 for 2 VP, Dave ships 1 sugar on Ship 2 for 1 VP, Chris ships 1 corn on Ship 3 for 1 VP, and Christopher ships 1 corn on Ship 3 for 1 VP. No further shipping is possible. Chris discards 1 tobacco and Christopher discards 1 tobacco and 1 coffee.

**Chris** selects a Prospector, gaining 2 doubloons.

**Andy** selects the Mayor, placing colonists on a tobacco plantation and the Tobacco Storage, Christopher places a colonist on a corn plantation, Martin places a colonist on a corn plantation, Dave places a colonist on a Quarry, and Chris places a colonist in San Juan.

Turn 10

**Governor Martin** selects the Builder, gains 1 doubloon, and builds a Residence (1 doubloon discount from Builder, 2 doubloon discount from Quarries, 7 doubloons spent), Dave builds a Hacienda (1 doubloon discount from Quarry, 1 doubloon spent, includes a colonist because of the University), Chris builds a Small Sugar Mill (1 doubloon discount from Quarry, 1 doubloon spent), Andy passes, and Christopher builds a Factory (1 doubloon discount from Quarry, 6 doubloons spent).

**Dave** selects the Settler, gains 1 doubloon, and takes a Quarry, in addition the Hacienda gives him a corn plantation, Chris selects a corn plantation (with a colonist due to the Hospice), Andy selects a tobacco plantation, Christopher selects the coffee plantation, and Martin selects a sugar plantation (with a colonist due to the Hospice) and gains a coffee plantation from the Hacienda. New plantations: corn, indigo, indigo, sugar, sugar, tobacco

**Chris** selects the Trader and trades tobacco for 6 (3 base, +1 for Trader, +2 for Large Market), Christopher trades coffee for 6 (4 base, +2 for Large Market), and Dave trades indigo for 2 (1 base, +1 for Small Market)

**Andy** selects the Mayor and places colonists on the Tobacco Storage and a tobacco plantation, Christopher places his colonist on the Factory, Martin places a colonist on the Residence, Dave places his colonist on a Quarry, and Chris places his colonist on the Small Sugar Mill. Five new colonists are placed on the Colonist Ship.

**Christopher** selects a Prospector and gains 2 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
<b>Dave Hooton</b>		<b>Indigo, Quarry, Corn, Sugar, Tobacco, Quarry, Quarry, Corn</b>	<b>Small Market, Office, Small Indigo Plant, University, Small Sugar Mill, Hacienda</b>		4		4
Chris Geggus		<b>Indigo, Corn, Tobacco, Quarry, Quarry, Tobacco, Corn</b>	<b>Hospice, Small Indigo Plant, Tobacco Storage (x3), Large Market, Small Sugar Mill</b>	3	7		7
Andy York		<b>Indigo, Indigo, Tobacco, Indigo, Indigo, Tobacco, Tobacco</b>	<b>Indigo Plant (x3), Small Warehouse, Small Indigo Plant, Tobacco Storage (x3)</b>		0	1 tobacco	12
Christopher Hunt		<b>Corn, Coffee, Quarry, Indigo, Tobacco, Corn, Coffee</b>	<b>Small Indigo Plant, Coffee Roaster (x1), Large Market, Tobacco Storage (x2), Factory</b>		13		4
Martin Burgdorf		<b>Corn, Sugar, Corn, Corn, Quarry, Tobacco, Quarry, Sugar, Sugar, Coffee</b>	<b>Small Sugar Mill, Hacienda, Small Market, Construction Hut, Small Warehouse, Hospice, Residence</b>		4		6

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: 20      Colonist Ship: 5

**Trading House:** Tobacco, Coffee, Indigo

**Cargo Ships:** Ship 1 (capacity 6):      empty      Ship 2 (capacity 7):      3 sugar      Ship 3 (capacity 8):      5 corn

**Victory Points:** 89

Commodities

**Corn:**      5      **Indigo:**      10      **Sugar:**      8      **Tobacco:**      7      **Coffee:**      8

Buildings

Column 1	Column 2	Column 3	Column 4
	Indigo Plant (x2, 3d, 2vp)		Guild Hall (10d, 4vp)
Small Sugar Mill (2d, 1vp)	Sugar Mill (x3, 4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	
		Factory (7d, 3vp)	Fortress (10d, 4vp)
	Office (5d, 2vp)	University (8d, 3vp)	Customs House (10d, 4vp)
Construction Hut (2d, 1vp)		Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
	Large Warehouse (x2, 6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

Corn, Indigo, Indigo, Sugar, Sugar, Tobacco

Discard Pile:

Best in Show

A partial list of completed games, along with the identity of the winner.

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

Name	Winner
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

Name	Winner
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

### Dune

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

### Outpost

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

### History of the World

Name	Winner
Fenris Wolf	Dave Anderson
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

### S.O.B.

Name	Winner
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
Foxhound	Bill Scharf

<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
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood
Dachshund	Chris Geggus
Basenji	Michael Lowrey

### 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
Beauceron	Dave Hooton

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

### Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York
Airedale	Dave Hooton

### Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte

Name	Winner
Boxer	Howard Bishop

*Agricola*

Name	Winner
Working Dog	Dave Hooton
Bergamasco	Christopher Hunt

**Addresses**

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	christopherhunt487@btinternet.c	521 Moreley	4814 Walnut Grove Ave.
20832 Tuck Rd., Site 32	Houston, TX 7099	om	Akron, OH 44320	Rosemead, CA 91770
Farmington Hills, MI 48336	simply4est@yahoo.com	Geoff Kemp	lurkertv@hotmail.com	(626) 286-4428
(248) 473-7482	Simply4est@aol.com	geoff.kemp@hotmail.com	(330) 835-4013	bear-hugs@sbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	Doug Kent	Walt O'Hara	Mike Scott
andersond4@michigan.gov	96 Cedar St. #4	diplomacyworld@yahoo.com	hussar@hotmail.com	4040 E. Piedmont Dr.
Howard Bishop	Bangor, ME 04401	Robert Koehler	Dave Partridge	Space 61
43 Guinions Road	(207) 941-8568	rkhoeler@triad.rr.com	15 Woodland Drive	Highland, CA 92346
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke"	Brookline NH, 03033	mikesmag2@sbcglobal.net
laties@globalnet.co.uk	Chris Geggus "Davey Boy	16 Gossling Dr.	rebhuhn@rocketmail.com	(909) 864-4343
John Boardman	Smith"	Lewes, DE 19958	James Pratt	Gina Teh
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	Alewis161@hom.com	prattjames1960@yahoo.com	lone_hammy@yahoo.com.sg
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	(302) 644-1984	Berend Renken	Richard Weiss
Jim Burgess	Geggus@sky.com	Michael Longdin	P.O. Box 249	richardweiss@higherquality.com
664 Smith St.	Ron Fisher	michasel.longdin@virgin.net	Roy, WA 98580-0249	Brendan Whyte
Providence, RI 02908-4327	skylark3@charter.net	Michael Lowrey	berend02@aol.com	Assistant Map Curator
jfburgess@gmail.com	Pasquale Giovine	6903 Kentucky Derby Drive	Paul Risner	Map Section
Eric Brosius	Via Osanna N.2/e	Charlotte, NC 28215	10325 NW 63rd Dr.	National Library of Australia
53 Bird St.	I-89127 Reggio Calabria, Italia	Mlowrey@infionline.net	Parkland, FL 33076	Paarkes, ACT 2600 Australia
Needham, MA	giovine@unirc.it	(704) 569-4269	goeben@aol.com	obiwonfive@hotmail.com
Public.brosius@comcast.net	Dave Hood	Brad Martin	Bob Robles "Howler"	Kevin Wilson
Colin Bruce	dhood@phd-law.com	180 Peninsula Road	28 Oakwood Rd.	4758 Doncaster Ct.
30 Almoners' Avenue	Dave Hooton	Maylands 6051	Orinda, CA 94563	Long Grove, IL 60047
Cambridge, CB1 8PA, England	hootond@yahoo.com	Western Australia	Rlrobles5@comcast.net	ckevinw@comcast.net
furyofthenorthmen@btopenworl	Dale Horsely	Australia	(510) 254-6354	Andrew York "Greyhound"
d.com	dale.horsely@yahoo.com	Westfront@westfront.com.au		P.O. Box 201117
Kevin Burt	Tom Howell "Whippet"	Jack McHugh		Austin, TX 78720-1117
kjburt0311@gmail.com	365 Storm King Road	jwmchughjr@gmail.com		wandrew88@gmail.com
Dennis Cain "Red Dog"	Port Angeles, WA 98363	Lynn Mercer		Paul Zieske
1218 N. 3 <sup>rd</sup> St.	off-the-shelf@olympus.net	hancockfc@yahoo.com		zieskep@juno.com
Quincy, IL 62301-1727	(360) 928-9698			
(217) 223-2284				
iamthedbear@sbcglobal.net				

**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!