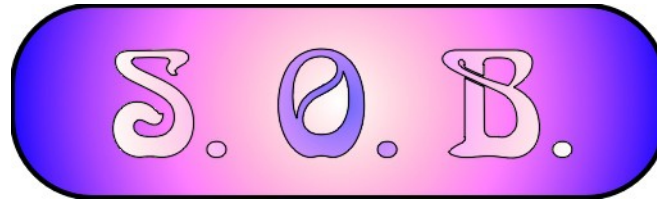


Number 224



September, 2017

Notes from Hades

The week after I published last issue, we went on our summer vacation. Last year, we rented a cabin near Sequoia National Park for a night before we drove our boys to boy scout camp. This year, we rented the same cabin for 4 nights and were able to explore Sequoia in much more depth. My personal favorite was Crystal Cavern, a marble cavern complex not far from the General Sherman tree. The hike down to the cavern involves an elevation drop of about 700 feet, but it is quite beautiful. The cavern itself was also very nice. It's not as big as some of the more famous caverns, like Carlsbad, but there were some very cool formations. Another favorite was Moro Rock. This is a large granite formation that has stairs cut into it allowing you to climb to top. From there, you have fantastic views of both the High Sierras to the east and the Kern River Valley to the west.

Between Fathers' Day and my birthday, I actually had a nice haul of new games. I received Caverna on Fathers' day, which is a game by the same designer of Agricola. It is similar in many ways, but different enough that I actually like it more. For my birthday, I received both Terra Mystica and Terraforming Mars. Terra Mystica is a game where you take the role of one of 14 races, trying to expand by converting terrain into your home terrain and building buildings on it. It is a very well designed game with a lot of different options available to the players. Terraforming Mars is a game where you take the role of a large corporation involved in the process of terraforming Mars. You have various resources available to you to play different projects which raise the temperature, oxygen level, and number of oceans on Mars. So, you are cooperating with the other players in the eventual goal, but you are also in competition with them to play the greatest role. I am offering all three games in this zine in a play by email format. If you are interested, please let me know.

Boerboel has ended in the last issue. Congratulations to Martin Burgdorf on his victory. Papillon and Beagle are both well underway. I don't have any games starting this issue, but there is plenty of room for more, so sign up!

The next deadline is **Tuesday, September 19 at 5:00 p.m. Pacific Time.** Please do not call after 10:00 p.m. Pacific time. My family tends to retire early.

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Game Openings

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

Borzo. Machiavelli. Will start when Dogleg ends. 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, Dave Hooton, will take up to 2 more.

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.

Broholmer. 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(\$), Dave Hooton, will take up to 3 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.

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.

Settlers/Seafarers of Catan: Choice of Settlers or Seafarers will be left up to the players at game start. Will take up to 6.

Terra Mystica: This will be run by email. Will take up to 5.

Terraforming Mars: This will be run by email. Will take up to 5.

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

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

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

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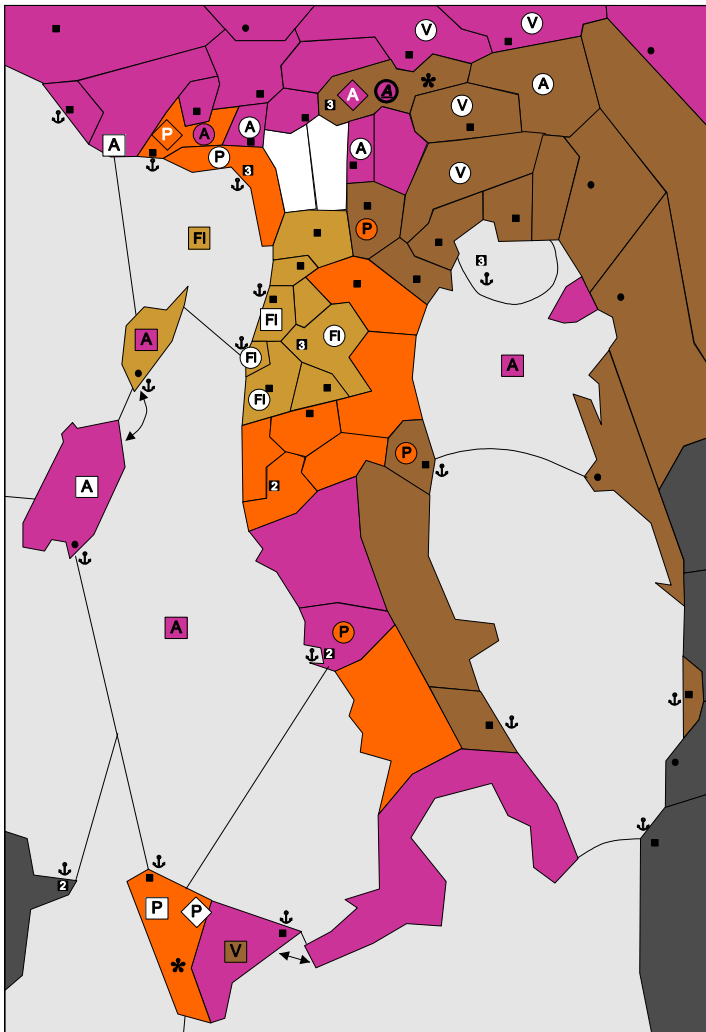
On the Web at: <http://www.sob-zine.org>

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

Dogleg**Summer 1506**

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Miller Number 2012Apw25
Deadline for Fall 1506 9/19 Tuesday

The resistance to Austria's hegemony appears to be stiffening, as Venice and the Pope manage to give as good as they take. Florence loses a fleet but consolidates his position.

Dogleg**Spring 1506 Retreats**

The Papacy retreats F Savoy into garrison and A Messina into garrison

Expenditures

The Papacy gives 10 ducats to Venice

Outstanding Loans

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

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

Orders

AUSTRIA (Burgdorf): A Austria to CARINTHIA, A (EP) Tyrolea to MILAN, A MONTFERRAT supports A Savoy, A SAVOY besieges, A CREMONA supports A Tyrolea to Milan, F Gulf of Lions to CORSICA, F SARDINIA supports F Gulf of Lions to Corsica, F PROVENCE to Ligurian Sea, F Palermo besieges (DISLODGED, retreat Central Mediterranean, Gulf of Naples, Ionian Sea, OTB), F Naples to TYRRHENIAN SEA, F UPPER ADRIATIC to Padua, G MILAN supports A Tyrolea to Milan

FLORENCE (Robles): A Sienna to PIOMBINO, A Arezzo to SIENNA, F Piombino to Pisa, F Corsica holds (u, DESTROYED), F LIGURIAN SEA supports Papal F Genoa hold (nso, cut), G FLORENCE convert to A

PAPACY (Anderson): A GENOA to Savoy, A Capua to NAPLES, A Bologna to MANTUA, A Urbino to ANCONA, F Tyrrhenian Sea to PALERMO, G PALERMO supports F Tyrrhenian Sea to Palermo, G SAVOY supports A Genoa to Savoy

VENICE (Wilson): A (EM) Milan besieges (DISLODGED, retreat Bergamo, Como, Parma, Pavia, OTB), A TRENT supports A Milan, A Carinthia to TYROLEA, A Slavonia to AUSTRIA, A VERONA to Padua, F Otranto to MESSINA

Treasury:

Press

Papacy to Austria: You may break our money lenders purses strings, but you will not break our fighting spirit. Prepare the Pyre as we both go up in smoke and flame.

Rescue Dog**Spring 1459**

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Summer 1459 9/19 Tuesday

Milan's sole army is dislodged from his last home city by Venice with France menacing his western border. The Pope is set upon by Venice and France, with Naples approaching from the south. Florence deals with rebellions.

Builds

		Cost
Flo	Maintains all, no new builds	12
Fra	Maintains A Montferrat, A Savoy, builds A Avignon, F (EM) Marseilles	15
Mil	Maintains all, no new builds	3
Nap	Maintains F Corsica, F Sardinia, builds A Naples, F Messina	12
Pap	Maintains all, no new builds	12
Ven	Maintains all, builds A Padua, F Venice	24

Expenditures

Venice pays back 10 ducats to the moneylenders and spends 3 ducats for Famine Relief in Bergamo.

Milan fails to repay his loan to the moneylenders and is assassinated. All units must hold. Rebellion in Parma.

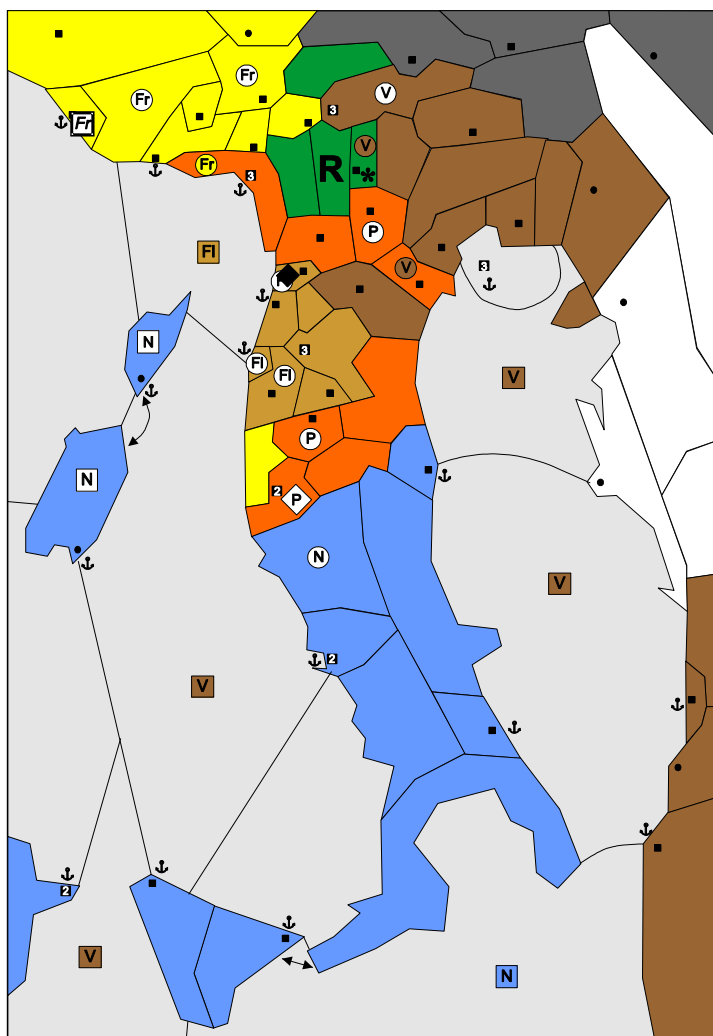
Outstanding Loans

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)

Rescue Dog



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

Orders

FLORENCE □ A PIOMBINO holds (Rebellion suppressed), A LUCCA holds (Rebellion suppressed), A SIENNA holds (Rebellion suppressed), F LIGURIAN SEA holds

FRANCE □ A Montferrat to TURIN, A Savoy to GENOA, A Avignon to PROVENCE, F (EM) MARSEILLES to Gulf of Lions

S.O.B.

MILAN □ A Cremona holds (DISLOADED, retreat Parma, garrison, OTB)
 NAPLES □ A Naples to CAPUA, F Messina to IONIAN SEA, F SARDINIA to Gulf of Lions, F CORSICA supports F Sardinia to Gulf of Lions
 PAPACY □ A MODENA supports A Ferrara to Mantua, A Ferrara to MANTUA, A PERUGIA holds, G ROME holds
 VENICE □ A BOLOGNA supports A Padua to Ferrara, A Padua to FERRARA, A MILAN supports A Bergamo to Cremona, A Bergamo to CREMONA, F Upper Adriatic to LOWER ADRIATIC, F Ionian Sea to CENTRAL MEDITERRANEAN, F Gulf of Naples to TYRRHENIAN SEA, F Venice to UPPER ADRIATIC

Your treasury:

Press

France to Naples: You should rather defend against V than attack me.

France to Venice: You are right, the Catholics are suffering badly under their bouncing Pope.

Naples to Milan: It's not easy being green...

Naples to France: Be good or I will taunt you a second time.

Naples to Pope: You be good too, Papa.

Naples to Venice: Oh the to-ing and the fro-ing and the close-heeling around the toe of the boot.

Naples to Florence: Greetings, friend.

Venice to Papacy: You are down to 1 city Rome as a Home city and yet you decide to annoy me by going to Ferrara and getting closer to my homeland. Did you not learn from the Turkish example??

Venice to Naples: Am moving around you as agreed. Moving Ionian Sea to CM and then WM. I do not want succor in your ports as I would be sucker into a 3rd war. No thanks. I am waiting till fall to reclaim Dal and Croatia with the fleets as the plague does not affect fleets at sea.

Venice to Milan: Thank you for Trent, Your private villa is being build in Albania.

Venice to France: Where do you go from here?? You seem a little land locked.

Venice to Florence: I am writing this to you so you do not feel left out.

Notes

If Milan retreats to Parma, the army will be eliminated by famine.

Spring 1459 Famine Losses

The Pope loses A Modena

Summer 1459 Income

Poor Year – Column Only: Croatia, Bologna (Venice A eliminated), Avignon, Venice

Pug

Turns 23.5 to 25.5

Deadline Turn 25.6 to 27.6, September 19

Turn 23

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 1 2 2 3
 Open Port – Moonport(s) – Y – B – R – B – Y – B – R.

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

Paintfall(o) – B – Poisonport(p) – R – B – Y – B – R – Y – R20 – Terror Station(o) – Terror Station(s).

Sells Servo-Mechanism for \$300 (from the cup: Demand for Silk at 3). Buys Terror Station for \$200.

Turn 24

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 3 6
 Moonport(p) – Y – B – R – B – Y – B – R – TeleGate 2 – Paintfall(o) – Paintfall(s).
 Sells Servo-Mechanism for \$200 (from the cup: Melf Pelts at 5). Buys Paintfall for \$200.

2nd: Chris Geggus (Eeepeep)

Guardians Enforce Galactic Security Rolls Used: 1 1 5 5

Poisonport(s) – Poisonport(p).

Sells Melf Pelts for \$110 (from the cup: Fare to 5 at 9b). Sells Melf Pelts for \$110 (from the cup: Demand for Liquor at 9a). Buys 2 Impossible Furniture for \$220. Gains \$44 in port commissions.

Guardians Enforce Galactic Security 2 Rolls Used: 1 4

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

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

Paintfall(s) – Paintfall(p) – B – Poisonport(p) – R – B – Y – B – R – B – Y – R20.

4th: Debbie Anderson (Dell/DA) Rolls Used: 1 1 6

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

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 4 5 5 6

R – B – Y – B20 – R – B – Y – B – R – B – Y – R20 – ? (it's an R40 penalty marker) – A – R – B – Y – NC4 – Multi-Generation Ship – R20 – Neutron Port.

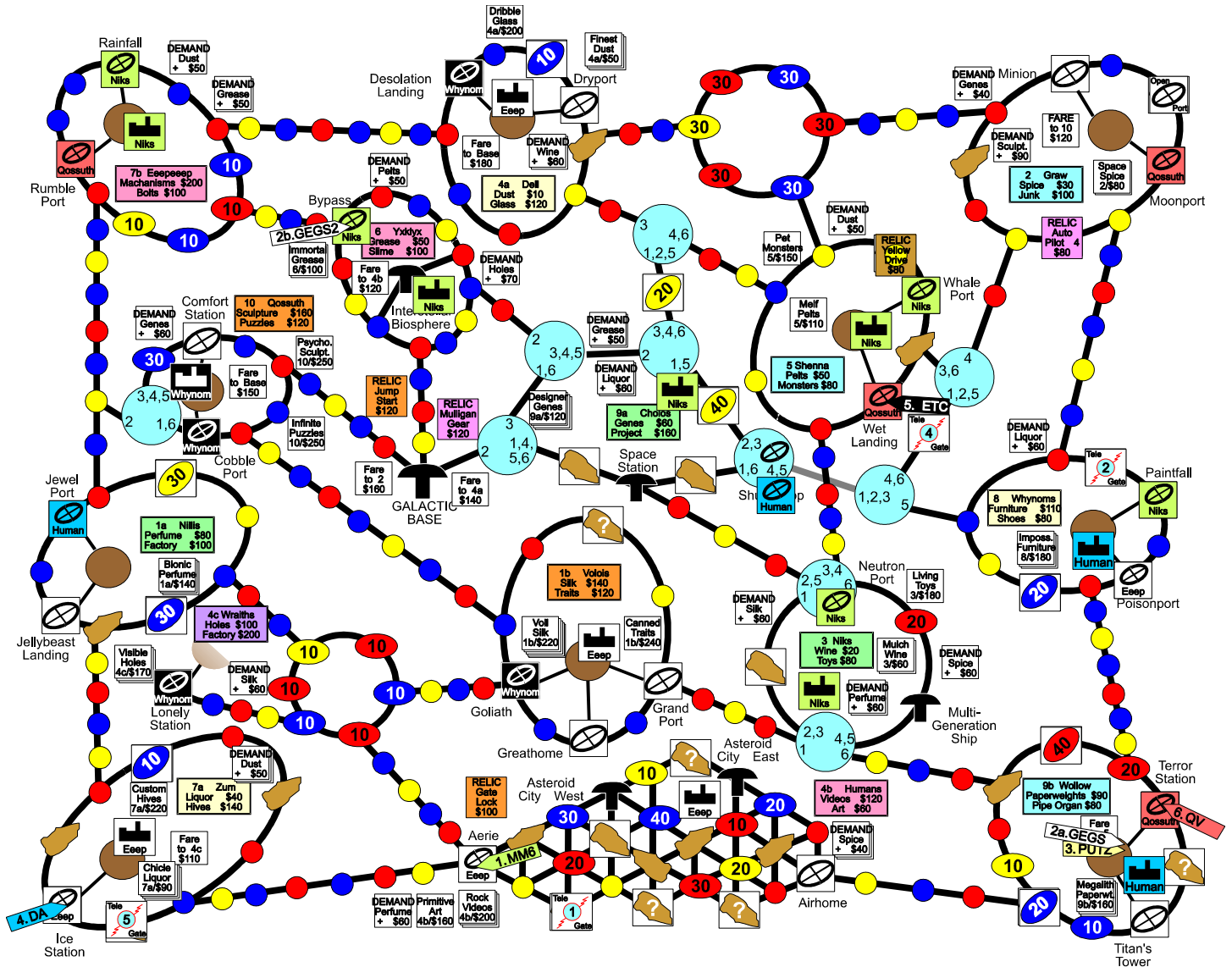
Sells Space Spice for \$80 plus \$120 demand (from the cup: Demand for Spice at 4b and Demand for Grease at 7b). Sells Glorious Junk for \$200 (from the cup: Infinite Puzzles at 10). Buys 2 Mulch Wines for \$40.

Mystery Machine 6 gains \$44 in port commissions.

6th: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 2 4 6

Terror Station (s) – Terror Station(p).

Sells Servo-Mechanism for \$300 (from the cup: Mulch Wine at 3). Buys 2 Megalith Paperweights for \$180. Gains \$48 in port commissions.



Turn 25

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 3 6

Paintfall(s) – Paintfall(p) – TeleGate 2 – TeleGate 1 – Y – Aerie(p).

Sells Space Spice for \$80 plus \$160 demand (from the cup: Living Toys at 3 and Dribble Glass at 4a). Buys 2 Rock Videos for \$240. GEGS receives \$48 in port commissions.

2nd: Chris Geggus (Eepeeep)

Guardians Enforce Galactic Security Rolls Used: 4 4 5 6

Poison Port(p) – R – B – Y – B – R – B – Y – R20 – Terror Station(o) – Terror Station(s).

Sells Impossible Furniture for \$180 plus \$70 demand (from the cup: Designer Genes at 9a and Demand for Dust at 5).

Guardians Enforce Galactic Security 2 Rolls Used: 1 1

B – R – Bypass.

Buys Shining Slime for \$100 and 2 Immortal Grease for \$100. Mystery Machine 6 receives \$20 in port commissions.

3rd: Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 3 5

R20 – Terror Station(p) – Terror Station(s).

Sells Impossible Furniture for \$180 (from the cup: Demand for Perfume at 4b).

4th: Debbie Anderson (Dell/DA) Rolls Used: 3 4 4

B – R – Aerie – Y – R – B – R – B – Y – B – TeleGate 5 – Ice Station(p).

Sells Visible Holes for \$170 (from the cup: Visible Holes at 4c). Sells

Visible Holes for \$170 (from the cup: Melf Pelts at 5). GEGS receives \$34

in port commissions.

5th: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 1 3 5 5**

NC3 – Y – B – R – B – R – Wet Landing(p).

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Finest Dust and

Psychotic Sculpture at 10). Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Impossible Furniture at 8 and Demand for Dust at 7b). Buys 2 Melf Pelts for \$100. Quo Vadis gains \$34 in port commissions.

1. Mystery Machine 9 \$703

Scout
26: 1 3 4 // 27: 1 2 4

Hold1	Hold2	Hull
Rock Videos 4b/\$200	Rock Videos 4b/\$200	Shield (\$60)
Neutron Port \$200	Niks \$200	Bypass \$200
Whale Port \$200	Shenna \$100	Cholos \$200
Yxklyx \$200	Rainfall \$200	Eeepeeeep \$100
Paintfall \$200		

2a. GEGS \$634

Clipper
26: 1 3 3 5 // 27: 1 1 1 4

Hold1	Hold2	Hull
Imposs. Furniture 8/\$180		Shield (\$60)
Aerie \$200	Ice Station \$200	Human \$100
Volois \$200	Dell \$200	Poisonport \$200
		Zum \$200

2b. GEGS2

Freighter
26: 1 3 // 27: 2 6

Hold1	Hold2	Hold3	Hull
Servo-Mech. 7b/\$300	Shining Slime 6/\$200	Immortal Grease 6/\$100	
Immortal Grease 6/\$100	Yellow Dye (\$80)		
	Fare to Base \$110		

3. PUTZ \$840

Scout
24: 2 4 5 // 25: 3 3 5

Hold1	Hold2	Hull
Other Shoes 8/\$160		RELIC Air Foil \$80
		3 \$80
	RELIC Switch \$100	RELIC Spy Eye \$100

4. DA \$753

Scout
24: 1 1 6 // 25: 3 4 4

Hold1	Hold2	Hull
Whynoms \$100	Wollow \$100	Shuttlestop \$200
Jewelport \$200		

5. ETC \$754

Clipper
26: 1 4 4 6 // 27: 1 3 3 4

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Mulch Wine 3/\$60	Shield (\$60)
Cobble Port \$200	Qossuth \$200	7b \$100
Lonley Station \$200	Goliath \$200	Graw \$200
Desolation Landing \$200		

6. Quo Vadis \$461

Clipper
25: 3 5 6 6 // 26: 2 4 5 6 // 27: 1 2 3 4

Hold1	Hold2	Hull
Megalith Paperwt. 9b/\$160	Megalith Paperwt. 9b/\$160	
Wet Landing \$200	Moonport \$200	
Rumble Port \$200	Terror Station \$200	

Press

DA: Be warned to GEN CONVicts are on the loose in Indianapolis, Indiana they go by the name David and Deborah Anderson. They are armed--yes--its true --they both have 2 arms and extremely humorous. They will be in the area from August 15 to August 20. Approach with extreme gaming in mind. The woman will be in the train yards and her accomplice will be playing something called HOTW.

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), Demand for Space Spice (+\$60), 2 Mulch Wine, Demand for Voll Silk (+\$60), Living Toys

4a (Dell): 3 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180), Dribble Glass

4b (Humans): 3 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art, Demand for Bionic Perfume (+\$60)

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

5 (Shenna): 1 Melf Pelts, Pet Monsters, Demand for Dust (+\$50)

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

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

7a (Zum): Fare to 4c (\$110), 3 Demand for Finest Dust (+\$50), 4 Chicle Liquor, Custom Hives

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

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

9a (Chola): 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), 2 Demand for Chicle Liquor (+\$60)

9b (Wollow): 3 Megalith Paperweight, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

10 (Qossuth): Demand for Designer Genes (+\$60), Fare to Base (\$150), Infinite Puzzles, 1 Psychotic Sculpture

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

Azawakh

Epoch III Empire Selection and Celts

Deadline Epoch III Macedonia, Maurya, Han Dynasty, September 19

Epoch III Empire Selection

Republic of Texas (York) passes to GEGS

The Gardeners (Hunt) keeps

NICE (Burgdorf) keeps

RMHS (Wilson) gives to Romulus and Remus

Red Devils (Martin) keeps

GEGS (Geggus) gives to the Royal Manticoran Historical Society

Romulus and Remus (Anderson) gives to Republic of Texas

Epoch III

RMHS (Wilson): CELTS: Army Central Europe, Northern Gaul, Central Massif (vs. Carthagina; Ce: 4, 2; Ca: 4; Ce: 6, 5; Ca: 3; wins), Pyrenees (vs. Carthagina; Ce: 4, 3; Ca: 4, 1; Ce: 6, 5; Ca: 3, 2; wins), Southern Iberia (vs. Carthagina; Ce: 4, 4; Ca: 4; Ce: 3, 2; Ca: 3; Ce: 6, 5; Ca: 4; wins), Western Iberia, Shatts Plateau (vs.

Carthagina; Ce: 4, 4; Ca: 5, 1; loses); Shatts Plateau (vs. Carthagina; Ce: 5, 3; Ca: 3, 3; wins; Capital reduced to city). Builds monument Central Europe. Points: Dominance in Southern Europe (6), Presence in North Africa (2), Middle East (3), Northern Europe (1), 1 Capital (2), 3 cities (3), and 2 Monuments (2) 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
Brad Martin	Red Devils (red)	12	21
Chris Geggus	Galileo Earns Gold Star (yellow)	14	25
Dave Anderson	Romulus and Remus (orange)	19	23
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	40

Positions

RMHS: JEWS: Army, city, and fort Palestine. **ASSYRIANS:** Army, Capital, and Monument Upper Tigris, army and city Middle Tigris. **CELTS:** Army and city Shatts Plateau, army and Monument Central Europe, armies Northern Gaul, Central Massif, Pyrenees, Southern Iberia, Western Iberia.

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

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:** Armies Libya, Dalmatia.

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.

GECS: 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

Romulus and Remus: Be warned to GEN CONvicts are on the loose in Indianapolis, Indiana they go by the name David and Deborah Anderson. They are armed--yes--its true --they both have 2 arms and extremely humorous. They will be in the area from August 15 to August 20. Approach with extreme gaming in mind. The woman will be in the train yards and her accomplice will be playing something called HOTW.

Event Cards

Epoch III Empire

Boerboel

Turns 11 through End of Game Statements

Turn 11

Governor Dave selects the Builder and builds a Harbour (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 4 doubloons spent, University grants a colonist), Chris builds a Harbour (2 doubloon discount for Quarries, 6 doubloons spent), Andy passes, Christopher builds the Fortress (1 doubloon discount from Quarry, 9 doubloons spent), Martin buys a Sugar Mill (2 doubloon discount for Quarries, 2 doubloons spent)

Chris selects the Settler and gains a sugar plantation (with a colonist due to the Hospice), Andy takes a corn plantation, Christopher takes a sugar plantation, Martin takes an indigo plantation (with a colonist due to the Hospice), and gains a sugar plantation due to the Hacienda, and Dave selects the indigo plantation. New plantations are indigo, indigo, indigo, sugar, sugar, coffee.

Andy selects the Captain, gains 1 doubloon, and ships 1 tobacco on Ship 1 for 2 VP. No further shipping is possible.

Christopher selects the Mayor and places colonists on the Fortress and a sugar plantation, Martin places a colonist on the Sugar Mill and moves a colonist from the Hacienda to the Sugar Mill, from the Construction Hut to a sugar plantation, from the Hospice to the Sugar Mill, and from the Small Market to a sugar plantation, Dave places a colonist on a corn plantation, Chris places a colonist on the Harbour, Andy places a colonist on a corn plantation, and Christopher places a colonist on a corn plantation. Six new colonists are placed on the colonist ship.

Martin selects the Craftsman, gains 1 doubloon, and produces 3 corn and 4 sugar, Dave produces 2 corn, 1 indigo, and 1 sugar, Chris produces 1 indigo, 1 sugar, and 2 tobacco, Andy produces 3 indigo and 3 tobacco, and Christopher produces 1 indigo, 1 tobacco, and 1 coffee. Martin uses the Craftsman bonus to produce another sugar.

Turn 12

Governor Chris selects the Trader, collects 1 doubloon, and trades sugar for 5 doubloons (2 base +2 for Large Market, +1 for Trader). Trading house is full.

Andy selects the Captain and ships 3 tobacco on Ship 1 for 4VP, Christopher ships 1 tobacco on Ship 1 for 1VP, Martin ships 3 corn on Ship 3 for 3VP (Ship 3 sails), Dave ships 1 sugar on Ship 2 for 2VP (+1VP due to Harbour), Chris ships 1 tobacco on Ship 1 for 2VP (+1 VP due to Harbour, Ship 1 sails), and Martin ships 3 sugar on Ship 2 for 3VP (Ship 2 sails). Christopher discards 1 indigo, Dave discards 2 corn, and Chris discards 1 indigo.

Christopher selects a Prospector, gaining 3 doubloons.

Martin selects the Craftsman and produces 3 corn and 4 sugar, Dave produces 2 corn, 1 indigo, and 1 sugar, Chris produces 2 corn, 1 indigo, 1 sugar, and 2 tobacco, Andy produces 1 corn, 3 indigo, and 3 tobacco, and Christopher produces 2 corn, 1 indigo, 1 tobacco, and 1 coffee. Martin produces 1 sugar with the Craftsman bonus, and Christopher receives 3 doubloons from the Factory.

Dave selects the Prospector, gaining 2 doubloons.

Turn 13

Governor Andy selects the Captain and ships 6 indigo in Ship 1 for 7VP (Ship 1 sails), Christopher ships 2 coffee on Ship 3 for 2 VP, Martin ships 7 sugar on Ship 2 for 7VP (Ship 2 sails). No further shipping is possible. Christopher discards 2 corn and 1 indigo, Dave discards 2 corn and 2 indigo, and Chris discards 2 corn, 1 indigo, 1 sugar, and 2 tobacco.

Christopher selects the Builder, gains 1 doubloon, and build City Hall (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 8 doubloons spent), Martin buys an Indigo Plant (2 doubloon discount for Quarries, 1 doubloon spent), Dave builds a Construction Hut (1 doubloon discount due to Quarry, 1

doubloon spent) with a colonist due to the University, Chris builds a Wharf (2 doubloon discount for Quarries, 7 doubloons spent), and Andy passes.

Martin selects the Craftsman and gains 3 corn and 4 sugar, Dave gains 2 corn, 1 indigo, and 1 sugar, Chris gains 1 corn, 1 indigo, 1 sugar, and 2 tobacco, Andy gains 3 indigo and 2 tobacco, and Christopher gains 1 indigo and 1 coffee. Martin gains 1 more sugar with the Craftsman bonus. Christopher gains 1 doubloon from the Factory.

Dave selects the Trader and trades sugar for 4 doubloons (2 base, +1 for Trader, +1 for Small Market), Chris trades tobacco for 5 doubloons (3 base, +2 for Large Market), Andy trades indigo for 1 doubloon, and Christopher trades coffee for 6 doubloons (4 base, +2 for Large Market).

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

Turn 14

Governor Christopher selects the Builder and builds the Guild Hall (1 doubloon discount from Builder, 1 doubloon discount from a Quarry, 8 doubloons spent), Martin builds an Office (2 doubloon discount from Quarries, 3 doubloons spent), Dave builds an Indigo Plant (2 doubloon discount for Quarries, 1 doubloon spent) with one colonist due to the University, Chris builds a Coffee Roaster (2 doubloon discount for Quarries, 4 doubloons spent), and Andy builds a Small Sugar Mill (2 doubloons spent).

Martin selects the Captain and ships 6 corn on Ship 1 for 7VP (Ship 1 sails), Dave ships 1 indigo on Ship 2 for 2VP (1VP bonus for Harbour), Chris ships 1 indigo on Ship 2 for 2VP (1VP bonus for Harbour), Andy ships 2 indigo on Ship 2 for 2VP, and Christopher ships 1 indigo on Ship 2 for 1 VP. Dave discards 2 corn and Chris discards 1 corn, 1 sugar, and 1 tobacco.

Dave selects the Trader and trades sugar for 4 doubloons (2 base + 1 for Trader +1

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for Small Market), Chris trades tobacco for 5 doubloons (3 bases +2 for Large Market), Andy trades corn for 0 doubloons, and no further trading is possible.

Chris selects the Settler and takes a tobacco plantation (with a colonist due to the Hospice), Andy selects a sugar plantation, Christopher selects a sugar plantation, **Martin** passes, and Dave selects a coffee plantation. New plantations are indigo, indigo, coffee.

Andy selects a Prospector, gaining 2 doubloons.

Turn 15

Governor Martin selects the Captain and ships 5 sugar on Ship 1 for 6VP. No further shipping is possible.

Dave selects the Builder and builds the Customs House (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 6 doubloons spent) with a colonist due to the University, Chris builds a Factory (2 doubloon discount from Quarries, 5 doubloons spent), no other purchases are possible.

Chris selects the Mayor, gains 3 doubloons, and places colonists on the Wharf, Coffee Roaster, and Factory and transfers 1 colonist from San Juan to the Coffee Roaster, Andy places a colonist on the Small Sugar Mill, Christopher moves a colonist to the City Hall and adds a colonist to the Guild Hall, Martin places a colonist on the Indigo Plant, and Dave places a colonist on an indigo plantation. Four colonists are placed on the colonist ship, exhausting the supply and signaling that this is the last turn.

Andy selects the Prospector, gaining 3 doubloons.

Christopher selects the Craftsman, gains 1 doubloon, and produces 2 corn, 1 indigo, 1 tobacco, and 1 coffee, Martin produces 3 corn, 1 indigo, and 4 sugar, Dave produces 2 corn, 1 indigo, and 1 sugar, Chris produces 2 corn, 1 indigo, 1 tobacco, and 1 coffee, and Andy produces 2 indigo. Christopher uses the Craftsman bonus to produce coffee. Christopher and Chris each gain 3 doubloons from Factories.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Hooton	Builder	Indigo, Quarry, Corn, Sugar, Tobacco, Quarry, Quarry, Corn, Indigo, Indigo, Coffee	Small Market, Office, Small Indigo Plant, University, Small Sugar Mill, Hacienda, Harbour, Construction Hut, Indigo Plant(x1), Customs House		2	2 corn, 1 indigo, 1 sugar	8
Chris Geggus	Mayor	Indigo, Corn, Tobacco, Quarry, Quarry, Tobacco, Corn, Sugar, Coffee, Tobacco	Hospice, Small Indigo Plant, Tobacco Storage (x3), Large Market, Small Sugar Mill, Harbour, Wharf, Coffee Roaster(x2), Factory	2	9	2 corn, 1 indigo, 1 tobacco, 1 coffee	11
Andy York	Prospector	Indigo, Indigo, Tobacco, Indigo, Indigo, Tobacco, Tobacco, Corn, Sugar, Sugar	Indigo Plant (x3), Small Warehouse, Small Indigo Plant, Tobacco Storage (x3), Small Sugar Mill		5	2 indigo, 5 tobacco	27
Christopher Hunt	Craftsman	Corn, Coffee, Quarry, Indigo, Tobacco, Corn, Coffee, Sugar, Sugar, Sugar	Small Indigo Plant, Coffee Roaster (x1), Large Market, Tobacco Storage (x2), Factory, Fortress, City Hall, Guild Hall		6	2 corn, 1 indigo, 2 tobacco, 2 coffee	8

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Martin Burgdorf	Captain	Corn, Sugar, Corn, Corn, Quarry, Tobacco, Quarry, Sugar, Sugar, Coffee, Indigo, Sugar	Small Sugar Mill, Hacienda, Small Market, Construction Hut, Small Warehouse, Hospice, Residence, Sugar Mill (x3), Indigo Plant (x1), Office		0	3 corn, 1 indigo, 4 sugar	32

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: 4

Trading House: Sugar, Tobacco, Corn

Cargo Ships: Ship 1 (capacity 6): 5 sugar Ship 2 (capacity 7): 5 indigo Ship 3 (capacity 8): 2 coffee

Victory Points: 36

Commodities

Corn: 0 **Indigo:** 0 **Sugar:** 0 **Tobacco:** 0 **Coffee:** 4

Buildings

Column 1	Column 2	Column 3	Column 4
	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (6d, 3vp)	
		University (8d, 3vp)	
	Large Warehouse (x2, 6d, 2vp)	Wharf (9d, 3vp)	

Roles

Builder, Captain, Craftsman, Mayor, Prospector, Settler, Trader, Prospector

Plantations

Indigo, Indigo, Coffee

Discard Pile: None

Victory Points

	Dave	Chris	Andy	Christopher	Martin
VP Chips	8	11	27	8	32
Buildings	19	21	8	24	17
Bonus	2	0	0	15	7
Total	29	32	35	47	56

Congratulations to Martin Burgdorf on his victory.

End of Game Statements

Dave Hooton:

Chris Geggus: Thanks for running this again Chris. Always fun. I realised quite early on that I wouldn't win this one as I couldn't decide on a specific strategy and ended up falling between about 4 stools. Christopher tried a brave building strategy, but with the 2 shippers being able to ship big loads near the end, they were able to prevail. Well done to Martin.

Andy York: Excellent job by Martin for doing an all-round great job in winning the game, and Christopher wasn't too much behind him. I ended up with my usual middle-of-the-road result, but enjoyed the game non-the-less. Thanks to the Chris for another stellar GMing effort!

Christopher Hunt:

Martin Burgdorf: This was the second time that I played Puerto Rico, and I am starting to like this game. Once one is familiar with the different Buildings one does not have to think Long about the moves. In my first game Geggus won, because he had many corn plantations and alternating between craftsman and captain he could quickly accumulate victory Points – I had made one terrible move that even helped a bit bringing him on victory lane. Now I tried to Imitate his strategy, and it worked. I am curious who will win “Beagle”. I have made a few mistakes, hence my Position is probably hopeless already, but it is fun to learn about the new Buildings.

Beagle

Game Start to Turn 7

Turn 1

Governor Dave selects the Settler and takes a Quarry, Martin takes a coffee plantation, Chris takes a tobacco plantation, and Christopher takes a tobacco plantation. New plantations are Corn, Sugar, Sugar, Sugar, Coffee.

Martin selects the Mayor and places colonists on the indigo and coffee plantations, Chris places a colonist on the corn plantation, Christopher places a

colonist on the corn plantation, and Dave places a colonist on the Quarry. Four new colonist placed on the colonist ship.

Chris selects the Builder and builds the Hospice (1 doubloon discount from Builder, 3 doubloons spent), Christopher passes, Dave builds a Small Indigo Plant (1 doubloon discount from Quarry, 0 doubloons spent), and Martin builds a Small Indigo Plant (1 doubloon spent).

Christopher selects the Prospector, gaining 1 doubloon.

Turn 2

Governor Martin selects the Settler and takes a Quarry, Chris selects a corn plantation, Christopher selects a sugar plantation, and Dave selects the coffee plantation. New plantations are corn, sugar, sugar, tobacco, and coffee.

Chris selects the Mayor and places colonists on the Hospice and the corn plantation, Christopher places a colonist on the sugar plantation, Dave places a colonist on the indigo plantation, and Martin places a colonist on the Quarry. Four colonists are added to the Colonist Ship.

Christopher selects the Prospector, gaining 1 doubloon.

Dave selects the Builder and builds a Forest House (1 doubloon discount for the Builder, 1 doubloon discount for a Quarry, 0 doubloons spent), Martin builds a Hacienda (1 doubloon discount for a Quarry, 1 doubloon spent), Chris passes, Christopher passes.

Turn 3

Governor Chris selects the Craftsman, gains 2 doubloons, and gains 2 corn and Christopher gains 1 corn. Chris takes 1 corn as the Craftsman bonus.

Christopher selects the Captain, gains 2 doubloons, and ships 1 corn on Ship 3 for 2VP, Chris ships 3 corn on Ship 3 for 3VP.

Dave selects the Mayor and places colonists on the Small Indigo Plant and the Forest House, Martin places a colonist on the Small Indigo Plant, and Chris places a colonist on the tobacco plantation. Four colonists are placed on the colonist ship.

Martin selects the Builder and builds a Construction Hut (1 doubloon discount from Builder, 1 doubloon discount from Quarry, 0 doubloons spent), Chris builds the Black Market (2 doubloons spent), Christopher passes, and Dave builds an Aqueduct (1 doubloon discount for Quarry, 0 doubloons spent).

Turn 4

Governor Christopher selects the Builder and builds the Library (1 doubloon discount from Builder, 7 doubloons spent), Dave builds a Small Market (1 doubloon discount for Quarry, 0 doubloons spent), Martin builds a Small Sugar Mill (2 doubloons spent), and Chris cannot build.

Dave selects the Trader and collects 3 doubloons. No trading is possible.

Martin selects the Mayor and places colonists on the Hacienda and Construction Hut, Chris places a colonist on the Black Market, Christopher places a colonist on the Library, and Dave places a colonist on the Small Market. Four colonists are placed on the colonist ship.

Chris selects the Settler, gains 1 doubloon, and selects a Quarry with a colonist due to the Hospice, Christopher selects a corn plantation, Dave selects the coffee plantation, Martin uses the Construction Hut to take a Quarry and the Hospice grants him a coffee plantation. New plantations are indigo, indigo, indigo, sugar, tobacco.

Turn 5

Governor Dave selects the Builder and builds a Coffee Roaster (1 doubloon

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discount for Builder, 1 doubloon discount for Quarry, 4 doubloons spent), Martin passes, Chris builds a Small Indigo Plant (1 doubloon discount from Quarry, 0 doubloons spent), Christopher passes.

Martin selects the Prospector, gaining 3 doubloons.

Chris selects the Craftsman, gaining 1 doubloon and producing 2 corn, Christopher produces 1 corn, Dave produces 1 indigo, and Martin produces 1 indigo. Chris produces corn with the Craftsman bonus.

Christopher selects the Captain, gains 1 doubloon, and ships 1 corn on ship 3 for 3VP, Dave ships 1 indigo on ship 2 for 1VP, Martin ships 1 indigo on ship 2 for 1 VP, and Chris ships 2 corn on Ship 3 for 2 VP (Ship 3 sails).

Turn 6

Governor Martin selects the Mayor, gains 1 doubloon, and puts colonists on the Quarry and coffee plantation, Chris places a colonist on the Small Indigo Plant, Christopher places a colonist on the corn plantation, and Dave places a colonist on the Coffee Roaster and moves a colonist from the Small Market to a coffee plantation. Four colonists are placed on the colonist ship.

Chris selects the Builder and builds a Tobacco Storage (1 doubloon discount with the Builder, 1 doubloon discount with the Black Market and 1 corn, 1 doubloon discount with the Black Market and 1VP, 2 doubloons spent), Christopher passes, Dave builds a Storehouse (1 doubloon discount from Quarry, 2 doubloons spent), and Martin builds a Coffee Roaster (2 doubloon discount from Quarries, 4 doubloons spent).

Christopher selects the Craftsman, producing 2 corn, Dave produces 1 indigo and 1 coffee, Martin produces 1 indigo, and Chris produces 2 corn. Christopher uses the bonus to produce 2 corn.

Dave selects the Trader, gains 1 doubloon, and trades coffee for 5 doubloons (4 base, +1 for Trader), Martin trades indigo for 1 doubloon, Chris passes, Christopher passes.

Turn 7

Governor Chris selects the Settler, collects 2 doubloons, and gains a Quarry with a colonist due to the Hospice, Christopher selects an indigo plantation, Dave discards a sugar plantation to gain a forest, and Martin uses the Construction Hut to take a Quarry and gains an indigo plantation through the Hacienda. New plantations are corn, indigo, sugar, tobacco, tobacco.

Christopher selects the Captain, collects 1 doubloon, and ships 4 corn on Ship 3 for 6VP, Dave ships 1 indigo on Ship 2 for 1VP, and Chris ships 2 corn on Ship 3 for 2VP.

Dave selects the Mayor and places colonists on the Aqueduct and Storehouse, Martin places a colonist on the Coffee Roaster, Chris places a colonist on the Tobacco Storage and moves a colonist from the Small Indigo Plant to the Tobacco Storage, and Christopher places a colonist on the indigo plantation. Six new colonists placed on the colonist ship.

Martin selects the Prospector and gains 2 doubloons

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Hooton		Indigo, Quarry, Coffee , Coffee, Forest	Small Indigo Plant, Forest House, Aqueduct , Small Market, Coffee Roaster (x1), Storehouse		6		2
Martin Burgdorf		Indigo, Coffee, Quarry, Quarry, Coffee , Quarry, Indigo	Small Indigo Plant, Hacienda, Construction Hut , Small Sugar Mill, Coffee Roaster (x1)		3		1
Chris Geggus		Corn, Tobacco, Corn, Quarry, Quarry	Hospice, Black Market , Small Indigo Plant, Tobacco Storage (x2)		2		6
Christopher Hunt		Corn, Tobacco, Sugar, Corn, Indigo	Library		2		11

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: 44

Colonist Ship: 6

Trading House: Coffee, Indigo

Cargo Ships: Ship 1 (capacity 5): Empty Ship 2 (capacity 6): 3 indigo Ship 3 (capacity 7): 6 corn

Victory Points: 81

Commodities

Corn: 4 **Indigo:** 7 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 8

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x3, 3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x3, 2d, 1vp)	Sugar Mill (x3, 4d, 2vp)	Coffee Roaster (6d, 3vp)	Residence (10d, 4vp)
		Factory (7d, 3vp)	Fortress (10d, 4vp)
	Guesthouse (4d, 2vp)	Lighthouse (7d, 3vp)	Customs House (10d, 4vp)
	Office (5d, 2vp)	University (8d, 3vp)	City Hall (10d, 4vp)
	Church (5d, 2vp)		Cloister (10d, 4vp)
	Trading Post (5d, 2vp)	Harbour (8d, 3vp)	Statue (10d, 8vp)
	Large Market (5d, 2vp)	Specialty Factory (8d, 3vp)	
	Small Wharf (6d, 2vp)	Union Hall (9d, 3vp)	
Small Warehouse (3d, 1vp)	Large Warehouse (6d, 2vp)	Wharf (9d, 3vp)	

Roles

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

Plantations

Forest (x∞), Quarry (x2), Corn, Indigo, Sugar, Tobacco, Tobacco

Discard Pile: Indigo, Indigo, Sugar, Sugar, Sugar, Sugar, Tobacco, Indigo, Indigo, Tobacco

Papillon

Game Start to Turn 7

Turn 1

The Librarian plays Harry King, placing a minion in Nap Hill and declining to discard any cards.

TVFSDC plays Drumknott, allowing him to play 2 more cards. He plays Leonard of Quirm, drawing 4 cards, and The Peeled Nuts, which has no effect.

TROD plays Groat, placing a minion in Dragon's Landing.

Turn 2

The Librarian plays Nobby Nobbs, taking \$3 from TROD, then plays Hex, drawing 3 cards and buying the building in Nap Hill for \$12. Takes \$1 from the bank using the Nap Hill ability.

TVFSDC plays Rincewind. A random event is drawn (Riots – there are fewer than 8 trouble tokens in play, so play continues), moves a minion from Scours to Isle of Gods, then plays Mr. Bent, takes the \$10 loan, then plays Sargent Angua, removes the trouble marker from the Shades, then plays the Seamstresses Guild, giving a card to The Librarian, taking \$2 in return and places a minion in Seven Sleepers.

TROD plays The Ankh Morpork Sunshine Dragon Sanctuary. The Librarian gives him a card and TVFSDC gives him \$1. Plays Beggars' Guild on the Librarian. The Librarian plays Wallace Sonky to negate the effects of the Beggars' Guild, and TROD places a minion in Seven Sleepers. Trouble marker is placed in Seven Sleepers.

Turn 3

The Librarian plays The Fools Guild on TVFSDC. TVFSDC gives The Librarian \$5. The Librarian places a minion in Seven Sleepers and takes \$1 from his Nap Hill building.

TVFSDC plays The Fire Brigade on the Librarian. The Librarian pays \$5 to save his building, and TVFSDC plays The Librarian, drawing 4 cards.

TROD plays Foul Ole Ron, moving a green minion from Seven Sleepers to Isle of Gods (trouble marker added to Isle of Gods), Here 'N Now (die roll = 9), gaining \$3, then finally The Dyske, building a building in the Shades for \$6 and gaining \$2 from the two minions in Isle of Gods.

Turn 4

The Librarian plays Mrs. Cake and looks at 3 unused personality cards, then receives \$2.

TVFSDC plays Sacharissa Crisplock, gaining \$4 for the 4 Trouble markers on the board and placing a minion in Small Gods.

TROD plays Harga's House of Ribs, collects \$3, and places a minion in The Hippo.

Turn 5

The Librarian plays Inigo Skimmer in the Scours, gaining \$2 and removing the red minion and the Trouble marker. Also uses the Nap Hill building to gain \$1.

TVFSDC plays The History Monks, drawing four random cards from the discard pile and placing a minion in Dimwell.

TROD plays Dr. Cruces, removing a green minion and Trouble marker from Dolly Sisters and gaining \$3.

Turn 6

The Librarian plays the Pink Pussycat Club, gaining \$3, then plays Mr. Gryle removing a yellow minion and Trouble marker from Isle of Gods. Also uses Nap Hill building to gain \$1.

TVFSDC plays Mr. Boggis, taking \$2 from each player and placing a minion and a Trouble marker in Isle of Gods.

TROD plays Dr. Whiteface on The Librarian. The Librarian pays \$5. TROD places a minion in Isle of Gods.

Turn 7

The Librarian plays Gimlet's Dwarf Delicatessen, gaining \$3 and placing a minion in Isle of the Gods. Received \$1 from the Nap Hill building.

TVFSDC plays Rosie Palm, placing a minion in Unreal Estate and giving a card to TROD. TROD gives \$2 to TVFSDC.

TROD plays CMOT Dibbler (dr = 8) and gains \$4, uses the Shades building to place trouble in Dimwell, plays The Royal Mint, building a building in The Hippo for \$12, then gaining \$5. Finally, receives \$2 from The Hippo building.

Players

Player Name	Player Faction Name/Color	Minion Locations	Buildings	Misc	Money
Christopher Hunt	The Librarian/Green	The Scours, The Shades, Nap Hill, Isle of Gods (x2)	Nap Hill		8
Bill Scharf	TVFSDC/Yellow	Dolly Sisters, Seven Sleepers, The Shades, Small Gods, Dimwell, Isle of Gods, Unreal Estate		\$10 Loan from Mr. Bent	31
Andy York	TROD/Red	Dolly Sisters, The Shades, Seven Sleepers, The Hippo, Isle of Gods	The Shades, The Hippo		13

TROD is Texas Republic on Discworld, TVFSDC is The Veiled Fist Society and Dance Club

Board Position

Dolly Sisters: Yellow and Red minions

Unreal Estate: Yellow minion

Dragon's Landing: Red minion

Small Gods: Yellow minion

The Scours: Green minion

The Hippo: Red minion, Red Building

The Shades: Green, Yellow, and Red minions, Red Building

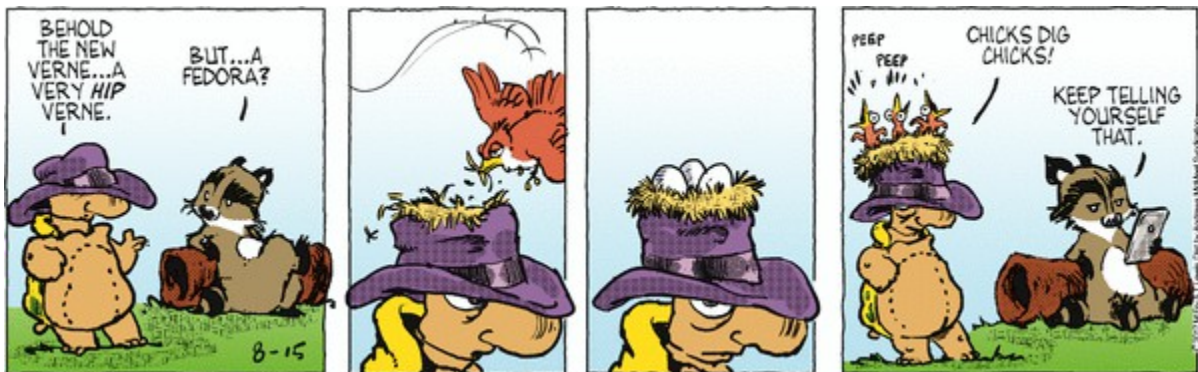
Dimwell: Yellow minion, Trouble

Longwall: Nothing

Isle of Gods: 2 Green, 1 Red, and 1 Yellow minions,
Trouble

Seven Sleepers: Yellow and Red minions, Trouble

Nap Hill: Green minion, Green Building



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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!