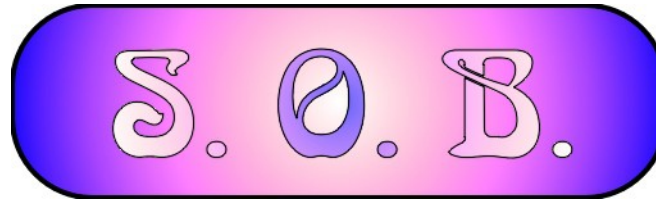


Number 209



December, 2015

Notes from Hades

Well, here it is, finally. It has been quite a saga getting this issue out the door. As I related in the email, my computer died shortly after the deadline. It had been acting up for a couple of months – spontaneously rebooting itself, sometimes many times per day. Based on the research I did, I knew it was probably a hardware issue, so I tried to make it last as long as I could. Then after one of those reboots, it failed to start again. Even the Windows reset feature failed. My wife then told me that she was planning on getting me a new computer for Christmas, and so I was getting my present early. I took out the hard drive from my old computer and installed it into the new one, hoping that I could recover my files that way. No luck. When I got the new computer up and running, the old disk was blank. Fortunately, I have an online backup, so I started restoring from that. As that was going on, I was installing my applications. Suddenly, the various windows stopped responding until the only way I could get the computer to respond was to shut it off. After spending an hour with the tech support of the backup provider, I realized that I had two anti-malware programs: one that I installed and one that came with the computer. After uninstalling the preinstalled program, the freezing problem went away, and I was able to restart the download. The next morning, my computer had rebooted. I was the victim of Windows Update, so once again I had to restart the restore. This time it finally worked. I still have some work to do on it. For some reason, I can't get my archived email to show up, but I am confident that I can resolve the issue eventually.

I want to wish you all Happy Holidays and the best of New Years.

The Agricola game has completed as predicted. Congratulations to Dave Hooton on a very well run game. Sign up for one of the games available, or suggest a game of your own. If I own it, I will see if I can adapt it to PBM or PBeM play.

The next deadline is **Tuesday, January 26 at 5:00 p.m. Pacific Time.** Please do not call after 10:00 p.m. Pacific time. My family tend to retire early.

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Game Openings

Foxhound. New World. Have Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), will take up to 2 more.

Airedale. Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, Chris Geggus(\$), Bill Scharf(\$), Geoff Kemp(\$), will take up to 2 more.

Azawakh. History of the World. Will start after Shaggy Dog ends. Have Chris Geggus(\$), Andy York(\$), Kevin Wilson(\$), Dave Anderson(\$), Christopher Hunt(\$), will take up to 2 more.

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.

Basenji. Age of Renaissance. Will be run via email. Have Christopher Hunt(\$), Chris Geggus(\$), Bob Robles(\$), Kevin Burt, will take 2 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* and *Rebel vs. Imperium* expansions. Have Bill Scharf, Christopher Hunt, Bob Robles, will take up to 3 more.

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

Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Christopher Hunt, will take up to 4 more.

Kremlin: Will use the Revolution cards. Have Bob Robles, will take up to 5 more.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles, will take up to 6 more.

Silverton: Will use the advanced rules. Will take up to 6.

Agricola. 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-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).

Purebred

Winter 1261

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1261 1/26 Tuesday

A pause for building.

Outstanding Debt

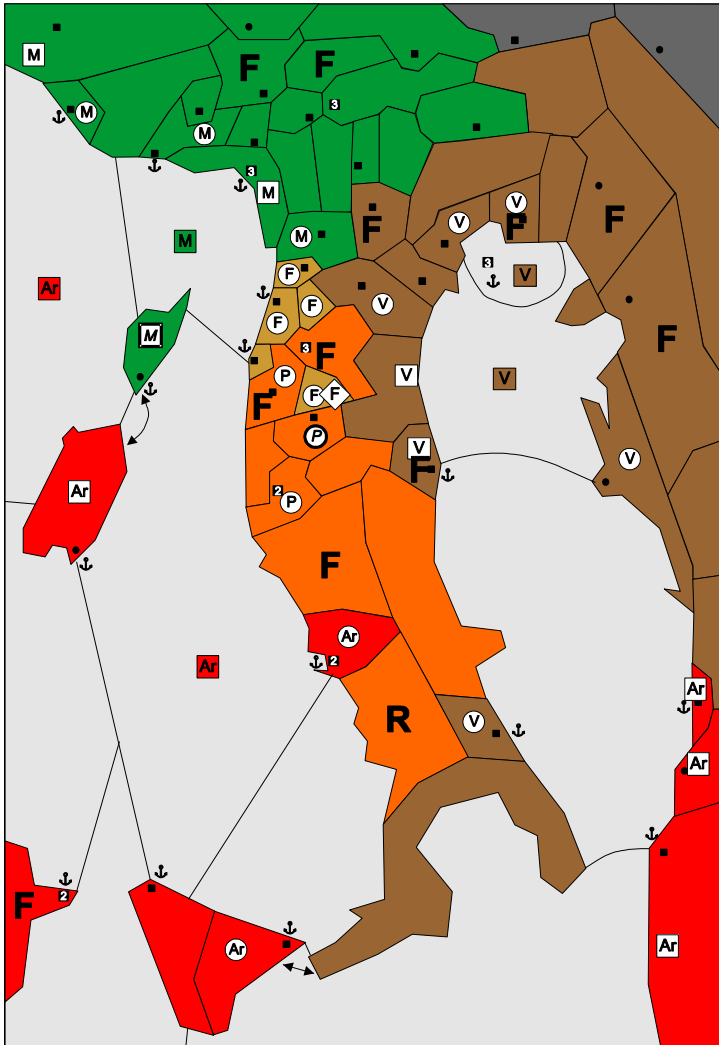
Fall 1262: 27 ducats due from Florence (18 borrowed)

Orders

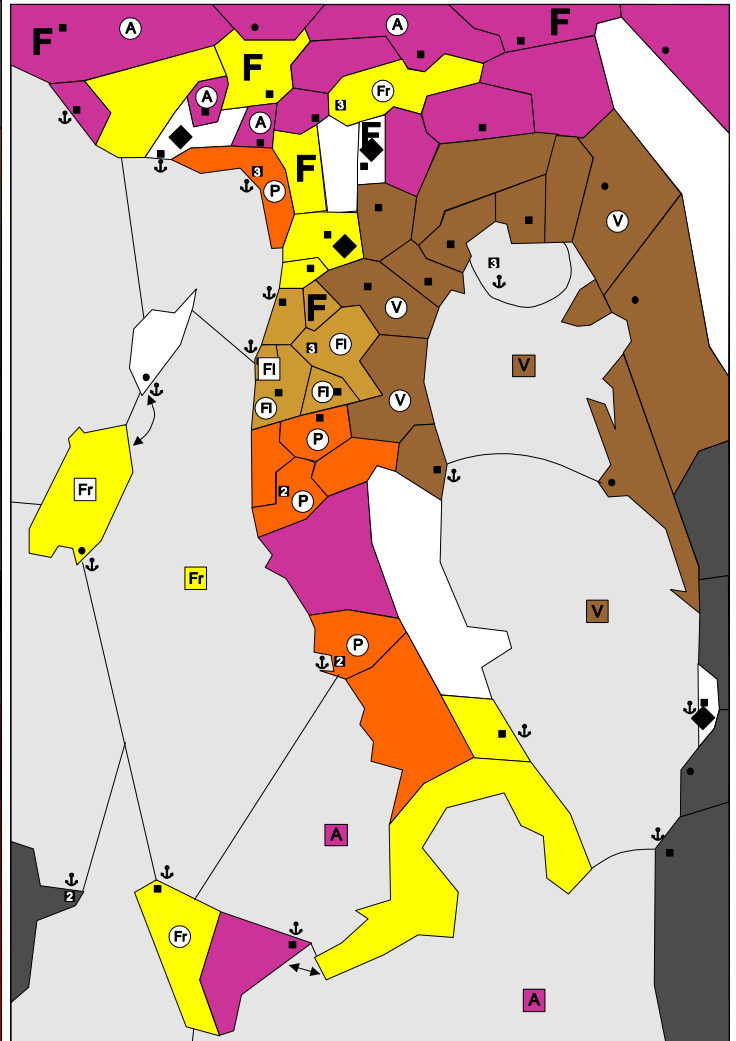
	Cost
Ara Maintains A Naples, A Messina, F Gulf of Lions, F Sardinia, F Tyrrhenian Sea, F Durazzo, F Albania, F Ragusa	24

Purebred

Flo	Maintains all, builds A Pisa	15
Mil	Maintains A Marseilles, A Savoy, A Modena, F Avignon, F Ligurian Sea, F (EM) Corsica, builds F Genoa	24
Pap	Maintains A Rome, A Sienna, builds Elite Mercenary A Perugia	12
Ven	Maintains all, builds A Padua, A Dalmatia, F Venice	24



Dogleg



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

Dogleg

Fall 1501

Deadline for Winter-Spring 1502 1/26 Tuesday

Austria makes major gains against France in the north, while losing some in the south. Venice consolidates the Pope's Adriatic coast while Florence evicts Austria from his territory.

Spring 1501 Retreats

Papacy retreats A Urbino to Perugia

Expenditures

Venice borrows 10 ducats for 2 years (15 ducats due Fall 1503) and pays back the existing loan.

Outstanding Loans

Spring 1503: 17 ducats due from the Papacy (11 borrowed)

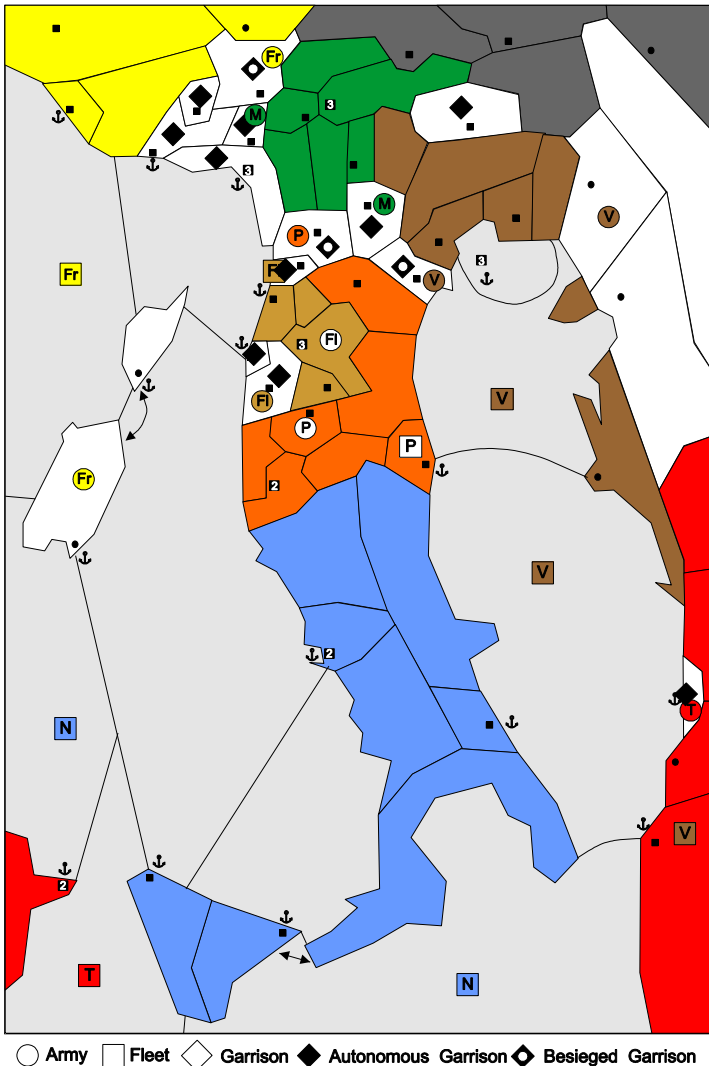
Summer 1503: 23 ducats due from France (15 borrowed)

Fall 1503: 15 ducats due from Venice (10 borrowed)

Orders

- AUSTRIA (Burgdorf): A AVIGNON holds, A TYROLEA to Milan, A SALUZZO holds, A MONTFERRAT holds, F Tyrrhenian Sea to GULF OF NAPLES, F Palermo to IONIAN SEA
- FLORENCE (Robles): A FLORENCE supports Venetian F Upper Adriatic to Urbino (nso), A AREZZO supports A Sienna to Perugia, A SIENNA to Perugia, F PIOMBINO to Tyrrhenian Sea
- FRANCE (Whyte): A MILAN holds, A Messina to PALERMO, F Corsica to TYRRHENIAN SEA, F SARDINIA supports F Corsica to Tyrrhenian Sea
- PAPACY (Anderson): A NAPLES holds, A ROME supports A Perugia, A PERUGIA supports Florence A Florence to Urbino (nso), A Modena to GENOA
- VENICE (Wilson): A CARNIOLA holds, A BOLOGNA supports A Urbino, A URBINO supports A Bologna, F UPPER ADRIATIC supports A

Rescue Dog



S.O.B.

Bologna, F Ancona to LOWER ADRIATIC

Treasury:

Press

France – All: We're getting an interesting bananaberry ripple in the north... but we need more banana at the bottom of the plate... the berries are going off, fast!

Spring 1502 Famine

Poor Year – Column Only: Cremona, Austria, Pistoia, Fornova, Turin, Avignon

Spring 1502 Income

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

Provinces

AUS	Hungary, <u>Austria</u> , Carinthia, Tyrolea, Como, Trent, Bergamo, Pavia, Montferrat, Swiss, <u>Avignon</u> , Saluzzo, Marseilles, Capua, Messina	13
FLO	Pisa, <u>Pistoia</u> , Florence, Arezzo, Sienna, Piombino	5
FRA	Provence, <u>Turin</u> , Milan, <u>Fornova</u> , Modena, Lucca, Sardinia, Palermo, Otranto, Bari	8
PAP	Genoa, Patrimony, Perugia, Rome, Spoleto, Naples, Salerno	7
VEN	Dalmatia, Croatia, Istria, Carniola, Friuli, Treviso, Verona, Padua, Ferrara, Mantua, Bologna, Urbino, Ancona	8

Seas

AUS	Gulf of Naples, Ionian Sea	2
FRA	Tyrrhenian Sea	1
PAP	Venice	1
VEN	Upper Adriatic, Lower Adriatic	2

Cities

AUS	Hungary, <u>Austria</u> , Tyrolea, Trent, Pavia, Montferrat, Swiss, <u>Avignon</u> , Saluzzo, Marseilles, Messina	9
FLO	Pisa, Florence (3), Arezzo, Sienna, Piombino	7
FRA	<u>Turin</u> , Milan (3), Lucca, Sardinia, Palermo, Bari	7
PAP	Genoa (3), Perugia, Rome (2), Naples (2), Venice (3)	11
VEN	Dalmatia, Croatia, Carniola, Treviso, Padua, Ferrara, Mantua, Bologna, Ancona	9

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	4	13	2	9	28
FLORENCE:	8	5	0	7	20
FRANCE:	9	8	1	7	25
PAPACY:	11	7	1	11	30
VENICE:	8	13	2	9	32

Game Summary

	1499	1500	1501	1502
Austria:	7	9	10	11
Florence:	3	5	4	5
France:	7	4	8	6
Papacy:	4	6	6	5
Venice:	4	5	7	9

Rescue Dog

Summer 1454

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory Deadline for Fall 1454 1/26 Tuesday

Venice strikes first, borrowing from the moneylenders to acquire a Turkish fleet and incidentally saving Naples from invasion. France and Milan move to acquire neutral territory, the Pope moves defensively, and Florence moves not at all.

Expenditures

Venice borrows 12 ducats for 2 years (18 ducats due Summer 1456). Spends 21

ducats to buy Turkish F Lower Adriatic

Outstanding Loans

Summer 1456: 18 ducats due from Venice (12 ducats borrowed)

Orders

Florence☐: A FLORENCE holds, A SIENNA holds, F LUCCA holds
 France☐: A Avignon to SARDINIA, A TURIN besieges, F GULF OF LIONS transports A Avignon to Sardinia
 Milan☐: A Pavia to MONTFERRAT, A Parma to MANTUA
 Naples☐: F Palermo to IONIAN SEA, F Tyrrhenian Sea to WESTERN

MEDITERRANEAN

Papacy☐: A Patrimony to PERUGIA, A MODENA besieges, F Urbino to ANCONA

Turks☐: A RAGUSA to Aquila, F Tunis to CENTRAL MEDITERRANEAN, F Lower Adriatic transports A Ragusa to Aquila (nsu)

Venice☐: A FERRARA besieges, A Friuli to CARNIOLA, F Lower Adriatic to DURAZZO, F Upper Adriatic to LOWER ADRIATIC, F Venice to UPPER ADRIATIC

Your treasury

Pick of the Litter**Turn 20, Phases IV-VI and Turn 21 Phases I-III****Turn 21, Phases IV-VI and Turn 22, Phases I-III due 1/26 Tuesday****Turn 20**Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 4 coal), #45 (\$30, 3 silver), #88 (\$50, 4 coal), #61 (\$20, 1 lumber), #49 (\$40, depletes), #31 (\$80, 2 gold), #50 (\$50, depletes), #72 (\$30, 2 coal), attempts to plow Walsenburg to Alimosa (dr = 3 +4, fails), delivers 5 silver from Westcliffe to Pueblo for \$1200, 6 coal from Trinidad to Denver for \$840, gains \$390 in passenger revenues.

Brown (Partridge) operates #54 (\$40, 1 lumber), #74 (\$20, 3 coal), #42 (\$40, 1 silver), #29 (\$20, 1 gold), delivers 1 lumber from Steamboat Springs to Salt Lake City for \$300 and 10 coal from Elk Springs to Salt Lake City for \$1000, receives \$20 in passenger revenues.

Orange (Hooton) operates #83 (\$20, 4 coal), #116 (\$30, 2 lumber), #121 (\$30, 3 coal), #109 (\$20, 1 copper), #103 (\$30, 2 silver), #98 (\$60, 1 gold), #107 (\$50, 3

copper), #125 (\$20, 5 coal), moves 1 silver from claim #102 to #103, delivers 6 coal from Durango to Santa Fe for \$720 and 1 coal from Durango to El Paso for \$100, gain \$510 in passenger revenues, buys a 24 train for \$200.

Cyan (Scharf) buys claim #26 for \$120, operates #71 (\$20, 3 coal), #68 (\$20, 4 coal), #130 (\$80, 1 copper), #67 (\$30, 2 coal), #36 (\$50, 2 silver), #37 (\$40, depletes), #26 (\$40, 4 gold), delivers 11 silver from Eureka to Salt Lake City for \$2640, 4 silver from Heber City to Salt Lake City for \$960, and 7 coal from Sunnyside to Salt Lake City for \$700, receives \$20 in passenger revenues.

Blue (Anderson) operates #81 (\$40, depletes), #53 (\$30, depletes), #82 (\$20, 3 coal), delivers 4 coal from Canon City to Denver for \$560, buys 24 train for \$200.

Determine Price Changes

Gold: Remains at \$225

Copper: Remains at \$280

Silver: -7 to \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	Remains at \$160	+2 to \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	-1 to \$100	+2 to \$140

Turn 21Move Prospectors and Surveyors

Red (Bishop) surveys Rincon to El Paso, no prospecting

Brown (Partridge) prospects passenger line #20, no surveying

Orange (Hooton) surveys Whitewater to Santa Rita and Cimmaron to York

Canyon, prospect #117 (+2) and #122

Cyan (Scharf) surveys Salina to Marysvale, no prospecting

Blue (Anderson) prospects #47, no surveying

Dispute Resolution

No disputes. Red spends \$160, Brown spends \$930 (passenger lines 11 and 12 are discarded), Orange spends \$400, Cyan spends \$100, Blue spends \$100.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$20,190	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$12,215	9, 24, 24, 42		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$23,400	9, 24, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$10,255	9, 15, 42, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$2,285	9, 15, 24		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	6	\$30
92	Raton	Red	Coal	12	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	6	\$30
63	Lumberton	Red	Lumber	3	Depleted
45	Westcliffe	Red	Silver	0	\$30
88	Walsenburg	Red	Coal	7	\$50
61	South Fork	Red	Lumber	1	\$20
84	Durango	Red	Coal	N	\$20

#	City	Owner	Type	Goods	Operation
49	Silverton	Red	Silver	3	Depleted
31	Cripple Creek	Red	Gold	6	\$80
50	Silverton	Red	Silver	3	Depleted
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	4	\$20
77	Craig	Brown	Coal	3	\$20
42	Leadville	Brown	Silver	1	\$40
29	Leadville	Brown	Gold	5	\$20
131	Hot Sulphur Springs	Brown	Lumber	N	\$20
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	1	\$20

#	City	Owner	Type	Goods	Operation
116	Pinos Altos	Orange	Lumber	2	\$30
121	York Canyon	Orange	Coal	9	\$30
109	Pinos Altos	Orange	Copper	2	\$20
103	Hillsboro	Orange	Silver	5	\$30
98	Pinos Altos	Orange	Gold	5	\$60
107	Santa Rita	Orange	Copper	3	\$50
125	Capitan	Orange	Coal	5	\$20
122	Lee Ranch West	Orange	Coal	N	\$20
117	Cloudcroft	Orange	Lumber	N	\$50
71	Sunnyside	Cyan	Coal	5	\$20
68	Scofield	Cyan	Coal	8	\$20
130	Bingham	Cyan	Copper	1	\$80
67	Coalville	Cyan	Coal	6	\$30
36	Eureka	Cyan	Silver	0	\$50
26	Marysvale	Cyan	Gold	4	\$40
81	Crested Butte	Blue	Coal	6	Depleted
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	7	\$40
53	Lake City	Blue	Silver	4	Depleted
82	Crested Butte	Blue	Coal	3	\$20
85	Canon City	Blue	Coal	4	\$30
47	Ouray	Blue	Silver	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
18	C	Gallup – Santa Rosa	\$500	Red	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	2	\$200
42	4	\$320
72	7	\$500

S.O.B.

#	Type	Route	Payoff	Owner	Notes
1	A	Denver – Boulder	\$20	Brown	
9	B	Denver – Leadville	\$120	Brown	
10	B	Denver – Aspen	\$130	Brown	
22	C	Denver – Salt Lake City	\$800	\$1,100	
20	C	Salt Lake City – Pueblo	\$600	Brown	
4	A	El Paso – Deming	\$60	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	

¹ Discard after 1 more Leadville depletion

Available Claims

#	City	Type	Claim	Operation
41	Leadville	Silver	\$120	\$50
132	Steamboat Springs	Coal	\$80	\$50
78	Bowie	Coal	\$80	\$40
73	Hiawatha	Coal	\$60	\$20
100	White Oaks	Gold	\$120	\$40
33	Silverton	Gold	\$160	\$50
66	Vallecitos	Lumber	\$60	\$30
99	White Oaks	Gold	\$100	\$50

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
24	C	Denver – El Paso	\$1000	\$1,380	

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	6	\$200

Shaggy Dog

Epoch V Vikings, Holy Roman Empire, and Chola Deadline Epoch V Sung Dynasty, Seljuk Turks, and Mongols, Tuesday, January 26

Epoch V

Great Giant (Burgdorf) plays Rebellion in Southern Appenines (vs. Rome; Re: 3, 2; Ro: 5; loses). Plays Kingdom in the Malay Peninsula. Army, city, and fort Maylay Peninsula (Khmer army retreats to Mekong). VIKINGS: Army Scandinavia, fleet North Sea, army Highlands, Baltic Seaboard, North European Plain (vs. Macedonia; V: 6, 5; M: 2; wins), Eastern Steppe (vs. Huns; V: 4, 3; H: 2; wins), Wei River (vs. T'ang Dynasty; V: 6, 2; T: 6, 4; V: 6, 3; T: 6, 4; V: 5, 1; T: 4, 2; wins), Yangtse Kian (vs. T'ang Dynasty; V: 6, 1; T: 4; wins, Capital reduced to city), Tarim Basin (vs. T'ang Dynasty; V: 2, 1; T: 6; loses). Points: Dominance in Middle East (4), India (6), Presence in North Africa (2), China (3), Northern Europe (2), Southeast Asia (2), Eurasia (1), 1 Capital (2), 5 cities (5), 1 Sea (1), and 7 Monuments (7) for 35 points.

FAC-51 (Bishop) plays Kingdom in the Highlands. Army, city, and fort Highlands (Viking army eliminated). Plays Plague in Albion (army survives). HOLY ROMAN EMPIRE: Army and Capital Central Europe (Frankish army retreats to Northern Gaul), army Northern Gaul (vs. Franks; H: 5, 4; F: 5, 1; H: 5, 1; F: 6, 3; loses), Northern Gaul (vs. Franks; H: 6, 3; F: 3, 2; H: 5, 3; F: 6, 4; loses), Northern Gaul (vs. Franks; H: 4, 2; F: 3, 1; wins, Capital reduced to city), Dalmatia (vs. Rome; H: 5, 5; R: 5, 4; H: 3, 1; R: 5, 3; loses), Dalmatia (vs. Rome; H: 4, 3; R: 4, 3; H: 6, 2; R: 5, 3; wins), Northern Appenines (vs. Rome; H: 4, 2; R: 3; wins), Southern Appenines (vs. Rome; H: 3, 3; R: 2; wins, Capital reduced to city), Central Massif (vs. Franks; H: 4, 3; F: 3; wins), Albion (vs. Goths; H: 5, 3; G: 6, 1; loses). Points: Dominance in Southern Europe (6), Presence in Middle East (2), India (3), Northern Europe (2), Eurasia (1), 1 Capital (2), 4 cities (4), 2 Monuments (2) for 22 points.

The Human Race (Scharf) CHOLA: Army and Capital Eastern Ghats (1 Vedic army retreats to Ceylon, 1 Vedic army is destroyed), fleet Bay of Bengal, army Malay

Peninsula (vs. Malay Kingdom; plays Treachery, wins), army Ganges Delta (vs. Arabs; C: 6, 2; A: 6, 1; C: 5, 5; A: 5, 4; C: 5, 4; A: 2, 1; wins, city eliminated), Mekong (vs. Khmers; C: 5, 5; K: 5, 4; C: 6, 5; K: 3, 3; C: 4, 3; K: 3, 2; wins, Capital reduced to city), Si-Kyang (vs. Khmers; C: 4, 2; K: 3; wins), Szechuan (vs. Hsuing-nu; C: 6, 5; H: 5; wins), Chekiang (vs. T'ang Dynasty; C: 3, 2; T: 3; C: 5, 1; T: 5; C: 5, 1; T: 1; wins, fleet South China Sea unsupported). Builds Monument Eastern Ghats. Points: Dominance in China (6), India (6), Southeast Asia (4), Presence in Middle East (2), 1 Capital (2), 2 cities (2), 1 Sea (1), and 2 Monuments (2) for 25 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	30	53
Christopher Hunt	The Gardeners (green)	34	58
Bill Scharf	The Human Race (blue)	37	91
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	43	90
Howard Bishop	FAC-51 (black)	46	86
Dave Anderson	Stooges for All Time (orange)	47	87
Martin Burgdorf	Great Giant (red)	53	114

Positions

SfAT: Fleets Sea of Japan, Western Mediterranean. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, West Indies. **CARTHAGINIA:** Army, Capital, Fortress Shatts Plateau. **GOTHS:** Army and Monument Albion, two armies Western Gaul, army Caucuses. **FUJIWARA:** Army and Capital Hokkaido, army and Monument Great Plain of China. **FRANKS:** Armies Lower Rhein, Dniepr, Western Steppe.

GEGS: Fleet Red Sea. **EGYPT:** Armies Nubia, Libya. **NILE KINGDOM:** Army, city, and fort Upper Nile. **ROMANS:** Army and city Pindus, Crete, army Morea. **KHMERS:** Army Irrawaddy.

FAC-51: **SASSANIDS:** Army and city Lower Tigris. **HUNS:** Armies Turanian Plain, Lower Indus. **SCOTS:** Army, city, and fort Highlands. **HOLY ROMAN EMPIRE:** Army, Capital, and Monument Central Europe, army, city, and Monument Southern Appenines, army and city Northern Gaul, armies Dalmatia, Northern Appenines, Central Massif.

Great Giant: Fleet North Sea. **PERSIA:** Three armies Western Anatolia. **HSUING-NU:** Army Mongolia. **ARABS:** Army, Capital, and Monument Arabian Peninsula, army, city, and Monument Zagros, army and city Nile Delta, army and Monument Upper Tigris, Upper Indus, armies Palestine, Levant, Persian Plateau, Ganges Valley. **VIKINGS:** Army, city, and Monument Yangtse Kian, army and Monument Wei River, armies Scandinavia, Baltic Seaboard, North European Plain, Eastern Steppe.

The Gardeners: Fleets Black Sea, Eastern Mediterranean. **VEDIC CITY STATES:** Three armies and a Fortress Ceylon. **MAYANS:** Army, Fort, and Capital Central America, army Guiana Highlands. **HAN DYNASTY:** Army East Indies. **GOLD COAST KINGDOM:** Army, city, and Fort Gold Coast. **BYZANTINES:** Army, Fort, and Capital Balkans, two armies Danubia, army Eastern Anatolia.

The Human Race: Two fleets Bay of Bengal. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **MAURYA:** Army and Fort Sumatra. **GUPTAS:** Army and city Eastern Deccan, armies Persian Salt Desert, Western Deccan, Western Ghats. **CHOLAS:** Army, Capital, and Monument Eastern Ghats, army and Monument Ganges Delta, army and city Mekong, armies Malayan Peninsula, Szechuan, Si-Kyang, Chekiang.

RMHS: **CHOU DYNASTY:** Army and city Yellow River. **CELTS:** Armies Pyrenees, Southern Iberia, Western Iberia. **T'ANG DYNASTY:** Army and Monument Tarim Basin.

Event Cards

Epoch V Empire

Boxer

Turn 6

Turn 7, Tuesday, January 26

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Move 1 (530)	Move 1 (490)	Rotate Right (180)	Rotate Right (400)	U-Turn (60)
GEGS	Back Up (480)	Rotate Right (420)	Rotate Right (360)	Rotate Right (80)	Back Up (460)
Marvin	Rotate Right (160)	Rotate Left (210)	Rotate Left (290)	<i>Move 3 (820)</i>	Move 1 (650)
Dalekbot	Rotate Left (390)	Move 2 (700)	Move 1 (520)	Rotate Left (330)	<i>Rotate Right (120)</i>
The Hand of Doom	Move 2 (760)	Rotate Left (90)	Rotate Left (310)	U-Turn (30)	U-Turn (50)
UltraMan	Back Up (450)	Rotate Right (200)	Move 3 (830)	Rotate Right (260)	Move 1 (640)
Čapek	Move 1 (660)	Move 1 (590)	Move 3 (810)	Rotate Left (170)	Move 1 (500)
Clockwork Hauler	Rotate Right (240)	Move 1 (560)	Move 1 (570)	Back Up (440)	Rotate Right (340)

Registers in italics are locked. UltraMan returns facing west.

Phase 1

The Hand of Doom moves ahead 2 to E13, Čapek moves ahead 1 to D12, Александрю Робот moves ahead 1 to F14, GECS backs up to G2, UltraMan backs up to D15, Dalekbot rotates left to face south, Clockwok Handler rotates right to face north, and Marvin rotates right to face south. Conveyor belts: GECS is moved to I2, Marvin is moved to C10 and rotated to face west, Dalekbot is moved to D10, Александрю Робот is moved to E15, and UltraMan is moved to D14. Dalekbot and Čapek shoot each other, and Čapek also shoots UltraMan with its rear firing laser.

Phase 2

Dalekbot moves ahead 2 to D12, pushing Čapek to D13, Čapek moves ahead 1 to D12, pushing Dalekbot to D11, Clockwork Hauler moves ahead 1 to G17, Александру Робот moves ahead 1 to E15, GEGS rotates right to face west, Marvin rotates left to face south, UltraMan rotates right to face north, and The Hand of Doom rotates left to face south. Conveyor belts: GEGS is moved to K2 and rotated to face north, Marvin is moved to C8, Dalekbot is moved to C11, UltraMan is moved to D13, and Clockwork Hauler is moved to G16. Marvin shoots Dalekbot (register 5 locked), Čapek and UltraMan shoot each other, and The Hand of Doom shoots Александру Робот.

Phase 3

UltraMan dashes forward 3 to D10, pushing Čapek to D9, Čapek then dashes forward 3 to D6, Clockwork Hauler moves ahead 1 to G15, Dalekbot moves ahead 1 to C12, GEGS rotates right to face east, The Hand of Doom rotates left to face east, Marvin rotates left to face east, and Александру Робот rotates right to face north. Conveyor belts: GEGS is moved to K4, Čapek is moved to D5 and rotated to face east, Marvin is moved to C6, UltraMan is moved to C9 and rotated to face east, and Clockwork Hauler is moved to G14. Александру Робот shoots The Hand of Doom.

Phase 4

Marvin dashes ahead 3, hitting the wall at D6, Clockwork Hauler backs up to G15, Александру Робот rotates right to face east, DalekBot rotates left to face east, UltraMan rotates right to face south, Čapek rotates left to face north, GEGS rotates right to face south, and The Hand of Doom makes a U-turn to face west. Conveyor belts: GEGS is moved to K6, Čapek is moved to E5, Marvin is moved to D5 and rotated to face west, UltraMan is moved to C7, and Clockwork Hauler it moved to G14. The pusher pushes Dalekbot to C11.

Phase 5

Marvin moves ahead 1 to C5, UltraMan moves ahead 1 hitting the wall, Čapek moves ahead 1 to E4, GEGS backs up to K5, Clockwork Hauler rotates right to face east, Dalekbot rotates right to face south, Александру Робот makes a U-turn to face west, and The Hand of Doom makes a U-turn to face east. Conveyor belts: GEGS is moved to K7, Marvin is moved to D4 and rotated to face north, Čapek is moved to G4, UltraMan is moved to C5, Dalekbot is moved to B11 and rotated to face west, and Clockwork Hauler is moved to G13. The Hand of Doom shoots Clockwork Hauler.

Cleanup

The Hand of Doom's Circuit Breaker engages; The Hand of Doom will be powered down next turn.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		E15>W		2	4
2	Chris Geggus	GEGS	Yellow	Extra Memory	K7>S	1, 2	3	2
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	D4>N	1	3	5
4	Andy York	Dalekbot	Black	Reverse Gear	B11>W		3	5
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	E13>E	1	3	3
6	Andy Lewis	UltraMan	Red		C5>E	1	2	4
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G4>N	1	3	4
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	G13>E		3	3

GEGS is Geo-Enhanced Guard Sentinel

Program Cards

Poodle

Turn 6

Turn 7, Tuesday, January 26

Actions

HALYCON buys a water factory (Or3, Or3, Wa5, Wa9) and transfers a population factor from an ore factory to man it.

H.I.C.K. buys a water factory (Or2, Or4, Or4, Wa4, Wa6) and transfers a population factor from an ore factory to man it.

OLDHAM opens the bidding on Heavy Equipment at 31 and Skynet gets it for 35 (Or2, Wa6, Wa6, Wa6, Wa7, Wa8). Opens the bidding on the second Heavy Equipment at 34 and gets it (Or4, Wa6, Wa7, Wa7, Wa10).

Skynet bids 30/38 on HE, else buys WaF and population

Delta Indigo 8487 buys a titanium factory (Or3, Or3, Wa5, Wa7, Ti12) and transfers a population factor from an ore factory to man it.

Jack and His Friends opens the bidding on a Nodule for 25 and gets it (Or3, Wa6, Wa7, Wa9)

BarterTown buys a population factor (Or2, Or3, Wa5)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	8
2	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF	2DL, No	8
3	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	8
4	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF	No, HE	8
5	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	8
6	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF	HE	7
7	BarterTown	Andy York	OrF, OrF, WaF, WaF	3DL	7

H.I.C.K. Is Hood Interstellar Construction Kingpins. OLDHAM is Orbital Luckless Dismal Horrible Awful Metropolis.. HALYCON is Highly Aggressive Large Combined Yield Optimizing Network.

Available Upgrades

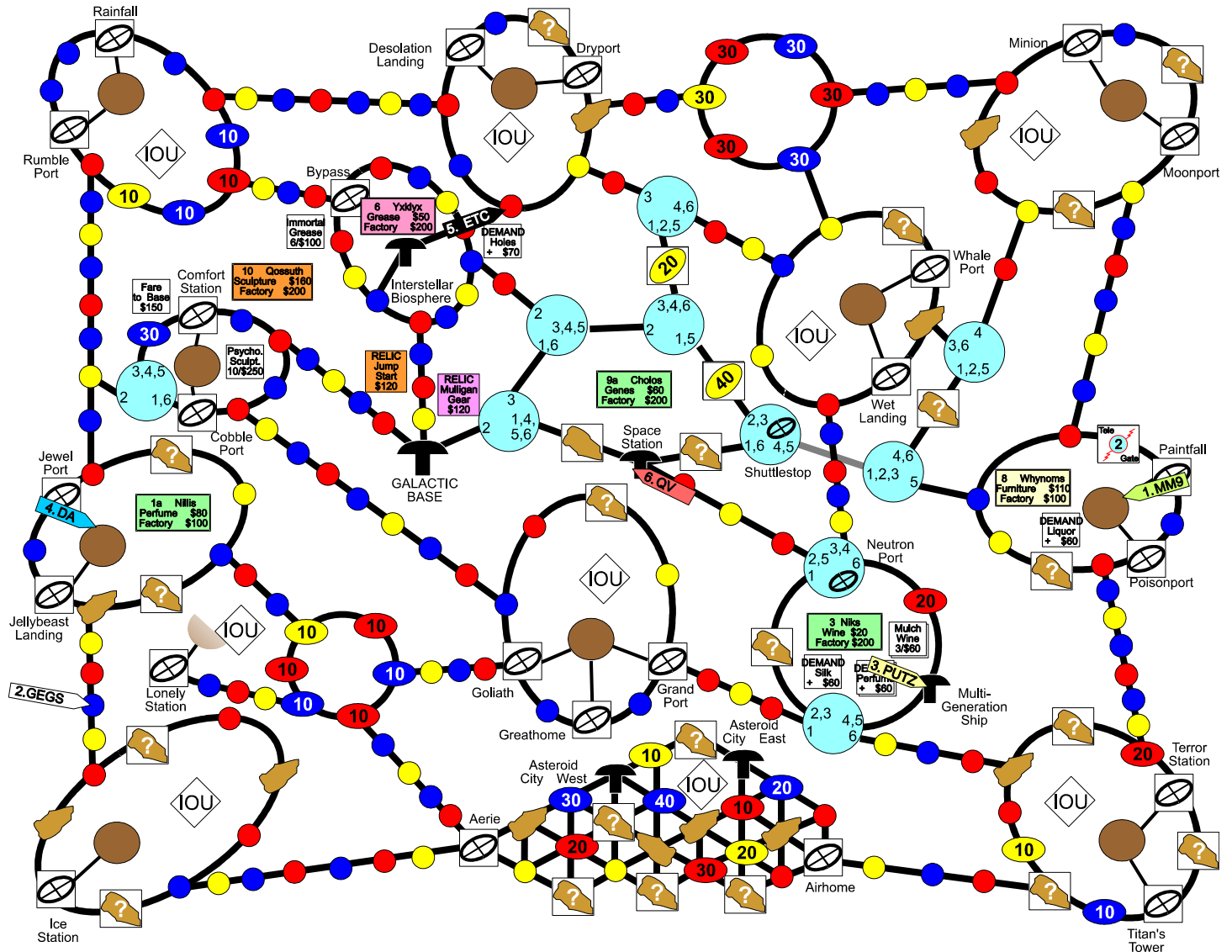
Income

New Arrivals: Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	5	0
Heavy Equipment (HE)	30	0	0
Nodule (No)	25	0	0

H.I.C.K. and HALYCON both took MegaWater cards.

Pug
Turns 2.2 to 3.2
Deadline Turn 3.3 to 4.3, January 26



Turn 2

- 2nd: **Chris Geggus (Eeeppeep/Guardians Enforce Galactic Security)** Rolls Used: 2 4 4
Cobble Port(s) – Cobble Port(o) – NC2 – Y – B – R – Jewel Port(o) – Jewel Port(s).
Discovers Nillis (from the cup: Visible Holes at 4c, Demand for Spice at 4b, Finest Dust at 4a, and Fare to Base at 4a). Cashes in the IOU for \$80 credit and uses it to buy the Bionic Perfume.
- 3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu)** Rolls Used: 2 3 6
A – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship.

- Discovers Niks (from the cup: Melf Pelts at 5, Visible Holes at 4c, Mulch Wine at 3, and Finest Dust at 4a). Buys 1 Mulch Wine for \$20.
- 4th: **Debbie Anderson (Dell/DA)** Rolls Used: 1 2 6
NC2 – Y – B – R – Jewel Port(o) – Jewel Port(s).
- 5th: **Andy York (Whynom/Errands, Tasks and Chores)** Rolls Used: 3 * 3
Space Station – A – NC3 – NC3 – NC3 - ? (it's a Y20 penalty marker) – NC3 – R – Y – R.
- 6th: **Dave Partridge (Qossuth/Quo Vadis)** Rolls Used: 4 4 5
Galactic Base – NC4 – A – Space Station.
Delivers Fare for \$110 (from the cup: Megalith Paperweight at 9b).

Turn 3

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 2 3**

R - ? (it's TeleGate 2) – Paintfall(o) – Paintfall(s).

Discovers Whynoms (from the cup: Psychotic Sculpture at 10), Megalith Paperweight at 9b, Impossible Furniture at 8, and Immortal Grease at 6).

Uses the IOU for \$80 credit plus \$30 to buy the Impossible Furniture for \$110.

On the Board:

1a (Nillis): Nothing

1b (Volois): 2 Voll Silk

2 (Graw): Demand for Designer Genes (+\$40)

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

4a (Dell): 5 Finest Dust, Fare to Base (\$180)

4b (Humans): Rock Videos, 2 Demand for Space Spice (+\$40), Demand for Bionic Perfume (+\$60)

4c (Wraiths): 4 Visible Holes

5 (Shenna): 3 Melf Pelts, Demand for Mulch Wine (+\$50), Fare to Base (\$140)

2nd: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 1 1 6**

Jewel Port(s) – Jewel Port(o) – B – Jellybeast Landing(o) – A – Y – R – B.

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

7a (Zum): 2 Chicle Liquor

7b (Eeepeep): Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50)

8 (Whynoms): Demand for Chicle Liquor (+\$60)

9a (Chola): Nothing

9b (Wollow): Fare to 5 (\$110), 3 Megalith Paperweight

10 (Qossuth): Fare to Base (\$150), Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 \$65		
Scout		
4: 1 2 6		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180		6 \$100

2. GEGS \$139		
Scout		
4: 1 2 2		
Hold1	Hold2	Hull
Bionic Perfume 1a/\$140		10 \$120

3. PUTZ \$100		
Scout		
3: 4 4 6 // 4: 3 3 6		
Hold1	Hold2	Hull
Mulch Wine 3/\$60		RELIC Air Fall \$80
		3 \$80

4. DA \$140		
Scout		
3: 1 3 4		
Hold1	Hold2	Hull

5. ETC \$120		
Needle		
3: 1 2 (use 1*3)		
Hold1	Hold2	Hull
Designer Genes 9a/\$120		

6. Quo Vadis \$250		
Scout		
3: 2 3 6		
Hold1	Hold2	Hull

Working Dog

Turns 11 through End of Game Statements

Turn 11

York collects 2 wild boar.

Hunt becomes first player and plays Field, plowing an additional field. Field goes to Hooton.

Hooton goes fishin, collecting 3 food plus 2 more with the Fishing Rod.

Geggus sows 1 grain, gaining 2, and bakes bread, gaining 7 food and spending 1 grain.

York collects 4 wood.

Hunt collects 3 wood.

Hooton builds fences, fencing in a 3x2 area using 10 wood.

Geggus collects 4 clay.

Hunt plows 1 field.

Hooton collects 1 cattle.

Geggus collects 1 stone, 1 reeds, and 1 food.

Hooton uses Family Growth, utilizing Farm Steward to remove the need for an additional room, and also plays Field to plow a field. Field goes to Geggus.

Geggus plays the Social Climber occupation, spending 1 food.

Geggus rennovates to a clay hut, gaining 1 stone from the Social Climber, and builds a Stone Oven, spending 3 stone and 1 clay, and immediately bakes 1 grain into 6 food (2 from the Millstone).

Harvest Phase 4

The Field Phase

Hunt harvests 1 grain and 1 vegetable and gains 1 food from the Milking Shed

Geggus harvests 1 grain

York harvests 1 grain

Feeding the Family

Hunt cooks 1 vegetable and 1 cattle for then uses 6 food.

7 food, plus 1 from the Gypsy Crock, **Hooton** uses 9 food.

Geggus uses 10 food.

York uses the Brewery to convert 1

grain to 3 food and cooks one sheep for

2 food, then uses 4 food.

Breeding

York gains 1 sheep and 1 wild boar.

Turn 12

Hunt plows one field and sows 2 grain, gaining 4 more.

Hooton collects 3 wood.

Geggus becomes first player and plays Field, plowing a field. Field goes to York.

York collects 1 grain.

Hunt collects 2 sheep and immediately cooks them, gaining 6 food (2 from the Gypsy's Crock).

Hooton collects 1 vegetable.

Geggus takes 1 cattle.

York fences a 2 space pasture, using 5 wood.

Geggus collects 3 stone.

York collects a vegetable.

Hunt moves to Family Growth even without space in your home.

Hooton collects 1 grain.

Geggus collects 1 stone, 1 reed, and 1 food.

York collects 1 cattle.

Hunt collects 3 wood.

Hooton plows a field and sows 1 grain (gaining 2) and 1 vegetable (gaining 1).

Geggus plays the occupation Yeoman Farmer, spending 1 food.

Hunt builds 3 stables, spending 6 wood.

Hunt plows 1 field.

Hooton collects 1 stone, 1 reeds, and 1 food.

Geggus plays the occupation Meat-seller, spending 1 food.

Hooton collects 4 food from Traveling Players.

Geggus collects 1 wild boar and immediately cooks it for 3 food.

Hooton collects 2 stone.

Geggus collects 2 wood.

Using the Countryman, York moves his family member from Collect Grain to Sow and/or Bake to sow his grain, gaining 2 more.

Turn 13

Hooton becomes first player and plays Stone House Extension, spending 3 stone and 1 reeds. Stone House Extension goes to Geggus.

Geggus collects 2 wood.

Hooton builds fences, spending 3 wood.

Geggus plows a field.

Hooton moves the cattle from the large pasture to the small pasture and goes fishing, gaining 4 food (2 from the Fishing Rod).

York uses the Countryman to move his family member to Sow and sows a vegetable, gaining 1 more.

Harvest Phase 5

The Field Phase

Hunt harvests 3 grain and 1 vegetable, and gains 1 food from the Milking Shed.

Geggus harvests 1 grain.

Hooton harvests 1 grain and 1 vegetable.

York harvests 1 grain and 1 vegetable.

Feeding the Family

Hunt uses 7 food.

Geggus uses 10 food.

and uses 4 food.

Hooton uses 10 food.

York uses the brewery to convert 1 grain to 3 food

Breeding

York gains 1 sheep, 1 wild boar, and 1 cattle.

Turn 14

Hooton collects 2 wild boar.

Hooton collects 1 cattle.

Geggus collects 1 stone, 1 reeds, and 1 food.

Geggus sows 1 vegetable, gaining 1 more, and bakes 1 grain into 7 food.

York becomes first player and plays the minor improvements Turnip Field, and immediately sows a vegetable in it, gaining 1 vegetable.

Hunt collects 6 clay.

Hunt collects 2 sheep.

Hooton collects 1 grain.

Hooton plows a field and sows a vegetable, gaining 1 more.

Geggus collects 3 wood.

Geggus collects a vegetable.

Hunt renovates his wood hut to a clay hut, spending 3 clay and 1 reeds.

York plays the Minor Improvement Clay Roof.

Hooton goes fishing, gaining 3 food.

Hunt moves to Family Growth even without space in your home.

Geggus renovates his clay hut into a stone house, spending 5 stone and 1 reeds, and plays the Rake minor improvement, spending 1 wood.

Harvest Phase 6

The Field Phase

Hunt harvests 2 grain and 1 vegetable, and gains 3 food from the Milking Shed.

Geggus harvests 1 grain and 1 vegetable.

Hooton harvests 1 grain and 2 vegetables.

York harvests 1 grain and 2 vegetables.

Feeding the Family

Hunt cooks 2 sheep for 5 food, and uses 9.

pastures and cooks 1 wild boar and 1 vegetable for 6

Geggus uses 10 food.

Hooton switches the wild boar and cattle between

food, then uses 10.

York cooks 2 sheep for 4 food, and uses 4.

Breeding

Hooton gains 1 cattle.

York gains 1 sheep, 1 wild boar, and 1 cattle.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Christohper Hunt	Green	5	Clay	Constable, 6 unplayed	Cooking Hearth, Gypsy Crock, Potato Dibbler, Milking Shed, 3 unplayed		0
Dave Hooton	Red	5	Stone	Wellbuilder, Conservator, Farm Steward, 4 unplayed	Fishing Rod, Shepherd's Pipe, Duck Pond, 3 unplayed	Well, Cooking Hearth	0
Chris	Purple	5	Stone	Reeve, Brushwood Collector, Corn	Grain Cart, Fruit Tree,	Clay Oven, Stone	0

Geggus				Profiteer, Social Climber, Meat-seller, Yeoman Farmer, 1 unplayed	Miling Stool, Millstone, Rake, 3 unplayed	Oven	
Andy York	Blue	2	Stone	Cattle Breeder, Countryman, Plow Driver, 4 unplayed	Brewery, Forest Pasture, Turnip Field, Clay Roof, 4 unplayed	Fireplace	0

Player	Order	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Christohper Hunt	2	1	5			5/2	2/0				1	4
Dave Hooton	3			4		4/1	1/1	1	1	3	0	6
Chris Geggus	4	6			2	1/0	1/1			1	4	6
Andy York	1		4			1/1	2/1	3	5	4	0	6

Victory Points

Bonus Points From Occupations

Constable gives **Hooton** 5 points.

Reeve gives **Geggus** 3 points.

Totals

	Hunt	Hooton	Geggus	York
Fields	4	2	2	1
Pastures	-1	2	0	2
Grain	3	2	1	1
Vegetables	2	2	2	3
Sheep	-1	1	0	1
Wild Boar	-1	1	0	3
Cattle	-1	2	1	3
Empty Spaces	-3	0	-7	-7
Stables In Pastures	0	0	0	0
House	3	10	10	4
Family	15	15	15	6
Improvements	4	6	6	6
Bonus	0	5	3	0
Total	24	48	33	23

Congratulations to Dave Hooton on his resounding victory.

End of Game Statements

Chris Geggus: Well done to Dave for very competent play. I always seemed to struggle to pick up enough wood to be able to make a worthwhile fencing operation. Even the 7 available at the end would have made little difference. It was one of those games where no-one had any wood gaining benefit, so we were always scrapping over the paucity of wood on the board and no chance of picking up any big batches.

I always enjoy the game as it's one of those where you can't do everything, but have to best juggle what you can do against what you leave out.

Thanks Chris for coping with the somewhat chaotic turn phasing (particularly by me) and more than happy to have another bash next time around.

Christopher Hunt: Thanks to Chris H for a well ordered game.

Agree with Chris no wood.

Never played a game where the starting player moved so often or one with so much plowing. One the result of the other?

Greatly enjoyed it. Up for another.

Andy York: My first time playing and, though I was lost a few times, did enjoy it. Can't speak to the "wood" situation, but probably should have tried to get a larger family at some point.

Dave Hooton: Thanks, Chris H., for running the game. And thanks to Chris G. for the compliment.

It was a very near-run thing for me to finish the farm in time to collect the Constable bonus. To make up for the wood shortage that Chris G. noted, I had a few stone-themed cards which worked well together and enabled be to avoid clay except for the four I needed for the cooking hearth.

I did have a wood card, the House Steward, but whenever I wanted to play it there was an equivalent amount of wood to be had without spending the food for the occupation. Also, I was not certain at the time that I would be the one to qualify for the House Steward's room bonus.

By the way, the game score was a personal best for me. I rarely win.

Addresses

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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!