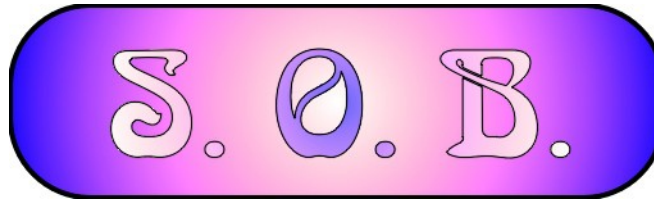


Number 214



August, 2016

### Notes from Hades

Summer is here, and with it come summer activities. The boys are going into high school next fall, and they have joined the marching band, so there are a series of band camps for them. In addition, they have Boy Scout summer camp to go to. We were able to take a short family vacation, however. A friend of ours let us borrow their cabin in Big Bear for a weekend and we had a very nice time. I hope the summer is treating you all well.

I didn't get any new game sign ups since the last issue.

The next deadline is **Tuesday, August 23 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

**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(\$), Geoff Richardson(\$), Martin Burgdorf(\$), this game is closed.

**Papillon:** Discworld: Ankh-Morpork. A humorous card-based game set in the city of Ankh-Morpork on Terry Pratchett's Discworld. It will run via email. Have Bill Scharf(\$), Christopher Hunt(\$), Andy York(\$), will take up to 1 more. Game fee waived for this game.

**Spaniel.** Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* and *Rebel vs. Imperium* expansions. Have Bill Scharf(\$), Christopher Hunt(\$), Bob Robles(\$), Geoff

Richardson, will take up to 2 more.

**Beauceron.** Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), Geoff Richardson(\$), will take up to 1 more.

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

### Wish List

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

**Puerto Rico.** This will use the 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.

**Machiavelli.** Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles, will take up to 5 more.

**Silverton.** Will take up to 6.

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

**Agricola.** Will be run via email. Have Chris Geggus, will take up to 4 more.

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

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

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

**Chris Hassler a.k.a. Cerberus**

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**Rossmoor, CA 90720**

**Phone: (562) 690-7827**

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

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

## Dogleg

### Spring 1503

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

**Deadline for Summer 1503 8/23 Tuesday**

*Venice pushes Austria back, while the Pope stalemates him. Florence redeploys.*

### Fall 1502 Retreats

Austria retreats A Carniola to Slavonia

### Builds

		Cost
Aus	Maintains all, builds A Swiss, A Tyrolea, F Messina	27
Flo	Maintains all, no new builds	18
Pap	Maintains all, builds A Perugia	18
Ven	Maintains all, no new builds	27

### Expenditures

Papacy repays 14 ducats to the moneylenders.

### Outstanding Loans

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

Fall 1504: 13 ducats due from the Papacy (13 borrowed)

### Orders

AUSTRIA (Burgdorf): A Croatia holds (DISLODGED, retreat Istria, OTB), A SLAVONIA supports A Croatia, A SAVOY to Genoa, A SWISS to Tyrolea, A TYROLEA to Milan, F Tyrrhenian Sea to WESTERN MEDITERRANEAN, F Palermo to TYRRHENIAN SEA, F IONIAN SEA supports F Messina to Otranto, F Messina to OTRANTO

FLORENCE (Robles): A Modena to LUCCA, A PISA supports A Arezzo to Florence, A Arezzo to FLORENCE, A Siena to PIOMBINO, F Corsica to SARDINIA, F Ligurian Sea to CORSICA

PAPACY (Anderson): A ROME holds, A NAPLES holds, A Urbino to BOLOGNA, A Perugia to SPOLETO, A PAVIA to Milan, A MONTFERRAT to Genoa

VENICE (Wilson): A Verona to TRENT, A FRIULI supports A Carniola, A CARNIOLA supports A Dalmatia to Croatia, A (EM) Dalmatia to CROATIA, A RAGUSA besieges (autonomous garrison eliminated), F UPPER ADRIATIC to Ancona, F LOWER ADRIATIC to Ancona

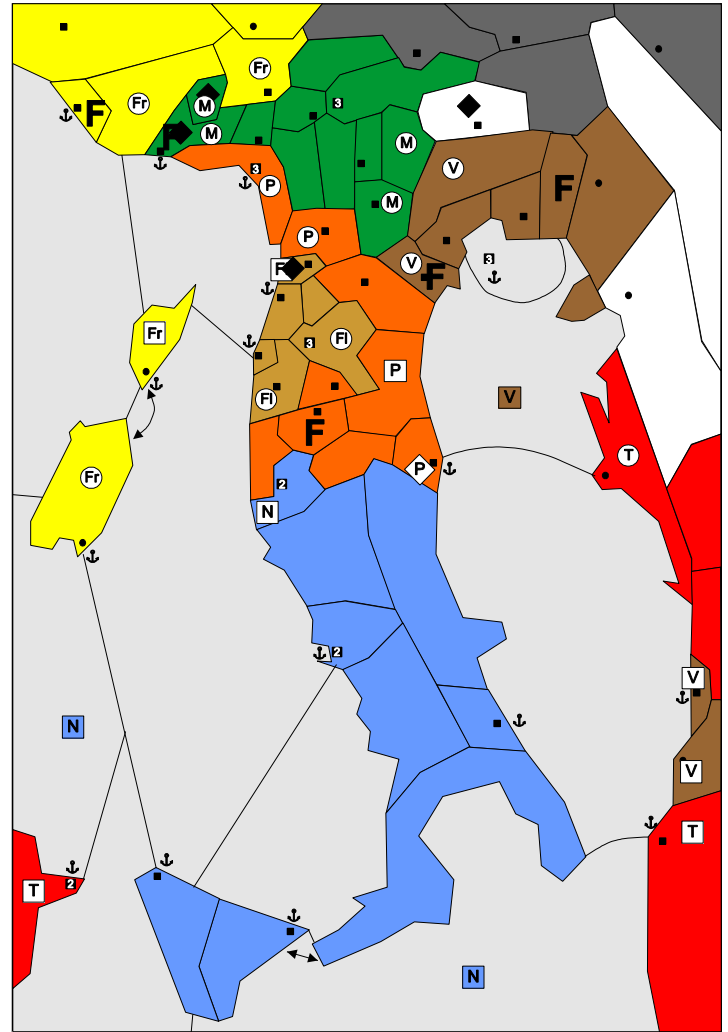
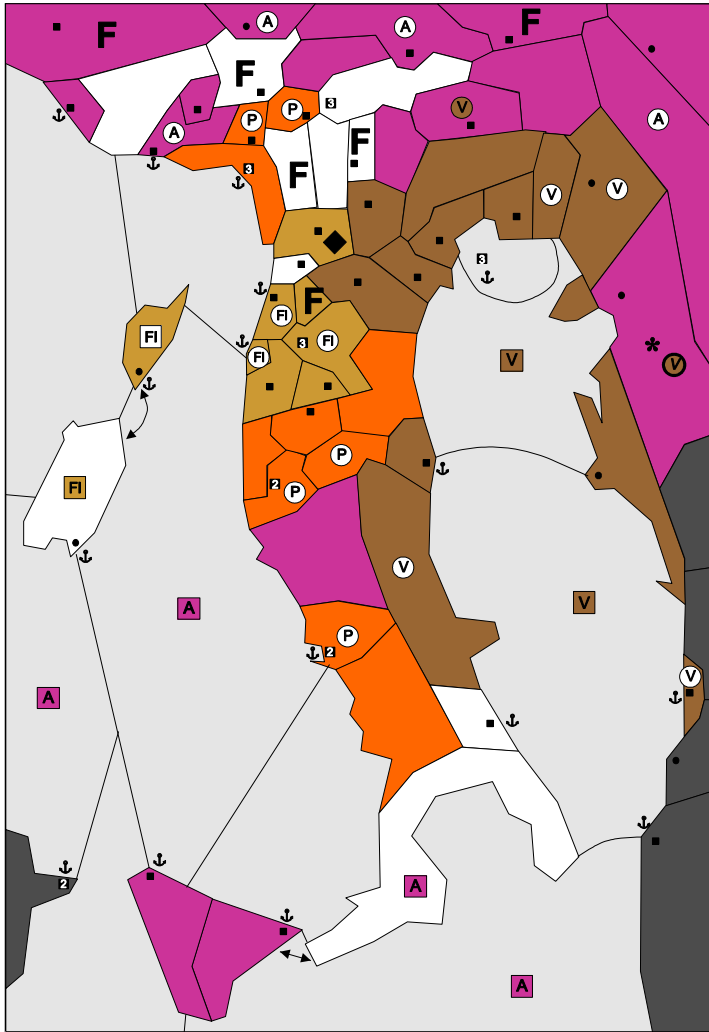
Treasury:

Summer 1503 Plague

Poor Year – Row Only: Salerno, Verona, Dalmatia, Lucca (Florence A eliminated), Bologna (Papal A eliminated), Carinthia, Provence

Dogleg

Rescue Dog



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

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

**Rescue Dog**

Fall 1455

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory**  
**Deadline for Winter-Spring 1456 8/23 Tuesday**

*Florence strikes back at the Pope by disbanding two armies while Naples sneaks into Rome. Venice and the Turks continue to war in the Balkans. Milan spreads out and France consolidates.*

Summer 1455 Retreats

Florence A Florence retreats to Pisa

Expenditures

Florence borrows 17 ducats for 2 years (26 ducats due Fall 1457) and spends 12 ducats each to disband Papal A Sienna and Florence

Outstanding Loans

Summer 1456: 11 ducats due from Venice (11 ducats borrowed), 10 ducats due from the Papacy (8 borrowed)

Fall 1456: 21 ducats due from the Turks (14 ducats borrowed)

Summer 1457: 15 ducats due from Naples (10 ducats borrowed)

Fall 1457: 26 ducats due from Florence (17 ducats borrowed)

Orders

- FLORENCE □ A Pisa to FLORENCE, A Piombino to SIENNA, F Lucca besieges (not a port)
- FRANCE □ A TURIN supports Papal A Genoa to Montserrat (nso), A PROVENCE supports A Turin, A SARDINIA holds, F CORSICA supports A Sardinia
- MILAN □ A Savoy to SALUZZO, A Montserrat to SAVOY, A Parma to MANTUA, A Mantua to BERGAMO
- NAPLES □ F WESTERN MEDITERRANEAN to Tunis, F Tyrrhenian Sea to ROME, F IONIAN SEA supports Venetian F Lower Adriatic to

PAPACY  Durazzo(nso)  
 A GENOA holds, A Bologna to MODENA, A Florence to Bologna  
(nsu), A Sienna to Pisa (nsu), F ANCONA to URBINO, G ANCONA  
 holds

TURKS  A Herzegovina to DALMATIA, F DURAZZO supports Naples F  
Ionian Sea to Lower Adriatic (nso), F TUNIS to Western  
Mediterranean

VENICE  A VERONA supports A Ferrara, A FERRARA supports Milan A  
Mantua to Bologna (nso), F UPPER ADRIATIC holds, F Lower  
 Adriatic to ALBANIA, F RAGUSA supports F Lower Adriatic to  
 Albania

Your treasury:

Press

**Florence to Pope:** Ouch! Well done.  
**Naples to Venice:** Let us work together to eradicate the extremists from our midst.  
**Naples to Papacy:** Hello? Your Holiness? Anyone home?  
**Naples to Turks:** Carthago delenda est!

Spring 1456 Famine

**Poor Year – Column Only:** Perugia, Friuli, Marseilles, Ferrara, Savoy

Spring 1456 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 Lucca, Pisa, Pistoia, Florence, Sienna, Piombino 6  
 FRA Avignon, Swiss, Turin, Provence, Marseilles, Corsica, Sardinia 6  
 MIL Saluzzo, Savoy, Montferrat, Fornova, Pavia, Como, Milan, Parma, Cremona, Mantua, Bergamo 10  
 NAP Capua, Aquila, Naples, Bari, Salerno, Otranto, Messina, Palermo, Rome 9  
 PAP Genoa, Modena, Bologna, Urbino, Ancona, Spoleto, Arezzo, Perugia, Patrimony 8

**S.O.B.**

TUR Dalmatia, Bosnia, Herzegovina, Durazzo, Tunis 5  
 VEN Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, Ragusa, Albania 7

Seas

NAP Western Mediterranean, Ionian Sea 2  
 VEN Upper Adriatic, Venice 2

Cities

FLO Pisa, Florence (3), Sienna, Piombino 6  
 FRA Avignon, Swiss, Turin, Marseilles, Corsica, Sardinia 5  
 MIL Montferrat, Pavia, Milan (3), Cremona, Mantua 7  
 NAP Naples (2), Bari, Messina, Palermo, Rome (2) 7  
 PAP Genoa (3), Modena, Bologna, Ancona, Arezzo, Perugia 7  
 TUR Dalmatia, Durazzo, Tunis (2) 4  
 VEN Ferrara, Padua, Treviso, Carniola, Ragusa, Albania, Venice (3) 8

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE:	8	6	0	6	20
FRANCE:	5	6	0	5	16
MILAN:	5	10	0	7	22
NAPLES:	3	9	2	7	21
PAPACY:	8	8	0	7	23
TURKS:	5	5	0	4	14
VENICE:	8	7	2	8	25

Game Summary

	1454	1455	1456
Florence:	3	2	4
France:	3	6	6
Milan:	3	3	4
Naples:	4	4	5
Papacy:	4	6	6
Turks:	3	3	3
Venice:	4	6	7

**Pick of the Litter**

**End of Game Statements**

**Dave Hooton:** Howard was catching up to me due to my lack of Type-C passenger lines and several key depletions, but he ran out of time.  
**Bill Scharf:** This is always an interesting game, even though not everyone always has an equal chance of winning. It's board position...if you get a lot of claims in your area early in the game, and other areas less so...that gives you the operating capital to expand and get more claims etc. Luck tends to even things out, and the Denver/Pueblo area adds competition that Salt Lake City and El Paso don't have. Still, mining is all about luck...have you hit a glory hole or does the mine run out quickly....so the game gives a great sense of that....doing the best you can with the cards you have been dealt. I enjoyed the game, and that's the point of it right? Congrats to Dave on his win.  
**Debbie Anderson:** Once I lost the race to the western railroad and I never understood the new rules like I could only sell so much per turn. Sorry.

**Shaggy Dog**

**Epoch VII Empire Selection and Russia**

**Deadline Epoch VII Manchu Dynasty, Netherlands, and France, Tuesday, August 23**

Epoch VII Empire Selection

**The Human Race** (Scharf) keeps **FAC-51** (Bishop) keeps **Great Giant** (Burgdorf) gives to GEGS **Royal Manticoran Historical Society**  
**The Gardeners** (Hunt) keeps **GEGS** (Geggus) gives to Great Giant **Stooges for All Time** (Anderson) keeps (Wilson) keeps

Epoch VII

**The Human Race** (Scharf) plays Disaster (Volcano) in Northern Andes (Monument and city eliminated). RUSSIA: Army and Capital North European Plain (Viking army retreats to Baltic Seaboard), fleet North Sea (vs. Great Giant; HR: 5, 1; GG: 5; HR: 3, 1; GG: 5; loses), army Baltic Seaboard (vs. Vikings; R: 6, 5; V: 5; R: 2, 2; V: 2; R: 4, 1; V: 3; wins), Lower Rhein (vs. Franks; R: 3, 3; F: 2; wins), Eastern Steppe (vs. Vikings; R: 4, 2; V: 5; loses), Eastern Steppe (vs. Vikings; R: 6, 3; V: 4; wins), Wei River (vs. Timurid Emirates; R: 5, 1; T: 5, 4; R: 5, 5; T: 6, 5; loses), Wei River (vs. Timurid Emirates; R: 5, 1; T: 2, 1; wins), Yangtse Kian (vs. Ming Dynasty; R: 2, 2; M: 3; loses), Yangtse Kian (vs. Ming Dynasty; R: 5, 4; M: 4; wins), Turanian Plain (vs. Ottoman Turks; R: 5, 5; O: 2; wins, city eliminated), Great Plain of China (vs. Ming Dynasty; R: 3, 2; M: 2; wins). Points: Dominance in China (6), Northern Europe (8), Eurasia (4), South America (4), Sub-Saharan Africa (4), Presence in India (3), Southern Europe (2), Southeast Asia (2), North America (3), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 7 Monuments (7) for 51 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	64	172
Christopher Hunt	The Gardeners (green)	53	128
Howard Bishop	FAC-51 (black)	56	120
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	59	157
Martin Burgdorf	Great Giant (red)	61	127
Dave Anderson	Stooges for All Time (orange)	62	125
Kevin Wilson	Royal Manticoran Historical Society (purple)	62	109

Positions

**SfAT:** Fleets Western Mediterranean, Eastern Mediterranean. NORTH AMERICAN MIGRANTS: Armies Great Lakes. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. GOTHS: Army and Monument Albion, two armies Western Gaul, army Caucasus. FUJIWARA: Army and Capital Hokkaido. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Tarim Basin, armies Pindus, Morea, Hindu Kush.

**GEGS:** Fleet Red Sea. EGYPT: Two armies Nubia, army Libya. NILE KINGDOM: Army, city, and fort Upper Nile. ROMANS: Army and city Crete. KHMERS: Army Irrawaddy. SELJUK TURKS: Armies Western Steppe, Dnieper, Persian Plateau, Central Europe.

**FAC-51:** Fleet Sea of Japan. SASSANIDS: Army and city Lower Tigris. SCOTS: Army, city, and fort Highlands. HOLY ROMAN EMPIRE: Armies Southern Appenines, Dalmatia, Northern Appenines. MING DYNASTY: Army and Monument Si-Kyang, army Honshu.

**Great Giant:** Fleet North Sea. ARABS: Army Palestine. VIKINGS: Army Scandinavia.

**The Gardeners:** Fleets Black Sea, Atlantic Ocean, Pacific Ocean. 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. SUNG DYNASTY: Three armies, Capital, and Fortress Szechuan. PORTUGAL: Army, city, and Monument Arabian Peninsula, armies Northern Andes, South Africa, Nile Delta.

**The Human Race:** Two fleets Bay of Bengal, fleets Caribbean Sea, Atlantic Ocean, Indian Ocean. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. MAURYA: Army and Fort Sumatra. GUPTAS: Army Western Ghats. CIVIL WAR: Army, city, and Monument Chekiang. SPAIN: Two armies, Capital, and Monument Pyrenees, army city, and Monument Western Iberia, armies Central Massif, Northern Gaul, Congo Basin, Brasil, Patagonia, Southern Andes. RUSSIA: Army and Capital North European Plain, army and Monument Turanian Plain, Wei River, Yangtse Kian, Great Plain of China, armies Baltic Seaboard, Lower Rhein, Eastern Steppe.

**RMHS:** Fleet South China Sea. CHOU DYNASTY: Army and city Yellow River. MONGOLS: Two armies and Monument Upper Indus, army and Monument Malayan Peninsula, Ganges Delta, armies Mongolia, Eastern Deccan, Eastern Ghats, Mekong. SOUTHERN IBERIAN KINGDOM: Army, city, and fort Southern Iberia. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Zagros, Upper Tigris, Levant, armies Western Deccan, Persian Salt Desert, Lower Indus.

Event CardsEpoch VII Empire**Boxer****Turn 11****Turn 12, Tuesday, August 23**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Rotate Right (240)	Move 2 (690)	Move 1 (580)	Move 1 (530)	Move 1 (520)
GEGS	U-Turn (50)	Rotate Left (250)	Move 1 (620)	Move 2 (780)	Rotate Left (410)
Marvin	Rotate Left (70)	Move 1 (610)	Move 1 (640)	Rotate Right (280)	Move 3 (800)
Dalekbot	Move 2 (740)	Move 1 (590)	Move 1 (540)	U-Turn (20)	Rotate Right (120)
The Hand of Doom	Shut down				
UltraMan	Rotate Right (360)	Rotate Right (400)	Rotate Right (160)	U-Turn (10)	Move 2 (700)
Čapek	Rotate Left (230)	Rotate Left (350)	U-Turn (30)	Move 2 (670)	Move 1 (500)
Clockwork Hauler	Shut down				

Registers in italics are locked. Dalekbot schedules a shut down for next turn.

Phase 1

Dalekbot moves ahead 2 to J5, moving The Hand of Doom to J6, UltraMan rotates right to face north, Александрю Робот rotates right to face north, Čapek rotates left to face south, Marvin rotates left to face west, and GEGS makes a U-turn to face west. Conveyor belts: GEGS is moved to H10, Marvin is moved to B5, Dalekbot is moved to J6, The Hand of Doom is moved to J7, and UltraMan is moved to D13. Dalekbot shoots The Hand of Doom and Александрю Робот shoots Marvin.

Phase 2

Александрю Робот moves ahead 2 to B13, Marvin moves ahead 1 to G10, Dalekbot moves ahead 1 to G7, pushing The Hand of Doom to J8, UltraMan rotates right to face east, Čapek rotates left to face east. Conveyor belts: GEGS is moved to E10, Marvin is moved to B4, Dalekbot is moved to J8, The Hand of Doom is moved to J9 and rotated to face west, and UltraMan is moved to D12. Dalekbot shoots The Hand of Doom and Александрю Робот shoots Marvin.

Phase 3

Marvin moves ahead 1 to A4, GEGS moves ahead 1 to D10, Александру Робот moves ahead to B12, Dalekbot moves ahead 1 to J9, pushing The Hand of Doom to J10, UltraMan rotates right to face north, Čapek makes a U-turn to face west. Conveyor belts: GEGS is moved to C9 and rotated to face north, Dalekbot is moved to I9, The Hand of Doom is moved to H10.

#### Phase 4

GEGS moves ahead 2 to C7, Čapek moves ahead 2 to E1, Александру Робот moves ahead 1 to B11, Marvin rotates right to face north, Dalekbot makes a U-turn to face north, UltraMan makes a U-turn to face south. Conveyor belts: Александру Робот is moved to B10, GEGS is moved to C5, Dalekbot is moved to H9, The Hand of Doom is moved to F10.

#### Phase 5

Marvin dashes ahead to A1 (archive relocated), UltraMan moves ahead 2 to D14, Александру Робот moves ahead 1 to B9, Čapek moves ahead 1 to D1 (flag 2 touched, archive relocated), GEGS rotates right to face east, Dalekbot rotates right to face east. Conveyor belts: Александру Робот is moved to B8, GEGS is moved to D4 and rotated to face south, Dalekbot is moved to G9, The Hand of Doom is moved to D10, and UltraMan is moved to D13. GEGS shoots The Hand of Doom, Čapek shoots Marvin, and Dalekbot is shot by the on-board laser (register 2 locked).

#### Cleanup

Marvin is repaired one point.. Circuit Breaker engages and The Hand of Doom will be shut down next turn.

#### Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		B8>N	1	2	1
2	Chris Geggus	GEGS	Yellow	Extra Memory	D4>S	1, 2, 3	3	6
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	A1>N	1	3	2
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	G9>E		3	8
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	D10>W	1, 2	3	3
6	Andy Lewis	UltraMan	Red		D13>S	1	2	6
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	D1>W	1, 2	3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	H20>N		2	0

GEGS is Geo-Enhanced Guard Sentinel

#### Program Cards

### Poodle

#### Turn 11

#### Turn 12, Tuesday, August 23

#### Actions

**H.I.C.K.** opens the bidding on Scientists at 40 and HALCYON gets them for 68 (Or3, Ti8, MWa, Ti11, Ti13, Ti13). Buys 2 titanium factories (Or2, MWa, Ti8, Ti8, Ti12) and 1 robot (Ti12). One population factor is shifted from an ore factory to a titanium factory.

**HALYCON** passes.

**Delta Indigo 8487** opens the bidding on Ecoplants at 30 and gets it (Wa7, Wa8, Ti7, Ti8).

**BarterTown** opens the bidding on Ecoplants at 30 and gets it (Wa5, Wa5, Wa10, Re10)

**Skynet** opens the bidding on a Laboratory at 80 and OLDHAM gets it for 93 (MWa, MWa, Ti10, Ti11, Ti12). Opens the bidding on a Laboratory at 80 and gets it (Wa5, Wa6, Wa6, Wa7, Ti12, MTi). One population factor is shifted from a water factory to the research factory.

**OLDHAM** One population factor is shifted from a water factory to the research factory.

**Jack and His Friends** buys a water factory (MWa) and a population factor (Wa5, Or5)

#### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, <b>WaF, TiF, TiF, TiF, ReF</b>	HE, La, Ec	20
2	OLDHAM	Howard Bishop	OrF, OrF, WaF, <b>WaF, WaF, WaF, TiF, TiF, TiF, ReF</b>	No, HE, Wa, La	20
3	H.I.C.K.	David Hood	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</b>	No, HE, Ro	20
4	Skynet	Dave Hooton	OrF, OrF, WaF, <b>WaF, WaF, TiF, TiF, TiF, TiF, ReF</b>	No, HE, La	20
5	BarterTown	Andy York	OrF, OrF, <b>WaF, WaF, WaF, WaF, ReF</b>	3DL, La, Ec	19
6	HALYCON	Michael Lowrey	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF</b>	No, HE, Wa, Sc	18
7	Jack and His Friends	Bill Scharf	<b>OrF, OrF, WaF, WaF, WaF, WaF, WaF</b>	2DL, No, Wa	12

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

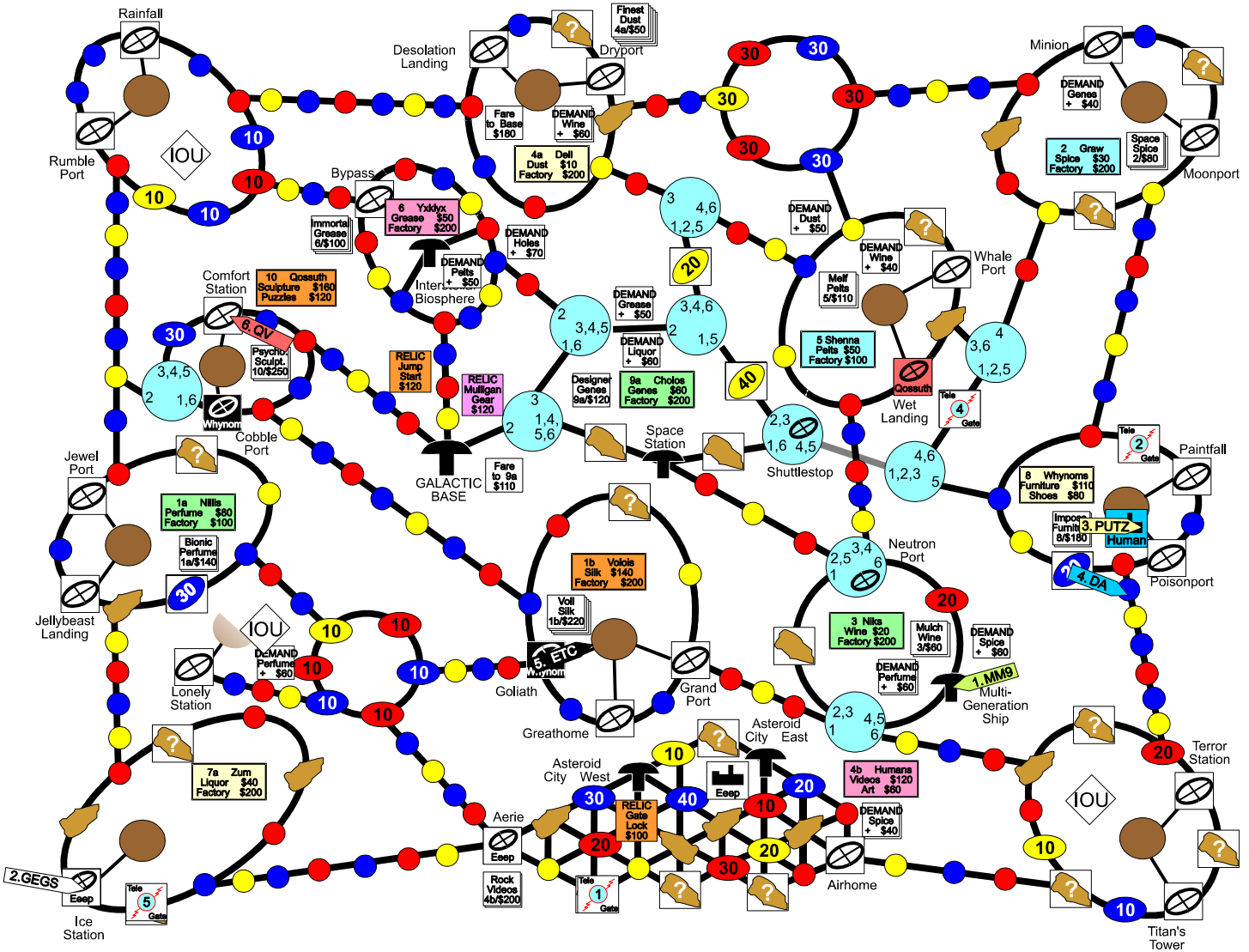
New Arrivals: Orbital Lab, Laboratory, Scientists, Outpost, Orbital Lab, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	2	0
Scientists (Sc)	40	2	2
Orbital Lab (OL)	50	2	3
Robots (Ro)	50	0	4
Laboratory (La)	80	1	0
Ecoplants (Ec)	30	0	3
Outpost (Ou)	100	1	4

**Pug**

Turns 8.1 to 9.1

Deadline Turn 9.2 to 10.2, August 23



Turn 8

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

Grand Port(s).

Sells Impossible Furniture for \$180 (from the cup: Demand for Melf Pelts at 6). Buys Voll Silk for \$140.

2<sup>nd</sup>: Chris Geggus (Eeep/peep/Guardians Enforce Galactic Security) Rolls Used: 1 2 2

Ice Station(s) – Ice Station(p).

Buys 2 Chiclé Liquor for \$80. Gains \$8 in port commissions.

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

Used: 4 5 6

Wet Landing(s) – Wet Landing(p) – A – NC5 – TeleGate 4 – NC5 – B – Y – ? (it's a B20 penalty marker) – Poison Port(o) – Poison Port(s).

Sells Melf Pelts for \$110 (from the cup: Space Spice at 2).

4<sup>th</sup>: Debbie Anderson (Dell/DA) Rolls Used: 1 2 3

Paintfall(s) – Paintfall(o) – B – Poison Port(o) – R – B.

5<sup>th</sup>: Andy York (Whyzom/Errands, Tasks and Chores) Rolls Used: 5 \* 3

Cobble Port(p) – R – Y – B – R – B – Y – B – R – B – Goliath(o) – Goliath(s).

Buys Goliath for \$200.

6<sup>th</sup>: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 6 6**

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

### Turn 9

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

**Grand Port(s) – Grand Port(o) – R – Y – R – NC4 – Multi-Generation Ship.**

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Mulch Wine at 5 and Fare to Base at 4a). Buys Mulch Wine for \$20.

<b>1. Mystery Machine 9</b>			<b>\$345</b>
Scout			
10: 3 4 6			
Hold1	Hold2	Hull	
Voll Silk 1b/\$220	Mulch Wine 3/\$60	6 \$100	

<b>2. GEGS</b>			<b>\$23</b>
Scout			
9: 1 3 3 // 10: 2 3 3			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	10 \$120	
Ice Station \$200	Human \$100	Aerie \$200	

<b>3. PUTZ</b>			<b>\$290</b>
Scout			
9: 2 2 4			
Hold1	Hold2	Hull	
Melf Pelts 5/\$110		RELIC Air Foll \$80	
RELIC Switch Switch \$100	RELIC Spy Eye \$100	3 \$80	

<b>4. DA</b>			<b>\$240</b>
Scout			
9: 4 4 5			
Hold1	Hold2	Hull	
Other Shoes 8/\$160			
Whynoms \$100			

<b>5. ETC</b>			<b>\$2</b>
Needle			
9: 1 4 (use 1*3)			
Hold1	Hold2	Hull	
Infinite Puzzles 10/\$250			
Cobble Port \$200	Qossuth \$200	Goliath \$200	

<b>6. Quo Vadis</b>			<b>\$160</b>
Scout			
9: 2 3 5			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Fare to Base \$140		
Wet Landing \$200			

On the Board:

**1a (Nillis):** 2 Bionic Perfume

**1b (Volois):** 4 Voll Silk

**2 (Graw):** Demand for Designer Genes (+\$40), 3 Space Spice

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

**4a (Dell):** 5 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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

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

**5 (Shenna):** 2 Melf Pelts, Demand for Mulch Wine (+\$50), Demand for Finest Dust (+\$50)

**6 (Yxklyx):** Demand for Portable Holes (+\$70), 3 Immortal Grease, Demand for Melf Pelts (+\$50)

**7a (Zum):** None

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

**8 (Whynoms):** Demand for Chicle Liquor (+\$60), 1 Impossible Furniture

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

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

**10 (Qossuth):** 2 Psychotic Sculpture

**Base:** Relic Gate Lock, Relic Mulligan Gear, Fare to 9a (\$110)

## Foxhound

### Turn 2

Turn 3, Tuesday, August 23

#### Planning

**Swedes** maintain 4 ships (\$16), buy 2 ships (\$24), and 7 soldiers (\$70) for \$110.

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

**Dutch** maintain 3 ships (\$12) and buy 1 soldier (\$10) for \$22.

**French** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

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

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

#### Outbound Naval Movement

**Swedes** Move to K. Dice: 1, 3, 4. Loses 1 colonist. Drops off 4 soldiers and 2 colonists. Move to M. Dice: 5, 6. No losses.

**Portuguese** Move to D. Dice: 2, 6, 6. No losses.

**Dutch** Move to R. Dice: 1, 2, 3, 4. Loses 1 soldier.

**French** Move to H. Dice: 2, 6, 6. No losses.

**English** Move to O. Dice: 3, 3, 3. No losses.

**Spanish** Move to J. Dice: 3, 4, 6, 6. No losses.

#### Exploration

Dutch discover a mine in R.

#### Land Movement

**Swedes** move 4 soldiers and 4 colonists from K to G. It is a climate 3 area with 4 natives and the x2 city. Moves 4 soldiers and 2 colonists from anchorage point to K. Moves 3 soldiers and 1 colonist from fleet to M. It is a climate 3 area with 1 site and 1 native. 1 soldier prospects.

**Portuguese** move 4 colonists and 4 soldiers from fleet to D.

**Dutch** move 1 soldier from R to T. It is a climate 1 area with 8 natives and the x4city. Moves 2 soldiers from R to U. It is a climate 3 area with 2 natives and 1 site. Moves 5 colonists from fleet to R. One colonist mines.

**French** 4 soldiers and 4 colonists move from fleet to H. One soldier prospects.

**English** 4 soldiers and 4 colonists move from fleet to O.

**Spanish** move 4 colonists and 4 soldiers from fleet to J.

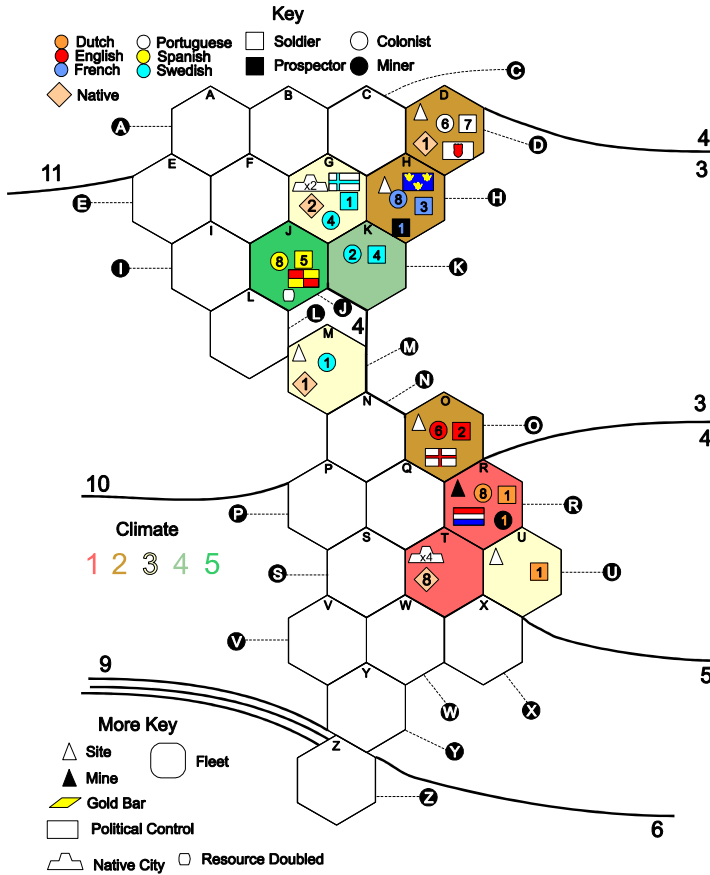
#### Native Combat

**Swedes:** 2 natives and 2 soldiers killed in G and 2 soldiers killed in M. **Dutch:** 2 natives killed in U. **French:** 2 soldiers and 1 native killed in H. **English:** 2 natives and 4 soldiers killed in O. **Spanish:** 2 natives and 3 soldiers killed in J.

#### Native Uprisings

Climate is a 4. No uprisings.





Survival

Climate is a 4.

Portuguese lose 1 colonist in D, French lose 1 soldier in H, Swedes lose 1 soldier in G and 1 prospector in M, English lose 1 colonist in O, Dutch lose 1 colonist in R, 1 soldier in T, and 1 soldier in U.

Political Control

Portuguese gain political control of D, Swedes gain political control of G and lose political control of H. English gain political control of O.

Homebound Naval Movement

- Swedes: Dice: 1, 2, 4, 4. No losses.
- Portuguese: Dice: 3, 4, 4. No losses.
- Dutch: Dice: 1, 2, 4, 6. Loses 1 ship.
- French: Dice: 1, 3, 6. Loses 1 ship.
- English: Dice: 1, 4, 5. No losses.
- Spanish: Dice: 3, 4, 5, 5. No losses.

Income

- English: Political Control: \$40, resources: \$6.
- Dutch: Political Control: \$40, resources: \$8.
- French: Political Control: \$40, resources: \$8.
- Portuguese: Political Control: \$40, resources: \$6.
- Spanish: Political Control: \$40, resources: \$16.
- Swedes: Political Control: \$40, resources: \$7.

Turn 3 Initiative

English, Portuguese, Swedes, Dutch, Spanish, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$69	16	4	4
Dutch	Andy York	\$127	18	2	3
French	Andy Lewis	\$102	16	3	4
Portuguese	Martin Burgdorf	\$82	16	4	4
Spanish	Bill Scharf	\$120	16	4	4
Swedes	Brendan Whyte	\$53	12	4	4

Basenji

**Turn 2, Phase 3 through Turn 3, Phase 4**

Turn 2, Phase 3: Play Cards

London plays Wool (London gains \$2, Barcelona gains \$8) and The Crusades (Misery increases to 60, gains dominance in Alexandria).  
 Hamburg plays Fur (Venice gains \$7), Stirrups, and Rashid ad Din (10: N, R)  
 Barcelona plays Metal (Barcelona and Genoa each gain \$6), Timber (Hamburg and Venice each gain \$3), and Stone (Genoa gains \$4, Barcelona, Hamburg, London, and Paris each gain \$1).  
 Paris plays Timber (Hamburg and Venice each gain \$3).  
 Genoa passes.  
 Venice plays Stone (Genoa gains \$4, Barcelona, Hamburg, London, and Paris each gain \$1).

Played Leaders

Rashid ad Din (10: N, R) (Hamburg only)

Turn 2, Phase 4: Purchases

London buys Galley 4 (\$10) and stabilization (\$3).  
 Hamburg buys Caravan (I, \$20).  
 Barcelona buys The Heavens (A, \$30), Galley 4 (\$10), and stabilization (\$3).  
 Paris buys Galley 2 (\$10) and stabilization (\$1)  
 Genoa buys Galley 4 (\$10) and The Heavens (A, \$30). Misery increases to 50 due to lack of stabilization.

Venice buys stabilization (\$6).

Turn 2, Phase 5: Expansion

London expands to York (1), Edinburgh (1), Cairo (4), Cornwall (1), and buys a card (3)  
 Hamburg expands to Salzburg (1), Danzig (5), Prague (2), Cologne (3)  
 Barcelona expands to Lisbon (3), Seville (3), Fez (2), Algiers (2), Tripoli (2), and Barca (1)  
 Paris expands to Bordeaux (3), Loire (3), St. Malo (4, vs. London, dr = 1, 6, 3; wins), Dijon (3), Amsterdam (2, vs. Hamburg, dr = 6, 1, 2; wins), Toulouse (1)  
 Genoa expands to Naples (3), Tunis (4), Salonika (2), Libya (1), Oran (1), Valencia (vs. Barcelona; dr = 1, 2, 4; loses), Tripoli (vs. Barcelona; dr = 6, 2, 6; wins).  
 Venice expands to Salonika (4, vs. Genoa, dr = 2, 5, 2; wins), Salzburg (3, vs. Hamburg, dr = 1, 1, 2; loses), Salzburg (3, vs. Hamburg, dr = 5, 2, 1; wins), Vienna (4), Budapest (3), Dijon (6, vs. Paris, dr = 4, 6, 1; wins), Nuremburg (3), Durazzo (1), Corfu (1), Stettin (1)  
 Venice gains the bonus card.

Turn 2, Phase 6: Income

London gains \$45  
 Hamburg gains \$45



Barcelona gains \$75  
 Paris gains \$51  
 Genoa gains \$63  
 Venice gains \$75  
 Shortage of Cloth (Genoa gains a card, Epoch II begins), Surplus of Fur (Venice pay \$1)

Turn 2, Phase 7: Buy Tokens

London buys 15 tokens  
 Hamburg buys 23 tokens  
 Barcelona buys 16 tokens  
 Venice buys 14 tokens  
 Paris buys 9 tokens  
 Genoa buys 34 tokens

Turn 3, Phase 1: Draw Cards

Done

Turn 3, Phase 2: Buy Cards

None eligible

Turn 3, Phase 3: Play Cards

Paris passes  
 Venice plays Pirates/Vikings on Portsmouth (1 token lost) and Danzig (dominance reduced to token), and Famine (Barcelona Misery goes to 70, Venice to 60, Hamburg to 80, Genoa to 90, Paris to 80, and London to 100).  
 London plays Wool (London and Barcelona each gain \$18), Mysticism Abounds

**S.O.B.**

(Barcelona Misery increases to 100, Venice to 100, Hamburg to 150, Genoa to 150, Paris to 150, and London to 200), and Alchemist's Gold on Venice (Venice loses \$39)

Barcelona plays Charlemagne (20: W) and Timber (Venice, Hamburg, Barcelona, and Paris each gain \$3)

Hamburg passes

Genoa plays Cloth/Wine as Cloth (Barcelona and Paris each receive \$20, Venice receives \$45, and Genoa receives \$80, shortage removed)

Played Leaders

Charlemagne (20: W) (Barcelona only)

Turn 3, Phase 4: Purchases

Paris buys Galley 4 (\$10), Patronage (E, \$30, Misery increases to 175), The Heavens (A, \$30). Misery increases to 200 due to lack of stabilization.

Venice buys Overland East (R, \$40), Improved Agriculture (J, \$30 with \$10 credit from Commerce, Misery reduced to 90), and stabilization (\$6)

London buys Galley 6 (\$10), The Heavens (A, \$30), and stabilization (\$1)

Barcelona buys Nationalism (W, \$40 with \$20 discount from Charlemagne), Overland East (R, \$40), and stabilization (\$1)

Hamburg buys Patronage (E, \$30, Misery increased to 175), Urban Ascendancy (U, \$20), and stabilization (\$1)

Genoa buys Patronage (E, \$30, Misery increased to 175), Overland East (R, \$40), Galley 6 (\$10), and Caravan (I, \$20). Misery increases to 200 due to lack of stabilization.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	100	16	\$6	4	10	4	1	A, R, W
Christopher Hunt	Venice	90	14	\$10	2	10		3	I, J, R
Chris Geggus	Hamburg	175	23	\$2	5	4	2	1	E, I, N, V
Martin Burgdorf	Genoa	200	34	\$9	6	8	6	5	A, E, I, R
Bob Robles	Paris	200	9	\$0	1	6	4	2	A, E, R
Geoff Richardson	London	200	15	\$15	3	5	6	1	A, I

Players are listed in reverse tie breaking order.

Commodity Log

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

*Surplus, Shortage*

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### 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.

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### Standby Calls

None this issue