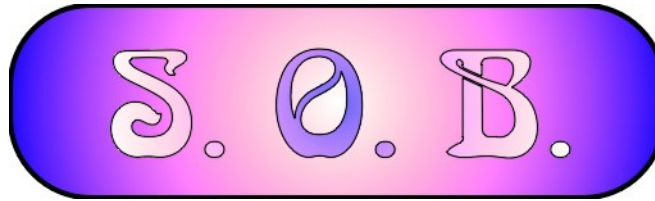


Number 216

October/November,
2016**Notes from Hades**

The new school year is in full swing, and the thing that seems to be dominating it is marching band. Los Alamitos High School apparently has a very competitive marching band program. The boys have a three hour practice session three times a week, plus occasional practices on the weekends. Plus, competition season is coming up, so that's more Saturdays taken up. The band's budget is apparently around \$100K per year. Some of that comes from the parents, but the bulk of it comes from various fundraisers. The biggest fundraiser is a weekly bingo night, and parents can volunteer to help work it to partly offset their contribution. So, that's what I do one night a week. Busy times.

Shaggy Dog ends this time around. Congratulations to Chris Geggus on his victory. Boxer will probably be ending within the next few issues as well. Azawakh will be starting up next issue.

The next deadline is **Tuesday, November 15 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(\$), Andy York(\$), will take up to 1 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. **Starts next issue.**

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.

Beagle. Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt, Dave Hooton, will take up to 2 more.

Bergamasco. Agricola. Will be run via email. Have Chris Geggus, Dve Hooton, Andy York, 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 Christopher Hunt, Dave Hooton, will take up to 3 more.

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 more.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles, Kevin Wilson, will take up to 5 more.

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

Silverton: Will use the advanced rules. Have Bill Scharf. Will take up to 5 more.

7 Wonders. This will be run continuously via email. Have Chris Geggus, Bill Scharf, 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).

Dogleg**Fall 1503**

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

Miller Number 2012Apw25

Deadline for Winter/Spring 1504 11/15 Tuesday

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

Summer 1503 Retreats

Venice retreats F Lower Adriatic to Ancona

Expenditures

Venice borrows 12 ducats for 1 year (15 ducats due Fall 1504) and sends 15 ducats to repay the existing loan.

Outstanding Loans

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

Fall 1504: 15 ducats due from Venice (12 borrowed)

Orders

AUSTRIA (Burgdorf): A ISTRIA to Croatia, A Slavonia supports A Iстриa to Croatia (cut, DISLODGED, retreat Austria, Hungary, OTB), A MONTFERRAT to PAVIA, A TYROLEA supports A Carinthia to Milan, A Carinthia to MILAN, F WESTERN MEDITERRANEAN to Sardinia, F TYRRHENIAN SEA supports F Western Mediterranean to Sardinia, F Lower Adriatic to BARI, F OTRANTO supports F Lower Adriatic to Bari

FLORENCE (Robles): A LUCCA holds, A Sienna to FLORENCE, A Piombino to SIENNA, F SARDINIA holds, F CORSICA supports F Sardinia

PAPACY (Anderson): A ROME holds, A NAPLES holds, A PAVIA to Milan, A GENOA to Montferrat, A Urbino to BOLOGNA
 VENICE (Wilson): A Trent to CARINTHIA, A Carniola to CROATIA, *A (EM) Croatia to SLAVONIA*, A FRIULI to Carniola, A RAGUSA holds, A Bari to Otranto (DISLODGED, retreat Salerno, Aquila, garrison, OTB), F Ancona to LOWER ADRIATIC, F UPPER ADRIATIC supports F Ancona to Lower Adriatic

VENICE: Upper Adriatic

Treasury:

Spring 1504 Famine

Poor Year – Column Only: Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

Spring 1503 Income

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

Provinces

AUSTRIA: Hungary, Austria, Tyrolea, Trent, Como, Milan, Bergamo, Swiss, Palermo, Messina, Otranto, Bari, Istria
 FLORENCE: Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino, Modena
 PAPACY: Genoa, Pavia, Patrimony, Perugia, Rome, Spoleto, Urbino, Bologna, Verona
 VENICE: Dalmatia, Carniola, Croatia, Friuli, Slavonia, Carinthia, Treviso, Verona

Seas

AUSTRIA: Tyrrhenian Sea, Western Mediterranean
 PAPACY: Venice

Cities

AUSTRIA: Hungary, Austria, Tyrolea, Trent, Milan (3), Swiss, Avignon, Marseilles, Savoy, Montferrat, Capua
 FLORENCE: Lucca, Pisa, Florence (3), Arezzo, Sienna, Piombino, Modena, Corsica, Sar
 PAPACY: Genoa (3), Pavia, Perugia, Rome (2), Bologna, Naples (2), Venice (3)
 VENICE: Dalmatia, Carniola, Croatia, Treviso, Padua, Ferrara, Mantua, Ancona, Rag

Totals

Variable income die roll was 1.

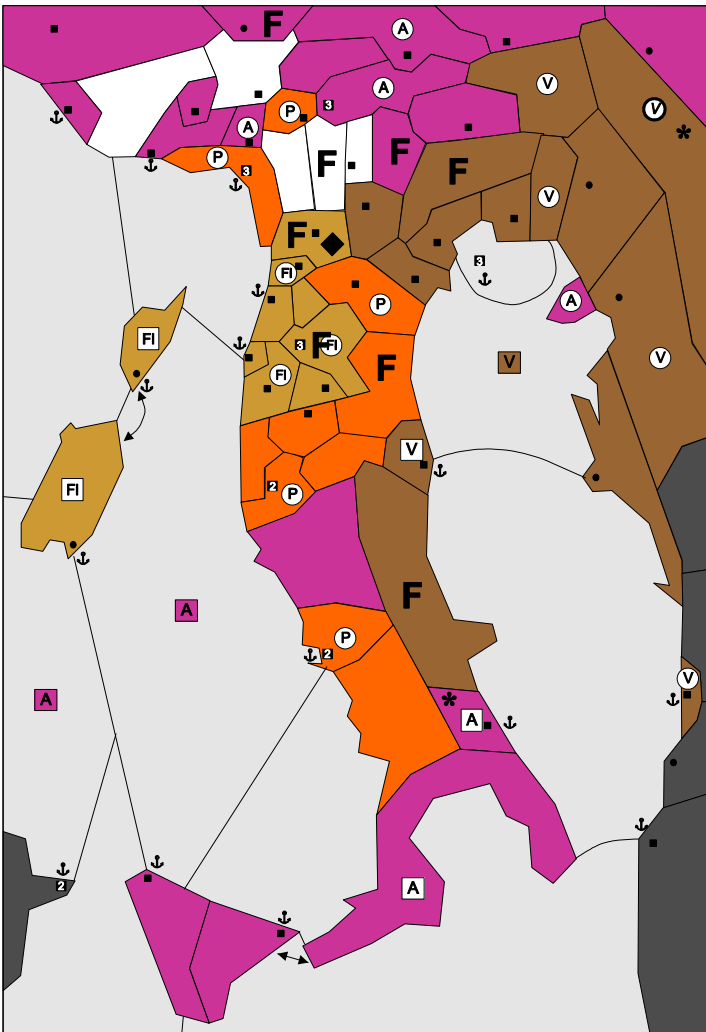
| Country | Variable | Provinces | Seas | Cities | Total |
|-----------|----------|-----------|------|--------|-------|
| AUSTRIA: | 4 | 17 | 2 | 15 | 38 |
| FLORENCE: | 2 | 8 | 0 | 7 | 17 |
| PAPACY: | 4 | 10 | 1 | 28 | 31 |
| VENICE: | 4 | 12 | 1 | 9 | 26 |

Game Summary

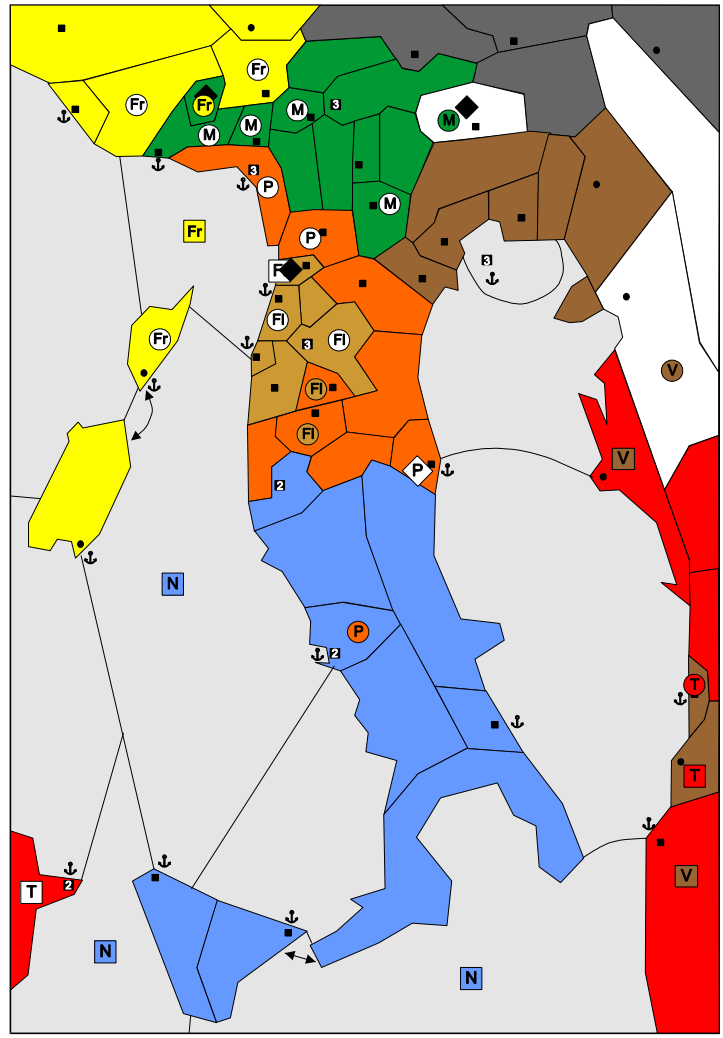
| | 1499 | 1500 | 1501 | 1502 | 1503 | 1504 |
|-----------|------|------|------|------|------|------|
| Austria: | 7 | 9 | 10 | 11 | 12 | 14* |
| Florence: | 3 | 5 | 4 | 5 | 6 | 8 |
| France: | 7 | 4 | 8 | 0 | 0 | 0 |
| Papacy: | 4 | 6 | 6 | 5 | 7 | 7 |
| Venice: | 4 | 5 | 7 | 9 | 8 | 9 |

*Depends on retreat.

Dogleg



Rescue Dog



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

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

Rescue Dog**Summer 1456****Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Fall 1456 11/15 Tuesday**

Florence marches on the Pope's capital, while the Pope does the same with Naples. France eliminates a Milanese army. Venice and Naples cooperate against the Turks.

Outstanding Loans

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

Spring 1457: 6 ducats due from the Papacy (5 borrowed)

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

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

Spring 1458: 15 ducats due from the Turks (10 ducats borrowed)

Orders

FLORENCE A Arezzo to PERUGIA, A PISA supports G Florence convert to A, A Florence to AREZZO, F LUCCA beseiges (impossible, not a port), G FLORENCE convert to A

FRANCE A Turin to SALUZZO, A PROVENCE supports A Turin to Saluzzo, A Avignon to TURIN, A Sardinia to CORSICA, F Sardinia to LIGURIAN SEA

MILAN A Milan to PAVIA, A Pavia to MONTFERRAT, A SAVOY besieges (autonomous garrison eliminated), A Saluzzo besieges (DESTROYED), A Bergamo to TRENT, A MANTUA holds

NAPLES F Central Mediterranean to Tunis, F IONIAN SEA supports Venetian F Lower Adriatic to Durazzo, F Patrimony to TYRRHENIAN SEA

PAPACY A Aquila to NAPLES, A GENOA supports A Bologna to Modena, A Bologna to MODENA, G ANCONA holds (u)

TURKS A Herzegovina to RAGUSA, F Durazzo to ALBANIA, F TUNIS to Central Mediterranean

VENICE A Istria to CROATIA, F Upper Adriatic to DALMATIA, F Lower Adriatic to DURAZZO

Your treasury:

Press

France à Napoli: Mais bien sur, mon cher ami! Pas de flotte en Mer Tyrrhénienne!

France à Milano: Il faut que je te dise que je voudrais ou Savoy ou Saluz.

Naples to Venice: Did you do it or did you waste my move again?

Naples to Turk: I've come to scarem your harem. Hands up: Your money or your wives!

Turks to the Doge: The replay to your ridiculous question is implied in this simple consideration: "The richest, with his Neapolitan vassal and the plague, against the poorest one". Did you understand?

Former Venice Fleet Albania to Naples: We are not acting like pansy!! We are filling our pockets with Turkish Lira and leaving so the Turks can die of the plague instead of us!!

Venice Fleet Lower Adriatic to Turkey: Ha!! Bribe me!! I double dog dare you to bribe me and on a really cold night... It will be a 3 dog night.

Venice Fleet Lower Adriatic to Naples: I see peace in our future. Mare Adriaticum.

Venice to Milan: I hope for no further "distractions". as you said . I put all my effort into the destruction of the heathen Turks.

Shaggy Dog**Epoch VII Britain, United States, and Germany
Deadline End of Game Statements, Tuesday, November 15**Epoch VII

FAC-51 (Bishop) Plays Japan. Army and Capital Honshu (Ming army eliminated), army Korean Peninsula, Hokkaido (vs. Fujiwara; J: 3, 2; F: 3, 1; J: 6, 1; F: 6, 2; J: 3, 1; F: 5, 5; loses), Hokkaido (vs. Fujiwara; J: 4, 2; F: 3, 3; wins, Capital reduced to city), fleet Sea of Japan (vs. The Gardeners; FAC: 6, 2; G: 6; FAC: 4, 3; G: 3; wins). **BRITAIN:** Army and Capital Albion (Netherlands army eliminated), fleet North Sea (vs. RMHS; FAC: 2, 2; RMHS: 2; FAC: 5, 1; RMHS: 3; wins), army Ireland, Lower Rhein (vs. Netherlands; B: 5, 1; N: 3, 2; wins, Capital reduced to city), fleet Atlantic Ocean, Pacific Ocean, army Pacific Seaboard, Great Plains, Great Lakes (vs. North American Migrants; B: 4, 2; M: 2; wins), Chekiang (vs. Civil War; B: 6, 1; C: 3, 2; wins), Great Plain of China (vs. Civil War; B: 3, 3; C: 5; loses), Malayan Peninsula (vs. Portugal; B: 6, 1; P: 3, 2; wins), Western Iberia (vs. France; B: 6, 6; F: 6, 6; B: 3, 2; F: 3, 2; B: 3, 2; F: 5, 2; loses), Pyrenees (vs. France; B: 6, 3; F: 4, 1; wins), fleet Indian Ocean, army Western Ghats (vs. Guptas; B: 6, 6; G: 3, 1; wins), Congo Basin (vs. Spain; B: 6, 6; S: 4, 1; wins), South Africa (vs. Portugal; B: 3, 1; P: 2; wins), East Africa (vs. Sub-Saharan Migrants; B: 3, 3; M: 3, 2; B: 5, 4; M: 5, 2; B: 4, 2; M: 5, 3; loses), New Guinea. Builds Monuments Pacific Seaboard, Congo Basin, South Africa. Points: Control of Nippon (6), Dominance in Northern Europe (8), North America (6), Presence in Middle East (1), China (3), India (3), Southern Europe (2), Southeast Asia (2), Sub-Saharan Africa (2), Australia (1), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 8 Monuments (8) for 51 points.

Galactic Expeditionary Guard Ship (Geggus) **UNITED STATES:** Army and Capital Appalachia (French army retreats to Deep South), army Deep South (vs. France; US: 6, 1; F: 2; US: 5, 4; F: 2; wins), fleet Caribbean Sea (vs. The Human Race; GEGS: 3, 3; HR: 3; GEGS: 4, 1; HR: 2; wins), army Great Plains (vs. Britain; US: 6, 2; B: 5; wins), Guiana Highlands (vs. Mayans; US: 4, 3; M: 3, 1; wins), Northern Andes (vs. Portugal; US: 6, 3; P: 6, 3; US: 6, 3; P: 5, 2; wins), Southern Andes (vs. Spain; US: 1, 1; S: 2; loses), Southern Andes (vs. Spain; US: 6, 1; S: 1; wins), Pacific Seaboard (vs. Britain; US: 6, 2; B: 3, 2; wins), Patagonia (vs. Spain; US: 4, 3; S: 3; wins). Builds Monument Appalachia. Points: Dominance in North Africa (2), North America (6), South America (4), Presence in Middle East (1), Southern Europe (2), Southeast Asia (2), Eurasia (2), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 2 Monuments (2) for 29 points.

Great Giant (Burgdorf) plays Empire Revives (gains 1 army Scandinavia). **GERMANY:** Plays Civil Service. Army and Capital Baltic Seaboard (Russian armies retreat to North European Plain), army Lower Rhein (vs. Britain; G: 5, 1; B: 2; wins, city eliminated), Northern Gaul (vs. Spain; G: 5, 1; S: 3, 1; wins), Central Massif (vs. France; G: 3, 1; F: 6; loses), Central Massif (vs. France; G: 3, 1; F: 4; loses), Central Massif (vs. France; G: 3, 1; F: 3; G: 1, 1; F: 2; loses), Central Massif (vs. France; G: 6, 2; F: 2; wins), fleet Atlantic Ocean, army Southern Andes (vs. United States; G: 4, 1; US: 6, 1; loses), Southern Andes (vs. United States; G: 3, 1; US: 4, 3; loses), Southern Andes (vs. United States; G: 5, 1; US: 5, 5; G: 6, 5; US: 5, 1; wins), South Africa (vs. Britain; G: 6, 3; B: 2, 1; wins). Points: Dominance in Northern Europe (8), Presence in Middle East (1), Southern Europe (2), South America (2), Sub-Saharan Africa (2), 1 Capital (2), and 2 Monuments (2) for 19 points.

Players

| Player Name | Player Faction Name/Color | Empire Strength Points | Victory Points |
|------------------|--|------------------------|----------------|
| Chris Geggus | Galactic Expeditionary Guard Ship (yellow) | 69 | 186 |
| Dave Anderson | Stooges for All Time (orange) | 77 | 173 |
| Bill Scharf | The Human Race (blue) | 64 | 172 |
| Christopher Hunt | The Gardeners (green) | 65 | 172 |
| Howard Bishop | FAC-51 (black) | 76 | 171 |
| Martin Burgdorf | Great Giant (red) | 71 | 156 |
| Kevin Wilson | Royal Manticoran Historical Society (purple) | 70 | 152 |

Positions

SfAT: Fleets Western Mediterranean, Eastern Mediterranean, Atlantic Ocean, Indian Ocean. **CARTHAGINIA:** Army, Capital, Fortress Shatts Plateau. **GOTHS:** Army Caucasus. **OTTOMAN TURKS:** Army, Capital, and Monument Western Anatolia, army and Monument Tarim Basin, armies Pindus, Morea, Hindu Kush. **CIVIL WAR:** Army, city, and Monument Manchurian Plain, army and Monument Great Plain of China. **FRANCE:** Army and Capital Western Gaul, army and Monument Western Iberia, army Madagascar.

GECS: Fleets Red Sea, Caribbean 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. **AZTECS:** Army and Capital Mexican Valley. **UNITED STATES:** Army, Capital, and Monument Appalachia, army and Monument Pacific Seaboard, armies Great Plains, Guiana Highlands, Northern Andes, Patagonia.

FAC-51: Fleets North Sea, Sea of Japan, Atlantic Ocean, Pacific Ocean, Indian Ocean. **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. **JAPAN:** Army and Capital Honshu, army and city Hokkaido, army Korean Peninsula. **BRITAIN:** Army, Capital, and Monument Albion, army and Monument Congo Basin, Malayan Peninsula, Chekiang, armies Ireland, Pyrenees, Great Lakes, Western Ghats, New Guinea.

Great Giant: Fleet Atlantic Ocean. **ARABS:** Army Palestine. **VIKINGS:** Army Scandinavia. **GERMANY:** Army and Capital Baltic Seaboard, army and Monument South Africa, Lower Rhein, armies Northern Gaul, Central Massif, Southern Andes.

The Gardeners: Fleets Black Sea, South China Sea, Atlantic Ocean, Pacific Ocean. **VEDIC CITY STATES:** Three armies and a Fortress Ceylon. **MAYANS:** Army, Fort, and Capital Central America. **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, army Nile Delta. **MANCHU DYNASTY:** Army Ganges 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. **SPAIN:** Armies Northern Gaul, Brasil. **RUSSIA:** Three armies and Capital North European Plain, army and Monument Turanian Plain, Wei River, Yangtse Kian, army Eastern Steppe.

RMHS: Fleets Atlantic Ocean, Pacific Ocean. **CHOU DYNASTY:** Army and city Yellow River. **MONGOLS:** Two armies and Monument Upper Indus, 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. **NETHERLANDS:** Armies Central Europe, Australia.

Notes

Congratulations to Chris Geggus on his victory.

Boxer**Turn 13****Turn 14, Tuesday, November 15**Program Robots

| Robot | Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 |
|------------------|--------------------|--------------------|-------------------|-------------------|--------------------------|
| Александрю Робот | U-Turn (50) | U-Turn (30) | Move 2 (750) | U-Turn (20) | Move 1 (590) |
| GECS | Shut down | | | | <i>Rotate Left (410)</i> |
| Marvin | Move 1 (560) | Rotate Right (200) | Rotate Left (230) | Move 1 (660) | Move 2 (690) |
| Dalekbot | Rotate Right (160) | Rotate Right (240) | Move 3 (820) | Rotate Left (110) | Move 1 (520) |
| The Hand of Doom | Shut down | | | | |
| UltraMan | Move 1 (510) | Rotate Right (280) | Move 3 (810) | Move 2 (720) | Move 1 (600) |
| Čapek | Rotate Right (140) | Rotate Left (270) | Move 1 (580) | Move 1 (540) | Back Up (450) |
| Clockwork Hauler | Move 2 (700) | Move 2 (680) | Move 1 (640) | Rotate Left (310) | Rotate Right (120) |

Registers in italics are locked.

Phase 1

Clockwork Hauler moves ahead 2 to A19, Marvin moves ahead 1 to E1, UltraMan moves ahead 1 to B15, pushing GECS to A15, Dalekbot rotates right to face east, Čapek rotates right to face south, and Александрю Робот makes a U-turn to face south. Conveyor belts: Александрю Робот is moved to C3, The Hand of Doom is moved to G4, Čapek is moved to J6. The pusher pushes Marvin to E2. UltraMan and Clockwork Hauler shoot GECS.

Phase 2

Clockwork Hauler moves ahead 2 to A17, UltraMan rotates right to face north, Čapek rotates left to face east, Dalekbot rotates right to face south, Marvin rotates right to face south, Александрю Робот makes a U-turn to face north. Conveyor belts: Александрю Робот is moved to D3, Marvin is moved to G2, The Hand of Doom is moved to I9 and rotated to face west, Čapek is moved to J7. Dalekbot and Clockwork Hauler both shoot GECS.

Phase 3

Dalekbot dashes ahead 3 to A12, UltraMan dashes ahead 3 to B12, Александру Робот moves ahead 2 to D1 (Flag 2 touched, archive moved), Clockwork Hauler moves ahead 1 to A16, Čapek moves ahead 1 to K7, Marvin rotates left to face east. Conveyor belts: Marvin is moved to I2, The Hand of Doom is moved to I6, Čapek is moved to K9, and Clockwork Hauler is moved to B16. Dalekbot shoots GEGS (register 5 locked, random card will be drawn for that slot), Clockwork Hauler shoots UltraMan, and The Hand of Doom is shot by the on-board laser.

Phase 4

UltraMan moves ahead 2 to B10, Marvin moves ahead 1 to J2, Čapek moves ahead 1 to L9 (flag 3 touched, archive moved), Clockwork Hauler rotates left to face west, Dalekbot rotates left to face east, Александру Робот makes a U-turn to face south. Conveyor belts: Marvin is moved to K3 and rotated to face south, The Hand of Doom is moved to I8 and rotated to face north, UltraMan B9, and Clockwork Hauler is moved to C16.

Phase 5

Marvin moves ahead 2 to K5, UltraMan moves ahead 1 to B8, Александру Робот moves ahead 1 to D2, Dalekbot moves ahead 1 to B12, Čapek backs up to K9, Clockwork Hauler rotates right to face north. Conveyor belts: Александру Робот is moved to F2, Marvin is moved to K7, The Hand of Doom is moved to G8, UltraMan is moved to B7, Čapek is moved to J10 and rotated to face south, and Clockwork Hauler is moved to D16. Clockwork Hauler is rotated to face west by the gear. The on-board laser shoots The Hand of Doom.

Cleanup

No actions

Players

| # | Player Name | Robot Name | Color | Options | Position | Flags | Lives | Damage |
|---|------------------|------------------|--------|-----------------------------------|----------|---------|-------|--------|
| 1 | Brendan Whyte | Александру Робот | Blue | | F2>S | 1, 2 | 2 | 1 |
| 2 | Chris Geggus | GEGS | Yellow | Extra Memory | A15>E | 1, 2, 3 | 3 | 5 |
| 3 | Howard Bishop | Marvin | Orange | Gyroscopic Stabilizer | K7>S | 1, 2 | 3 | 2 |
| 4 | Andy York | Dalekbot | Black | Reverse Gear, Conditional Program | B12>E | | 2 | 0 |
| 5 | Bill Scharf | The Hand of Doom | Gray | Circuit Breaker | G8>N | 1, 2 | 3 | 2 |
| 6 | Andy Lewis | UltraMan | Red | | B7>N | 1 | 1 | 3 |
| 7 | Dave Hooton | Čapek | Purple | Rear-Firing Laser | J10>S | 1, 2, 3 | 3 | 1 |
| 8 | Christopher Hunt | Clockwork Hauler | Green | Fire Control, Radio Control | D16>W | | 2 | 1 |

GEGS is Geo-Enhanced Guard Sentinel

Program CardsPoodleTurn 13Turn 14, Tuesday, November 15Actions

Delta Indigo 8487 opens the bidding on the Outpost at 100 and Skynet gets it for 120 (Wa6, Wa8, Wa9, Wa9, MTi, Re11, Mi18, HE discount). Opens the bidding on an Orbital Lab for 50 and H.I.C.K. gets it for 71 (Wa7, Wa8, MTi, Re12). Buys 2 research factories (Or1, Wa4, Wa8, Ti9, Ti11, Ti12, Re15) and 2 population factors (Ti10).

H.I.C.K. passes.

Skynet transfers a population factor from a water factory to man the new titanium factory.

HALCYON opens the bidding on the Ecoplants at 30 and gets it for 44 (Ti8, Ti12, Ti12, Ti12). Buys a new chemicals factory (MWa, Re13, Mi17) and shifts a population factor from a water factory to man it.

OLDHAM opens the bidding on a Warehouse at 25 and gets it (Ti9, Ti11, HE discount).

BarterTown opens the bidding on Robots at 50 and gets it (Wa5, Wa5, Re11, Re14, Re15).

Jack and His Friends buys a new chemicals factory (Or5, Wa5, Wa7, MWa, Re13) and moves a population factor from an ore factory to man it.

The Players

| | Outpost Name | Commander | Factories | Upgrades | VP |
|---|----------------------|----------------|---|------------------------|----|
| 1 | Delta Indigo 8487 | Andy Lewis | OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF | HE, La, Ec, Ou | 33 |
| 2 | Skynet | Dave Hooton | OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF | No, HE, La, OL, Ou | 30 |
| 3 | H.I.C.K. | David Hood | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF | No, HE, Ro, La, OL | 29 |
| 4 | HALCYON | Michael Lowrey | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, NCF | No, HE, Wa, Sc, OL, Ec | 28 |
| 5 | BarterTown | Andy York | OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF | 3DL, La, Ec, Ro | 23 |
| 6 | OLDHAM | Howard Bishop | OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, ReF | No, HE, 2Wa, La | 22 |
| 7 | Jack and His Friends | Bill Scharf | OrF, OrF, WaF, WaF, WaF, WaF, WaF, NCF | 2DL, No, Wa, Sc | 16 |

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.

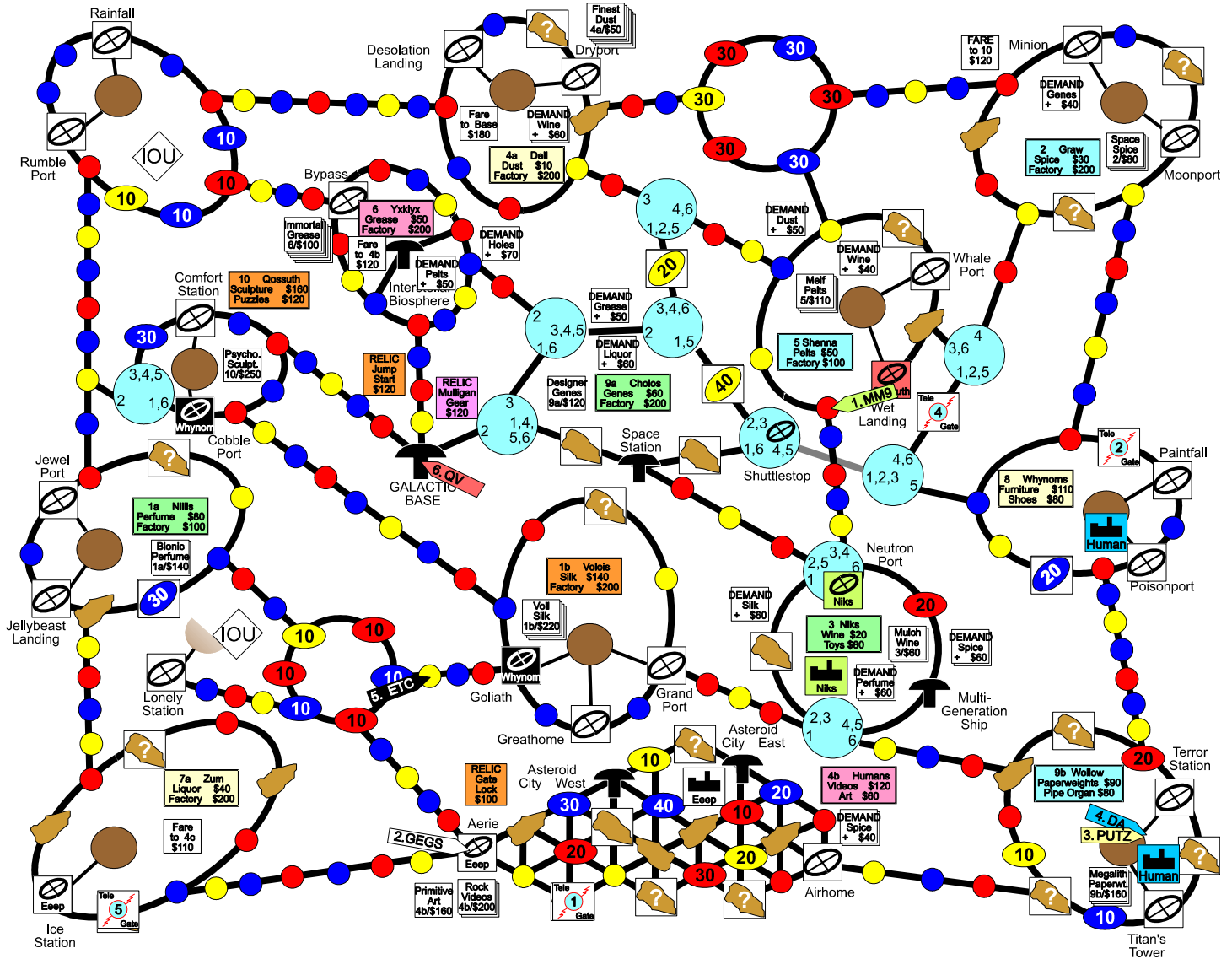
Available Upgrades

Income

New Arrivals: Robots, Ecoplants, Robots, Outpost, Orbital Lab

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

Pug
Turns 10.3 to 11.3
Deadline Turn 11.4 to 12.4, October 4



Turn 10

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu)** Rolls Used: 3 3 6
Poison Port(s) – Poison Port(o) – R – B – Y – B – R – B – Y – R20 – Terror Station(o) – Terror Station(s).
 Sells Impossible Furniture for \$180 (from the cup: Fare to 10 at 2).
 4th: **Debbie Anderson (Dell/DA)** Rolls Used: 1 2 4
Terror Station(s).
 Picks up Fare to 5, trades in IOU for \$90 credit and with that plus \$10 cash buys the Wollow Factory, then buys a Portable Pipe Organ for \$80. Receives \$40 in factory commissions.

5th: **Andy York (Whynom/Errands, Tasks and Chores)** Rolls Used: 1 * 3
Goliath(p) – R – B – Y.
 6th: **Dave Partridge (Qossuth/Quo Vadis)** Rolls Used: 1 4 6
Comfort Station(s) – Comfort Station(o) – B – R – B – Y – B – R – Galactic Base.
 Drops off Fare to Base for \$140 (from the cup: Demand for Silk at 3). Picks up Fare to 9a.

Turn 11

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 2 3**
Multi-Generation Ship – R20 – NC3 – Y – B – R – B – R.

2nd: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 3 5 6**
Paintfall(s) – Paintfall(o) – TeleGate 2- TeleGate 5 – B – Y – B – R – B – R – Y - Aerie.

Trades in Gate Lock for \$50 credit, trades in Scout for \$30 credit, buys a Clipper for \$90, buys Primitive Art for \$60. Receives \$23 in port commissions and \$30 in factory commissions.

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

Terror Station(s).
 Sells Impossible Furniture for \$180 (from the cup: Fare to 4b at 6). Buys 2 Megalith Paperweights for \$180.

| | | |
|--|----------------------|---------------|
| 1. Mystery Machine 9 \$145 | | |
| Scout 12: 1 2 5 | | |
| Hold1 | Hold2 | Hull |
| Living Toys 3/\$180 | Mulch Wine 3/\$60 | 6 \$100 |
| Neutron Port \$200 | Niks \$200 | Shield (\$60) |

| | | |
|--|---------------------------|----------------|
| 2. GEGS \$76 | | |
| Clipper 12: 2 4 5 6 | | |
| Hold1 | Hold2 | Hull |
| Other Shoes 8/\$160 | Primitive Art 4b/\$160 | 10 \$120 |
| Aerie \$200 | Ice Station \$200 | Human \$100 |

| | | |
|---|-------------------------------|------------------------|
| 3. PUTZ \$340 | | |
| Scout 12: 5 5 6 | | |
| Hold1 | Hold2 | Hull |
| Megalith Paperwt. 9b/\$160 | Megalith Paperwt. 9b/\$160 | RELIC Air Foil \$80 |
| RELIC Switch Switch \$100 | RELIC Spy Eye \$100 | 3 \$60 |

| | | |
|---|---------------------|------|
| 4. DA \$370 | | |
| Scout 11: 1 3 5 // 12: 1 2 3 | | |
| Hold1 | Hold2 | Hull |
| Portable Organ. 9b/\$160 | Fare to 9a \$110 | |
| Whynoms \$100 | Wollow \$100 | |

| | | |
|---|------------------|------------------|
| 5. ETC \$79 | | |
| Needle 11: 3 4 (use 1*3) | | |
| Hold1 | Hold2 | Hull |
| Voll Silk 1b/\$220 | | |
| Cobble Port \$200 | Gossuth \$200 | Goliath \$200 |

| | | |
|--|-----------------------|------|
| 6. Quo Vadis \$160 | | |
| Scout 11: 1 4 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, Fare to 10 (\$120)

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

4a (Dell): 6 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

4b (Humans): 3 Rock Videos, 2 Demand for Space Spice (+\$40), Primitive Art

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

5 (Shenna): 3 Melf Pelts, Demand for Mulch Wine (+\$50), Demand for Finest Dust (+\$50)

6 (Yxklyx): Demand for Portable Holes (+\$70), 6 Immortal Grease, Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): Fare to 4c (\$110)

7b (Eeepeep): 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism

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

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

9b (Wollow): 3 Megalith Paperweight

10 (Qossuth): 1 Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear

Foxhound

Turn 4

Turn 5, Tuesday, November 15

Planning

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

Spanish maintain 3 ships (\$12), buys 1 ship (\$12), and 4 soldiers (\$40) for \$64.

French maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

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

Swedes maintain 5 ships (\$20) and buys 4 soldiers (\$40) for \$60.

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

Outbound Naval Movement

Dutch Move to R. Dice: 4, 5, 5, 6. No losses.

Spanish Move to J. Dice: 4, 4, 5, 6. No losses.

French Move to C. Dice: 1, 2, 4, 5. No losses.

English Move to N. Dice: 1, 2, 2, 6. Loses 1 colonist.

Swedes Move to K. Dice: 3, 5, 5. No losses.

Portuguese Move to L. Dice: 3, 4, 6, 6. No losses.

Exploration

No mines discovered.

Mining

Dutch mine 1 gold in R (mine depletes).

Land Movement

Dutch move 1 gold from R to fleet, 6 colonists and 1 soldier from R to Q. It is a resource rich climate 2 area with 2 natives. Moves 1 colonist from U to X. It is a climate 3 area with 2 natives. Moves 2 soldiers from R to U. Moves 6 colonists and 4 soldiers from fleet to R.

Spanish move 3 colonists and 2 soldiers from J to I, 1 soldier from J to L. It is a resource rich climate 4 area with 2 natives and 1 site. Moves 4 soldiers and 4 colonists from fleet to J.

French move 1 colonist from C to H, 1 soldier and 2 colonists from C to B. It is a resource rich climate 2 area with 2 sites and 3 natives. Move 4 colonists and 4 soldiers from fleet to C. 1 soldier in C prospects.

English 1 soldier and 4 colonists move from N to P. It's a climate 2 area with 3 natives. 3 colonists and 4 soldiers move from fleet to N. One soldier in O prospects.

Swedes move 4 soldiers and 5 colonist from G to F. It is a climate 3 area with 3 natives. Moves 4 soldiers and 4 colonists from K to G. Moves 4 soldiers and 4 colonists from fleet to K.

Portuguese move 4 colonists and 4 soldiers from fleet to L. One soldier prospects.

Native Combat

Spanish: 2 natives and 2 soldiers killed in I. **French:** 2 soldiers killed in C. **English:** 1 soldier killed in P. **Swedes:** 2 soldiers and 2 natives killed. Soldier loots.

Native Uprisings

Climate is a 6. Uprising in C. No losses.

Survival

Climate is a 5.

French lose 1 soldier B, English lose 1 colonist in P, Dutch lose 1 soldier in Q.

Political Control

Portuguese gain political control of L. **Swedes** gain political control of F. **English** lose political control of N.

Homebound Naval Movement

Dutch: Dice: 1, 3, 4, 5. No losses.

Spanish: Dice: 1, 1, 4, 4. No losses.

French: Dice: 1, 4, 4, 6. No losses.

English: Dice: 1, 2, 4, 5. No losses.

Swedes: Dice: 2, 3, 4, 5. No losses.

Portuguese: Dice: 1, 2, 4, 4. No losses.

Income

English: Political Control: \$40, resources: \$12.

Dutch: Political Control: \$60, gold: \$40, resources: \$17.

French: Political Control: \$60, resources: \$13.

Portuguese: Political Control: \$80, resources: \$18.

Spanish: Political Control: \$60, resources: \$23.

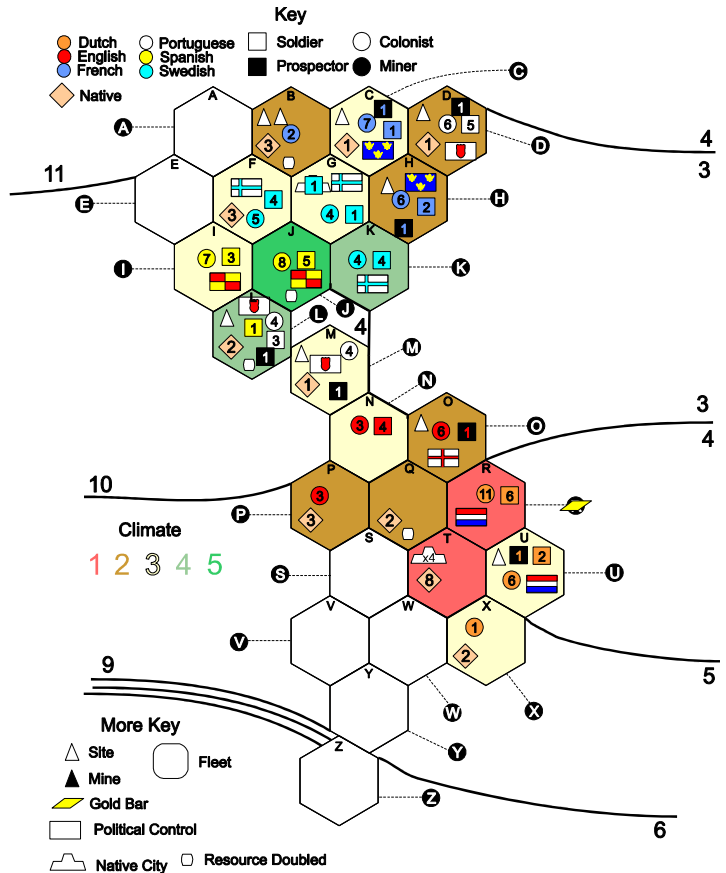
Swedes: Political Control: \$80, resources: \$13.

Turn 5 Initiative

French, Spanish, Swedes, Portuguese, Dutch, English

Press

Swedes-French and Spanish: Plenty of room for all: B/D and E/L are yours respectively. F/A are mine (and worth sweet FA, knowing my luck).



Players

| Country | Player | Money | Available Soldiers | Ships | Colonists |
|------------|-----------------|-------|--------------------|-------|-----------|
| English | Bob Robles | \$63 | 14 | 4 | 4 |
| Dutch | Andy York | \$204 | 14 | 5 | 5 |
| French | Andy Lewis | \$118 | 12 | 4 | 4 |
| Portuguese | Martin Burgdorf | \$138 | 9 | 4 | 4 |
| Spanish | Bill Scharf | \$158 | 11 | 4 | 4 |
| Swedes | Brendan Whyte | \$105 | 12 | 5 | 4 |

Basenji

Turn 4, Phase 3 through Turn 5, Phase 2

Turn 4, Phase 3: Play Cards

Paris plays Nicolaus Copernicus (20: A, X)

Barcelona passes

London plays Revolutionary Uprisings (Misery increases: Venice to 125,

Hamburg to 200, Genoa to 250, and London to 250)

Venice plays Gunpowder, War! on London (Dice: Venice = 6+1, London = 5).

Venice wins (Misery increases to 150) and London (Misery increases to 350) must cede 2 dominances to Venice.

Hamburg plays Civil War on Barcelona. Barcelona Misery increases to 125.

Barcelona must choose to lose 8 tokens or \$48 and moves to last place in Phase 5.

Barcelona dominance reduced to token.

Genoa plays Silk (Barcelona gains \$8 and Genoa gains \$72), Silk (Barcelona gains

\$8 and Genoa gains \$72), Ivory/Gold as Ivory (London gains \$10 and Genoa gains \$40)

Played Leaders

Nicolaus Copernicus (20: A, X) (Paris only)

Turn 4, Phase 4: Purchases

Paris buys Written Record (N, \$30) and stabilization (\$3).

Barcelona buys a ship upgrade (\$10), Written Record (N, \$30), Holy Indulgence (F, \$60, Misery increases to 125), Urban Ascendancy (V, \$0, \$30 credit from Civics), and stabilization (\$3)

London buys Galley 8 (\$10), Urban Ascendancy (V, \$20), and stabilization (\$1)

Venice buys Wind/Watermill (K, \$30, \$20 credit from Commerce) and stabilization (\$3)

Hamburg buys a ship upgrade (\$10) and stabilization (\$3)
 Genoa buys Human Body (B, \$40, \$20 credit from Science, Misery reduced to 200), Holy Endulgence (F, \$50, \$10 credit from Religion, Misery increases to 250), Improved Agriculture (J, \$30, \$10 credit from Commerce, Misery reduced to 200), Written Record (N, \$30), Seaworthy Vessels (S, \$60, \$20 credit from Exploration), Urban Ascendancy (V, \$20), stabilization (\$10)

Turn 4, Phase 5: Expansion

Holy Indulgence: Barcelona and Genoa each gain 8 tokens (Genoa gains \$8 due to lack of tokens), Venice, Hamburg, Paris, and London each lose 4 tokens.

Barcelona is moved to last place due to Civil War.

London cedes Alexandria and Cairo to Venice because of the War.

Paris expands to Montpellier (4, vs. Barcelona; dr = 2, 3, 4; wins).

London expands to Iceland (2), Bergen (7, vs. Paris; dr = 5, 1, 2; wins), St. Malo (4, vs. Paris; dr = 5, 3, 5; wins), and buys a card (3).

Venice expands to Kiev (2), Tana (2), Salonika (3, vs. Genoa; dr = 2, 6, 3; wins), Lyon (7, vs. Genoa; dr = 3, 4, 3; wins), Libya (1, vs. Genoa; dr = 2, 2, 5; fails), Libya (1, vs. Genoa; dr = 1, 3, 2; wins), Kaffa (1), Esseg (1).

Hamburg expands to Novogorad (2), Danzig (4), Amsterdam (2, vs. Paris; dr = 4, 2, 3; loses), Amsterdam (2, vs. Paris; dr = 5, 2, 1; wins), Bourges (8, vs. Paris; dr = 5, 3, 6; wins), Whisby (1).

Genoa expands to Marseilles (10, vs. Barcelona; dr = 6, 5, 5; wins), Lisbon (7, vs.

Barcelona; dr = 1, 1, 4; loses), Crete (6, vs. Barcelona; dr = 5, 4, 3; wins),

Barcelona (6, vs. Barcelona; dr = 3, 2, 1; wins), Riga (5, vs. Hamburg; dr = 4, 2, 4;

S.O.B.

loses).

Barcelona expands to Poti (2), Trebizond (4), Acre (5), Constantiople (4)

Expansion bonus goes to Barcelona.

Turn 4, Phase 6: Income

Paris gains \$45

London gains \$69

Venice gains \$111

Hamburg gains \$69

Genoa gains \$99

Barcelona gains \$105

Surplus of Fur (Venice pays \$3), Shortage of Metal (Barcelona gains a card).

Turn 4, Phase 7: Buy Tokens

Paris buys 10 tokens

London buys 30 tokens

Venice buys 21 tokens

Hamburg buys 29 tokens

Genoa buys 35 tokens

Barcelona buys 27 tokens

Turn 5, Phase 1: Draw Cards

Done

Turn 5, Phase 2: Buy Cards

Barcelona pays \$10 for a card. Hamburg pays \$10 for a card. Venice uses Wind/Watermill to create a shortage of Grain.

The Players

| Player | Country | Misery | Tokens | Money | Order | Dominance | Ships | Cards | Advances |
|------------------|-----------|--------|--------|-------|-------|-----------|-------|-------|------------------------------|
| Michael Lowrey | Barcelona | 100 | 27 | \$77 | 3 | 15 | 6 | 6 | A, F, N, R, V, W |
| Christopher Hunt | Venice | 150 | 21 | \$116 | 2 | 16 | | 3 | I, J, K, R |
| Chris Geggus | Hamburg | 200 | 29 | \$32 | 4 | 9 | 4 | 4 | E, I, N, V |
| Martin Burgdorf | Genoa | 200 | 35 | \$78 | 6 | 14 | 10 | 5 | A, B, E, F, I, J, N, R, S, V |
| Bob Robles | Paris | 200 | 10 | \$51 | 1 | 5 | 4 | 3 | A, E, N, R |
| Geoff Richardson | London | 350 | 30 | \$76 | 5 | 9 | 8 | 3 | A, I, V |

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Beauceron

Turns 1 and 2

Turn 1

Governor Geoff selects the Settler and takes a Quarry, Chris takes a Sugar plantation, Christopher takes a Corn plantation, Martin takes a Corn plantation, Dave takes a Corn plantation. New plantations: Indigo, Sugar, Sugar, Tobacco, Tobacco, Tobacco

Chris selects the Builder, and builds a Hospice for 3 doubloons (1 doubloon discount), Christopher builds an Indigo Plant for 3 doubloons, Martin buys a Small Market for 1 doubloon, Dave buys a Small Market for 1 Doubloon, Geoff buys a Small Warehouse for 3 doubloons.

Christopher selects the Mayor, placing colonists in an Indigo plantation and the Indigo plant, Martin places a colonist on a Corn plantation, Dave places a colonist at a Corn plantation, Geoff places a colonist at a Quarry, and Chris puts a colonist on the Hospice. Five new colonists placed on the Colony Ship.

Martin selects a Prospector and gains 2 gold.

Dave selects the Craftsman and gains 2 corn, Christopher gains 1 indigo, and Martin gains 1 corn.

Turn 2

Governor Chris selects the Settler, and selects a Quarry (gains a colonist because of the Hospice), Christopher selects an Indigo Plantation, Martin takes a Sugar Plantation, Dave takes a Tobacco Plantation, and Geoff takes a Tobacco Plantation. New plantations: Indigo, Sugar, Sugar, Tobacco, Tobacco, Coffee.

Christopher selects the Trader, gaining 1 doubloon, and trades Indigo for 2 doubloons, Martin sells 1 Corn for 0 doubloons. No further sales can take place.

Martin selects the Mayor, placing colonists in the Small Market and the Sugar plantation, Dave places a colonist on a Corn plantation, Geoff places a colonist on an Indigo plantation, Chris places a colonist on a Sugar plantation, and Christopher places a colonist on a Corn plantation. 5 new colonists placed on the Colony Ship.

Dave selects a Prospector and gains 2 doubloons.

Geoff selects the Builder and builds a Indigo Plant (1 doubloon discount for Quarry, 1 for Builder, 1 doubloon spent), Chris buys a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent), Christopher buys a Hospice (4 doubloons spent), Martin buys a Sugar Mill (4 doubloons spent), Dave buys a Tobacco Storage (5 doubloons spent)

The Players

| Player Name | Role | Plantations | Buildings | San Juan | Doubloons | Stored Production | VP |
|---------------------|------------|---------------------------------|------------------------------------|----------|-----------|-------------------|----|
| Geoff Richardson | Builder | Indigo, Quarry , Tobacco | Small Warehouse, Indigo Plant | | 0 | | |
| Chris Geggus | Settler | Indigo, Sugar, Quarry | Hospice , Small Sugar Mill | | 0 | | |
| Christopher Hunt | Trader | Indigo, Corn , Indigo | Indigo Plant (x1) , Hospice | | 0 | | |
| Martin Burgdorf | Mayor | Corn, Corn, Sugar | Small Market , Sugar Mill | | 0 | | |
| Dave Hooton | Prospector | Corn, Corn | Small Market, Tobacco Storage | | 0 | 2 corn | |

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: 77 Colonist Ship: 5

Trading House: Indigo, Corn

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

Victory Points: 112

Commodities

Corn: 7 **Indigo:** 10 **Sugar:** 11 **Tobacco:** 9 **Coffee:** 9

Buildings

| Column 1 | Column 2 | Column 3 | Column 4 |
|----------------------------------|-------------------------------|-------------------------------|--------------------------|
| Small Indigo Plant (x4, 1d, 1vp) | Indigo Plant (3d, 2vp) | Tobacco Storage (x2, 5d, 3vp) | Guild Hall (10d, 4vp) |
| Small Sugar Mill (x3, 2d, 1vp) | Sugar Mill (x2, 4d, 2vp) | Coffee Roaster (x3, 6d, 3vp) | Residence (10d, 4vp) |
| | | Factory (x2, 7d, 3vp) | Fortress (10d, 4vp) |
| Hacienda (x2, 2d, 1vp) | Office (x2, 5d, 2vp) | University (x2, 8d, 3vp) | Customs House (10d, 4vp) |
| Construction Hut (x2, 2d, 1vp) | Large Market (x2, 5d, 2vp) | Harbour (x2, 8d, 3vp) | City Hall (10d, 4vp) |
| Small Warehouse (3d, 1vp) | Large Warehouse (x2, 6d, 2vp) | Wharf (x2, 9d, 3vp) | |

Roles

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

Plantations

Quarry (x6), Indigo, Sugar, Sugar, Tobacco, Tobacco, Coffee

Discard Pile: Sugar, Tobacco, Indigo, Indigo

Best in Show

This is the partial list of all games that have finished in this zine, as well as who won.

Machiavelli

| Name | Winner |
|-------------------------|---------------|
| The Gates of Hades | Chris Hurley |
| Mastiff | Bill Scharf |
| Pack of Curs | Bill Scharf |
| Doghouse | Dave Anderson |
| Rude Dog | Ward Narhi |
| The River ¹ | Ken Marcionis |
| Not Guilty ¹ | Dave Anderson |

| Name | Winner |
|--|--|
| Rabid Dog | Ward Narhi |
| Fleabag | Berry Renken/Ray Grib/Pasquale Giovine |
| Feral Dogs | Pasquale Giovine |
| Citizen Dog | Pasquale Giovine |
| New Tricks | Phil Reynolds |
| Wild Dog | Dave Partridge |
| Off the Leash | Pasquale Giovine |
| Shepherd | Pasquale Giovine |
| Dogfight | Pasquale Giovine |
| Dirty Deeds Done Dirt Cheap ² | Dave Partridge |
| Dog Park | Mike Scott |

| Name | Winner |
|---------------------------|------------------|
| Barking Up the Wrong Tree | Dave Partridge |
| Bolognese | Pasquale Giovine |

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

| Name | Winner |
|-----------------|----------------|
| Dingo's Delight | Caleb Cousins |
| Dog Food | Andy Lewis |
| Dogged | Dennis Cain |
| Hyena | Andy Lewis |
| Hot Dog | Andy Lewis |
| Sirius | Dave Partridge |
| Procyon | Chris Geggus |
| Mirzam | Andy York |

Dune

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

Outpost

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

History of the World

| Name | Winner |
|---------------|---------------|
| Fenris Wolf | Dave Anderson |
| Mongrel | Andy Lewis |
| Wolfpack | Sean Cousins |
| Dogpaddle | Andy Lewis |
| Dog Days | Andy Lewis |
| Dogface | Andy Lewis |
| Dogwood | Andy Lewis |
| Cats and Dogs | Andy Lewis |
| Dogbreath | Andy York |
| Shaggy Dog | Chris Geggus |

New World

| Name | Winner |
|--------------------|----------------|
| Anubis | Bill Scharf |
| Chihuahua | Bill Scharf |
| Pooch | Bill Scharf |
| Coyote | Andy Lewis |
| Hounds of Tindalos | Andy Lewis |
| Doggerel | Andy Lewis |
| Gray Wolf | Dave Partridge |
| Jackal | Andy York |
| Malamute | Andy York |

S.O.B.

| Name | Winner |
|----------------|------------------------|
| Boston Terrier | Dave Hood ¹ |
| Newfoundland | Dave Hood |

¹ This game was played with the Non-Player Nations variant, and the non-player actually ended up with the most money. The player noted here was the highest scorer among the players.

Settlers/Seafarers of Catan

| Name | Winner |
|--------------------------|----------------|
| Rin Tin Tin ¹ | Brendan Whyte |
| Benji ¹ | Brad Martin |
| Fenris | Ward Narhi |
| Wolfhound | Dave Partridge |
| Salty Dog | Kevin Wilson |
| Bulldog | Mike Scott |
| Akita | Dave Partridge |
| Golden Retriever | Dave Hooton |

¹ GMed by Andy Lewis

Age of Renaissance

| Name | Winner |
|-------------|--------------|
| Kennel Club | Brad Martin |
| Dog Show | Dennis Cain |
| Dog Chow | Paul Bolduc |
| Greyhound | Dave Hood |
| Dachshund | Chris Geggus |

Kremlin

| Name | Winner |
|-------------------|------------------|
| Dirty Dogs | Chris Geggus |
| Dog Tired | Chris Geggus |
| Guard Dog | Chris Geggus |
| Sled Dog | Bill Scharf |
| Flea Collar | Chris Geggus |
| Pateel | Pasquale Giovine |
| Russian Wolfhound | Bill Scharf |
| Sly Dog | Bill Scharf |

Silverton

| Name | Winner |
|--------------------|----------------|
| Doggin' It | Bill Scharf |
| Dogged | Dave Partridge |
| Terrier | Dave Hooton |
| Hunter | Dave Partridge |
| Pick of the Litter | Dave Hooton |

Puerto Rico

| Name | Winner |
|----------------|---------------|
| Gaspode | Andy Lewis |
| Plantation Dog | Chris Geggus |
| Daquiri* | Ron Fisher |
| Whippet | Richard Weiss |

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

Power Grid

| Name | Winner |
|---------|-----------|
| Husky | Andy York |
| Grommit | Andy York |

Robo Rally

| Name | Winner |
|---------|---------------|
| Robover | Chris Geggus |
| Robodog | Brendan Whyte |

Other

| Name | Game | Winner |
|--------------------------|-------------|---------------|
| Dog Biscuit ¹ | Slapshot | Dave Anderson |
| Rockhound | 2038 | Caleb Cousins |
| Hair of the Dog | Modern Art | Andy Lewis |
| Lassie ¹ | Wembley | Chris Geggus |
| Sun Dog | Solar Quest | Brad Martin |

| Name | Game | Winner |
|---------------------|---------------|----------------|
| Warg | Downfall XIII | Dave Partridge |
| Portugese Water Dog | Goa | Chris Geggus |
| Dalmatian | Phoenicia | Andy York |
| Working Dog | Agricola | Dave Hooton |

¹ GMed by Andy LewisAddresses

| | | | | |
|------------------------------|---------------------------------|-----------------------------|--------------------------|--------------------------------|
| Dave Anderson | Forest Cole | Christopher Hunt | Ward Narhi | Bill Scharf "Doge" |
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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