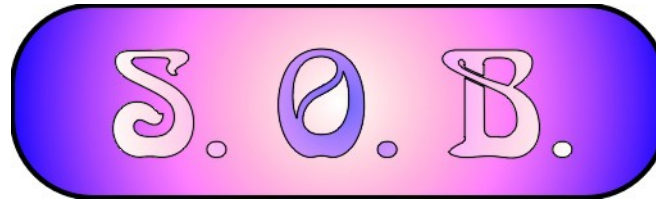


Number 228



January, 2018

Notes from Hades

I hope the new year is treating everyone well. My sons have returned from London after marching in the new years day parade. My wife and I were able to watch both the parade and their concert at St. John's concert hall on the 30th. Although we couldn't join them there, we were happy to be able to see them. It was a nice way of starting the new year.

Dogleg has finally ended this issue. Congratulations to Martin Burgdorf on his victory. We will be starting Eurasier, the Terraforming Mars game, shortly.

The next deadline is **Tuesday, February 6 at 5:00 p.m. Pacific Time.**

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Game Openings

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

Brittany. New World. Have David Hood(\$), Bob Robles(\$), Andy York(\$), Martin Burgdorf(\$), will take up to 2 more.

Bullmastiff: Agricola. This will be run by email. Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), will take up to 2 more.

Chinook: Puerto Rico. This will be the base game and will be run by email. Have Christopher Hunt(\$), Dave Hooton(\$), Chris Geggus(\$), will take up to 2 more.

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

Drever: Terra Mystica. This will be run by email. Have Chris Geggus(\$), Christopher Hunt(\$), will take up to 3 more.

Eurasier: Terraforming Mars. This will be run by email. Have Dave Hooton(\$), Chris Geggus(\$), Dave Hood(\$), Christopher Hunt(\$), will take up to 1 more.

Will start up shortly.

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

Wish List

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

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Dave Hooton, Christopher Hunt, will take up to 3 more.

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

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

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

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

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

Settlers/Seafarers of Catan: Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus, Dave Hooton, will take up to 4 more.

Diskworld: Ankh-Morpork: This will be run by email. Have Andy York, Christopher Hunt, will take up to 2 more.

Merchant of Venus: Have Andy York, will take up to 5 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

11492 Harrisburg Road

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cerberus@sob-zine.org

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

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

Dogleg

Fall 1507

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

Deadline for End of Game Statements 2/6 Tuesday

Austria finally attains hegemony over the Italian peninsula. The combined efforts of Florence, Venice, and the Pope were not enough.

Expenditures

Austria spends 12 ducats to disband Florence A Parma

The Papacy borrows 9 ducats from the moneylenders for 1 year (11 ducats due

Fall 1508) and repays 16 ducats to the moneylenders.

Outstanding Loans

Fall 1508: 26 ducats due from Venice (17 borrowed), 11 ducats due from the

Papacy (9 ducats borrowed)

Orders

AUSTRIA (Burgdorf): A Carniola to CROATIA, A Verona to TREVISO, A Swiss to TURIN, A (EP) PAVIA supports G Montferrat convert to A, A Cremona to MANTUA, A SAVOY supports A Swiss to Turin,

F PROVENCE supports A Savoy, F Gulf of Lions to

TYRRHENIAN SEA, F CORSICA to Ligurian Sea, F SARDINIA

supports F Gulf of Lions to Tyrrhenian Sea (cut), F NAPLES

supports F Gulf of Lions to Tyrrhenian Sea (cut), F ROME

supports F Gulf of Lions to Tyrrhenian Sea (cut), G

MONTFERRAT convert to A

FLORENCE (Robles): A Parma to Milan (nsu), F LIGURIAN SEA holds, F PISA

holds (u), F PIOMBINO supports F Ligurian Sea, F Sienna to

Patrimony (nsu), G PISA convert to A

PAPACY (Anderson): A PERUGIA to Rome, F WESTERN MEDITERRANEAN to

Sardinia, F PALERMO holds

VENICE (Wilson): A TYROLEA to Turin, A AUSTRIA to Tyrolea, A (EM)

Montferrat to Savoy (DISLODGED, retreat Fornova, Genoa, OTB), F Upper Adriatic to CARNIOLA, F GULF OF NAPLES to Naples

Press

Austria to Venice: If there were not EXPENDITURES, I would surely win.

Doge to Austria: May be hard to stop you but we're trying.

Notes

And with this, Austria now controls more than 15 cities, obtaining victory.

Congratulations to Martin Burgdorf.

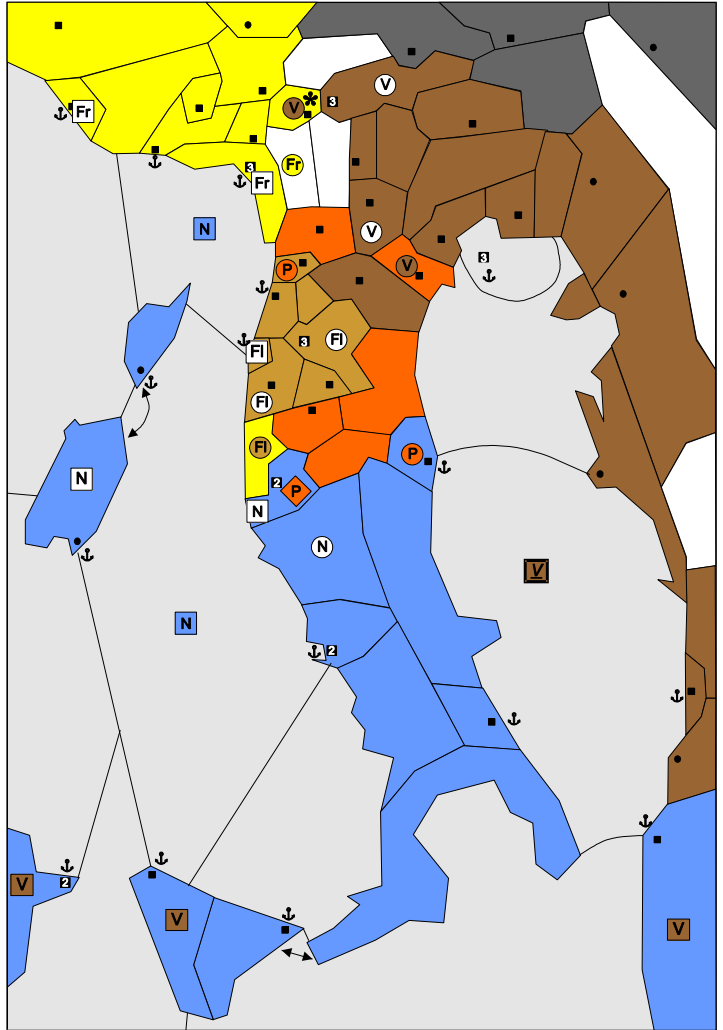
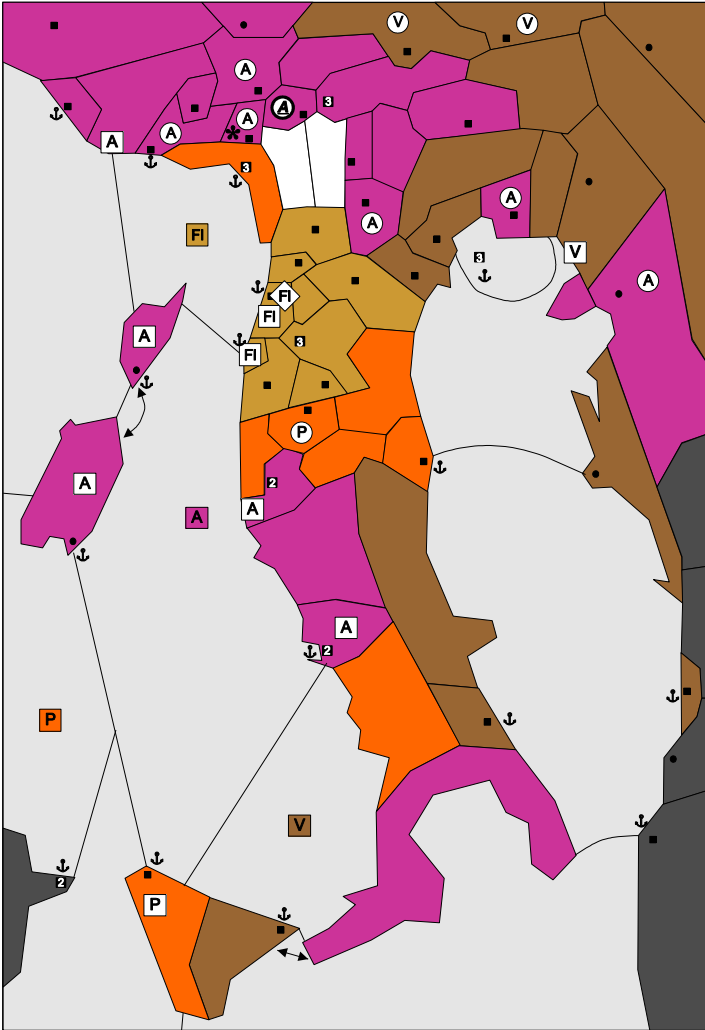
Game Summary

	'99	'00	'01	'02	'03	'04	'05	'06	'07	'08
Aus	7	9	10	11	12	14	14	14	14	18
Flo	3	5	4	5	6	9	6	7	8	7
Fra	7	4	8	0	0	0	0	0	0	0
Pap	4	6	6	5	7	7	7	7	7	4*
Ven	4	5	7	9	8	9	11	11	12	10*

*Depends on retreat

Dogleg

Rescue Dog



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

**Rescue Dog
Summer 1460**

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Fall 1460 2/6 Tuesday**

Venice retaliates against Naples by launching a major invasion, while still making gains against France. Florence takes a French enclave while the Pope strikes out against both Florence and Naples.

Spring 1460 Retreats

Venice retreats F Tyrrhenian Sea to Central Mediterranean

Expenditures

Naples pays 7 ducats to the moneylenders

Outstanding Loans

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

Spring 1462: 11 ducats due from Naples (7 ducats borrowed)

Orders

FLORENCE □ A Sienna to PATRIMONY, A Arezzo to SIENNA, F Piombino to PISA, G FLORENCE convert to A

FRANCE □ A Pavia supports A Genoa to Fornova (cut, DISLODGED, retreat Como, Turin, Montferrat, garrison, OTB), A Genoa to FORNOVA, F MARSEILLES to Gulf of Lions, G GENOA converts to F

NAPLES A Naples to CAPUA, F Corsica to LIGURIAN SEA, F SARDINIA to Gulf of Lions, F Tyrrhenian Sea to ROME, F Gulf of Naples to TYRRHENIAN SEA

PAPACY A Modena to LUCCA, A Spoleto to ANCONA, G ROME holds (u)

VENICE A MILAN supports A Parma to Pavia, A Parma to PAVIA, A MANTUA holds (u), A FERRARA holds, F Western Mediterranean to TUNIS, F Central Mediterranean to PALERMO, F Lower Adriatic to DURAZZO, F (EP) *Upper Adriatic to LOWER ADRIATIC*

Your treasury:

Press

Florence to All: Ow...

France to Naples: They call me mellow yellow. (Quite rightly)

France to Venice: You can keep your Milan.

Naples to Venice: I'll be good. See? Nice team work getting you into GoL too. I hope you follow it up with a triumphant landing Anvil/Dragoon style. I'll look after the south, you deal with the yellow FebRile forces (what did you think Fr

S.O.B.

stood for?) to the north. Central Med should head to GoL directly too. Then we can work on him with the old one-two.

Naples to Papacy: *3* detached territories now? You're falling apart my friend. Let me stitch you up...

Naples to Florence: A house upon both your plagues! You didn't half get socked with the pox. Perugia and all northwards is yours, but Rome and Ancona are mine. I hope you took Patrimony (rather than umbrage)... can't have the yellowness plaguing our nice hygienic geographical surfaces now, can we?

Venice to Naples: I am hurt. You actually attacked me first. I thought we had a alliance against France. I am going to have to take Tunis, Durazzo, and Bari for that. I am in temporary need of money.

Venice to Florence: A plague upon you!! Oh wait never mind ...that just happened to you.

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

Venice to France: I do not need to make war against you and Naples. Naples is letting me walk into his centers. After I walk into Bari in the fall, He only has Messina, Palermo and Naples and then he goes Poof. Just like the Papacy has only Perugia and Rome and then he goes Poof. Florence could easily grab these if he wants them. Are you sure you want to fight or do you want to split the spoils of island hopping?? Your choice.

Pug

End of Game Statements

	Mystery Machine 9	GEGS	PUTZ	DA	ETC	Quo Vadis
Cash	\$1,700	\$2,720	\$1,000	\$900	\$1,411	\$1,130
Deeds	\$1,800	\$1,300	\$0	\$600	\$1,200	\$800
Total	\$3,500	\$4,020	\$1,000	\$1,500	\$2,611	\$1,930

Andy York: Excellent job Chris G., you took this one running away. Thanks, as always, for the excellent GMing Chris H.

Chris Geggus: Many thanks to Chris for yet another well run game. I really do think that 2 ships are a must in the bigger scenarios. Nice to win one at last.

Bob Robles: Putz is definitely what I am in this game. congratulations to Chris for a well played game.

Azawakh

Epoch IV Goths, Huns, and Byzantines Deadline Epoch IV T'ang Dynasty, Arabs, Khmers, February 6

Epoch IV

NICE (Burgdorf): Plays Barbarians in the Alps. Central Europe (vs. Romans; B: 5, 2; R: 4, 1; wins), Dalmatia (vs. Romans; B: 6, 5; R: 4; wins), Northern Appenines (vs. Romans; B: 4, 1; R: 6; losses). GOTHs: Army Danubia (Roman army retreats to Dniepr), Central Europe, Dalmatia, Balkans (vs. Persia; G: 5, 3; P: 6, 2; losses), Balkans (vs. Persia; G: 3, 2; P: 3, 2; G: 5, 1; P: 2, 2; wins), Western Anatolia (vs. Persia; G: 5, 3; P: 2, 2; wins, fleet Black Sea unsupported), Eastern Anatolia (vs. Rome; G: 5, 3; R: 5, 2; G: 5, 1; R: 4, 1; wins), Zagros (vs. Sassanids; G: 3, 3; S: 1; wins, Capital reduced to city), Persian Salt Desert (vs. Sassanids; G: 2, 2; S: 5; losses), Persian Salt Desert (vs. Sassanids; G: 5, 2; S: 6; losses). Builds monument Zagros. Points: Presence in North Africa (2), Middle East (3), Southern Europe (3), Northern Europe (2), 1 Capital (2), 2 cities (2), 1 Seas (1), and 2 Monuments (2) for 17 points.

Red Devils (Martin): Plays Kingdom in the Gold Coast. Army, city, and fort Gold Coast. HUNS: Plays Leader. Army Western Steppe, Dniepr (vs. Rome; H: 6, 6, 5; R: 6; H: 5, 4, 2; R: 3; H: 3, 1; R: 2; wins), Baltic Seaboard (vs. Macedonians; H: 5, 4, 2; M: 2; wins), Central Europe (vs. Goths; H: 4, 3, 3; G: 6; losses), Central Europe (vs. Goths; H: 4, 4, 1; G: 1; wins), Northern Gaul (vs. Romans; H: 5, 4, 1; R: 5, 3; H: 6, 6, 3; R: 4, 3; wins), Central Massif (vs. Romans; H: 3, 1, 1; R: 4; losses), Central Massif (vs. Romans; H: 4, 1, 1; R: 1; wins), Turanian Plain (vs. Aryans; H: 5, 5, 2; A: 4; wins), Persian Plateau (vs. Sassanids; H: 2, 1, 1; S: 5, 3; losses), Persian Plateau (vs. Sassanids; H: 5, 4, 1; S: 2, 2; wins), Persian Salt Desert (vs. Sassanids; H: 6, 5, 5; S: 1; wins), Lower Indus (vs. Guptas; H: 5, 2, 1; G: 2; wins), Lower Rhein. Points: Dominance in Northern Europe (4), Presence in North Africa (2), Middle East (3), China (3), India (3), Southern Europe (3), Southeast Asia (2), 1 city (1), 3 Monuments, 1 Sea (1) for 22 points.

The Gardeners (Hunt): Plays Anglo-Saxons. Army Baltic Seaboard (Hun army retreats to Central Europe), fleet North Sea (vs. Republic of Texas; G: 6, 4; RoT: 2; wins), army Ireland. BYZANTINES: Army and Capital Balkans (Goth army retreats to Dalmatia), fleet Black Sea, Eastern Mediterranean (vs. NICE; G: 4, 1; NICE: 4; G: 5, 3; NICE: 2; wins), Western Mediterranean, army Danubia (vs. Goths; B: 2, 2; G: 3; losses), Danubia (vs. Goths; B: 4, 1; G: 2; wins), Dniepr (vs. Huns; B: 6, 3; H: 4; wins), Central Europe (vs. Huns; B: 5, 4; H: 1; B: 6, 3; H: 6; B: 3, 2; H: 3; B: 5, 5; H: 4; wins), fort Balkans, army Balkans, fortress Balkans, Crete (vs. Greeks; plays Treachery, wins, city eliminated). Points: Dominance in Northern Europe (4), Presence in Middle East (3), India (3), Southern Europe (3), 1 Capital (2), 4 Seas (4), and 3 Monuments (3) for 22 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	40
Chris Geggus	Galileo Earns Gold Star (yellow)	24	49
Dave Anderson	Romulus and Remus (orange)	26	48
Christopher Hunt	The Gardeners (green)	31	52
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	37	68

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Brad Martin	Red Devils (red)	38	56
Andy York	Republic of Texas (blue)	43	89

Press

Dave Anderson to World: I have been playing History of the World for decades, this includes the computer version. I have never, ever seen the Romans get the Guptas. I can understand the person who gave me my card. The Romans should always get the Khmers. Well, everybody its time to play the new game of wipe the Republic of Texas off the map and to whoever got stuck with the Khmers. Better luck next game.

Chris Geggus to All: Did someone seriously not give the Khmers to the Roman player! Might as well congratulate Andy York now. Romans plus Guptas first in next round equals a win to me.

Positions

RMHS: JEWS: Army, city, and fort Palestine. **CELTS:** Army and city Shatts Plateau, armies Pyrenees, Southern Iberia, Western Iberia.

NICE: EGYPT: Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula. **MACEDONIANS:** Army and city Morea, armies North European Plain, Eastern Steppe. **GOTHS:** Army, city, and Monument Zagros, two armies Dalmatia, armies Western Anatolia, Eastern Anatolia.

Romulus and Remus: PERSIA: Armies Western Ghats, Eastern Ghats, Ceylon. **MAYANS:** Army, Fort, and Capital Central America. **HSUING-NU:** Army, city, and Monument Great Plain of China, army and Monument Wei River, armies Mongolia, Yangtse Kian, Chekiang, Si-Kyang.

Red Devils: Fleet South China Sea. **CARTHAGINIA:** Army Libya. **HAN DYNASTY:** Armies Yellow River, Tarim Basin, Mekong. **HUNS:** Army and Monument Persian Plateau, Lower Indus, armies Central Massif, Northern Gaul, Lower Rhein, Western Steppe, Turanian Plain, Persian Salt Desert.

The Gardeners: Fleets North Sea, Black Sea, Eastern Mediterranean, Western Mediterranean. **SASSANIDS:** Army and Monument Upper Tigris, Lower Tigris, army Western Deccan. **ANGLO-SAXONS:** Armies Baltic Seaboard, Ireland. **BYZANTINES:** Two armies, Capital, Fortress Balkans, army and Monument Central Europe, armies Dniepr, Danubia, Crete.

Republic of Texas: Fleet Bay of Bengal. **CHOU DYNASTY:** Two armies Malayan Peninsula. **ROMANS:** Army, city, and Monument Levant, army and city Pindus, Southern Apennines, armies Northern Apennines, Albion, Highlands, Caucasus. **GUPTAS:** Army and Capital Eastern Deccan, army and Monument Upper Indus, army and city Ganges Delta, army Ganges Valley.

GEGS: ARYANS: Two armies and fort Hindu Kush. **MAURYA:** Armies Irrawaddy, Szechuan.

Event Cards

Epoch IV Empire

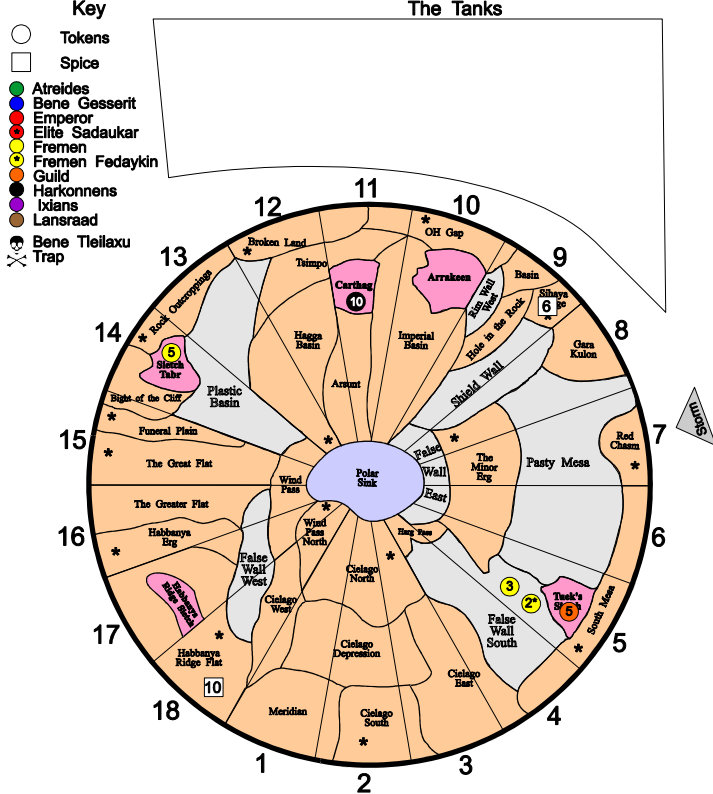
Affenpinscher

Traitor Selection, Initial Token Placement, and Turn 1 Storm through Bidding
Turn 1 Bidding, February 6

Players

EMPEROR Kevin Wilson
 GUILD Bob Robles
 GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
 HARKONNENS Bill Scharf



Turn 1

Storm Round

Initial storm location is sector 7. (Turn 2 storm movement: _____).

Spice Blow

6 spice Sihaya Ridge
 10 spice Habbanya Ridge Flat

Bidding Round

CHOAM Charity recipients: None.
 4 cards are up for bid. Eligible bidders are: Emperor (1 card), Fremen (1 card), Guild (1 card), Harkonnens (2 cards).

Positions

Empror: 20 tokens off-planet
Spice: 5

Fremen: 5 tokens Sietch Tabr, 5 tokens (2 Fedaykin) False Wall South (4), 10 tokens (1 Fedaykin) Southern Hemisphere
Spice: 3

Traitor Draw

Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet
Spice: 5

Harkonnens: 10 tokens Carthag, 10 tokens off-planet
Spice: 10

Treachery Cards**Spaniel****Turn 2****Turn 3, February 6**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Right (300)	Move 3 (800)	Move 2 (760)	Move 2 (750) , Move 2 (710)	Move 2 (700)
Robot Nick	Move 1 (520)	Rotate Left (230)	Move 3 (830)	Move 1 (600)	Move 1 (660)
meRobot	Move 3 (820)	Rotate Left (370)	U-Turn (10)	Rotate Left (310)	Back Up (470)
Huey	Rotate Right (120)	Move 1 (510)	Rotate Left (190)	Move 3 (810)	Move 1 (640)
SmaD	Move 2 (770)	Move 3 (790)	Rotate Right (400)	Move 1 (570)	Rotate Left (330)
Delekbob	U-Turn (50)	Rotate Left (290)	Rotate Right (80)	Move 1 (620)	Move 2 (730) , Rotate Left (170)

Registers in italics are locked.

Phase 1

meRobot dashes ahead 3 to K23, pushing GEGS to L23, SmaD moves ahead 2 to D19, Robot Nick moves ahead 1 to K20, GEGS rotates right to face west, Huey rotates right to face east, Dalekbob makes a U-Turn to face north. Conveyor belts: Robot Nick is moved to K19 and rotated to face east, meRobot is moved to K22.

Phase 2

GEGS dashes ahead 3 to I23, SmaD dashes ahead 3 to D16, Huey moves ahead 1 to G24, meRobot rotates left to face north, Dalekbob rotates left to face west, Robot Nick rotates left to face north. Conveyor belts: GEGS is moved to J23, Robot Nick is moved to L19, meRobot is moved to K21, and Huey is moved to G23 and rotated to face south. GEGS shoots Huey.

Phase 3

Robot Nick dashes ahead 3 to L16, GEGS moves ahead 2 to H23, SmaD rotates right to face east, Huey rotates left to face east, Dalekbob rotates left to face south, and meRobot makes a U-turn to face south. Conveyor belts: GEGS is moved to I23, meRobot is moved to K20, and Huey is moved to H23. GEGS shoots Huey, Huey shoots GEGS with the Scrambler (Move 2 (750) replaced with Move 2 (710) in Phase 4), SmaD shoots Robot Nick, and meRobot is shot by an on-board laser (absorbed by Ablative Coat).

Phase 4

Huey dashes ahead 3 to K23, pushing GEGS to L23, GEGS moves ahead 2 to I23, pushing Huey to H23, Dalekbob moves ahead 1 to I23, pushing GEGS to I24, Robot Nick moves ahead 1 to L15, SmaD moves ahead 1 to E16, and meRobot rotates left to face east. Conveyor belts: meRobot is moved to K19 and rotated to face south, Huey is moved to I23, and Dalekbob is moved to K23 and rotated to face east. meRobot shoots Dalekbob, and Huey shoots Dalekbob with the Scrambler (Move 2 (730) replaced with Rotate Left (170) in Phase 5).

Phase 5

GEGS moves ahead 2 to H24, Robot Nick moves ahead 1 to L14, Huey moves ahead 1 to K23, pushing Dalekbob to L23, meRobot backs up to K18, SmaD rotates left to face north, and Dalekbob rotates left to face north. Conveyor belt moves Huey to K22. meRobot shoots Huey. Dalekbob shoots Robot Nick.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Gyroscopic Stabilizer	H24>W		3	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L14>N		3	3
3	Dave Hooton	meRobot	Orange	Ablative Coat (1)	K18>S		3	0
4	Christopher Hunt	Huey	Green	Scrambler	K22>E		3	3
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	E16>N		3	0
6	Andy York	Delekbob	Black	Double-Barreled Laser	L23>N		3	2

Program Cards**Briard**
Gamestart to Turn 2, Phase 2Initial Bids

Dave Hooton bids \$2 and takes London
 Martin Burgdorf bids \$1 and takes Genoa
 Christopher Hunt bids \$1 and takes Paris
 Chris Geggus bids \$0 and takes Barcelona
 Bob Robles bids \$0 and takes Venice

Initial Token Purchases

London buys 16 tokens
 Genoa buys 17 tokens
 Paris buys 16 tokens
 Barcelona buys 11 tokens
 Venice buys 16 tokens

Turn 1, Phase 1: Card Draw

Done

Turn 1, Phase 2: Buy Cards

None eligible.

Turn 1, Phase 3: Play Cards

Barcelona plays Dionysius Exiguus (N: 20)
 Venice plays Charlemagne (W: 20)
 Paris plays St. Benedict (N, E: 10)
 London plays Timber (no payouts)
 Genoa plays The Crusades, placing a dominance marker in Acre and increasing his Misery to 10.

Turn 1, Phase 4: Purchases

Barcelona buys a ship upgrade (\$10), Written Record (N, \$20 discount for Dionysius Exiguus, \$10 spent), and stabilization (\$3).
 Venice buys Caravan (I, \$20) and stabilization (\$3)
 Paris buys Patronage (E, \$10 discount from St. Benedict, Misery increases to 10), and stabilization (\$3).
 London buys a ship upgrade (\$10) and stabilization (\$3)

Genoa buys Caravan (I, \$20). Misery increases to 20 due to lack of stabilization.

Turn 1, Phase 5: Expansion

Barcelona expands to Montpellier (2), Basque (2), Valencia (2), Grenada (2), and Toledo (3)
 Venice expands to Milan (3), Venice (4), Belgrade (2), Vienna (4), and Dubrovnik (3)
 Paris expands to St. Malo (2), Bordeaux (4), Dijon (3), Strassbourg (3), and Bourges (4)
 London expands to York (3), Edinburgh (2), Chester (3), Portsmouth (5) and buys a card (3)
 Genoa expands to Lyons (4), Suez (3), Aleppo (4), Marseilles (6), Bessel (1).
 Barcelona gains a card.

Turn 1, Phase 6: Income

Barcelona gains \$45
 Venice gains \$45
 Paris gains \$45
 London gains \$40
 Genoa gains \$45
 Surplus of Wool (London loses \$3), Shortage of Cloth (Venice gains a card).

Turn 1, Phase 7: Buy Tokens

Paris buys 22 tokens
 London buys 5 tokens
 Genoa buys 19 tokens
 Barcelona buys 21 tokens
 Venice buys 11 tokens

Turn 2, Phase 1: Draw Cards

Done

London spends \$2 to remove the surplus of wool.

Turn 2, Phase 2: Buy Cards

None eligible

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	London	0	5	\$39	1	5	2	4	
Martin Burgdorf	Genoa	20	19	\$28	3	6		3	I
Christopher Hunt	Paris	10	22	\$23	5	6		3	E
Chris Geggus	Barcelona	0	21	\$30	4	6	2	4	N
Bob Robles	Venice	0	11	\$35	2	6		4	I

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Cards

Broholmer
Gamestart to Age II, Phase 2

The Players

Player	Wonder	Money
Chris Geggus	Helicarnassos A	6
Bill Scharf	Giza A	3
Christopher Hunt	Alexandria A	4
Dave Hooton	Ephesus B	6
Martin Burgdorf	Rhodes A	3

Clockwise passing will go down this list, while counterclockwise passing will go up.

Age I

Phase 1

Helicarnassos plays a Clay Pool, gaining 1 clay production.

Giza plays a Stone Pit, gaining 1 stone production.

Alexandria plays a Stone Pit, gaining 1 stone production.

Ephesus plays the Forest Cave, spending 1 gold, and gaining production of wood

or ore.

Rhodes plays the Marketplace, gaining a discount on manufactured resources from both neighbors.

Phase 2

Helicarnassos plays a Guard Tower, paying 1 brick and gaining 1 shield.

Giza plays a Timber Yard, paying 1 gold, and gaining production of stone or wood.

Alexandria plays an Ore Vein, gaining 1 ore production.

Ephesus plays a Barracks, paying 1 ore and gaining 1 shield.

Rhodes plays the Clay Pool, gaining 1 clay production.

Phase 3

Helicarnassos plays an Excavation, paying 1 gold and gaining production of 1 stone or 1 brick.

Giza plays the Clay Pit, paying 1 gold and gaining production of 1 brick or 1 ore.

Alexandria plays a Workshop, using inherent glass production.

Ephesus plays a Tavern, gaining 5 gold.

Rhodes plays a West Trading Post, allowing the purchase of raw materials from

Ephesus for 1 gold each.

Phase 4

Helicarnassos plays an Ore Vein, gaining production of one ore.

Giza plays an Altar, gaining 2 victory points.

Alexandria plays an East Trading Post, allowing the purchase of raw materials from Ephesus for 1 gold each.

Ephesus pays 2 gold to Alexandria for stone and plays the Baths, gaining 3 victory points.

Rhodes plays a Lumber Yard, gaining 1 lumber production.

Phase 5

Helicarnassos plays a Tavern, gaining 5 gold.

Giza spends 2 stone to build the first stage of his wonder.

Alexandria spends 1 ore to play a Barracks, gaining one shield.

Ephesus plays the Altar, gaining 2 victory points.

Rhodes plays the Theater, gaining 2 victory points.

Phase 6

Helicarnassos uses 2 brick to build the first stage of his wonder.

Giza discards a card for 3 gold.

Alexandria spends 1 lumber to build a Stockade.

Ephesus plays a Loom, gaining 1 cloth production.

Rhodes plays a Press, gaining 1 paper production.

Conflict

Helicarnassos has 1 shield versus 0 shields for Giza and 0 shields for Rhodes, winning both conflicts.

Giza has 0 shields, versus 1 for Helicarnassos and 2 for Alexandria, losing both conflicts.

Alexandria has 2 shields, versus 0 for Giza and 1 for Ephesus, winning both conflicts.

Ephesus has 1 shield, versus 2 for Alexandria and 0 for Rhodes, losing versus Alexandria and winning versus Rhodes.

Rhodes has 0 shields, versus 1 for Ephesus and 1 for Helicarnassos, losing both conflicts.

Age II

Phase 1

Helicarnassos spends 2 bricks to play the Forum.

Giza spends 1 gold to play the Sawmill, gaining 2 wood production

Alexandria spends 2 ore and 1 glass (paying Ephesus 1 gold for 1 ore) to play the Dispensary

Ephesus plays an Aqueduct, which is free because of the Baths

Rhodes plays the Caravanserai, which is free because of the Marketplace, gaining the production of one raw commodity per turn.

Phase 2

Helicarnassos spends 1 gold to build the Foundry, gaining 2 ore production.

Giza spends 3 stone to build Walls, gaining 2 shields.

Alexandria plays the Archery Range, which is free because of the Workshop, gaining 2 shields.

Ephesus spends 2 wood to build the Caravanserai, spending 2 gold to buy 1 wood from Rhodes, gaining the production of one raw commodity per turn.

Rhodes spends 2 wood to build the first stage of his wonder.

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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. **Caverna:** None so far. **Terra Mystica:** None so far. **Terraforming Mars:** None so far.

Standby Calls

None this issue!