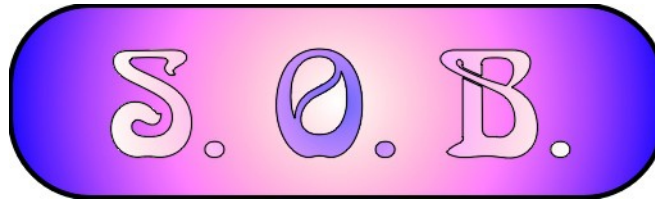


Number 229



February, 2018

Notes from Hades

Not much going on this time around, just steadily plowing on through the year. Rescue Dog and Borholmer have both ended this issue. Congratulations to Dave Anderson in Rescue Dog and Dave Hooton in Broholmer on their victories. We will be starting Borzoi, a new Machiavelli game, and Brittany, a New World game, next issue.

The next deadline is **Tuesday, March 13 at 5:00 p.m. Pacific Time.**

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Game Openings

Borzoi. Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt(\$), Bob Robles(\$), Jack McHugh, Martin Burgdorf(\$), Kevin Wilson(\$), will take up to 2 more. **Starts next issue with whoever is signed up!**

Brittany. New World. Have David Hood(\$), Bob Robles(\$), Andy York(\$), Martin Burgdorf(\$), will take up to 2 more. **Starts next issue with whoever is signed up!** Empty slots will be controlled by the non-player rules.

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.

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.

Output: 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, Bob Robles, 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-subbers.

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

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

Dogleg**End of Game Statements
Miller Number 2012Apw25***Game Summary*

	1499	1500	1501	1502	1503	1504	1505	1506	1507	1508
Austria:	7	9	10	11	12	14	14	14	14	18
Florence:	3	5	4	5	6	9	6	7	8	7
France:	7	4	8	0	0	0	0	0	0	0
Papacy:	4	6	6	5	7	7	7	7	7	4
Venice:	4	5	7	9	8	9	11	11	12	10

The Players

AUSTRIA:	Martin Burgdorf
FLORENCE:	Bob Robles
FRANCE:	Brendan Whyte (out, Fall 1501)
PAPACY:	Dave Anderson
VENICE:	Kevin Wilson

1ST PLACE3rd place5th place4th place2nd place

Statements

Bob Robles (Florence): Congratulations to martin for a tough game. The rest of us just couldn't get it together to stop him.

Dave Anderson (Papacy): Congratulations on a hard fought victory. A few changes here, a few different dice rolls there and things would have been different. One thing stands out. France poor play. It was inexcusable. That just practically gave him the game early. I will return.

Kevin Wilson (Venice): Congratulations to Martin. It was a hard fought and well deserved win. For a bit I thought the Anti-Austria Alliance might hold him off but that plague season in summer 1507 killed us. It left the front wide open and Martin swooped in.

Early I allied with Martin. My hope was to get a peaceful front with him while I consolidated my hold on the Adriatic, then turn my attention toward him for the final cities needed to win. But the Pope proved a formidable opponent, even taking Venice from me with a well-placed bribe. Consolidating the area then became harder and took longer. Long enough to Austria to unexpectedly eliminate France. The elimination of France allowed Austria to turn on me before I was ready to turn on him and from then on it was just an attempt to keep him from enough to win. While I didn't hold out any hope of actually winning myself, not after Austria attacked me, I knew if I caught a break and the Anti-Austria Alliance held, a chance might appear. Just to be safe, I did retake Venice eventually, more for the income than to get to a win, but I realized it likely would be needed if a chance were to pop up. But, Austria proved wiley enough to keep us guessing and then was ready to pounce when plague opened the door.

All in all, an entertaining and well fought game. Let's go again!

Rescue Dog

Fall 1460

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for End of Game Statements 3/13 Tuesday**

Venice completes his domination of the Italian peninsula, mostly at Naples' expense.

Rescue Dog

Expenditures

Papacy pays 6 ducats to the moneylenders.
Venice borrows 24 ducats from the moneylenders for 1 year (29 ducats due Fall 1461). Spends 24 ducats to buy Naples F Tyrrenian Sea. Spends 3 ducats to counterbribe A Milan.

Outstanding Loans

Fall 1461: 29 ducats due from the Papacy (24 ducats borrowed)
Spring 1462: 11 ducats due from Naples (7 ducats borrowed)

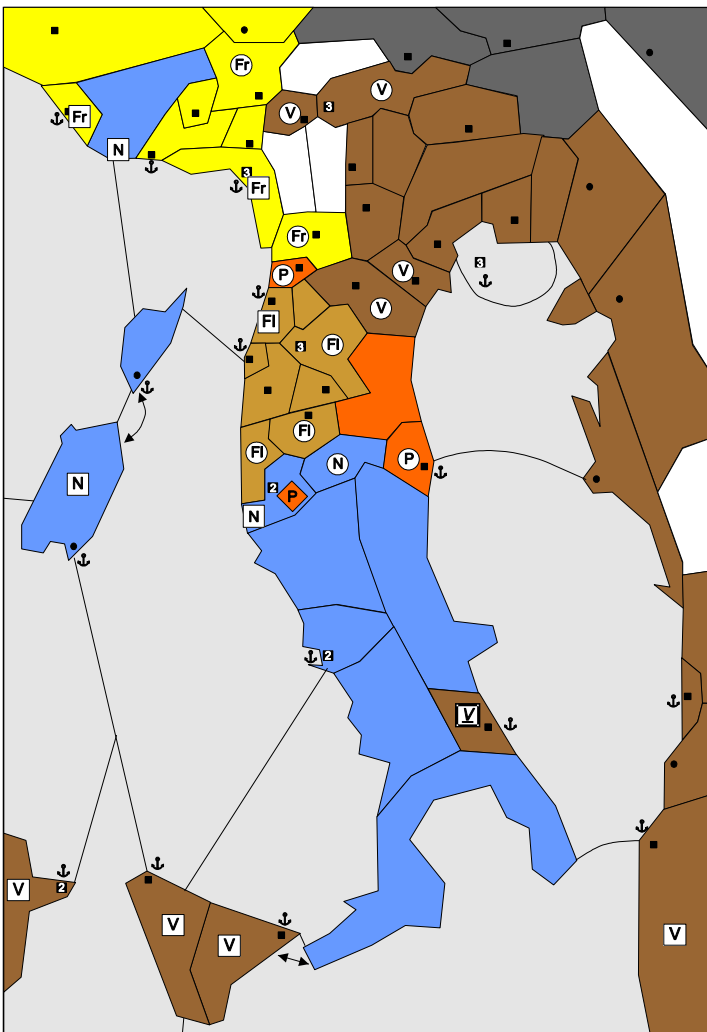
Orders

- FLORENCE A FLORENCE supports F Piombino to Pisa, A Sienna to PERUGIA, A PATRIMONY supports A Sienna to Perugia, F Piombino to PISA
- FRANCE A TURIN to Pavia, A Fornova to MODENA, F Marseilles to GULF OF LIONS, F GENOA supports A Fornova to Modena
- NAPLES A Capua to SPOLETO, F Ligurian Sea to PROVENCE, A Tyrrenian Sea to Gulf of Lions (nsu), F SARDINIA supports F Tyrrenian Sea to Gulf of Lions (nsu), F ROME holds
- PAPACY A LUCCA holds, A ANCONA holds, G ROME holds
- VENICE A PAVIA to Turin, A MILAN to Pavia, A Mantua to BOLOGNA, A FERRARA holds (u), F (EP) Lower Adriatic to BARI, F DURAZZO holds, F Palermo to MESSINA, F TUNIS holds, F Tyrrenian Sea to PALERMO

Your treasury:

Press

- France to Florence:** You can keep Pat, if you promise to abstain from further aggression against French territory.
- France to Venice:** You have to give Pav back to me.
- Naples to France:** Whether Venice talks me out or not, I'm taking as much of you down with me as I can.
- Naples to Venice:** Don't get sore... I'm trying to stick it to France. I will continue to do so, whether you attack me or not. That's because I stick to my plans instead of stabbing my allies. In fact I'll make it easier for you to wipe me out and win next year. So there.
- Naples to Florence:** Grab as much of the Popery bits as you can. Venice is going



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

Summer 1460 Retreats

France retreats A Pavia to Turin

ape.

Naples to Papacy: Nothing personal, but I gotta find where the pirates buried that treasure...

Venice to France: Just a small slice of your country will suffice.

Venice to Florence: To bad you got crippled by the Pontiff. It would have been fun going toe to toe with you.

Venice to Pope: Finally reclaiming your homeland. Good going.

Venice to Naples: Thanks to you the game is over , if you had not attacked me...you could have been a contender.

Venice to World: Lets play a counting game-- If I kept all my 13 centers from last time--then we have Fer at 14, Bari at 15 , Durazzo at 16, Tunis at 17 , Messina at 18 Palermo at 19 any French center 20.

Notes

With this, Venice controls 21 cities, which is more than half of the 41 cities in

S.O.B.

play. Therefore, Venice wins. Congratulations to Dave Anderson on his victory.

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461
Florence:	3	2	4	6	3	3	6	6
France:	3	6	6	6	8	8	9	9
Milan:	3	3	4	5	4	1	0	0
Naples:	4	4	5	3	5	8	9	3
Papacy:	4	6	6	6	5	6	3	2
Turks:	3	3	3	3	2	0	0	0
Venice:	4	6	7	9	10	10	13	21

Azawakh

Epoch IV T'ang Dynasty, Arabs, Khmers Deadline Epoch V Empire Selection and Franks, March 13

Epoch IV

Romulus and Remus (Anderson): Plays Sub-Saharan Migrants. Armies in Congo Basin, Madagascar. Plays Plague in Ganges Delta (Gupta army eliminated).

T'ANG DYNASTY: Army and Capital Yangtse Kian (Hsuing-nu army retreats to Great Plain of China), Chekiang (vs. Huing-nu; automatic victory), fleet South China Sea (vs. Red Devils; R&R: 6, 2; RD: 2; wins), Szechuan (vs. Muarya; T: 5, 2; M: 5; T: 4, 3; M: 4; T: 3, 2; M: 2; wins), Irrawaddy (vs. Muarya; T: 2, 2; M: 2, 1; T: 5, 4; M: 5, 2; T: 5, 1; M: 3, 2; wins), Ganges Delta (city eliminated), Ganges Valley (vs. Guptas; T: 6, 1; G: 4; wins), Upper Indus (vs. Guptas; T: 4, 3; G: 3; wins), Western Deccan (vs. Sassanids; T: 6, 1; S: 5, 4; T: 6, 5; S: 5, 3; wins), Lower Indus (vs. Huns; T: 4, 4; H: 1; wins), Persian Salt Desert (vs. Huns; T: 6, 2; H: 6, 4; T: 6, 3; H: 5, 3; wins). Builds monument Yangtse Kian. Points: Dominance in China (6), India (6), Presence in Middle East (3), Southern Europe (3), Southeast Asia (2), 2 Capital (4), 1 city (1), 1 Sea (1), and 5 Monuments (5) for 31 points.

Royal Manticoran Historical Society (Wilson): ARABS: Plays Fanaticism. Army and Capital Arabian Peninsula (Egyptian army retreats to Nile Delta), fleet Red Sea, army Nile Delta (vs. Egypt; A: 5, 1; E: 5+1; loses), Nile Delta (vs. Egypt; A: 2, 1; E: 1+1; A: 5, 1; E: 2+1; wins, Capital reduced to city), Nubia, Palestine (vs. Jews; automatic victory, city eliminated), Levant (vs. Romans; A: 6, 3; R: 4; wins, city eliminated), Upper Tigris (vs. Sassanids; A: 6, 4; S: 2; wins), Zagros (vs. Goths; A: 2, 1; G: 6, 5; loses), Zagros (vs. Goths; A: 4, 1; G: 3, 1; wins, city eliminated), Persian Salt Desert (vs. T'ang Dynasty; A: 2, 1; T: 2; wins), Lower Indus (vs. T'ang Dynasty; A: 3, 1; T: 5; loses), Lower Indus (vs. T'ang Dynasty; A: 6, 5; T: 1; wins), Upper Indus (vs. T'ang Dynasty; A: 4, 3; T: 2; wins), Ganges Valley (vs. T'ang Dynasty; A: 6, 6; T: 1; wins), Ganges Delta (vs. T'ang Dynasty; A: 4, 3; T: 2; wins), Persian Plateau (vs. Huns; A: 4, 2; H: 5; loses), Persian Plateau (vs. Huns; A: 4, 1; H: 1; wins). Builds Monuments Arabian Peninsula, Nile Delta. Points: Dominance in North Africa (4), Middle East (6), Presence in India (3), Southern Europe (3), 1 Capital (2), 2 cities (2), 8 Monuments (8), 1 Sea (1) for 28 points.

Galileo Earns Gold Star (Gegus): Plays Kingdom in the Highlands. Army, city, and fort Highlands (Roman army retreats to Albion). Plays Civil War on the Romans. Army Northern Apennines (C: 6, 3; R: 2; wins), Southern Apennines (C: 4, 3; R: 4; C: 4, 2; R: 3; wins, city eliminated), Pindus (C: 6, 2; R: 5; wins, city eliminated). KHMERS: Army and Capital Mekong (Han Dynasty army eliminated), fleet South China Sea (vs. R&R; GECS: 5, 4; R&R: 3; wins), army East Indies, Si-Kyang (vs. Hsuing-nu; K: 4, 1; H: 2; wins), Irrawaddy (vs. T'ang Dynasty; K: 6, 1; T: 6; K: 6, 6; T: 2; wins). Points: Dominance in Southeast Asia (4), Presence in China (3), India (3), Southern Europe (3), Northern Europe (2), 1 Capital (2), and 1 Sea (1) for 18 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Gegus	Galileo Earns Gold Star (yellow)	29	67
Christopher Hunt	The Gardeners (green)	31	52
Dave Anderson	Romulus and Remus (orange)	37	79
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	37	68
Kevin Wilson	Royal Manticoran Historical Society (purple)	38	68
Brad Martin	Red Devils (red)	38	56
Andy York	Republic of Texas (blue)	43	89

Press

Romulus and Remus: Commander studied the map and it suddenly changed with the appearance of the Guptas. His mouth openly gaped as he saw the faction who had the Romans rolled out the Guptas. No that cannot be he gasped. The Commander fumbled for his communicator. He screamed into it... Tal raise the shields --put all weapons on alert. The Enterprise with our cloak must be in orbit. The Federation blue faction must be wiped off the planet each time and the not so Nice faction must pay a price for collaborating with the Federation for giving the Guptas to them.

Positions

RMHS: CELTS: Army and city Shatts Plateau, armies Pyrenees, Southern Iberia, Western Iberia. ARABS: Army, Capital, and Monument Arabian Peninsula, army, city, and Monument Nile Delta, army and Monument Levant, Upper Tigris, Zagros, Lower Indus, Upper Indus, Persian Plateau, armies Palestine, Nubia, Persian Salt Desert, Ganges Valley, Ganges Delta.

NICE: MACEDONIANS: Army and city Morea, armies North European Plain, Eastern Steppe. GOTHS: 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: Two armies,

city, and Monument Great Plain of China, army and Monument Wei River, army Mongolia. T'ANG DYNASTY: Army, Capital, and Monument Yangtse Kian, armies Szechuan, Western Deccan.

Red Devils: CARTHAGINIA: Army Libya. HAN DYNASTY: Armies Yellow River, Tarim Basin. HUNS: Armies Central Massif, Northern Gaul, Lower Rhein, Western Steppe, Turanian Plain.

The Gardeners: Fleets North Sea, Black Sea, Eastern Mediterranean, Western Mediterranean. SASSANIDS: Army and Monument Lower Tigris. 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: Two armies Albion, armies Caucuses, Middle Tigris. GUPTAS: Army and Capital Eastern Deccan.

GEGS: Fleet South China Sea. ARYANS: Two armies and fort Hindu Kush. SCOTTS: Army, city, fort Highlands. CIVIL WAR: Armies Northern Apennines, Southern Apennines, Pindus. KHMERS Army and Capital Mekong, armies East Indies, Si-Kyang, Irrawaddy.

Event Cards

Epoch V Empire Draw

Affenpinscher

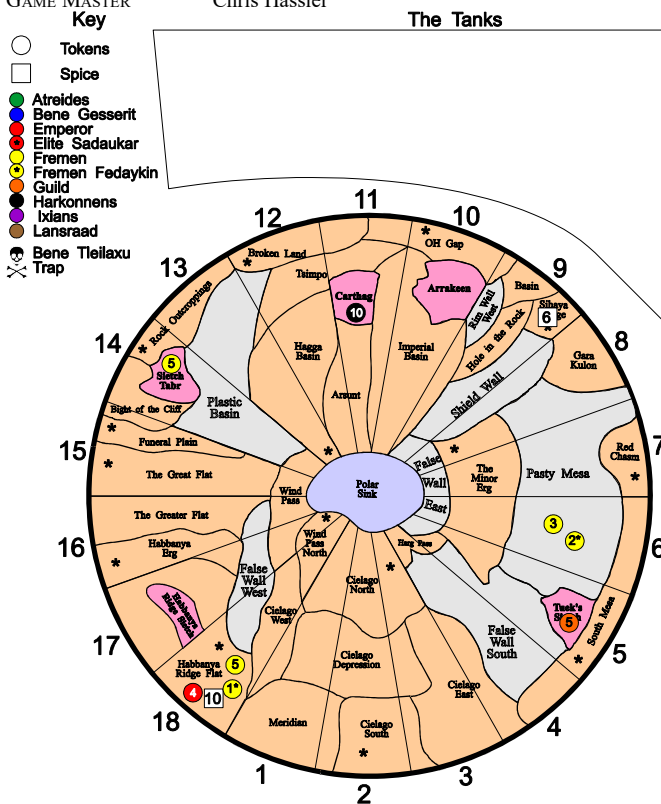
Turn 1 Bidding to Battle

Turn 1 Battle, March 13

Players

EMPEROR Kevin Wilson
 GUILD Bob Robles
 GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
 HARKONNENS Bill Scharf



Turn 1

Bidding Round

CARD 1 () goes to the Fremmen for 3 spice
 CARD 2 () goes to the Emperor for 2 spice
 CARD 3 () goes to the Emperor for 2 spice
 CARD 4 is not bid on and is returned to the top of the deck.

Revival and Movement

Revival

None. The Guild decides to go first.

Shipping

Guild passes.
 Emperor ships 4 tokens to Habbanya Ridge Sietch.
 Fremmen ship 6 tokens (1 Fedaykin) to Habbanya Ridge Flat (18).
 Harkonnens pass.

Movement

Guild passes.
 Emperor ships 4 tokens to Habbanya Ridge Sietch to Habbanya Ridge Flat (18).
 Fremmen ship 5 tokens (2 Fedaykin) to False Wall South (4) to Pasty Mesa (6).
 Harkonnens pass.

Battle Round

Battle in Habbanya Ridge Flat: Emperor vs. Fremmen. Fremmen at the aggressors.

Positions

Empror: 4 tokens Habbanya Ridge Flat (18), 16 tokens off-planet
 Spice: 3 cards
Fremmen: 5 tokens Sietch Tabr, 5 tokens (2 Fedaykin) Pasty Mesa (6), 6 tokens (1 Fedaykin) Habbanya Ridge Flat (18), 4 tokens Southern Hemisphere
 Spice:

Guild: 2 cards
 5 tokens Tuek's Sietch, 15 tokens off-planet
 Spice: 1 card
Harkonnens: 10 tokens Carthago, 10 tokens off-planet
 Spice: 2 cards

Traitors

Treachery Cards

Spaniel
Turn 3
Turn 4, March 13

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (680)	Back Up (470)	Rotate Right (320)	Rotate Left (290)	Rotate Right (180)
Robot Nick	Move 3 (800)	Move 2 (690)	Move 1 (620)	Rotate Left (110)	Rotate Left (90)
meRobot	Rotate Right (200)	Rotate Left (330)	Rotate Left (130)	Rotate Left (310)	Rotate Right (140)
Huey	Rotate Right (160)	Move 1 (490)	Move 2 (670)	Move 2 (740)	Move 3 (820)
SmaD	Rotate Left (190)	U-Turn (40)	Move 3 (840)	Move 2 (750)	Move 1 (570)
Delekbob	Rotate Left (210)	Move 1 (510)	<i>Rotate Right (240), Rotate Left (410)</i>	<i>Move 1 (580), Move 1 (590)</i>	<i>Rotate Left (270), Rotate Right (260)</i>

Registers in italics are locked.

Phase 1

Robot Nick dashes forward 3 to L11, GEGS moves ahead 2 to F24, Dalekbot rotates left to face west, meRobot rotates right to face west, SmaD rotates left to face west, and Huey rotates right to face south. The conveyor belt moves Huey to K21.

Phase 2

Robot Nick moves ahead 2 to L9, Dalekbot moves ahead 1 to K23, Huey moves ahead 1 to K22, GEGS backs up to G24, meRobot rotates left to face south, and SmaD makes a U-turn to face east. Conveyor belts: GEGS is moved to G23 and rotated to face north, Huey is moved to K21, and Dalekbot is moved to K22. meRobot shoots Huey and Huey shoots the Scrambler at Dalekbot.

Phase 3

SmaD dashes forward 3 to H16, Huey moves ahead 2 to K23, pushing Dalekbot to K24, Robot Nick moves ahead 1 to L8, Dalekbot rotates left to face south, GEGS rotates right to face east, and meRobot rotates left to face east. Conveyor belts: GEGS is moved to H23 and Huey is moved to face K22. Huey shoots Dalekbot with the Scrambler.

Phase 4

SmaD moves ahead 2 to J16, Huey moves ahead 2 to K24, pushing Dalekbot to K25, Dalekbot moves ahead 1 to K26, meRobot rotates left to face north, GEGS rotates left to face north, Robot Nick rotates left to face west. The conveyor belt moves GEGS to I23. Huey shoots Dalekbot with the Scrambler.

Phase 5

Huey dashes ahead 3 to K27, pushing Dalekbot to K28, SmaD moves ahead 1 to K16, Dalekbot rotates right to face west, GEGS rotates right to face east, meRobot rotates right to face east, and Robot Nick rotates left to face south. Conveyor belts: GEGS is moved to J23, Huey is moved to J27 and rotated to face east, and SmaD is moved to K15.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Gyroscopic Stabilizer	J23>E		3	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L8>S		3	3
3	Dave Hooton	meRobot	Orange	Ablative Coat (1)	K18>E		3	0
4	Christopher Hunt	Huey	Green	Scrambler	J27>E		3	4
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	K15>E		3	0
6	Andy York	Delekbob	Black	Double-Barreled Laser	K28>W		3	2

GEGS is Gyroscopic Enhancement Gains Stability. SmaD is Smash the Destroyer.

Program Cards

Briard

Turn 2, Phase 3 through Turn 3, Phase 1

Turn 2, Phase 3: Play Cards

London plays Famine (Misery increases: London to 30, Genoa to 60, Paris to 40, Barcelona to 40, and Venice to 30), Stone (Paris and Venice each gain \$4, Barcelona gains \$1), and Spice (Genoa gains \$9).

Venice plays Armor.

Genoa passes.

Barcelona plays Stirrups.

Paris passes.

Turn 2, Phase 4: Purchases

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

Venice buys Urban Ascendancy (V, \$20), a ship upgrade (\$10), and stabilization (\$6)

Genoa buys stabilization (\$6)

Barcelona buys Caravan (I, \$20) and a ship upgrade (\$10). Lack of stabilization means that Misery increases to 50.

Paris buys Caravan (I, \$20) and stabilization (\$6)

Turn 2, Phase 5: Expansion

London expands to Iceland (2), Waterford (2), and Leon (1).
 Venice expands to Prague (2), Salonika (2), Rome (4), Sicily (2), and Bari (1).
 Genoa expands to Cagliari (1), St. Gali (1), Basel (2), Alexandria (5), Cairo (4), Strassbourg (6, vs. Paris; dr = 4, 4, 3; wins).
 Barcelona buys a card (3), expands to Lisbon (3), Seville (3), Fez (2), Algiers (2), Lyon (7, vs. Genoa; dr = 3, 6, 4; wins, uses Written Record to force a card trade), Leon (1, vs. London; dr = 5, 2, 1; wins), Toulouse (1).
 Paris expands to Cologne (4), Nurembourg (3), Basel (6, vs. Genoa, dr = 3, 2, 2; loses), Basel (6, vs. Genoa, dr = 6, 6, 2; wins), St. Gali (2, vs. Genoa, dr = 2, 6, 4; wins), Amsterdam (1).
 Barcelona gains a card.

Turn 2, Phase 6: Income

London gains \$45

S.O.B.

Venice gains \$60
 Genoa gains \$50
 Barcelona gains \$60
 Paris gains \$50
 Shortage of Wine, Shortage of Wool (London gains a card).

Turn 2, Phase 7: Buy Tokens

Paris buys 21 tokens
 London buys 31 tokens
 Genoa buys 11 tokens
 Barcelona buys 16 tokens
 Venice buys 12 tokens

Turn 3, Phase 1: Draw Cards

Done

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	London	30	31	\$22	5	7	2	3	A
Martin Burgdorf	Genoa	60	11	\$70	1	8		4	I
Christopher Hunt	Paris	40	21	\$30	4	8		4	I, E
Chris Geggus	Barcelona	50	16	\$45	3	10	4	6	I, N
Bob Robles	Venice	30	12	\$51	2	10	2	4	I, V

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Dave	Martin
Stone (2)	2	1	3	--	--
Wool (3)	--	3	--	4	--
Timber (4)	1	1	1	--	--
Grain (5)	1	1	2	1	--
Cloth (6)	2	--	2	--	1
Wine (7)	--	2	--	--	2

Commodity	Christopher	Chris	Bob	Dave	Martin
Metal (8)	1	2	--	1	--
Fur (9)	1	--	--	--	--
Silk (10)	--	1	1	--	1
Spice (11)	--	--	--	--	2
Gold (12)	--	--	1	--	1
Ivory (12)	--	--	--	1	1

Surplus, Shortage

Broholmer**Age II, Phase 3 to End of Game Statements**The Players

Player	Wonder	Money
Chris Geggus	Helicarnassos A	13
Bill Scharf	Giza A	16
Christopher Hunt	Alexandria A	15
Dave Hooton	Ephesus B	7
Martin Burgdorf	Rhodes A	22

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

Age IIPhase 3

Helicarnassos plays a loom, gaining 1 cloth production.
 Giza plays the Vinyard, gaining 10 gold.
 Alexandria plays Glassworks, gaining 1 glass production.

Ephesus spends 2 stone (paying 2 gold to Alexandria for one of them) and builds the first stage of his wonder, gaining 4 gold.
 Rhodes plays the Statue, which is free because of the Theater.

Phase 4

Helicarnassos spends 1 brick, 1 ore, and 1 wood (pays 2 gold to Rhodes) and plays the Stables, gaining 2 shields.
 Giza spends 3 wood to build the second stage of his wonder.
 Alexandria spends 2 stone (buys 1 stone from Giza for 2 gold) and builds the first

stage of his wonder.
 Ephesus plays the Temple, which is free because of the Altar.
 Rhodes spends 1 gold to play a Brickyard, gaining 2 brick production.

Phase 5

Helicarnassos spends 2 brick and one paper to build a Laboratory
 Giza spends 1 gold to build a Brickyard
 Alexandria spends 2 ore (buying 1 from Alexandria for 1 gold) to build the second

stage of his wonder.
 Ephesus spends 2 wood to build the second stage of his wonder, gaining 4 gold.
 Rhodes spends 3 brick to build the second stage of his wonder.

Phase 6

Helicarnassos spends 3 ore to build the second stage of his wonder. Builds a Scriptorum out of the discard pile.

Giza spends 2 stone and 1 cloth (2 gold paid to Helicarnassos) to build a Library
 Alexandria spends 2 glass to build the third stage of his wonder.

Ephesus spends 1 cloth, 1 paper, and 1 glass (2 gold to Alexandria) to build the third stage of his wonder, and gains 4 gold.

Rhodes spends 2 brick and 1 cloth (1 gold to Ephesus) to build a Courthouse.

Conflict

Helicarnassos has 3 shields versus 2 for Giza and 2 for Rhodes, winning both conflicts.

Giza has 2 shields versus 3 for Helicarnassos and 4 for Alexandria, losing both conflicts.

Alexandria has 4 shields versus 2 for Giza and 1 for Ephesus, winning both conflicts.

Ephesus has 1 shield versus 4 for Alexandria and 2 for Rhodes, losing both conflicts.

Rhodes has 2 shields versus 1 for Ephesus and 3 for Helicarnassos, winning against Ephesus and losing against Helicarnassos.

Age III

Phase 1

Helicarnassos spends 1 wood (2 gold to Rhodes), 1 paper, and 1 cloth for a Study.

Giza spends 3 stone and 1 ore for a Circus.

Alexandria plays a Lodge (free because of the the Dispensary).

Ephesus spends 2 brick (2 gold to Rhodes) and 1 wood for the Gardens.

Rhodes plays a Lighthouse, which is free because of the Caravanserai, and gains 4 gold.

Phase 2

Helicarnassos spends 2 stone (2 gold to Giza), 1 ore, and 1 glass for a Townhall.

Giza spends 2 wood, 1 stone, and 1 ore for a Senate.

Alexandria plays an Arena (free because of the Dispensary) and gains 9 gold.

Ephesus spends 1 glass (2 gold to Alexandria), 1 cloth, and 1 paper to build the Traders' Guild.

Rhodes spends 3 brick and 1 wood for a Siege Workshop.

Phase 3

Helicarnassos builds an Observatory (free because of the Laboratory).

Giza spends 2 stone, 2 brick, and a glass (2 gold to Alexandria) for the Builders' Guild.

Alexandria spends 3 ore (1 gold to Ephesus) and 1 stone for Fortifications.

Ephesus spends 2 stone, 1 ore, and 1 glass (4 gold to Alexandria) for a Townhall.

Rhodes spends 4 ore (1 gold to Ephesus and 2 gold to Helicarnassos) to build the third stage of his wonder.

Phase 4

Helicarnassos spends 2 wood (2 gold each to Rhodes and Giza), 1 ore, and 1 cloth for an Arsenal

Giza spends 3 wood, 1 stone, and 1 cloth (2 gold to Helicarnassos) to build a Magistrates' Guild.

Alexandria spends 2 wood (1 gold to Ephesus and 2 gold to Giza), 1 stone, and 1

ore to build a Senate.

Ephesus spends 3 wood (2 gold to Rhodes), 1 glass (2 gold to Alexandria), and 1 paper to build a Shipowners' Guild.

Rhodes spends 2 ore (1 gold to Ephesus) 1 cloth (1 gold to Helicarnassos) and 1 stone for a Strategists' Guild.

Phase 5

Helicarnassos spends 2 cloth to build the third stage of his wonder.

Giza spends 2 wood, 1 ore, and 1 cloth (2 gold to Helicarnassos) to build an Arsenal.

Alexandria spends 2 wood (1 gold to Ephesus and 2 gold to Giza), 1 paper (2 gold

to Ephesus), and 1 glass to build a University.

Ephesus plays the Pantheon (free because of the Temple).

Rhodes spends 2 brick and 1 wood for the Gardens

Phase 6

Helicarnassos plays a Haven (free because of the Forum), gaining 4 gold.

Giza spends 4 stone (2 gold to Helicarnassos) to build the third stage of his wonder.

Alexandria spends 2 brick (4 gold to Giza) and 1 papyrus (2 gold to Ephesus) and builds a Chamber of Commerce, gaining 2 gold.

Ephesus spends 2 ore (2 gold to Alexandria), 1 brick (2 gold to Rhodes), 1 stone (2 gold to Alexandria), and 1 wood for a Workers' Guild.

Rhodes spends 2 stone (2 gold to Helicarnassos) and 1 ore for an Arena, gaining 9 gold.

Conflict

Helicarnassos has 6 shields versus 8 for Giza and 5 for Rhodes, winning versus Rhodes and losing versus Giza.

Giza has 8 shields versus 6 shields for Helicarnassos and 7 for Alexandria, winning both conflicts.

Alexandria has 7 shields versus 8 shields for Giza and 1 for Ephesus, winning versus Ephesus and losing versus Giza.

Ephesus has 1 shield versus 7 for Alexandria and 5 for Rhodes, losing both conflicts.

Rhodes has 5 shields versus 1 for Ephesus and 6 for Helicarnassos, winning against Ephesus and losing against Helicarnassos.

Victory Points

	Helicarnassos	Giza	Alexandria	Ephesus	Rhodes
Military	12	6	12	-4	4
Gold	4	5	5	2	7
Wonder	10	15	10	10	10
Civics Buildings	6	8	6	31	15
Commercial Buildings	4	0	5	0	8
Guilds	0	11	0	18	6
Science Symbols	10	1	13	0	0
Total	46	46	51	57	50

Congratulats to Dave Hooton on his victory in a close game.

End of Game Statements

Christopher Hunt (Alexandria): A close game. Firstly thanks to Chris for his excellent umpiring and overlooking my mistakes. Congratulations to Dave for his win. Well played. I had good cards but poor judgement

Chris Geggus (Helicarnassos): Thanks for running the game. Enjoyed it as ever and will come back stronger next time.

Dave Hooton (Ephesus): It's been awhile since I've played non-expanded 7 Wonders. My group usually does a 7+ player "140 Wonders", which contains every print-and-play expansion which has been blessed by the author, including ruins (like leaders but with mandatory penalties instead of special abilities), and the orange maritime cards (which allow limited trade and conflict with non-neighbors). In our game, I was despairing at the end of the first round of ever getting a stage built, since the stone resource cards were taken by my non-neighbors. Fortunately, I got a Caravasery during the second round and my stages funded my collection of blue cards.

Euasier**Gamestart to Generation 2 Actions**The Players

Player	Name	Company	Color	Cards	Terraform Rating
David Hood	Hood Interplanetary Construction Kingpins (HICK)	Mining Guild	Red	1	21
Chris Geggus	Galactic Elevated Geo-static Systems (GEGS)	Terractor	Yellow	5	21
Dave Hooton	UNMIitigated	UNMI	Blue	5	23
Christopher Hunt	Credit Hansa	Credicor	Green	6	22
Martin Burgdorf	Thor-Tor	Thorgate	Black	7	20

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand
David Hood	0	24	6	8	1	1	0	0	0	0	2	4
Chris Geggus	8	32	0	0	0	0	0	0	0	0	1	5
Dave Hooton	-1	23	0	0	0	0	2	2	0	0	0	0
Christopher Hunt	0	71	0	0	0	0	0	0	0	0	0	0
Martin Burgdorf	3	38	0	0	0	0	0	0	2	2	3	6

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

Generation 1Initial Card and Company Selection

HICK selects the Mining Guild and retains 4 cards, paying 12M€

18M€

GEGS selects Terractor and retains 6 cards, paying 18M€

Credicor selects Credicor and retains 5 cards, paying 15M€

UNMIitigated selects United Nations Mars Initiative and retains 6 cards, paying

Thor-Tor selects Thorgate and retains all 10 cards, paying 30M€

Action Phase

HICK spends 4M€ for Tardigrades, and places one microbe resource on the Tardigrades card.

GEGS spends 7M€ to play Flooding, placing an ocean tile at I9, gaining 2 titanium, and increasing his TR to 21.

GEGS spends 28M€ (including a 3M€ discount) for Immigration Shuttles, increasing megacredit production by 5, and 4M€ (including 3M€ discount) for Imported Greenhouse Gasses, gaining 1 heat production and 3 heat.

UNMIitigated spends 14M€ for Release of Inert Gasses, increasing his TR by 2, then spends 3M€ to use UNMI's special ability to increase his TR by one more.

UNMIitigated spends 4M€ for Business Network, then uses it to draw a card which is then discarded.

Credit Hansa spends 4M€ (including 3M€ discount for Earth Office) on a Bribed Committee, increasing his TR by 2.

Credit Hansa spends 1M€ for Earth Office.

Thor-Tor discards a card for 1M€.

Thor-Tor spends 10M€ for an Acquired Company, increasing megacredit production by 3, and 6M€ for Carbonate Processing, sacrificing 1 energy production for 3 heat production.

HICK passes.

GEGS passes.

UNMIitigated passes.

Credit Hansa passes.

HICK spends 9M€ for Import of Advanced GHG, gaining 2 heat production.

Thor-Tor passes.

Production Phase

HICK gains 20M€, 1 steel, and 2 heat.

UNMIitigated gains 22M€.

Thor-Tor gains 23M€ and 3 heat.

GEGS gains 26M€ and 1 heat.

Credit Hansa gains 22M€.

Generation 2Research Phase

GEGS buys 3 cards for 9M€

Credit Hansa buys 3 cards for 9M€

HICK buys 2 cards for 6M€

UNMIitigated buys 1 card for 3M€

Thor-Tor buys 1 card for 3M€

Action Phase

GEGS spends 2 titanium and 18M€ for Callisto Penal Mines, gaining 3 megacredit production.

Thor-Tor spends 8M€ (including the 3M€ discount) to play Geothermal Power, increasing energy production by 2.

UNMIitigated uses the Business Network to draw a card and buys it for 3M€. He then spends 16M€ to play Designed Microorganisms, gaining 2 plant production

HICK spends 18M€ on the Aquifer standard project, placing an ocean on B1, gaining 2 steel, 1 steel production, and 1 TR rating. Then he spends 4 steel and

Credit Hansa passes.

1M€ to place Mining Rights on A1, gaining 2 steel and increasing steel production

by 2 along with a 2M€ placement bonus for placement next to an ocean.

GENS passes.

UNMItigated passes.

Thor-Tor passes.

HICK spends 2 steel to play a Mining Area, placing a mine tile at B2, gaining 1

S.O.B.

steel, 2M€ for the adjacent ocean tile, and 2 steel production, then adds a Tardigrade.

HICK spends 3 steel and 1M€ to play a Titanium Mine, gaining 1 titanium production.

HICK passes.

Production Phase

GENS gains 30M€ and 1 heat.

Credit Hansa gains 21M€.

HICK gains 21M€, 6 steel, 1 titanium, and 2 heat.

UNMItigated gains 22M€ and 2 plants.

Thor-Tor gains 23M€, 2 energy, and 3 heat.

Best In Show

This is a 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 Marcinonis
Not Guilty ¹	Dave Anderson
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
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine
Dogleg	Martin Burgdorf
Rescue Dog	Dave Anderson

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

² Rehoused from Phil Reynolds' *ishkibble*

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
Pug	Chris Geggus

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

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
Boston Terrier	Dave Hood ¹
Newfoundland	Dave Hood
Foxhound	Bill Scharf

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.

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood
Dachshund	Chris Geggus
Basenji	Michael Lowrey

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte
Boxer	Howard Bishop

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins

Name	Game	Winner
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge

Name	Game	Winner
Portugese Water Dog	Goa	Chris Geggus
Dalmatian	Phoenicia	Andy York
Broholmer	7 Wonders	Dave Hooton

¹ GMed by Andy Lewis

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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!