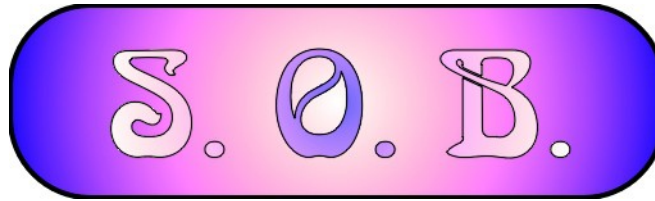


Number 239



February, 2019

Notes from Hades

Not much to report this time. We just got through a period of several days of heavy rain, which was welcome here, but was probably too much in too short a period of time. Unfortunately, most of the rain that falls locally ends up running into the ocean. Hopefully, the storm moved on to dump a bunch of snow in the Sierras, which is where we get most of our water.

No games end this issue, but we do have one starting up. In addition, I will be starting up the Agricola game, Bullmastiff, as soon as this issue goes to post.

The next deadline is **Tuesday, February 26 at 5:00 p.m. Pacific Time.**

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Game Openings

Bullmastiff: Agricola. This will be run by email. Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York (\$), will take up to 1 more. **Will start momentarily!**

Drever: Terra Mystica. This will be run by email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), will take up to 2 more.

Hamiltonstovare: History of the World. Will start after Azawakh ends. Have David Hood(\$), Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), Dave Anderson(\$), Andy York (\$). **Starts this issue!**

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

Jagdtarrier: Settlers/Seafarers of Catan. Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus(\$), Dave Hooton, Bill Scharf(\$), Andy York(\$), will take up to 2 more.

Jindo: Terraforming Mars. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions available. Will be run by email. Have Andy York (\$), Kevin Wilson, Chris Geggus (\$), will take up to 2 more.

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

Wish List

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

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, Brendan Whyte. Will take up to 3 more.

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill Scharf, will take up to 7 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.

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, Chris Geggus, will take up to 3 more.

7 Wonders: This will be run by email. Have the Leaders, Cities, Wonder Pack, and Babel expansions available. Have Christopher Hunt, Chris Geggus, Dave Hooton, will take up to 5 more.

Machiavelli: Scenario and optional rules to be determined by player vote. Have Bob Robles, Dave Anderson, Jason Wilke, will take up to 5 more.

Age of Renaissance: This will be run by email. Will be using the Eurogames rules. Have Chris Geggus, Dave Hooton, Bob Robles, will take up to 2 more.

Robo Rally: Have Chris Geggus, will take up to 5 more.

New World: Will start after Brittany ends. Have Chris Geggus, Bob Robles, Andy York, will take up to 3 more.

4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf, Chris Geggus, will take up to 2 more.

Puerto Rico: This will use the buildings expansion and will be run by email.

Have Christopher Hunt, will take up to 4 more.

History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson, will take up to 6 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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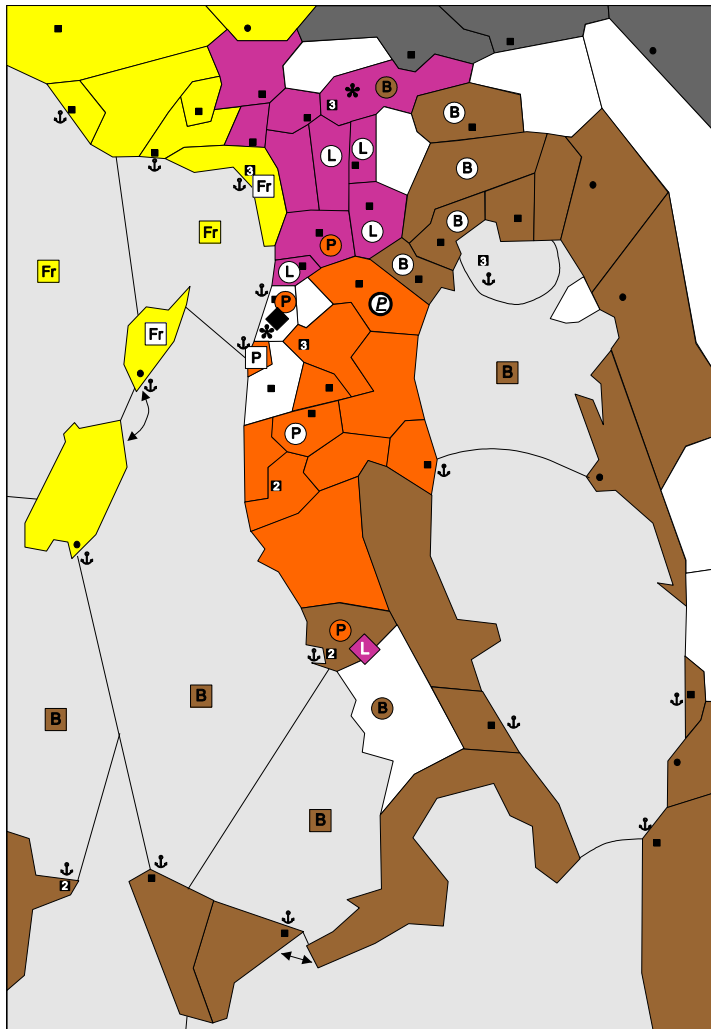
Borzo!

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Standard Victory Summer 727

Deadline/Fall 727 2/26 Tuesday

The lines seem to be drawn, with the Byzantines and the Pope on one side and France and the Lombards on the other.

Borzo!



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

Expenditures

Byzantines spend 3 ducats to counterbribe A Trent.

Outstanding Loans

Spring 728: 6 ducats due from the Papacy (5 ducats borrowed).

Fall 728: 12 ducats due from the Byzantines (8 ducats borrowed).

Orders

BYZANTINES (Wilson): A TRENT supports A Carinthia to Milan, A Carinthia to MILAN, A VERONA supports A Trent, A FERRARA supports Papal A Mantua (nso), A PADUA supports A Verona, A SALERNO to Sardinia, F UPPER ADRIATIC supports F Ferrara, F GULF OF NAPLES transports A Salerno to Sardinia, F TYRRHENIAN SEA transports A Salerno to Sardinia, F CENTRAL MEDITERRANEAN supports A Salerno to Sardinia

FRANCE (Robles): A Pisa to Piombino (DISLODGED, retreat Arezzo, Florence, OTB), F GENOA to Ligurian Sea, F GULF OF LIONS supports F Corsica to Sardinia, F LIGURIAN SEA to Corsica, F CORSICA to Sardinia

LOMBARDS (Burgdorf): A Milan to Trent (DISLODGED, retreat Como, Pavia, Bergamo, garrison, OTB), A Bergamo to MANTUA, A CREMONA supports A Bergamo to Mantua, A PARMA supports A Bergamo to Mantua, A Modena to LUCCA, G NAPLES supports Byzantine A Salerno to Naples (nso)

PAPACY (Burt): A Mantua to MODENA, A Pistoia to PISA, A (EP) Florence to BOLOGNA, A Rome to PERUGIA, A NAPLES besieges, F PIOMBINO supports A Pistoia to Pisa

Your treasury:

Azawakh

End of Game Statements

Kevin Wilson: Thanks Chris for running the game in your usual, thorough and error free way. Congratulations to GEGS for a nice, narrow, win with that 61 point Epoch VII. I certainly didn't see that coming. I thought I was in the hunt right up to the end when I drew Germany for Epoch VII. I was actually kind of happy I got it so I could pass it only to have the USA passed to me with the same strength and only 1 spot earlier. I knew then I'd need some lucky rolls, both in my defending my older spots on the board and for the US to find some lucre. Alas it wasn't to be and I barely held on to 3rd and could easily have fallen well down the ranks.

Regardless, still one of my favorites so sign me up for the next.

Chris Geggus: Now you all see why Great Britain ruled the waves (and most of the world) in the 18th and early 19th centuries. I was proud to recreate some of our greatest times. Seriously I did think I had a chance of snatching it, but I had to draw GB and, boy, did I get lucky. Obviously Japan was handy, but Fanaticism would have been wasted on most of the others late on. It was all or nothing for me. It also helped in the earlier rounds to be able to paint a target on the back of Texas, especially after the double dip on turn 4. All this quietly allowed me to build up everywhere and stay off the radar.

Thanks to Chris and thanks to my fellow players. Until the next time.....

Affenpinscher

Turn 6 Bidding and Movement

Turn 6 Battle, February 26

Players

EMPEROR
GUILD

Kevin Wilson
Bob Robles

FREMEN
HARKONNENS

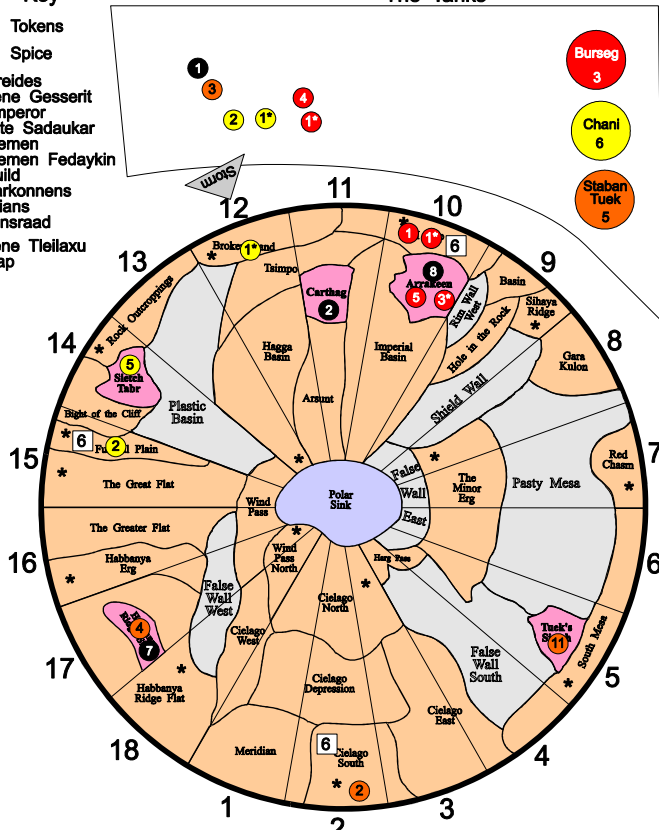
Martin Burgdorf
Bill Scharf

GAME MASTER
Key

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad
- Bene Tleilaxu
- ⊗ Trap

Chris Hassler

The Tanks



Turn 6

Bidding

- CARD 1 () goes to the Emperor for 3 spice.
- CARD 2 () goes to the Emperor for 2 spice.
- CARD 3 () goes to the Harkonnens for 1 spice (Harkonnens draw _____).

Revival and Movement

The Guild chooses to move last.

Revival

- Emperor revives 1 token (Elite Sadaukar)
- Fremen revive 3 tokens (1 Fedaykin)

Traitors

S.O.B.

- Guild revives 3 tokens (pays 4 spice)
- Harkonnens revive 2 (3) tokens (pays 0, 2 spice)

Shipping

- Emperor ships 2 tokens (1 Elite Sadaukar) to Arrakeen (2 spice to the Guild)
- Harkonnens ship 7 tokens to Habbanya Ridge Sietch (7 spice paid)
- Guild ships 4 tokens to Habbanya Ridge Sietch (2 spice paid).

Movement

- Emperor moves 2 tokens (1 Elite Sadaukar)
- Fremen move 2 tokens Hagga Basin – Plastic Basin – Funeral Plain
- Harkonnens move 8 tokens from Carthag – Imperial Basin - Arrakeen

Battle Round

Two battles. **Habbanya Ridge Sietch:** Guild vs. Harkonnens. Harkonnens are aggressors. Available leaders: Harkonnens – All. Guild – Esmar Tuek, Master Bewt, Soo Soo Sook, Guild Representative. **Arrakeen:** Harkonnens vs. Emperor. Emperor is aggressor. Available leaders: Emperor – Count Fenring, Cpt Aramsham, Caid, Bashar. Harkonnens – All.

Positions

- Empror:** 8 tokens (3 Elite Sadaukar) Arrakeen, 2 tokens (1 Elite Sadaukar) OH Gap (10), 5 tokens (1 Elite Sadaukar) and Burseg in the tanks, 5 tokens off-planet
Spice: 4 cards
- Fremen:** 5 tokens Sietch Tabr, 2 tokens Funeral Plain, 1 token (Fedaykin) Broken Land (12), 9 tokens (1 Fedaykin) Southern Hemisphere, 3 tokens (1 Fedaykin) and Chani in the tanks
Spice: 4 cards
- Guild:** 11 tokens Tuek’s Sietch, 2 tokens Ceilago South (2), 4 tokens in Habbanya Ridge Sietch, 3 tokens and Staban Tuek in the tanks
Spice: 1 card
- Harkonnens:** 2 tokens Carthag, 7 tokens Habbanya Ridge Sietch, 8 tokens Arrakeen, 3 tokens in the tanks
Spice: 7 cards

Treachery Cards

Spaniel

Turn 13

Turn 14, February 26

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Left (110)	Move 3 (810)	Rotate Right (160)	Move 1 (560)	Rotate Left (130)
Robot Nick	Move 1 (580)	Rotate Left (290)	Move 1 (570)	Move 1 (650)	Back Up (460)
meRobot	Move 2 (700)	Rotate Right (120)	Move 1 (500)	Rotate Right (320)	Move 2 (670)
Huey	Move 2 (680)	Rotate Left (170)	Move 3 (800)	Rotate Right (400)	U-Turn (40)
SmaD	Rotate Left (270)	U-Turn (30)	Rotate Right (200)	Rotate Right (180)	Rotate Right (100)
Delekbob	Move 2 (710)	Rotate Left (410)	Move 3 (840)	Move 1 (620)	Rotate Left (250)

Registers in italics are locked. Dalekbot reappears facing East

Phase 1

Dalekbot moves ahead 2 to L12, meRobot moves ahead 2 to E13, Huey moves ahead 2 to H16, pushing SmaD to I16, Robot Nick moves ahead 1 to A13 (archive relocated), SmaD rotates right to face east, and GEGS rotates left to face west. The gear rotates GEGS to face south. GEGS and Huey shoot SmaD. SmaD shoots Huey with its rear-firing laser.

Phase 2

GEGS dashes ahead 3 to I7, Dalekbot rotates left to face north, Robot Nick rotates left to face east, Huey rotates left to face north, meRobot rotates right to face west, and SmaD makes a U-turn to face west. The conveyor belt moves GEGS to I6. GEGS shoots SmaD. Robot Nick and meRobot shoot each other, and SmaD shoots Huey.

Phase 3

Dalekbot dashes ahead 3 to L9, Huey dashes ahead 3 to H13, Robot Nick moves ahead 1 to B12, meRobot moves ahead 1 to E12, SmaD rotates right to face north, and GEGS rotates right to face west. The conveyor belt moves GEGS to I5. Robot Nick and meRobot shoot each other and SmaD shoots GEGS. meRobot's fifth register is locked.

Phase 4

Robot Nick moves ahead 1 to C12, Dalekbot moves ahead 1 to L8, GEGS moves ahead 1 to H5, Huey rotates right to face east, meRobot rotates right to face north, and SmaD rotates right to face east. Robot Nick shoots meRobot (register 4 locked) and the high-power laser also hits Huey.

Phase 5

meRobot moves ahead 2 into a wall, Robot Nick backs up to B12, Dalekbot rotates left to face west, GEGS rotates left to face south, SmaD rotates right to face south, and Huey makes a U-turn to face west. Robot Nick and Huey shoot meRobot (registers 2 and 3 locked) and Robot Nick's high-power laser also hits Huey (register 5 locked).

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H5>S		2	4
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	B13>E	1	3	3
3	Dave Hooton	meRobot	Orange		E13>N	1	2	8
4	Christopher Hunt	Huey	Green		H13>W		2	5
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	I16>S	1	3	4
6	Andy York	Delekbot	Black		L8>W		2	2

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

Program Cards

Brittany

Turn 9

Turn 10, February 26

Planning

Spanish maintain 3 ships (\$12), buys 4 ships (\$48) and 8 soldiers (\$80) for \$140.

Dutch maintain 2 ships for \$8 (\$8).

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

Portuguese maintain 6 ships (\$24) and buy 4 soldiers (\$40) for \$64.

French maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.

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

Outbound Naval Movement

Spanish Move to E. Dice: 1, 1, 2, 3, 3, 4, 5, 5, 6, 6. Loses 2 ships containing 2 soldiers and 2 colonist, plus an additional soldier.

Dutch Move to L. Dice: 1, 2, 4, 6. Loses 1 colonist.

Swedes Move to M. Dice: 2, 4, 5, 5. No losses.

Portuguese Move to Y. Dice: 3, 4, 5, 6, 6. No losses.

French Move to R. Dice: 3, 5, 5, 5. No losses.

English Move to K. Dice: 5, 6, 6.

Mining

Portuguese mine 1 gold in Y. French mine 1 gold in R.

Exploration

No successful exploration.

Land Movement

Spanish move 3 soldiers and 3 colonists from E and I and 5 soldiers and 4 colonists from fleet to E.

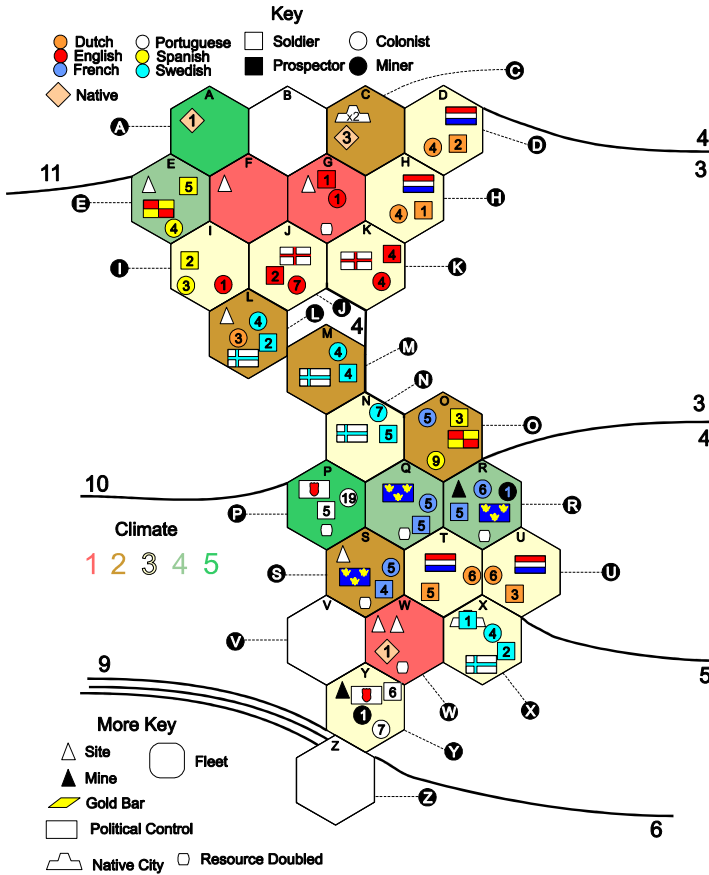
Dutch move 3 soldiers from fleet to L.

Swedes move 2 soldiers and 4 colonists from M to L and 4 soldiers and 4 colonists from fleet to M.

Portuguese move 1 gold from Y to fleet, 4 soldiers and 4 colonists from fleet to Y.

French move 1 gold from R to fleet, 6 soldiers and 4 colonists from R to O, 3 soldiers and 1 colonist from Q to O, 2 soldiers and 4 colonists from fleet to R.

English move 2 soldiers and 3 colonists from K to J, 1 colonist from F to J, 6 soldiers from J to G, 1 soldier and 2 colonists from F to B (it's a climate 5 area with 1 native), and 4 colonists and 4 soldiers from fleet to K.



Native Combat

Dutch: 1 native and 2 soldiers killed each in D and H. **Swedes:** 1 native and 2 soldiers killed in X. 1 soldier loots. **English:** 1 soldier killed in B. 1 native and 5 soldiers killed in G.

S.O.B.

Combat

Spanish attack the French in O. French lose 4 soldiers, Spanish lose 1. Spanish attack the English in I. Spanish lose 1 soldier, English lose 3 colonists and political control. French attack the Spanish in O. French lose 3 soldiers.

Native Uprisings

Climate is a 1. Uprising in A. English lose 2 colonists.

Survival

Climate is a 6.
No losses.

Political Control

Spanish gains political control of E. Swedes gain political control of L. English gain political control of K.

Homebound Naval Movement

Spanish: Dice: 1, 1, 3, 3, 3, 4, 4, 6, 6, 6. No losses.

Dutch: Dice: 2, 2, 4, 5. No losses.

Swedes: Dice: 1, 2, 4, 6. No losses.

Portuguese: Dice: 1, 1, 3, 5, 6. No losses.

French: Dice: 1, 2, 2, 6. Loses 1 ship.

English: Dice: 1, 2, 5. Lose 2 ships.

Income

Dutch: Political Control: \$200, resources: \$60.

English: Political Control: \$120, resources: \$42.

French: Political Control: \$160, gold: \$40, resources: \$102.

Portuguese: Political Control: \$120, gold: \$40, resources: \$135.

Spanish: Political Control: \$120, resources: \$48.

Swedes: Political Control: \$200, resources: \$57.

Turn 10 Initiative

English, Portuguese, Swedes, Spanish, French, Dutch
Spanish attitude is (dr = 6 + 2 = 8) Exploration – becomes Balancing.
Swedes attitude is (dr = 4 + 1 = 5) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Martin Burgdorf	\$647	6	2	4
English	Bob Robles	\$806	8	2	4
French	Andy York	\$768	2	4	4
Portuguese	Dave Hood	\$584	10	6	4
Spanish	Non-player 1	\$526	8	7	3
Swedes	Non-player 2	\$696	4	4	4

Havanese

Generation 9 Actions through End of Game Statements

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Christopher Hunt	Celestial Joint Viral Holdings (CH)	Virion	Green	0	33
Dave Hooton	Mars Initiative Colonial Culinary Independence – Directed Epicurean Experiences (MICCI-DEEs)	Tharsis Republic	Red	0	33
Chris Geggus	Gloop Enhances Global Stability (GEGS)	Phoblog	Yellow	0	28
Kevin Wilson	Prime Integral Kinetic Energy Systems (PIKE)	Manutec	Black	1	40
Andy York	The EXtraterrestrial Alteration Syndicate (TEXAS)	Mining Guild	Blue	0	35

Passing will go down this list in odd generations, while passing will go up in even generations. Player in bold is current first player

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
Christopher Hunt	4	54	0	0	1	3	2	2	1	1	0	0
Dave Hooton	17	53	0	0	0	0	0	1	0	0	9	20
Chris Geggus	18	47	0	0	1	1	2	4	0	0	0	1
Kevin Wilson	12	55	1	1	1	1	4	4	0	0	7	33
Andy York	6	51	7	7	2	4	1	7	6	6	0	8

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

Generation 9

Action Phase

PIKE spends 1 titanium and 28M€ for Nitrogen Rich Asteroid, increasing his plant production by 1, gaining 1 plant, increasing the temperature to 8C, and increasing his TR to 38. Mars is now completely terraformed, so this will be the last generation.

TEXAS uses Areal Mappers to place a floater on Forced Precipitation, then spends 2 floaters from Forced Precipitation to increase Venus terraforming to 22% and his TR to 34.

CH spends 8 plants to place a greenery tile at G8, gaining 1 card.

MICCI-DEEs spends 13M€ for a Tropical Resort, losing 2 heat production and gaining 3M€ production.

GEGS spends 9M€ for Viral Enhancers, gaining 1 plant, and then spends 1 titanium to add a resource to the Security Fleet.

PIKE spends 2 steel and 12M€ for a Commercial District at B4, losing 1 energy production, gaining 1 plant, 4M€ production, and 4M€, then uses Venus Magnetizer to reduce his energy production by 1 and raise Venus terraforming to 22% and his TR to 39.

TEXAS uses the Equatorial Magnetizer to reduce his energy production by 1 and raise his TR to 35.

CH adds a Tardigrade.

MICCI-DEEs discards a card for 1M€.

GEGS spends 16M€ for Eos Chasma National Park, gaining 2M€ production, 1 fish, 3 plants, 1 more plant from Viral Enhancers, and a resource on Ecological Zone. He then spends 8 plants for a greenery tile at G7, gaining 2M€.

PIKE spends 9M€ on LeGrange Observatory, gaining 1 card, then uses Development Center to spend 1 energy to draw a second card.

TEXAS spends 6 steel on The Great Dam, gaining 2 energy production.

CH converts 2 resources on Sulphur-Eating Bacteria into 6M€.

MICCI-DEEs spends 25M€ for a city at E3, gaining 2M€ production and 3M€. Immigrant City gives GEGS 1M€ production, CH gains a Pet, and Rover Construction gives PIKE 2M€.

GEGS spends 16M€ on Farming, gaining 2M€ production, 2 plant production, 2 plants, plus 1 more plant from Viral Enhancers, and a resource on the Ecological Zone.

PIKE discards 4 cards for 4M€, then spends 5M€ on Magnetic Field Dome, losing 2 energy production, but gaining 1 plant production, 1 plant, and increasing his TR to 40.

TEXAS spends 3 steel and 3M€ for a Soil Factory, sacrificing 1 energy production for 1 plant production.

CH adds a Bird.

MICCI-DEEs discards a card for 1M€.

GEGS adds a Fish.

PIKE adds a floater to Local Shading.

TEXAS spends 18M€ on Tectonic Stress Power, gaining 3 energy production.

CH adds a Small Animal.

MICCI-DEEs spends 6M€ for a Trans-Neptune Probe.

GEGS uses Extreme Cold Fungus to gain a plant, then sells a card for 1M€.

PIKE adds a microbe to Nitrite Reducing Bacteria.

TEXAS spends 8M€ for Luxury Foods.

CH spends a resource from Deuterium Export to increase his energy production by 1.

MICCI-DEEs passes.

GEGS passes.

PIKE passes.

TEXAS sells 6 cards for 6M€.

CH spends 18M€ for Maxwell Base, gaining 1 Pet. GEGS gains 1M€ production and PIKE gains 2M€.

TEXAS passes.

CH discards 5 cards for 5M€, then spends 11M€ for Breathing Filters.

CH spends 6M€ on Rad Suits, gaining 1M€ production, then uses the Virion special action to add a Birg.

CH spends 1M€ to play Virus, removing 5 plants from GEGS.

CH passes.

Production Phase

PIKE moves 4 energy to heat, gains 52M€, 1 steel, 1 titanium, 4 plants, and 7 heat. GEGS gains 46M€, 1 titanium, and 2 plants.

TEXAS moves 5 energy to heat, gains 41M€, 7 steel, 2 titanium, 1 plant, and 6 energy. CH gains 37M€, 1 titanium, 2 plants, and 1 energy.

MICCI-DEEs gains 50M€ and 9 heat.

Solar Phase

The end game conditions have been met.

PIKE spends 8 plants to place a greenery tile at A5, gaining 2 plants.

Victory Points

Awards

Landlord: GEGS has 9 tiles on Mars, MICCI-DEEs has 8 tiles, PIKE has 6, CH has 1, and TEXAS has 0. GEGS gains 5VP, MICCI-DEEs gains 2VP.

Banker: GEGS has 18M€ production, MICCI-DEEs has 17M€ production, PIKE has 12M€ production, TEXAS has 6M€ production, and CH has 4M€ production. GEGS gains 5VP, MICCI-DEEs gains 2VP.

Thermalist: PIKE has 33 heat, MICCI-DEEs has 20 heat, TEXAS has 8 heat, GEGS has 1 heat, and CH has 0 heat. PIKE gains 5VP and MICCI-DEEs gains 2VP.

Milestones

Mayor and Gardener go to MICCI-DEEs. **Builder** goes to TEXAS.

	CH	MICCI-DEEs	GEGS	PIKE	TEXAS
Terraform Rating	33	33	28	40	35
Awards	0	6	10	5	0
Milestones	0	10	0	0	5
Map	1	10	9	4	0
Cards	18	3	15	1	15
Total	52	62	62	50	55

MICCI-DEEs wins on the tie breaker of the most M€. Congratulations to Dave Hooton on his very close victory!

End of Game Statements

Andy York (TEXAS): Congrats to Dave on his win and thanks to Chris for running the game. This was my first attempt to play with more than one opponent and I definitely picked up a few new ideas and tricks to use in the future. I appreciate the lessons learned from all the other players.

Chris Geggus (GEGS): Great game - what a bummer! Many thanks to Chris for running the game and continual apologies/thanks to him for putting up with my rants and moaning. Even more so when Christopher very nicely stopped my win with his last play losing me my additional Greenery tile that was worth 2 VPs to me. I missed Christopher's objectionable/obnoxious action (who says we Brits stick together) and jumped on poor Chris H. for miscounting my plants. A little more patience and consideration before firing off emails would have answered my concerns rather earlier. Mea culpe.

I was enjoying the play of this game as I had a sneaking suspicion that I could pinch it if things came together. Obviously Kevin and I were talking to see if an additional turn would slow Dave down and it almost worked. I like to think that I was off radar as a contender simply because my TR was so far behind everyone else. I won't try that again, it's too risky by half. Tactics - what tactics?

Dave Hooton (MICCI-DEEs): You guys are getting better, the victory margin this time being only the tie breaker. It was a good team effort at the end: PIKE not ending the game the previous generation so that CH could play the last-minute Maxwell Base to give GEGS the go-ahead in the Banker race.

Being the city guy, I went for the early points with mayor and garden milestones, trying to make the game a short one so that others didn't have a chance to catch up. It barely worked.

Also, thanks to Chris for running this game with smooth efficiency.

Kevin Wilson (PIKE): My second game and I liked it as much as the first, even if I finished last. I still need to focus more on balancing VP cards, the map and TR. But a lot depends on the cards and my initial draw didn't really push me one way or the other. It seemed like I was always looking for a path that never showed. Heat was the only thing that came through and that not supported by anything else.

But, I still really like this game and will keep playing.

One thing that did pop into my mind is that this is the first game I've played where cards drive so much of the action. I've played lots where cards add some variability or keep track of resources or abilities but none that I can think of that dictate the action like this one. What other games do the same thing?

I never got into collectable card games like Magic nor the Living Card Games (non-collectable) like Game of Thrones but I like TM where cards dictate the action but aren't the sole thing. If there are others that do the same I may want to check them out too.

Thanks to Chris for running the game and keep me signed up for any new games.

Thanks to the others for playing and to GEGS for trying to orchestrate something to keep us close to MICCI when he was running way with it early.

I had intended to write more but this is about it to get on the net from vacation and I didn't want to wait.

Harrier**Turn 3, Phase 7 through Turn 6, Phase 5**Turn 3, Phase 7: Buy Tokens

Barcelona buys 0 tokens.

Genoa buys 12 tokens.

Venice buys 25 tokens.

Paris buys 2 tokens.

Turn 4, Phase 1: Card Draw

Done.

Barcelona declines to buy off a shortage.

Turn 4, Phase 2: Buy Cards

Barcelona and Venice each spend \$10 to buy a card.

Turn 4, Phase 3: Play Cards

Barcelona plays Rebellion on Naples and Walter the Penniless (20: R).

Paris plays Stirrups.

Genoa passes.

Venice plays Ivory/Gold as Gold (Venice receives \$40), Pirates/Vikings on Bordeaux and Bruges, Papal Decree, banning Religious advances, Rashid ad Din (10: N, R), and William Caxton (20: O)

Played Leaders

Walter the Penniless (20: R, Barcelona only)

Rashid ad Din (10: N, R, Venice and one other)

William Caxton (20: O, Venice and two others)

Turn 4, Phase 4: Purchases

Barcelona buys Nationalism (W, \$20 credit for Civics, \$40) and stabilization (\$10).

Paris buys Urban Ascendancy (V, \$20 credit for Civics, \$0) and stabilization (\$3).

Genoa buys The Heavens (A, \$30). Lack of stabilization increases Misery to 125. Venice buys Overland East (R, \$10 discount for Rashid ad Din, \$30), Caravan (I, \$20), a ship upgrade (\$10), and stabilization (\$3)

Turn 4, Phase 5: Expansion

Holy Indulgence: Paris gains 6 tokens. Venice and Genoa each lose 2 tokens.

Barcelona loses \$2 in lieu of tokens.

Barcelona passes.

Pairs expands to Paris (3), Bourges (3), Amsterdam (1), Bordeaux (1).

Venice draws a card.

Genoa expands to Crete (3), Cagliari (1), Fez (2), Algiers (2), and Tripoli (2). Venice expands to Varna (2), Acre (5), Cyprus (3), Smyrna (2), Angora (2), Constantinople (4), Trebizond (4), and Levant (1).

Turn 4, Phase 6: Income

Barcelona gains \$43.

Paris gains \$43.

Genoa gains \$55.

Venice gains \$99.

Surplus of Cloth (Venice loses \$3), Shortage of Metal (Venice gains a card).

Turn 4, Phase 7: Buy Tokens

Barcelona buys 29 tokens.

Paris buys 0 tokens.

Venice buys 13 tokens.

Genoa buys 9 tokens.

Turn 5, Phase 1: Draw Cards

Done

Paris does not buy off a shortage or surplus.

Turn 5, Phase 2: Buy Cards

Venice and Barcelona each buy a card for \$10.

Turn 5, Phase 3: Play Cards

Paris passes.

Genoa plays Mongol Armies. He gains \$10, Marco Polo values are doubled and The Crusades becomes an unplayable Misery burden.

Venice plays Nicolaus Copernicus (20: A, X), Spice (Venice gains \$81), Wool (Venice and Barcelona each gain \$8, Genoa gains \$2), Stone (Venice and Paris

each gain \$4, Genoa and Barcelona each gains \$1), and Grain (each player gains \$4).

Barcelona plays Stone (Venice and Paris each gain \$4, Genoa and Barcelona each gains \$1) and Famine (Misery increases: Venice and Genoa to 200, Barcelona and Paris to 150).

Played Leaders

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

Turn 5, Phase 4: Purchases

Paris buys Seaworthy Vessels (S, \$80) and stabilization (\$6).

Genoa buys Patronage (E, \$30, Misery increases to 225) and Improved Agriculture (J, 10 credit from Commerce, \$30, Misery reduced to 200). Lack of stabilization increases Misery to 225.

Venice buys The Heavens (A, 20 credit for Copernicus, \$10), Patronage (E, \$30,

Misery increases to 225), Written Record (N, \$30), Seaworthy Vessels (S, 20 credit for Exploration, \$60), Nationalism (W, 20 credit for Civics, \$40), and stabilization (\$1).

Barcelona buys stabilization (\$10).

Turn 5, Phase 5: Expansion

Holy Indulgence: Paris gains 6 tokens, Barcelona, Venice, and Genoa each lose 2 tokens.

Paris expands to Bordeaux (2) and Aleppo (4).

Genoa expands to West Africa (2), Naples (4), and Gallipoli (1).

Venice gains a card.

Venice expands to Kiev (2), Poti (2), Tana (2), Erzerum (3), and Gallipoli (2, vs. Genoa; dr = 4, 1, 4; loses).

Barcelona buys a card (3), expands to Bordeaux (8, vs. Paris; dr = 2, 3, 3; loses),

Lyon (8, vs. Genoa; dr = 6, 3, 2; wins), Basel (6, vs. Paris; dr = 4, 2, 5; loses).

Turn 5, Phase 6: Income

Paris gains \$51.

Genoa gains \$59.

Venice gains \$115.

Barcelona gains \$47.

Surplus of Gold and Ivory (Venice and Genoa each lose \$2), Surplus of Metal

Turn 5, Phase 7: Purchase Tokens

Barcelona buys 34 tokens.

Paris buys 31 tokens.

Venice buys 20 tokens.

Genoa buys 10 tokens.

Turn 6, Phase 1: Draw Cards

Done

Paris does not buy off a surplus.

Turn 6, Phase 2: Buy Cards

Venice and Barcelona spend \$10 to buy a card.

Turn 6, Phase 3: Play Cards

Genoa passes.

Venice plays Wine (Barcelona, Genoa, and Venice each gain \$20, Paris gains \$5), Black Death in Area III, Grain (Venice gains \$16, Barcelona and Genoa each gain \$4), and Alchemist's Gold on Genoa (Genoa loses \$27).

Paris plays Marco Polo (40: Y, R).

Barcelona plays War! on Venice. Barcelona dr = 5 + 1, Venice dr = 3 + 1.

Barcelona wins, Venice cedes Constantinople and Smyrna to Barcelona.

Barcelona Misery to 175, Venice Misery to 275. Plays Metal (Barcelona gains \$24, surplus removed).

Played Leaders

Marco Polo (40: Y, R, Paris only)

Turn 6, Phase 4: Purchases

Genoa buys Nationalism (W, 20 credit for Civics, \$40). Lack of stabilization increases Misery to 250.

Venice buys Ocean Navigation (T, 40 credit for Exploration, \$80) and Holy Indulgence (F, 10 credit for Religion, \$50, Misery increases to 300).

Paris buys Overland East (R, 40 credit for Marco Polo, 20 credit for Seaworthy Vessels, \$0), a ship upgrade (\$10), and stabilization (\$6).

Barcelona buys Overland East (\$, \$40) and stabilization (\$15).

Turn 6, Phase 5: Expansion

Holy Indulgence: Barcelona and Genoa each lose 4 tokens. Venice gains 4 tokens. Paris gains \$4 due to lack of available tokens.

Genoa expands to Milan (6, vs. Venice; dr = 2, 5, 3; wins).

Venice buys a card (3), India (5), Sarai (2), Prague (1), Budapest (2), Nuremberg

(2), Strassbourg (2), Vienna (3), St. Malo (4, vs. Paris; dr = 3, 4, 3; wins).

Paris expands to Erzerum (6, vs. Venice; dr = 1, 3, 6; loses), Erzerum (6, vs.

Venice; dr = 5, 6, 1; wins), Valencia (5, vs. Barcelona; dr = 5, 6, 5; wins), Salonika

(6, vs. Venice; dr = 2, 4, 2; wins), Loire (2), Cologne (3), Palma (1).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Barcelona	175	30	\$20	6	9		5	I, R, V, W
Dave Hooton	Paris	150		\$20	5	7	12	3	F, N, R, S, V, W
Chris Geggus	Venice	300		\$8	3	23	O-1	1	A, E, F, I, N, R, S, T, V, W
Bob Robles	Genoa	250		\$40	1	12	4	5	A, E, I, J, N, V, W

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Hokkaido**Game Start through Generation 1 Actions**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Kevin Wilson	Poseidon Interplanetary Kolonization Enterprises (PIKES)	Poseidon Corp.	Black	7	22
Christopher Hunt	Combined Joint Venture Holdings (CJVH)	UNMI	Green	3	24
Dave Hooton	Callisstan Ore, Liquid Oxygen, and Neptunian Yeast (COLONY)	Aridor	Red	9	24
Chris Geggus	Ganymede Expedition Gathers Support (GEGS)	Robinson Industries	Yellow	8	20
Brendan Whyte	Noah & Sons (N&S)	Arklight	Blue	6	20

Passing will go down this list in odd generations, while passing will go up in even generations. Player in bold is current first player

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
Kevin Wilson	9	43	1	1	0	1	0	1	1	1	0	0
Christopher Hunt	2	24	0	2	0	0	0	2	3	3	0	0
Dave Hooton	1	32	0	0	1	1	0	0	0	0	3	3
Chris Geggus	4	16	0	2	0	6	1	6	0	0	0	0
Brendan Whyte	1	30	0	4	0	0	1	1	3	3	1	1

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Enceladus				N/A
Callisto	CJVH			3 (3)
Miranda				N/A
Io				3 (4)
Luna	PIKES			3 (4)
Titan				N/A
Ceres				3 (3)
Triton	GEGS			3 (1)

The numbers in the Resource Marker column indicate the box, numbered from left to right, while the number in parenthesis is the number of resources to be gained from that space. N/A indicates that the marker is not in place because a card that can accept those resources is not in play.

Generation 1Action Phase

PIKES places a free colony on Luna, gaining 3M€ production, and spends 18M€ on Lava Flows at A4, gaining 1 plant and 1 titanium, and increasing the

temperature to -26C and his TR to 22.

CJVH spends 8M€ on Corroder Suits, gaining 2M€ production.

COLONY brings the Triton colony into play, then spends 15M€ on Black Polar Dust, losing 2M€ production, but gaining 3 heat production, placing an ocean at F2, gaining 2 cards and increasing his TR to 24.

GEGS spends 4 steel on Rover Construction, then spends 4M€ to increase his M€ production by 1.

N&S spends 8M€ on Mars University, allowing him to discard a card and draw a new one, then spends 4M€ on a Research Coordinator.

PIKES passes.

CJVH spends 2 titanium and 17M€ for Towing A Comet, gaining 2 plants,

increasing the oxygen level to 1%, placing an ocean tile at B1, gaining 2 steel, and

PIKES gains 31M€, 1 steel, and 1 energy.

CJVH gains 26M€ and 3 energy.

COLONY gains 25M€, 1 titanium, and 3 heat.

increasing his TR to 23.

COLONY passes.

GEGS spends 4 steel and 8M€ for Cupola City at A1, gaining 2 steel, 3M€ production, 4M€ and losing 1 energy production.

Noah & Sons passes.

CJVH spends 3M€ to increase his TR to 24.

GEGS spends 17M€ for a colony on Triton, gaining 3 titanium. PIKES gains 1M€ production.

CJVH spends 17M€ for a colony on Callisto, gaining 1 energy production. PIKES gains 1M€ production.

GEGS passes.

CJVH passes.

Production Phase

GEGS gains 24M€ and 1 plant.

Noah & Sons gains 21M€, 1 plant, 3 energy, and 1 heat.

Solar Phase

The trade marker on all active colonies is moved one to the right.

Generation 2

Research Phase

CJVH buys 2 cards for 6M€.

GEGS buys 3 cards for 9M€.

PIKES buys 2 cards for 6M€.

COLONY buys 1 card for 3M€.

N&S buys 4 cards for 12M€.

Hamiltonstovare

Gamestart

Deadline, Epoch I Empire Selection and Sumerians, February 26

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
David Hood	?	0	0
Christopher Hunt	?	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Bill Scharf		0	0
Chris Geggus	? (yellow)	0	0
Dave Anderson	?	0	0
Andy York	?	0	0

Positions

None yet.

Best in Show

This is the partial list of 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

Name	Winner
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' *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
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

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
Azawakh	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.

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

S.O.B.

Name	Winner
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
Basenji	Michael Lowrey
Briard	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
Gaspede	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss
Beauceron	Dave Hooton
Boerboel	Martin Burgdorf
Collie	Dave Hooton
Chinook	Dave Hooton

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

Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York
Airedale	Dave Hooton

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte
Boxer	Howard Bishop

Agricola

Name	Winner
Working Dog	Dave Hooton
Bergamasco	Christopher Hunt

Terraforming Mars

Name	Winner
Eurasier	David Hood
Great Pyrenees	Dave Hooton
Havanese	Dave Hooton

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
Portugese Water Dog	Goa	Chris Geggus
Papillon	Diskworld: Ankh-Moorpork	Andy York
Dalmatian	Phoenicia	Andy York
Broholmer	7 Wonders	Dave Hooton

¹ GMed by Andy LewisAddresses

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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:** Brad Mrtin. **Terraforming Mars:** Brad Martin, Andy York.

Standby Calls

None this issue!

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