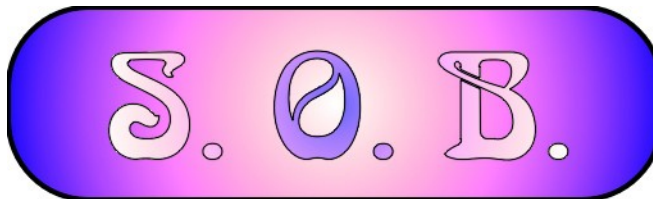


Number 241

May, 2019



Notes from Hades

Last week, we got the opportunity to see Niel DeGrass Tyson speak in Long Beach. For those of you who don't know him, he is the director of the Hayden Planetarium in New York and a prominent science popularizer. His talk was entitled Cosmic Collisions and it discussed collisions on many scales, from the atomic to collisions of black holes and galaxies. He is a very entertaining and informative speaker and if you ever get the chance to see him, take it. Very funny. As an example, he was talking about the amount of gold that is produced during the collision of two neutron stars and asked if there were any economists in the audience. Someone in the audience yelled out "Woo!" and he responded by saying that no economist makes that noise. I would go to see him speak again any time.

This issue, we see the conclusions of Borzoi, Harrier, and Hokkaido. Congratulations to Kevin Wilson on his victory in Borzoi, and to Chris Geggus on his victories in Harrier and Hokkaido. Jagdterrier is starting up this issue and there are several other games that are close to starting if we were to just get a couple more sign ups.

The next deadline is **Tuesday, May 7 at 5:00 p.m. Pacific Time.**

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Game Openings

Drever: Terra Mystica. This will be run by email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), Kevin Wilson(\$), will take up to 1 more.

Hovawart: Puerto Rico. This will be the base game and will be run by email. Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), Kevin Wilson(\$), will take up to 1 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(\$), Kevin Wilson(\$). **Starts this issue!**

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.

Kai Ken: Machiavelli: Scenario and optional rules to be determined by player vote. Have Bob Robles(\$), Dave Anderson(\$), Jason Wilke, Kevin Wilson(\$), will take up to 4 more.

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

Kishu Ken: 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, Christopher Hunt, will take up to 1 more.

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

Wish List

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

Puerto Rico. This will use the 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, Kevin Wilson, will take up to 3 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.

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.

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, Chris Geggus, Christopher Hunt, will take up to 4 more.

Agricola: This will be run by email. Have Christopher Hunt, will take up to 4 more.

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

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

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

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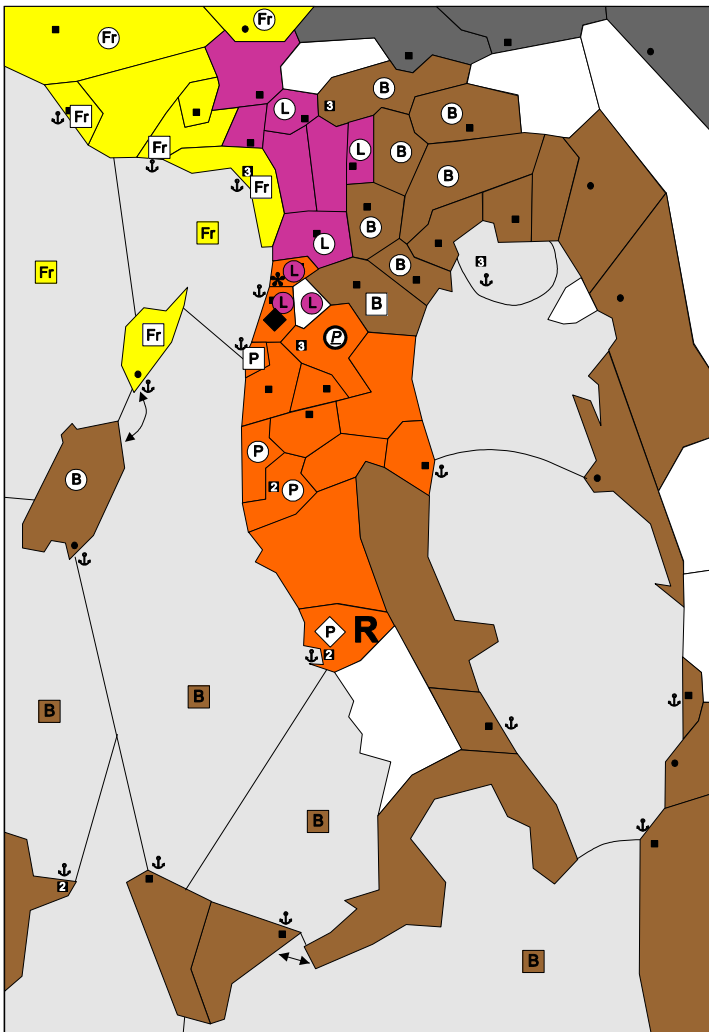
Borzoi

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Standard Victory Winter-Spring 728

Deadline/End of Game Statements 5/7 Tuesday

The Byzantines achieve hegemony over the Italian Peninsula.

Borzoi



Fall 727 Retreats

Lombard A Lucca retreats to Pistoia

Builds

		Cost
Byzantines	Maintains all, builds A Ferrara, F Durazzo	36
France	Maintains all, builds A Swiss, F Savoy, F Marseilles, A Avignon	24
Lombards	Maintain A Pavia, A Cremona, A Modena, A Pistoia, no	12

	new builds	
Papacy	Maintains all, builds A Rome	27

Expenditures

The Lombards borrow 10 ducats for 1 year (12 ducats due Spring 729) and spends 18 ducats to buy Papal A Pavia

The Papacy borrows 5 ducats for 2 years (8 ducats due Spring 730) and pays 6 ducats to the moneylenders.

Outstanding Loans

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

Spring 729: 12 ducats due from the Lombards (10 ducats borrowed).

Fall 729: 15 ducats due from the Papacy (10 ducats borrowed).

Spring 730: 8 ducats due from the Papacy (5 ducats borrowed).

Orders

BYZANTINES (Wilson): A MILAN supports A Bergamo (cut), A TRENTO supports A Milan, A BERGAMO supports A Mantua, A MANTUA supports F Bologna, A FERRARA supports F Bologna, A Palermo to SARDINIA, F BOLOGNA holds, F Sardinia to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA transports A Palermo to Sardinia, F GULF OF NAPLES supports F Tyrrhenian Sea, F DURAZZO to IONIAN SEA

FRANCE (Robles): NMR! A PAVIA holds, A AVIGNON holds, F SAVOY holds, F MARSEILLES holds, F GENOA holds, F LIGURIAN SEA holds, F GULF OF LIONS holds, F CORSICA holds

LOMBARDS (Burgdorf): A PAVIA supports A Cremona to Milan, A CREMONA to Milan, A Modena to LUCCA, A PISTOIA supports A Modena to Lucca, A PISA supports A Modena to Lucca

PAPACY (Burt): A (EP) FLORENCE to Bologna, A Lucca supports A Florence to Bologna (cut, DISLODGED, retreat to garrison, OTB), A NAPLES convert to G, A Pisa supports A Lucca (nsu), F PIOMBINO to Tyrrhenian Sea, A Sienna to PATRIMONY, A ROME holds

Notes

Venice controls 18 cities at the end of a season, and therefore wins.

Congratulation to Kevin Wilson on his victory!

Game Summary

	725	726	727	728
Byzantines:	10	12	15	18
France:	5	6	7	7
Lombards:	7	9	8	5
Papacy:	4	5	7	8

Affenpinscher

Turn 7 Nexus through Bidding Turn 7 Bidding and Movement, May 7

Players

EMPEROR Kevin Wilson
GUILD Bob Robles
GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
HARKONNENS Bill Scharf

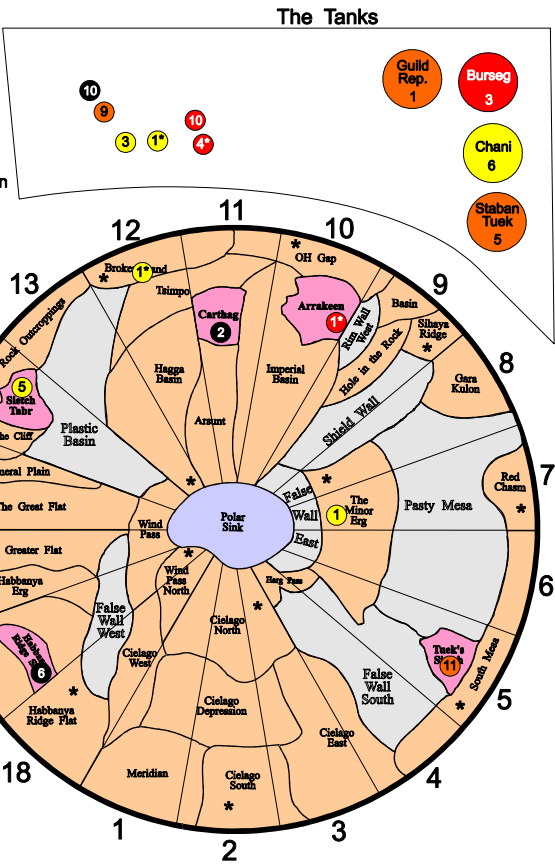
Turn 7

Nexus

The second second OH Gap worm goes to Cielago South (2 Guild tokens to the

tanks). The Fremen token in Funeral Plain rides the worm to Minor Erg (7). The Emperor and Guild reaffirm their alliance.

- 3
Key
- Tokens
 - Spice
 - Atreides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremmen
 - Fremmen Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - Bene Tleilaxu
 - ⊗ Trap



S.O.B.

8 spice Habbanya Erg
10 spice Great Flat

Spice Blow

Bidding Rounds

CHOAM Charity recipients: None.
Three cards are up for bid. Eligible bidders: Emperor (3 cards), Guild (0 cards), Harkonnens (4 cards).

Positions

- Empror:** 1 token (Elite Sadaukar) Arrakeen, 14 tokens (4 Elite Sadaukar) and Burseg in the tanks, 5 tokens off-planet
Spice: 3 cards
- Fremen:** 5 tokens Sietch Tabr, 1 token The Minor Erg (7), 1 token (Fedaykin) Broken Land (12), 9 tokens (1 Fedaykin) Southern Hemisphere, 4 tokens (1 Fedaykin) and Chani in the tanks
Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 9 tokens, Guild Representative, and Staban Tuek in the tanks
Spice: 0 cards
- Harkonnens:** 2 tokens Carthag, 6 tokens Habbanya Ridge Sietch, 2 tokens off-planet, 10 tokens in the tanks
Spice: 4 cards

Traitors

Treachery Cards

Spaniel

Turn 15
Turn 16, May 7

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Left (270)	Rotate Right (180)	U-Turn (50)	Move 1 (500)	<i>Back Up (480)</i>
Robot Nick	Move 1 (520)	Move 2 (680)	Move 2 (780)	Back Up (440)	Move 3 (830)
meRobot	Shut down				
Huey	Shut down				
SmaD	Shut down				
Dalekbot	Move 1 (650)	Rotate Right (280)	Rotate Right (380)	Move 2 (710)	Move 1 (540)

Registers in italics are locked. Huey reappears facing north, meRobot reappears facing south.

Phase 1

Dalekbot moves ahead 1 to H6 (flag 1 touched, archive moved), Robot Nick moves ahead 1 to F13, GEGS rotates right to face west. Dalekbot shoots meRobot.

Phase 2

Robot Nick moves ahead 2 to H13, Dalekbot rotates right to face north, GEGS rotates right to face north. Dalekbot shoots GEGS (register 5 locked).

Phase 3

Robot Nick moves ahead 2 to J13, Dalekbot rotates right to face east, GEGS makes a U-Turn to face south. GEGS shoots Dalekbot.

Phase 4

Dalekbot moves ahead 2 to J6, GEGS moves ahead 1 to H6, Robot Nick backs up to I13. The conveyor belt moves Dalekbot to J7.

Phase 5

Robot Nick dashes ahead 3 to L13, Dalekbot moves ahead 1 to K7, GEGS backs up to H5.

Cleanup

meRobot is repaired 1 point and receives the Circuit Breaker option. Huey receives the Radio Control option.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H5>S	1	2	5
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L13>E	1	3	3
3	Dave Hooton	meRobot	Orange	Circuit Breaker	F6>S	1	1	0
4	Christopher Hunt	Huey	Green	Radio Control	F18>N		2	0
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	J16>N	1	3	0
6	Andy York	Delekbob	Black		K7>E	1	2	3

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

Program Cards**Brittany****End of Game Statements**

Andy York (French) Chris, thanks for another well run game. I wasn't sure I'd come out on top, but at least this time I remembered that we were in the last turn when I plotted my move (I have a tendency to "play the turn" and not realize that a turn limited game is ending). Thanks to the rest for an enjoyable game!

Bob Robles (English) Great game. Lots of action.

Harrier**Turn 9, Phase 5 through End of Game Statements**Turn 9, Phase 5: Expansion

Venice expands to Belgrade (4, vs. Genoa; uses Cathedral; wins), Sicily (4, vs. 5; loses), Poti (4, vs. Venice; dr = 4, 2, 6; loses).
 Genoa; dr = 6, 2, 4; wins), Smyrna (4, vs. Barcelona; dr = 1, 6, 2; wins).
 Genoa expands to Smyrna (4, vs. Venice; dr = 6, 3, 5; wins), Sicily (4, vs. Venice; wins), Marseilles (10, vs. Genoa; uses Cathedral; wins), Angora (4, vs. Venice; dr = 4, 4, 3; wins), Vienna (8, vs. Venice; dr = 5, 2, 5; wins).
 Paris expands to Trebizond (8, vs. Venice; Venice uses Cathedral; loses), Paris (1), Acre (10, vs. Venice; dr = 6, 4, 1; wins), Trebizond (8, vs. Venice; dr = 1, 1,

Turn 9: Phase 6: Income

Interest & Profit: Venice gains \$19.

Venice gains \$83.

Genoa gains \$83.

Paris gains \$59.

Barcelona gains \$75.

Enlightenment reduced Venice's Misery to 450.

Shortage of Spice, Shortage of Grain.

Turn 9, Phase 7: Buy Tokens

Barcelona buys 31 tokens.

Paris buys 14 tokens.

Venice buys 27 tokens

Genoa buys 15 tokens.

Turn 10, Phase 1: Draw Cards

Done.

Paris declines to buy off a shortage. Venice creates a shortage of Metal.

Turn 10, Phase 2: Buy Cards

Paris, Genoa, Venice, and Barcelona each spend \$10 to buy cards.

Paris discards Grain. Barcelona discards Spice.

Turn 10, Phase 3: Play Cards

Paris plays Spice (Paris and Venice each gain \$144, Genoa gains \$36, shortage removed), Bartolome de las Casas (30: Y), and Andreas Vesalius (20: B, D, gains \$20 rebate for B).

Genoa plays Wool (Barcelona gains \$18, Genoa gains \$8).

Venice plays Spice (Paris and Venice each gain \$81, Genoa gains \$9) and Cloth (Venice and Paris each gain \$45, Genoa gains \$20).

Barcelona plays Timber (Genoa gains \$12, Venice and Barcelona each gain \$3), Timber (Genoa gains \$12, Venice and Barcelona each gain \$3), Cloth/Wine as Wine (Barcelona gains \$80, Genoa gains \$20, Paris gains \$5), Famine (Misery Increases: Barcelona to 450, Paris to 300, Venice to 500, Genoa to 400), and Fur (Venice gains \$28, Barcelona gains \$7).

Played Leaders

Bartolome de las Casas (30: Y, Paris only)

Andreas Vesalius (20: B, D, Paris and one other)

Turn 10, Phase 4: Purchases

Paris buys Laws of Matter (C, 40 credit for Science, 10 credit for Institutional Research, \$40), Enlightenment (D, 40 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Vesalius, \$50), Proselytism (G, 30 credit for Religion, \$60, Misery increases to 350), Interest & Profit (L, 30 credit for

Commerce, 10 credit for Institutional Research, \$40), Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, \$50), Cosmopolitan (Y, 90 credit for Civics, 30 credit for Bartolome de las Casas, \$30), and Industry (M, 30 credit for Commerce, 10 credit for Institutional Research, \$70). Misery Relief

reduces Misery to 150.

Genoa buys Institutional Research (X, 50 credit for Civics, \$50), Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40), Laws of Matter (C, 40 credit for Science, 10 credit for Institutional Research, \$40), and stabilization (\$6).

Venice buys Laws of Matter (C, 60 credit for Science, 10 credit for Institutional Research, \$20), Proselytism (G, 50 credit for Religion, \$40, Misery increases to 600), Industry (M, 40 credit for Commerce, 10 credit for Institutional Research,

S.O.B.

\$60), Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, \$50), Cosmopolitan (Y, 90 credit for Civics, \$60), Middle Class (Z, 90 credit for Civics, \$80). Misery Relief reduces Misery to 400. Venice has all advances, so this will be the last turn.

Barcelona buys Renaissance (Q, 60 credit for Communication, \$60), Proselytism (G, 40 credit for Religion, \$50, Misery increases to 500), Human Body (B, 20 credit for Science, \$40, Misery reduced to 450), and stabilization (\$1). Misery Relief reduces Misery to 400.

Turn 10, Phase 5: Expansion

Venice uses Renaissance to switch places with Genoa. Barcelona uses Renaissance to switch places with Genoa.

Paris expands to West Africa (4, vs. Venice; Venice uses Cathedral; loses), West Africa (4, vs. Venice; dr = 6, 6, 1; wins), Levant (1), Amsterdam (1), Tarsus (1), and buys a card (3).

Venice expands to Valencia (5, vs. Paris; dr = 6, 4, 6; wins), Erzerum (6, vs. Paris; dr = 5, 5, 5; wins), West Africa (vs. Paris; dr = 6, 4, 1; wins), Sicily (4, vs. Genoa; uses Cathedral; wins), Grenada (4, vs. Barcelona; dr = 3, 5, 1; wins), Algiers (4, vs. Genoa; dr = 3, 6, 2; wins).

Barcelona expands to St. Malo (4, vs. Genoa; uses Cathedral; wins), Prague (4, vs. Venice; dr = 2, 5, 5; loses), Prague (4, vs. Venice; dr = 3, 5, 2; wins), Valencia (4, vs. Venice; dr = 3, 5, 6; loses), Valencia (4, vs. Venice; dr = 2, 1, 6; loses), Valencia (4, vs. Venice; dr = 3, 1, 1; loses), Valencia (4, vs. Venice; dr = 4, 2, 1; wins).

Genoa expands to Sicily (4, vs. Venice; dr = 2, 6, 6; loses), Belgrade (5, vs. Venice; dr = 4, 2, 5; loses), Budapest (6, vs. Venice; dr = 6, 2, 6; loses). Venice gains a card.

Turn 10, Phase 6: Collect Income

Interest & Profit: Paris gains \$7, Venice gains \$80, Genoa gains \$67.

Paris gains \$51.

Venice gains \$95.

Barcelona gains \$83.

Genoa gains \$71.

Enlightenment Misery Reductions: Paris to 125, Venice to 350.

Shortage of Wool (Barcelona gains a card). Shortage of Cloth.

Final Card Play

Paris plays Pirates/Vikings on Venice, reducing Venice, Grenada, and Sicily.

Venice plays Rebellion on Paris, reducing East Indies.

Barcelona plays Silk (Venice receives \$72, Paris receives \$32, and Barcelona receives \$8) and Gold (Venice receives \$160, Genoa and Barcelona each receive

\$10).

Genoa plays Papal Decree, barring Religious advances, Religious Strife, canceling Papal Decree (Misery increases: Barcelona to 600, Paris to 200, Venice to 600, and Genoa to 500), and Sir Isaac Newton (20: C, D, receives \$20 rebate).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Barcelona	600		\$106	5	17		0	A, B, F, G, H, I, J, N, O, P, Q, R, V, W
Dave Hooton	Paris	200		\$97	1	8	O-3	0	A, B, C, D, E, F, G, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y
Chris Geggus	Venice	600		\$487	3	17	O-3	0	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z
Bob Robles	Genoa	500		\$235	6	14	10	0	A, B, C, E, F, I, J, K, L, N, O, R, S, V, W, X

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Victory Points

	Barcelona	Paris	Venice	Genoa
Advances	840	1700	2100	850
Cash	106	97	487	235
Misery	-600	-200	-600	-500
Total	346	1597	1987	585

Congratulations to Chris Geggus on his victory!

End of Game Statements

Chris Geggus (Venice): A really enjoyable game - and not just because of the result. I've always loved the game, but face to face can be hard work at times, so by mail is ideal.

Thanks to Chris for yet another well run game and thanks to everyone for sticking with it. I think with 4 players an aggressive approach better suits the remaining nations. With less attacks against you, the chance to grab and hold is so much better. And obviously Venice does have that initial opportunity. Yet again Crusades proved very (maybe too) powerful. In a 6 hander the Crusade player will get an earlier and bigger kicking, with 4 it does seem to suffer less.

Results did seem to go my way quite often, so I know I am due those lousy die rolls soon. Maybe next game?

Bob Robles (Genoa): I agree with Chris G's sentiments. This was a really fun game. Lots of action and nice players. Of course, thanks to Chris H for keeping us in line and moving the game along.

Dave Hooton (Paris): I don't know why Chris G. always buys Cathedral, his dice do well enough without it.

I had been urging Barcelona and Genoa to take at least one spice space from Venice before I played my last spice card. As it turned out, this was even more important than I realized. Not only was there a spice surplus but also a second spice card. Not only would the taker had gotten at least \$36 and denied Venice at least \$108, it would have narrowly prevented Venice from buy one advance and ending the game, allowing the rest of us a chance at closing the gap.

For my part, I was happy to score as high as I did with my underdog board position. Maybe next game Chris G. won't plague me right off the bat.

Thanks to Chris H. for running the game and to my opponents for making it interesting.

Christopher Hunt(Barcelona): Congratulations to Chris. Well played

Many thanks to Chris H for his consistently helpful and kindly direction of the game

I totally miss-played the game, too fixed in my plan to get boats early when thrown produced a miss match of bad ideas.

Hokkaido**Generation 2 Actions through Generation 5 Solar Phase**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Kevin Wilson	Poseidon Interplanetary Kolonization Enterprises (PIKES)	Poseidon Corp.	Black	0	34
Christopher Hunt	Combined Joint Venture Holdings (CJVH)	UNMI	Green	0	38
Dave Hooton	Callisstan Ore, Liquid Oxygen, and Neptunian Yeast (COLONY)	Aridor	Red	0	29
Chris Geggus	Ganymede Expedition Gathers Support (GEGS)	Robinson Industries	Yellow	0	36
Brendan Whyte	Noah & Sons (N&S)	Arklight	Blue	1	21

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	15	53	3	6	1	2	1	3	0	0	9	18
Christopher Hunt	7	51	0	6	0	0	0	7	4	4	1	9
Dave Hooton	18	48	1	3	2	2	2	6	1	1	0	4
Chris Geggus	6	55	1	2	4	4	1	2	2	2	1	13
Brendan Whyte	0	28	0	0	0	0	1	7	11	11	1	19

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	5 (4 microbes)
Callisto	CJVH	COLONY	GEGS	5 (7 energy)
Miranda	(1 animal)	(1 animal)	(1 animal)	7 (3 animals)
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Luna	PIKES	GEGS	CJVH	5 (10M€)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	5 (3 floaters)
Ceres	(1 steel production)	(1 steel production)	(1 steel production)	5 (6 steel)
Triton	GEGS	(3 titanium)	(3 titanium)	3 (1 titanium)

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 6Research Phase

PIKES buys 3 cards for 9M€.

COLONY buys 2 cards for 6M€.

N&S buys 2 cards for 6M€.

CJVH buys 1 card for 3M€.

GEGS buys 1 card for 3M€.

Action Phase

PIKES spends 9M€ to trade with Luna, gaining 12M€. CJVH and GEGS each gain 2M€. He then spends 8 heat to increase the temperature to -4 and his TR to 30.

CJVH spends 3 energy to trade with Callisto, gaining 10 energy. COLONY and GEGS each receive 3 energy. He then spends 4 energy to use Steelworks, gaining

2 steel and increasing the oxygen level to 6% and his TR to 34.

COLONY spends 8 heat to increase the temperature to -2C and his TR to 28, then spends 8 more heat to increase the temperature to 0C and his TR to 29.

GEGS spends 2 energy to trade with Luna, gaining 9M€. PIKES and CJVH each receive 2M€. He then spends 5M€ for a Mineral Deposit, gaining 5 steel.

Noah & Sons spends 6M€ for a Trans-Neptune Probe.

PIKES spends 8 heat to increase the temperature to 2C and his TR to 31.

CJVH spends 3M€ to increase his TR to 35, then spends 8M€ to claim the Terraformer Milestone.

COLONY spends 3 energy to trade with Triton, gaining 1 titanium. GEGS gains 1 titanium. He then spends 1 titanium to add a resource to Security Fleet.

GEGS spends 11 steel and 1M€ to play Protected Valley, gaining 2M€ production and placing a greenery tile in H6, gaining 2M€ and 1 plant, and increasing the oxygen level to 7% and his TR to 30. He then spends 23M€ for a greenery tile in G5, gaining 4M€, 2 plants, increasing the oxygen level to 8% which increases the temperature to 4C and increases his TR to 32.

Noah & Sons spends 8M€ on a Mass Converter, gaining 6 energy production.

PIKES spends 1 titanium and 18M€ for Sulphur Exports, gaining 1M€ production and increasing Venus terraforming to 2% and his TR to 32.

CJVH spends 8 heat to raise the temperature to 6C and his TR to 36.

COLONY spends 6M€ for Lunar Mining, gaining 2 titanium production, then spends 16M€ for Lunar Metropolis, gaining 6M€ production. PIKES gains a pet and GEGS gains 2M€.

GEGS spends 11M€ on Molecular Printing, gaining 10M€, then spends 4 titanium and 2M€ for an Asteroid, raising the temperature to the maximum 8C, increasing his TR to 33, gaining 2 titanium, and removing 3 plants from PIKES.

Noah & Sons uses Power Infrastructure to convert 5 energy to 5M€, then spends 4M€ on Symbiotic Fungus.

PIKES spends 16M€ for Tundra Farming, gaining 1 plant production, 2M€

PIKES gains 47M€, 3 steel, 1 titanium, 1 plant, and 9 heat.

CJVH moves 7 energy to heat, gains 43M€, 4 energy, and 1 heat.

COLONY moves 1 energy to heat, gains 41M€, 1 steel, 2 titanium, 2 plants, 1 energy, and 1 heat.

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

CJVH buys 1 card for 3M€.

COLONY buys 2 cards for 6M€.

GEGS buys 2 cards for 6M€.

N&S buys 3 cards for 9M€.

PIKES buys 3 cards for 9M€.

CJVH spends 4 energy to use Steelworks, gaining 2 steel, increasing the oxygen level to 9% and his TR to 37, then spends 3M€ to increase his TR to 38.

COLONY spends 8M€ to fund the Banker Award, then spends 1 titanium to add a resource to the Security Fleet.

GEGS spends 8 plants to place a greenery tile at F4, gaining 1 plant and 2M€ and raising the oxygen level to 10% and his TR to 34, then spends 3 titanium and 2M€ to play Solar Wind Power, gaining 2 titanium and 1 energy production.

Noah & Sons spends 2 steel to play an Industrial Center at B4, gaining 1 plant.

PIKES spends 23M€ for a greenery tile at A5, gaining 2 plants, increasing the oxygen level to 11% and his TR to 33, then he spends 12M€ for an Ecological Zone at E4, gaining 4M€, 2 plants, and 2 animal resources on the card.

CJVH spends 23M€ for a greenery tile at G4, gaining 1 plant 2M€ and increasing the oxygen level to 12% and his TR to 39, then he adds an animal resource to Fish.

COLONY spends 12M€ for Predators, gaining 1M€ production, then spends 9M€ to trade with Miranda, gaining 3 animals which are placed on Predators.

GEGS spends 10M€ for Atalanta Planitia Lab, gaining 2 cards, then spends 2 energy to trade with Luna, gaining 12M€. PIKES and CJVH each gain 2M€.

Noah & Sons spends 4 energy to use Ironworks, gaining 1 steel and increasing the oxygen level to 13% and his TR to 21.

PIKES spends 3 steel on Greenhouses, gaining 4 plants and an animal resource on Ecological Zone, then spends 8 plants for a greenery tile at B3, increasing the oxygen level to 14% and his TR to 34. All Mars global parameters are at maximum, so this will be the final turn.

CJVH spends 23M€ for a greenery tile at I5, gaining 2 plants.

S.O.B.

production, and 1 plant.

CJVH spends 25M€ to build a City at H5, gaining 2M€ and 2 plants. PIKES gains a Pet and GEGS gains 2M€.

COLONY spends 2M€ for Local Shading, gaining 1M€ production for the new Venus tag, then places a floater resource on Local Shading.

GEGS spends 8M€ to claim the Gardener milestone, then 2 titanium and 3M€ to play Solar Probe, gaining 1 card.

Noah & Sons spends 2M€ to use Restricted Area to draw a card.

PIKES sells a card for 1M€.

CJVH spends 9M€ for Fish, reducing GEGS plant production by 1.

COLONY adds a Tardigrade, then uses Extreme Cold Fungus to add two more Tardigrades.

GEGS sells a card for 1M€.

Noah & Sons passes.

PIKES sells a card for 1M€, then spends 6M€ for Small Animals, reducing GEGS plant production by 1.

CJVH adds a resource to Fish.

COLONY passes.

GEGS spends 4M€ to increase his plant production by 1.

PIKES adds a resource to Small Animals.

CJVH passes.

GEGS passes.

PIKES passes.

Production Phase

GEGS moves 3 energy to heat, gains 39M€, 1 steel, 3 titanium, 1 plant, 2 energy, and 1 heat.

Noah & Sons gains 21M€, 1 plant, 11 energy, and 1 heat.

Solar Phase

Generation 7

Research Phase

Action Phase

COLONY spends a resource from Local Shading to gain 1M€ production.

GEGS spends 1M€ for a Virus, removing 2 animals from Predators.

Noah & Sons spends 3 steel and 6M€ for Martian Zoo, gaining 1 resource on his corporation.

PIKES adds a resource to Small Animals and spends 8M€ for Luxury Foods.

CJVH sells 4 cards for 4M€.

COLONY adds a resource to Tardigrades.

GEGS spends 2 titanium and 10M€ for a Spin-Inducing Asteroid, increasing Venus terraforming to 6% and his TR to 36.

Noah & Sons sells 8 cards for 8M€ then spends 14M€ to fund the Scientist Award.

PIKES sells 1 card for 1M€.

CJVH passes.

COLONY sells 1 card for 1M€.

GEGS sells 1 card for 1M€.

Noah & Sons uses Power Infrastructure to convert 7 energy to 7M€, then spends 1M€ production to add a resource to Refugee Settlements.

PIKES sells 1 card for 1M€.

COLONY uses Extreme Cold Fungus to add 2 resources to Tardigrades.

GEGS spends 11M€ for Breathing Filters.

Noah & Sons spends 2M€ to use Restricted Area to buy a card.

PIKES passes.

COLONY sells a card for 1M€.

GEGS spends 8M€ for Media Archives, gaining 15M€.

Noah & Sons sells 2 cards for 2M€.

COLONY spends 1 titanium and 10M€ for a Galilean Way Station, gaining 3M€ production.

GEGS spends 15M€ for Dawn City, gaining 1 titanium production and losing 1 energy production and further gains 2M€ from Rover Construction. PIKES gains a resource on Pets.

Noah & Sons passes.

COLONY play Insulation for free, losing 1 heat production and gaining 1M€

production.

GEGS sells 1 card for 1M€.

COLONY sells 1 card for 1M€.

GEGS passes.

COLONY uses Predators to remove a resource from Fish and add it to Predators.

COLONY passes.

Production Phase

CJVH gains 46M€, 4 energy, and 1 heat.

COLONY moves 1 energy to heat, gains 47M€, 1 steel, 2 titanium, 2 plants, and 1 energy.

GEGS gains 42M€, 1 steel, 4 titanium, 1 plant, 2 energy, and 1 heat.

Noah & Sons gains 21M€, 1 plant, 11 energy, and 1 heat.

PIKES gains 49M€, 3 steel, 1 titanium, 1 plant, and 9 heat.

Solar Phase

The Global Parameters of Mars are all at maximum, indicating that the game is over. No players have enough plants to place a greenery tile.

Victory Points

Awards

Scientist: Science tags. GEGS and Noah & Sons have 5, COLONY has 1, PIKES and CJVH have 0. GEGS and Noah & Sons each gain 5.

Banker: Megacredit production. COLONY has 18, PIKES has 15, CJVH has 7, GEGS has 6, and Noah & Sons has 0. COLONY gains 5, PIKES gains 2.

Milestones

Terraformer goes to CJVH. **Gardener** goes to GEGS. **Builder** goes to PIKES.

	PIKES	CJVH	COLONY	GEGS	Noah & Sons
Terraform Rating	34	39	29	36	21
Awards	2	0	5	5	5
Milestones	5	5	0	5	0
Map	3	6	0	5	0
Cards	10	0	15	11	7
Total	54	50	49	62	33

GEGS wins. Congratulations to Chris Geggus on his victory!

End of Game Statements

Chris Geggus (GEGS): A strange game indeed. We don't appear to have done much for the brave inhabitants of the newly colonised Mars. However, we had fun trading and playing at odd activities and, I guess, just forgot to plant and breed in enough numbers to help the planet develop. Sorry New Martians - we promise to do more for you next time we come a'visiting.

Thanks to Chris and well done to all for battling through. I can't say I had any operating plan or tactics. I just reacted to what I got, counted ongoing costs and blabbed too loudly about my livestock which I think encouraged Dave to keep his predators on a leash at game end pending the arrival of my Texas Longhorns. However, since we seemed to play so few events, I fell short of even being able to play Livestock. As I said, a strange game indeed and very different from the norm.

Kevin Wilson (PIKES): Well, I had hoped the lead I estimated as we began generation 7 might hold but alas, it did not. As I said earlier, once it seemed clear the gen 7 would very likely be it, I had to look at what my options were. If we delayed into gen 8 perhaps other options would come via cards but I just didn't think that was the case so I grabbed a couple of the last 4 TR in the generation. By my math I had or could get to a 7 VP lead but that would require holding the lead in the banker award, which I felt was at risk, and I'd need some helpful lack of cards elsewhere. Neither need came about. The banker award was lost and Chris G had the cards.

Earlier I thought the Security Fleet and Tardigrades on which Dave was piling resources would make him the one to watch.

I was trying to see if I could accomplish what I wanted and fund another award. But the Thermalist and Miner awards I wasn't sure I could hold and the Landlord and Miner would have helped my nearest competitor. I guess too many options kept me hoping until I didn't have the cash to act. But, even net 3 for Miner wouldn't have changed things.

I don't have enough games under my belt to truly have an opinion but 7 generations does seem quick. Mainly, I assume, to most of us focusing on trading with the OPA (Expanse reference there) instead of focusing on Venus. And, as Chris pointed out, this also led to the actual surface of Mars being less green than the preceding games. Oceans went fast! That combo Christopher had really filled the seas quickly. I had a decent card but I think only picked up 1 TR rating from as others grabbed the rest too fast.

Congrats to Chris G on the win. Thanks to Chris H for hosting and running the game, for answering all my questions, for his impeccable bookkeeping and for giving us a sandbox to mess around in.

I still haven't tried the online game, solo or otherwise. But I plan to. I'd love to hear if anyone is playing there and their thoughts.

I'm looking forward to Turmoil coming out but I guess that's still a way off.

Finally, if you get to play much face-to-face have you found yourself tempted to buy/try some of the 3D printed items that are all over BGG right now? I'm not sure I'd be that interested. I did pick up the nice tokens for the O2 and temp tracks and the turn counter but that was just for fun.

On to Jindo!

Dave Hooton (COLONY): Congratulations on Chris G. on the win and thanks to Chris H. for running it.

I was plagued in the game by a lack of synergy. Also, every time I tried to crawl out of fourth place, someone would knock me right back. I lost at least 4 VPs directly from those cards and likely a couple of more indirectly. My position would have been even worse if my high-risk funding of Banker had not worked out.

Christopher Hunt (CJVH): Thanks to Chris H for running the game so well taking care of our, well at least, my inaccuracies

Congratulations to Chris G.
Very enjoyable.

Brendan Whyte (Noah & Sons): Stonecold motherless last. But not unexpected. I had no idea what I was doing (did it show?). Having played one base-rules 2player game ftf in October, I was interested to see how more players would affect the game. But all the expansions were completely new to me, and without

knowing the rules for any of them, I was unable to use them.

Even with 5 players, less than half the map got terraformed (about the same as my 2player game). I'm glad to hear this was an unusual 5 player game, but overall it doesn't grab me. But it was useful to (attempt to) play, so thanks for having me!

Hamiltonstovare

Epoch I Egypt, Minoans, and Indus Valley Deadline, Epoch I Babylonians, Shang Dynasty, and Aryans, May 7

Epoch I

HICK (Hood): EGYPT: Army and Capital Nile Delta, army Nubia, Upper Nile, Arabian Peninsula, fleet Red Sea. Points: Dominance North Africa (2), Presence in Middle East (2), 1 Capital (2), and 1 Sea (1) for 7 points.

RMHS (Wilson): MINOANS: Army and Capital Crete, fleet Eastern Mediterranean, army Western Anatolia, Shatt's Plateau. Points: Presence in Middle East (2), North Africa (1), 1 Capital (2), 1 Sea (1) for 6 points.

CJVH (Hunt): INDUS VALLEY: Plays Civil Service. Army and Capital Lower Indus, army Upper Indus, Hindu Kush, Persian Plateau, Turaniann Plain, Tarim Basin. Builds Monument Lower Indus. Points: Dominance in India (2), Presence in Middle East (2), China (1), 1 Capital (2), and 1 Monument (1) for 8 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Greco-Etruscan Great Sword (yellow)	0	0
Andy York	Republic of Texas (blue)	0	0
Dave Anderson	Romulus & Remus (orange)	0	0
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	4	8
Christopher Hunt	Christian Juvenile Volunteer Host (green)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	6
David Hood	Hood's InterContinental Kingdom (red)	5	7

Positions

CUTE: HITTITES: Army and Capital Eastern Anatolia, army and Fort Levant. SUMERIANS: Army, Capital, and Fort Lower Tigris, army Zagros, Middle Tigris.

HICK: Fleet Red Sea. EGYPT: Army and Capital Nile Delta, army Nubia, Upper Nile, Arabian Peninsula.

RMHS: Fleet Eastern Mediterranean. MINOANS: Army and Capital Crete, army Western Anatolia, Shatt's Plateau.

CJVH: INDUS VALLEY: Army, Capital, and Monument Lower Indus, army Upper Indus, Hindu Kush, Persian Plateau, Turaniann Plain, Tarim Basin

Event Cards

Epoch I Empire

Jagdterrier Gamestart

Players

Chris Geggus

Dave Hooton

Bill Scharf

Andy York

Kevin Wilson

Starting out, please provide your preferences about color, whether to play regular Settlers or use the Seafarers' expansion, and whether to run this by email. Note, that if run by email, several of the points below will be altered to accommodate that fact.

- All standard rules apply except as modified below.
- Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.
- In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).
- The following rules cover the orders each player should submit and the activities of the GM:

Raw Material Production: The GM will publish the dice rolls of all players for the next turn.

Trade: Each player may specify any trades they wish within the rules. Standing trade offers may be given.

Building: Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.

Play Development Card: If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specify a first and second choice in the event that the Robber was moved in a prior turn.

- The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.

6. The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).
7. Unexplored hexes will be revealed by the first player to build a ship or a road to a vertex. If the revealed hex is a land area, the discoverer will receive the appropriate commodity.

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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!