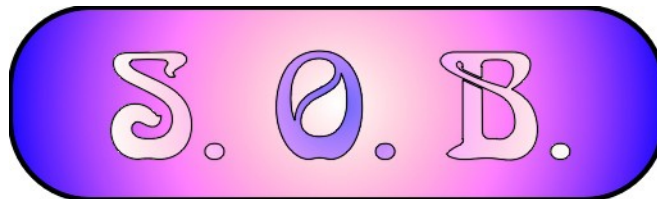


Number 244

August, 2019



Notes from Hades

Earlier this month, my family rented a small cabin just outside the Grant's Grove entrance to King's Canyon National Park. King's Canyon is directly adjacent to Sequoia National Park. This is the third time we have rented that particular cabin, and the first time we actually went into King's Canyon itself. The drive from Grant's Grove, which is at an elevation of over 7000 feet, down to the floor of the canyon, which is around 3000 feet, is breathtaking. We visited a cavern and saw some spectacular waterfalls. We have had a very wet winter, so the Sierra snow pack was greatly enhanced, and the King's River was a torrent in places. Overall, a wonderful vacation, if much too short.

This issue sees the completion of Drever. Congratulations to Martin Burgdorf on his victory. That takes us down to 4 games with Kai Ken starting up., but Keeshond (Age of Renaissance), Kromfohrlander (Power Grid), Kuvasz (Agricola), and Maltese (Terraforming Mars), have started up. We will be starting Leonberger and Mudi soon as well, so there is still time to join both those games.

The next deadline is **Tuesday, August 20 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machiavelli Gamestart	Page 2
Affenpinscher	Dune	Page 2
Spaniel	Robo Rally	Page 3
Hamiltonstovare	History of the World	Page 4
Keeshond	Age of Renaissance	Page 5
Kromfohrlander	Power Grid	Page 5
Kuvasz	Agricola	Page 6
Maltese	Terraforming Mars	Page 7

Game Openings

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.

Leonberger: Puerto Rico: This will use the buildings expansion and will be run by email. Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), Kevin Wilson(\$), will take up to 1 more. **Will start before next issue with whoever is signed up.**

Lowchen. Puerto Rico: This will use the Nobles expansion and will be run via email. Have Dave Hooton(\$), Christopher Hunt, Kevin Wilson(\$), will take up to 2 more.

Mudi. Settler/Seafarers of Catan: This will be run by email. Have Brendan Whyte(\$), Kevin Wilson(\$), Dave Hooton(\$), Andy York(\$), will take up to 1 more.

Norrbottenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson, Chris Geggus, Christopher Hunt, Andy York(\$), will take up to 3 more.

Otterhound: Stellar Conquest: This will be run by email. Have Kevin Wilson, Andy York(\$), Bill Scharf(\$), will take up to 1 more.

Pekingese: New World: Have Chris Geggus, Bob Robles(\$), Andy York(\$),

Martin Burgdorf, will take up to 2 more.

Plott: Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Have Christopher Hunt(\$), Andy York(\$), Martin Burgdorf, 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.

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.

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, Martin Burgdorf, will take up to 4 more.

Robo Rally: Have Chris Geggus, Brendan Whyte., Dave Hooton, Andy York, will take up to 4 more.

Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 1, will take up to 6 more.

Machiavelli: Scenario to be decided by player vote on game start. Will take up to 7.

Puerto Rico: This will be the base game and will be run by email. Have Christopher Hunt, Martin Burgdorf, will take up to 3 more.

Terra Mystica: This will be run by email. Have Christopher Hunt, Martin Burgdorf, will take up to 3 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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On the Web at: <http://www.sob-zine.org>

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

Kai Ken**Gamestart****Deadline/Spring 1454 8/20 Tuesday**The Players

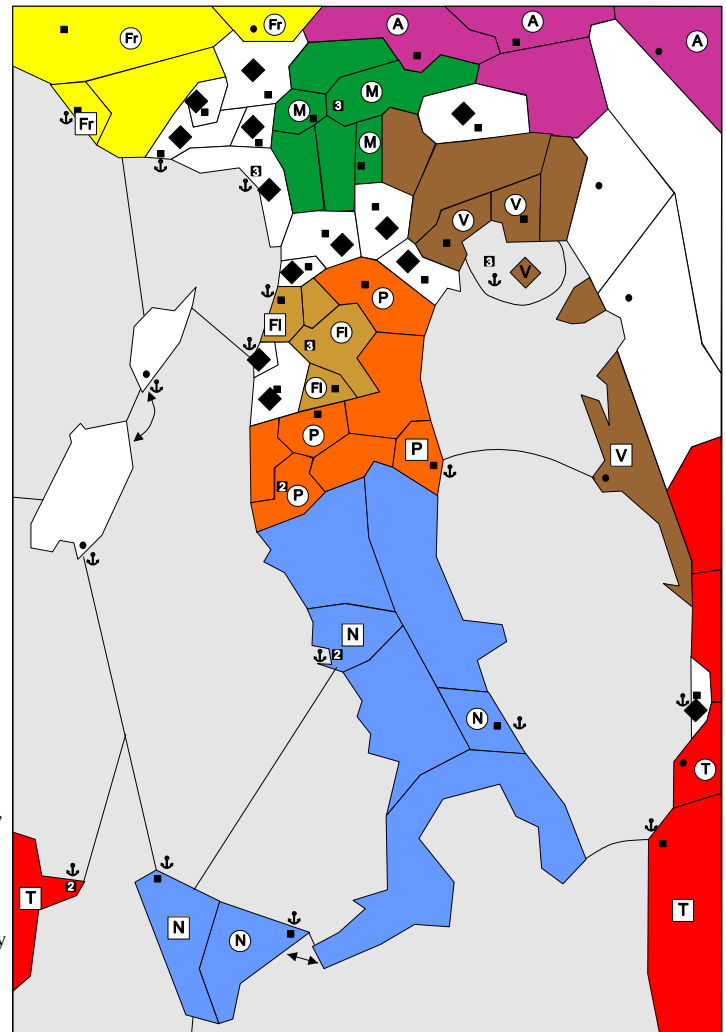
AUSTRIA/TURKS:	Jason Wilke	
FLORENCE/PAPACY:	Bob Robles?	
FRANCE/MILAN:	Kevin Wilson	
NAPLES/VENICE:	Dave Anderson	
GAME MASTER	Chris Hassler	

The Positions

Austria:	A Hungary, A Austria, A Tyrolea, 1 ducat
Florence:	A Arezzo, A Florence, F Pisa, 6 ducats
France:	A Avignon, A Swiss, F Marseilles, 2 ducats
Milan:	A Pavia, A Cremona, A Milan, 6 ducats
Naples:	A Bari, A Messina, F Naples, F Palermo, 4 ducats
Papacy:	A Rome, A Perugia, A Bologna, F Ancona, 4 ducats
Turks:	A Albania, F Durazzo, F Tunis, 4 ducats
Venice:	A Padua, A Treviso, F Dalmatia, G Venice, 9 ducats
Autonomous Garrisons:	Tunis, Savoy, Montferrat, Saluzzo, Genoa, Trent, Ferrara, Mantua, Modena, Lucca, Sienna, Piombino, Ragusa

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Moneylenders, and Conquest. All those passed with 2 votes in favor and 2 abstentions. Special Military United failed with 1 vote in favor, 1 against, and 2 abstentions. Press will be White. We are playing this one to Standard Victory Conditions: 18 cities. The house rules are available on the website. Where country preferences were not received, countries were determined randomly. Finally, Bob Robles, NMRed, so **will Dave Partridge please submit standby orders for Florence and the Papacy!**

Kai Ken

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

Affenpinscher**Turn 8 Bidding through Turn 9 Nexus****Turn 9 Nexus, August 20**Players

EMPEROR	Kevin Wilson
GUILD	Bob Robles?
GAME MASTER	Chris Hassler

FREMEN	Martin Burgdorf
HARKONNENS	Bill Scharf

Turn 8Bidding

CARD 1 () goes to the Emperor for 3 spice.
CARD 2 is not bid on – all remaining cards go back to the top of the deck and bidding ends.

Revival and Movement

The Guild moves last.

Revival

Emperor revives 3 tokens (1 Elite Sadaukar), paying 4 spice, and plays the Tleilaxu Ghola card, reviving 5 additional tokens.

Fremen revive 1 token.

Harkonnens revive 2 tokens.

Guild revive 1 token.

Shipping

Emperor ships 6 tokens (1 Elite Sadaukar) to Arrakeen, paying 3 spice.

Movement

Fremen move 1 token Minor Erg – Shield Wall – Imperial Basin (10).

Harkonnens move 2 tokens Habbanya Ridge Sietch – Habbanya Ridge Flat – Habbanya Erg (16).

Battle Round

No battles.

Spice Collection

Emperor collects 2 spice (Arrakeen).

Fremen collect 2 spice (The Great Flat).

Guild collect 1 spice (Tuek's Sietch).

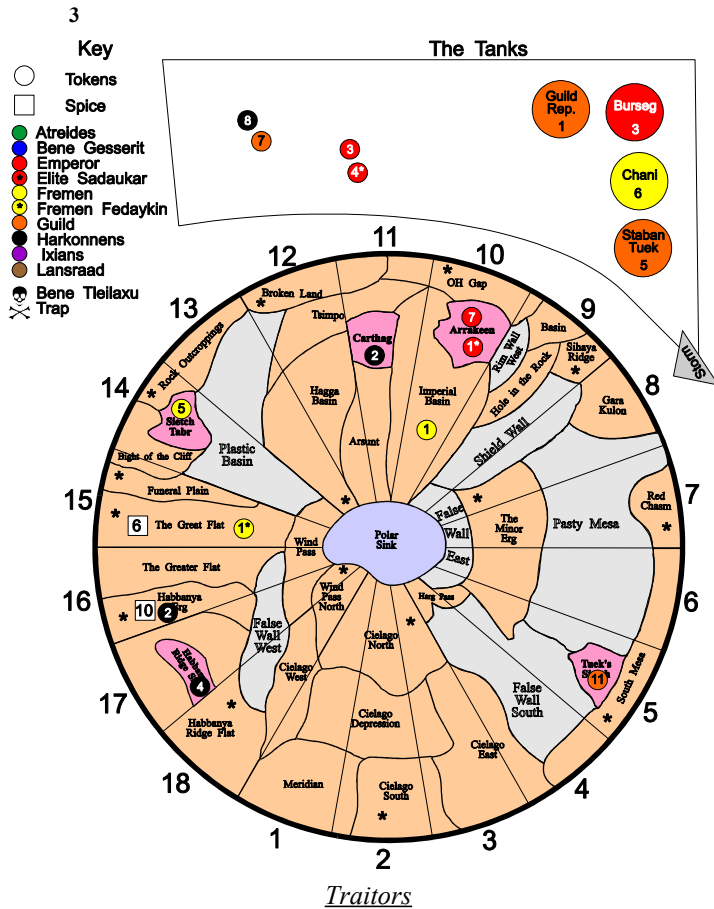
Harkonnens collect 8 spice (2 Carthag, 6 Habbanya Erg).

Turn 9Storm Movement

The Storm moves 4 sectors to sector 8. Turn 10 storm movement: ____ sectors.

Spice Blow

Worm in Wind Pass North. 6 spice destroyed. Nexus occurs.



S.O.B.

Notes

Bob Robles has NMRed! Will Andy York please submit standby orders for the Guild.

Positions

- Empror:** 8 tokens (1 Elite Sadaukar) Arrakeen, 7 tokens (4 Elite Sadaukar) and Burseg in the tanks, 5 tokens off-planet
Spice: 3 cards
- Fremen:** 5 tokens Sietch Tabr, 1 token Imperial Basin (10), 1 token (Fedaykin) The Great Flat (15), 13 tokens (2 Fedaykin) Southern Hemisphere, Chani in the tanks
Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 2 tokens off planet, 7 tokens, Guild Representative, and Staban Tuek in the tanks
Spice: 3 cards
- Harkonnens:** 2 tokens Carthag, 4 tokens Habbanya Ridge Sietch, 2 tokens Habbanya Erg (16), 4 tokens off-planet, 8 tokens in the tanks
Spice: 4 cards

Treachery Cards

Spaniel

Turn 17

Turn 18, July 16

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 1 (610)	Move 1 (540)	Rotate Left (90)	Back Up (440)	Rotate Right (200)
Robot Nick	Move 3 (830)	<i>Rotate Right (240)</i>	<i>Rotate Left (330)</i>	<i>Rotate Right (380)</i>	<i>Move 1 (570)</i>
meRobot	U-Turn (30)	Rotate Right (140)	Rotate Left (130)	U-Turn (50)	<i>Rotate Left (270)</i>
Huey	U-Turn (40)	Move 1 (620)	Rotate Left (290)	U-Turn (60)	Move 2 (770)
SmaD	Rotate Left (350)	Move 2 (700)	Rotate Right (120)	<i>Move 1 (530)</i>	<i>Rotate Left (190)</i>
Dalekbot	Move 2 (730)	Move 1 (520)	Rotate Right (280)	Move 2 (680)	Rotate Left (110)

Registers in italics are locked. meRobot and SmaD schedule shut downs for next turn.

Phase 1

Robot Nick dashes ahead 3 to L16, Dalekbot moves ahead 2 to L12, GECS moves ahead 1 to G11, SmaD rotates left to face north, Huey makes a U-turn to face west, and meRobot makes a U-turn to face north. Dalekbot shoots Robot Nick (register 3 locked).

Phase 2

SmaD moves ahead 2 to I19, Huey moves ahead 1 to D13, GECS moves ahead 1 to H11, Dalekbot moves ahead 1 to L13, Robot Nick rotates right to face west, meRobot rotates right to face east. The conveyor belt moves Huey to D12. Dalekbot shoots Robot Nick (register 2 locked).

Phase 3

Robot Nick rotates left to face south, Huey rotates left to face south, Dalekbot rotates right to face west, meRobot rotates left to face north, SmaD rotates right to face east, and GECS rotates left to face north.

Phase 4

Dalekbot moves ahead 2 to J13, SmaD moves ahead 1 into a wall, GECS backs up to H12, Robot Nick rotates right to face west, Huey makes a U-turn to face north, and meRobot makes a U-turn to face south.

Phase 5

Huey moves ahead 2 to D10, Robot Nick moves ahead 1 to K16, meRobot rotates left to face east, GECS rotates right to face east, SmaD rotates left to face north, and Dalekbot rotates left to face south. Conveyor belts: Robot Nick is moved to K15 and Huey to C10. The gear rotates Huey to face east.

Cleanup

meRobot and SmaD shut down, repairing all damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H12>E	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	K15>W	1	3	8
3	Dave Hooton	meRobot	Orange	Circuit Breaker	H14>E	1	1	0
4	Christopher Hunt	Huey	Green	Radio Control	C10>E		2	2
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	I19>N	1	3	0
6	Andy York	Delekbob	Black		J13>S	1	1	2

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

Program CardsHamiltonstovare

**Epoch II Chou Dynasty, Vedic City States, Greek City States
Deadline, Epoch II Scytheans, Carthagina, and Persia, August 20**

Epoch II

Romulus & Remus (Anderson): Plays Kingdom in Upper Nile. Army, fort and city Upper Nile (Egyptian army retreats to Nubia). CHOU DYNASTY: Army and Capital Wei River, army Tarim Basin (vs. Indus Valley; C: 6, 2; I:4; wins), Yellow River (vs. Shang Dynasty; C: 6, 3; S: 2; wins, Capital reduced to city), Great Plain of China (vs. Shang Dynasty; C: 3, 1; S: 3; C: 4, 3; S: 3; wins), Chekiang (vs. Shang Dynasty; C: 2, 1; S: 3; loses), Chekiang (vs. Shang Dynasty; C: 6, 4; S: 5; wins). Builds Monument Wei River. Points: Dominance in China (4), Presence North Africa (2), 1 Capital (2), 2 cities (2), and 1 Monument (1) for 11 points.

Republic of Texas (York): Plays Phoenicia. Army and Capital Levant (Assyrian army retreats to Upper Tigris), fleet Eastern Mediterranean (vs. RMHS; RoT: 6, 2; RMHS: 3; wins), army Upper Tigris (vs. Assyria; P: 5, 5; A: 2; P: 6, 5; A: 4; wins, Capital reduced to city). VEDIC CITY STATES: Army and Capital Upper Indus (Indus Valley army eliminated), armies Ganges Valley, Eastern Deccan, Eastern Ghats, Ceylon, Ganges Delta. Builds Monument Upper Indus. Points: Dominance in India (4), Presence in China (2) and Middle East (3), 2 Capitals (4), 1 Sea (1), 1 city (1), and 2 Monuments (2) for 17 points.

CJVH (Hunt): Plays Rebellion in Wei River (vs. Chou Dynasty; R: 6, 1; C: 5; wins, Capital reduced to a city). GREEK CITY STATES: Army and Capital Morea, fleet Eastern Mediterranean (vs. Republic of Texas; C: 4, 1; T: 3; wins), army Crete (vs. Minoans; G: 5, 1; M: 1; wins, Capital reduced to a city), fleet Western Mediterranean, army Central Massif, Libya, Palestine, Nile Delta (vs. Egypt; G: 3, 2; E: 3; G: 2, 1; E: 4; loses), fleet Black Sea. Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), China (2), 1 Capital (2), 3 Seas (3), 2 cities (2), and 1 Monument (1) for 19 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	4	8
Kevin Wilson	Royal Manticoan Historical Society (purple)	4	6
David Hood	Hood's InterContinental Kingdom (red)	5	7
Andy York	Republic of Texas (blue)	10	21
Dave Anderson	Romulus & Remus (orange)	10	15
Christopher Hunt	Christian Juvenile Volunteer Host (green)	13	27
Chris Geggus	Greco-Etruscan Great Sword (yellow)	13	18

Press

Somewhere in China: The Romulan Commander was not happy again---still--one more time. The Commander shouted, Tal --what in the old that is good in Romulus that our capital is just gone!!!

Did it walk away in the middle of the night when you were sleeping ?? Did some Klingon just use a disruptor and blow it away. No, you are saying a bunch of earthers bribed the Tal-Shiar guards with wine women, and song and took the capital by night as the guards were drunk. Tal spoke timidly --that's about the size of it. The Commander said then take it back next epoch and level it to the ground--if I cannot have it then no one will.

Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris.

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

RMHS: MINOANS: None.

CJVH: Fleets Eastern Mediterranean, Western Mediterranean, Black Sea. REBELLION: Army, city, and Monument Wei River. GREEK CITY STATES: Army and Capital Morea, army and city Crete, armies Central Massif, Libya, Palestine.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. CHOU DYNASTY: Army and city Yellow River, armies Tarim Basin, Great Plain of China, Chekiang.

Republic of Texas: SHANG DYNASTY: Army Si-Kyang. PHOENICIANS: Army and Capital Levant, army and city Upper Tigris. VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, armies Ganges Valley, Ganges Delta, Eastern Deccan, Eastern Ghats, and Ceylon.

GECS: ARYANS: Armies Persian Plateau, Hindu Kush, Turanian Plain. CIVIL WAR: Armies Western Anatolia, Shatts Plateau. ASSYRIANS: Army and city Eastern Anatolia, Middle Tigris, armies Zagros, Persian Plateau, Lower Indus, Western Deccan.

Event CardsEpoch II Empire**Keeshond****Game Start through Turn 1, Phase 3**Initial Bids

Dave Hooton bids \$2 and takes Barcelona
Bob Robles bids \$0 and takes Venice

Christopher Hunt bids \$0 and takes Paris
Chris Geggus bids \$0 and takes Genoa

Initial Token Purchases

Barcelona buys 14 tokens Venice buys 12 tokens Genoa buys 13 tokens Paris buys 10 tokens

Turn 1, Phase 1: Card Draw

Done

Turn 1, Phase 2: Buy Cards

None eligible

Turn 1, Phase 3: Play Cards

Paris passes.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	0	14	\$24	4	1		3	
Bob Robles	Venice	0	12	\$28	2	1		3	
Christopher Hunt	Paris	0	10	\$30	1	1		3	
Chris Geggus	Genoa	0	13	\$27	3	1		3	

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Kromfohrlander**Game Start through Turn 2 Bidding**Notes

We are playing on the Baden-Wuerttemberg map, all regions in play except the purple area. We are using the standard power plant deck. Power plants will be noted in the following format: XX Fuel I→O (FF), where XX is the power plant number, "Fuel" is the type of fuel it takes, I is the number of inputs, O is the number of cities it powers, and (FF) is the amount of fuel stored on it, if any.

Turn 1Bidding

Tegtmeyer bids 4 for power plant 04, GECS bids 5, BWPC passes, TRC bids 6, all pass. TRC gets it. Power plant 07 is moved to the current market and power plant 13 is added to the future market. Tegtmeyer then bids 7 for power plant 07. GECS passes and BWPC bids 8. Tegtmeyer passes. Power plant 08 is moved into the current market and power plant 12 is added to the future market. Tegtmeyer bids 8 for power plant 08. GECS bids 9. Tegtmeyer bids 10. GECS bids 11, and Tegtmeyer passes. Power plant 9 is moved into the current market and power plant 35 is added to the future market. Tegtmeyer bids 9 on power plan 09 and gets it. Power plant 10 is moved to the current market and power plant 16 is added to the future market.

Fuel Purchases

TRC buys 4 coal for 5 Elektros BWPC buys 3 oil for 9 Elektros GECS buys 3 coal for 7 Elektros Tegtmeyer buys 1 oil for 4 Elektros

Grid Connections

TRC connects to Sinsheim for 10 Elektros and Karlsruhe for 19 Elektros.

GEGS connects to Rastatt for 10 Elektros and Baden Baden for 12 Elektros.

BWPC connects to Stuttgart for 10 Elektros and Ludwigsburg for 12 Elektros.

Tegtmeyer connects to Lahr for 10 Elektros and Freiburg for 18 Elektros.

BureaucracyPower Cities

TRC powers 1 city using 2 coal gaining 22 Elektros.

GEGS powers 2 cities using 3 coal gaining 33 Elektros.

BWPC powers 2 cities using 3 oil gaining 33 Elektros.

Tegtmeyers powers 1 city using 1 oil gaining 22 Elektros.

Adjust Power Plant Market

Power plant 35 goes to the bottom of the deck, power plant 22 is drawn and added to the future market.

Turn 2Bidding

TRC bids 10 for power plant 10. BWPC bids 11. GEGS passes. Tegtmeyer bids 12. TRC bids 13. BWPC passes.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
4	Bill Scharf	Tegtmeyer	Green	09 Oil 1→1	2	31
3	Chris Geggus	GEGS	Yellow	08 Coal 3→2	2	43
2	Dave Hooton	BWPC	Orange	07 Oil 3→2	2	44
1	Andy York	TRC	Blue	04 Coal 2→1 (2)	2	37

GEGS is Gosh – Electricity Generates Steam! BWPC is Baden Wurst Power Company. TRC is the Texas Railroad Commission.

Power Plant MarketCurrent Market

03 Oil 2→1

05 Hybrid 2→1

06 Trash 1→1

10 Coal 2→2

Future Market

12 Hybrid 2→2

13 Eco X→1

16 Oil 2→3

22 Eco X→2

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium										1	1	1
Trash						2	3	3				
Oil			2	3	3	3	3	3				
Coal	1	3	3	3	3	3	3	3				

Kuvasz**Game Start through Turn 5.1**Turn 1**Hunt** plays the Berry Picker occupation.

Berry Picker.

Geggus spends 1 food to play the Piecemaker occupation.**Geggus** collects 2 clay from the 2 clay space.**Hooton** collects 3 wood from the 3 wood space.**Hooton** collects 1 reed.**York** collects 1 stone, 1 reed, and 1 food.**York** plows a field.**Hunt** collects 2 wood from the 2 wood space, gaining an additional food from theTurn 2**Hunt** spends 1 food to play the Resource Seller occupation.

Picker.

Geggus collects 1 stone, 1 reed, and 1 food, then spends 1 food to gain an extra reed via the Piecemaker.**Geggus** collects 2 wood from the 2 wood space.**Hooton** spends 1 food to play the Thatcher occupation.**Hooton** collects 2 clay from the 1 clay space.**York** collects 3 wood from the 3 wood space.**York** becomes first player and spends 1 wood for a Wooden Path.**Hunt** collects 2 wood from the 1 wood space, gaining a food from the BerryTurn 3**York** plays the Hobby Farmer occupation, gaining 1 vegetable, which is immediately sowed in the plowed field.**York** spends 1 food to play the Taster occupation.**Hunt** collects 1 stone, 1 reed, and 1 food.**Hunt** collects 2 wood from the 2 wood space, plus 1 wood from the Resource Seller and 1 food from the Berry Picker.**Geggus** becomes first player and spends 1 wood to build the Punner.**Geggus** spends 2 clay for a Fireplace.**Hooton** collects 3 wood from the 3 wood space.**Hooton** goes fishing, gaining 3 food.Turn 4**Geggus** visits the Traveling Players, gaining 4 food.**Hunt** spends 1 food to play the Hut Builder occupation.**Hooton** collects 6 clay from the 2 clay space.**Geggus** spends 1 food to play the Outrider occupation.**York** collects 1 stone, 1 reed, and 1 food.**Hooton** becomes first player and spends 3 clay for a Clay Path.

York collects 3 reeds from the 1 reed space.

reed. The card goes to Geggus.

Hunt plays the Wooden Hut Extension minor improvement, costing 5 wood and 1

Harvest Phase 1

The Field Phase

York harvests 1 vegetable.

Feeding the Family

York uses 4 food.

Hunt uses 4 food

Geggus uses 4 food

Hooton uses 4 food

Breeding

No animal pairs.

Turn 5

Hooton spends 1 food to play the Wet Nurse occupation.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Christopher Hunt	Green	2	Wood	Berry Picker, Resource Seller, Hut Builder			0
Chris Geggus	Purple	2	Wood	Pieceworker, Outrider	Punner	Fireplace	0
Dave Hooton	Red	2	Wood	Thatcher, Wet Nurse	Clay Path		0
Andy York	Blue	2	Wood	Hobby Farmer, Taster	Wooden Path		0

Player in bold is current first player.

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Christopher Hunt	2		1	0						0	
Chris Geggus	1		1	2						1	
Dave Hooton	6	5		1						0	
Andy York	2		2	5		1 (1)				0	

Maltese

Game Start through Turn 2 Research

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Bill Scharf	Volatile	Tharsis Republic	Red	5	22
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	8	21
Kevin Wilson	PIKES (Pilfering Insecure Know-nothing Embarrassing Slimeball)	Robinson Industries	Black	7	23
Dave Hooton	Cyclopæn	Polyphemos	Green	5	20
Chris Geggus	GEGS (Galaxy Eating Giant Sasquatch)	Poseidon	Yellow	8	22

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Bill Scharf	4	31	0	0	0	0	1	4	0	0	0	0
Andy York	7	22	0	0	1	1	0	0	2	2	2	2
Kevin Wilson	3	28	1	1	1	1	0	0	0	0	1	1
Dave Hooton	10	29	0	4	2	2	0	0	2	2	0	0
Chris Geggus	5	24	1	2	1	3	0	0	1	1	0	0

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Miranda	(1 animal)	(1 animal)	(1 animal)	N/A
Callisto	GEGS	(1 energy production)	(1 energy production)	3 (3 energy)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	N/A

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Pluto	(2 cards)	(2 cards)	(2 cards)	3 (2 cards)
Triton	(3 titanium)	(3 titanium)	(3 titanium)	3 (1 titanium)
Luna	GEGS	PIKES	(2M€ production)	4 (7M€)

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 1

Initial Card and Company Selection

Volatile selects Tharsis Republic and retains 4 cards, paying 12M€.

Cyclopæen selects Polyphemos and retains 4 cards, paying 20M€.

TTT selects Point Luna, gaining a card, and retains 5 cards, paying 15M€.

GEGS retains Poseidon and retains 6 cards, paying 18M€.

PIKES selects Robinson Industries and retains 7 cards, paying 21M€.

Prelude Phase

Volatile plays Allied Bank, gaining 4M€ production and 3M€, then plays Eccentric Sponsor, allowing him to play Large Convoy for 11M€, placing an ocean tile at A1, gaining 2 plants and increasing his TR to 21, gaining 2 cards and 5 plants.

production by 1.

Cyclopæen plays Galilean Mining, gaining 2 titanium production and losing 5M€, and Supplier, gaining 2 energy production and 4 steel.

TTT plays Business Empire, gaining 6M€ production and a card and losing 6M€, then plays Loan, losing 2M€ production and gaining 30M€.

GEGS plays Orbital Construction Yard, gaining 1 titanium production and 4 titanium, and Experimental Forest, placing a greenery tile at G9, increasing the oxygen level to 1% and his TR to 21, paying 6M€ and placing an ocean tile at C7, gaining 2 titanium and increasing his TR to 22, then gaining 2 cards with plant tags. Four cards were discarded during the draw.

PIKES plays Donation, gaining 21M€, and Huge Asteroid, losing 5M€ and increasing the temperature to -24C and his TR to 23 and increasing his heat

Action Phase

Volatile places a city at B2, gaining 1M€ production, 5M€, and 2 plants.

GEGS spends 9M€ for Mining Rights and places the mine in D8, gaining 1 steel, 1 steel production, and 2M€. He then spends 4 titanium for an Interplanetary Colony Ship, placing a colony on Callisto, gaining 1 energy production and 1M€ production.

TTT spends 18M€ for Sky Docks, gaining a second trade fleet and a card.

Volatile spends 6M€ for Archaeobacteria, gaining 1 plant production.

PIKES spends 10M€ for an Acquired Company, gaining 3M€ production.

TTT spends 10M€ for Nitrite Reducing Bacteria, gaining 3 microbe resources on the card, then spend those 3 resources to increase his TR to 21.

Cyclopæen spends 5 titanium and 16M€ for Immigration Shuttles, gaining 5M€ production.

PIKES spends 4M€ for a Mine, gaining 1 steel production.

GEGS places a colony on Luna, gaining 3M€ production, then spends 8M€ for Rover Construction.

GEGS passes.

Volatile spends 8 plants to place a greenery tile at B1, gaining 2 plants and 2M€, increasing the oxygen level to 2% and his TR to 22.

Volatile spends 10M€ for Refugee Camps.

TTT spends 12M€ for a Lunar Beam, losing 2M€ production and gaining 2 energy production, 2 heat production, and 1 card.

TTT spends 7M€ for Cartel, gaining 5M€ production and 1 card.

PIKES pays 13M€ for a Pioneer Settlement, losing 2M€ production and placing a colony on Luna, gaining 2M€ production. GEGS gains 1M€ production. PIKES spends 4M€ to increase his titanium production by 1.

PIKES passes.

Volatile spends 1M€ production to add a resource to Refugee Camps.

Cyclopæen passes.

TTT passes.

Volatile passes.

Production Phase

Volatile gains 26M€ and 1 plant.

PIKES gains 26M€, 1 steel, 1 titanium, and 1 heat.

GEGS gains 27M€, 1 steel, 1 titanium, and 1 energy.

TTT gains 28M€ and 1 titanium, 2 energy, and 2 heat. Cyclopæen gains 30M€, 2 titanium, and 2 energy.

Solar Phase

All active colonies advance their trade markers one space to the right.

Generation 2

Research Phase

TTT takes 2 cards, spending 6M€.

Cyclopæen takes 2 cards, spending 10M€.

Volatile takes 2 cards, spending 6M€.

PIKES takes 3 cards, spending 9M€.

GEGS takes 3 cards, spending 9M€.

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

Name	Winner
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine

Name	Winner
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
Borzoï	Kevin Wilson

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 Hurlay
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
Azawakh	Chris Geggus

Settlers/Seafarers of Catan

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

¹ GMed by Andy Lewis

S.O.B.

Age of Renaissance

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

Puerto Rico

Name	Winner
Gaspode	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss
Beauceron	Dave Hooton
Boerboel	Martin Burgdorf
Collie	Dave Hooton
Chinook	Dave Hooton
Hovawart	Chris Geggus

*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
Bullmastiff	Chris Geggus

Terraforming Mars

Name	Winner
Eurasier	David Hood
Great Pyrenees	Dave Hooton
Havanese	Dave Hooton
Hokkaido	Chris Geggus
Jindo	Chris Geggus

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
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 Martin. **Terraforming Mars:** Brad Martin, Andy York.

Standby Calls

Dave Partridge for Florence and the Papacy in Kai Ken and Andy York for the Harkonnens in Affenpinscher.