

Number 256



October, 2020

Notes from Hades

We have been rather fortunate that the fires have not had much of a direct effect on us, aside from their affect on our air quality. Even that has largely gone away. The closest fires to us are one that is about 30 miles north of us and another one that is about 50 miles east of us. That latter fire is the one that was infamously started by the pyrotechnics from a gender reveal party.

The change I made last time to separate out the email games so far seems to be going well. It allows me to get the zine out more quickly and to not worry about pausing those games at the time of the zine so I can include a full report on them. It has also reduced the size of the zine, so I don't have to raise my prices. Remember, though, if you want to sign up for one of those games, check the email games page. It updates a lot more frequently than the zine, so it is best to check there to make sure that there is still space in the game or that it hasn't already started.

Last time, I mentioned something about a project I was working on. That project is something of an outgrowth of the zine. It is a website where people can play board games online with other people around the world. I have been working on the infrastructure, and my plan is to start out with 4 public domain games first: chess, backgammon, hearts, and cribbage. Once I demonstrate the concept, I will approach game publishers to try to acquire the rights to their games for use on the website. One thing that would help me get this done faster, however, is some help with the front end. I am pretty confident on the back end programming, but the front end is something I have to learn more of. So, if any of you are proficient in HTML and JavaScript, or if you know someone who is, please get in touch.

Two games have ended since the last issue, Appenzeller, the Power Grid game, and Laekenois, the Diskworld: Ankh Morpork game. In Appenzeller, Dave Hooton claims another victory, while in Laekenois, Andy York get this one. Congratulations to both.

The next deadline is **Tuesday, October 27 at 5:00 p.m. Pacific Time.**

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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(\$), Martin Burgdorf(\$), will take up to 2 more.

Norrbottenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), Martin Burgdorf(\$), Bill Scharf(\$). This game is full.

Sloughi. Robo Rally: Will start after Spaniel ends. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton(\$), Andy York(\$), Bill Scharf(\$), Kevin Croskery, will take up to 2 more.

Yorkie. Puerto Rico: This will include the nobles expansion. Have Kevin Wilson(\$), Dave Hooton(\$), Christopher Hunt(\$), will take up to 2 more.

Anatolian Shepherd. Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansion. Have Bob Robles(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.

Barbet. Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have

Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus, Kevin Wilson(\$), will take up to

2 more. **Malinois.** Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 4, will take up to 4 more.

Bearded Collie. Puerto Rico: This will be the base game. Have Chris Geggus(\$), Kevin Wilson(\$), Andy York(\$), will take up to 2 more.

Tervuren. Suburbia: Have the Suburbia, Inc. and 5 Star expansions available.

Have Andy York(\$), Bill Scharf(\$), Christopher Hunt(\$), will take up to 2 more.

Berger Picard. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Bill Scharf(\$), Martin Burgdorf, Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), this game is full.

Bernese. Agricola: Have Chris Geggus, Christopher Hunt(\$), Andy York(\$), Kevin Croskery, will take up to 1 more.

Bichon Frise. Power Grid: Have multiple maps and the alternate expansion deck available. Have Chris Geggus, Kevin Wilson(\$), Bill Scharf(\$), Andy York(\$), will take up to 2 more.

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

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

Chris Hassler a.k.a. Cerberus
11152 Wallingsford Road Unit 7L
Rossmoor, CA 90720
Phone: (562) 882-1763
cerberus@sob-zine.org

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

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

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.

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

Caverna: A game of farming and mining very similar to Agricola. Have Chris Geggus, Bill Scharf, will take up to 5 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson, Ward Narhi, will take up to 5 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson, Bob Robles, Bill Scharf, will take up to 3 more.

2038: Have Bill Scharf, Dave Hooton, will take up to 4 more.

Titan: Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more.

Dominion: Many expansions available. Have Christopher Hunt, Bill Scharf, will take up to 4 more.

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Terra Mystics: Have Chris Geggus, Kevin Croskery, will take up to 3 more.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson, will take up to 3 more.

Settlers of Catan: Have the Seafarers and Cities and Knights expansions available. Have Kevin Wilson, Andy York, Chris Geggus, will take up to 3 more.

Age of Renaissance: This will use the Eurogames rules and the usual map changes. Have Chris Geggus, Bob Robles, Christopher Hunt, will take up to 3 more.

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Will take up to 6.

Power Grid Factory Manager: Have Andy York, will take up to 4 more.

Citadels: Have the Dark City expansion cards. Have Kevin Wilson, Christopher Hunt, will take up to 6 more.

Concordia: Have Kevin Wilson, will take up to 4 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Will take up to 8.

Century Spice Road: Have Christopher Hunt, will take up to 4 more.

Diskworld: Ankh Morpork: Have Andy York, will take up to 3 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Croskery, will take up to 4 more.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

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.

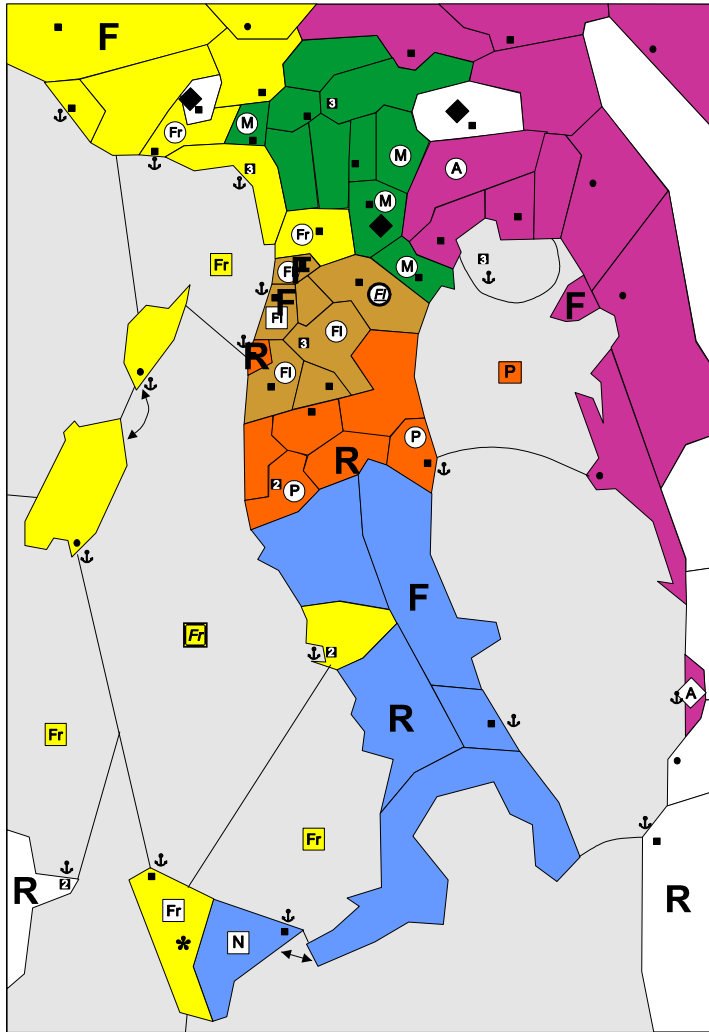
Kai Ken

Spring 1457

Deadline/Summer 1457 8/18 Tuesday

France and Milan stalemated Florence and the Pope in the north, while France advances on Naples in the south. Austria consolidates.

Kai Ken



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

Summer 1457 Retreats

Papal A Rome retreats to Perugia

Expenditures

Milan gives 3 ducats to France.

France borrows 12 ducats for 1 year (15 ducats due Fall 1458) and pays back 15 ducats to the moneylenders.

Outstanding Loans

Summer 1458: 27 ducats from Austria (18 borrowed).

Fall 1458: 15 ducats from France (12 borrowed).

Orders

AUSTRIA (Wilke): A Padua to VERONA, A RAGUSA convert to G

- FLORENCE (Robles): A LUCCA to Modena, A (EP) BOLOGNA supports Papal A Ancona to Ferrara (cut), A FLORENCE supports A Bologna, A SIENNA supports F Pisa, F PISA holds (u)
- FRANCE (Wilson): A MODENA supports Milan A Mantua to Bologna (cut), A PROVENCE to SAVOY, F Gulf of Lions to WESTERN MEDITERRANEAN SEA, F LIGURIAN SEA holds (u), F TYRRHENIAN SEA to PALERMO, F (EM) Rome to TYRRHENIAN SEA, F GULF OF NAPLES supports F Tyrrhenian Sea to Palermo
- MILAN (Wilson): A MANTUA to Bologna, A FERRARA supports A Mantua to Bologna (cut), A FORNOVA to MONTFERRAT, A BERGAMO to Mantua
- NAPLES (Martin): F Ionian Sea to MESSINA, F Palermo supports F Ionian Sea to Messina (cut, DISLODGED, retreat Central Mediterranean, Ionian Sea, garrison, OTB)
- PAPACY (Robles): A ANCONA to Ferrara, A Perugia to ROME, F UPPER ADRIATIC transports A Ancona to Ferrara

Your treasury:

Spring 1458 Famine

Poor Year – Row Only: Pisa, Aquila, Avignon, Lucca, Istria

Spring 1458 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

| | | |
|-----|---|----|
| AUS | Tyrolea, Austria, Hungary, Carinthia, Verona, Carniola, Croatia, Padua, Treviso, Friuli, <u>Istria</u> , Dalmatia, Ragusa | 12 |
| FLO | <u>Lucca</u> , <u>Pisa</u> , Pistoia, Florence, Arezzo, Siena, Bologna | 5 |
| FRA | <u>Avignon</u> , Swiss, Turin, Provence, Marseilles, Savoy, Genoa, Modena, Corsica, Sardinia, Naples, Palermo | 11 |
| MIL | Como, Pavia, Milan, Bergamo, Cremona, Parma, Fornova, Montferrat, Mantua, Ferrara | 10 |
| NAP | Capua, <u>Aquila</u> , <u>Salerno</u> , Bari, Otranto, Messina | 4 |
| PAP | Patrimony, Rome, Perugia, <u>Spoletto</u> , Ancona, Urbino, <u>Piombino</u> | 5 |

Seas

| | | |
|-----|---|---|
| AUS | Venice | 1 |
| FRA | Ligurian Sea, Tyrrhenian Sea, Western Mediterranean, Gulf of Naples | 4 |
| PAP | Upper Adriatic | 1 |

Cities

| | | |
|-----|--|----|
| AUS | Tyrolea, Austria, Hungary, Carniola, Croatia, Padua, Treviso, Dalmatia, Ragusa, Venice (3) | 12 |
| FLO | <u>Lucca</u> , <u>Pisa</u> , Florence (3), Arezzo, Siena, Bologna | 6 |
| FRA | <u>Avignon</u> , Swiss, Turin, Marseilles, Savoy, Genoa (3), Modena, Corsica, Sardinia, Naples (2), <u>Palermo</u> | 13 |
| MIL | Pavia, Milan (3), Cremona, Montferrat, Mantua, Ferrara | 8 |
| NAP | Bari, Messina | 2 |

Game Summary

Totals

Variable income die roll was 3. Note that unless Naples retreats OTB, its income will be 1 higher than what is reflected above. Therefore, I will list 1 ducat sea income for Naples in the chart below.

| Country | Variable | Provinces | Seas | Cities | Total |
|-----------|----------|-----------|------|--------|-------|
| AUSTRIA: | 3 | 12 | 1 | 12 | 28 |
| FLORENCE: | 6 | 5 | 0 | 6 | 17 |
| FRANCE: | 5 | 11 | 4 | 13 | 33 |
| MILAN: | 3 | 10 | 0 | 8 | 21 |
| NAPLES: | 2 | 4 | 1 | 2 | 9 |
| PAPACY: | 3 | 5 | 1 | 4 | 13 |

| | 1454 | 1455 | 1456 | 1457 | 1458 |
|-----------|------|------|------|------|------|
| Austria: | 3 | 4 | 5 | 9 | 10 |
| Florence: | 3 | 4 | 5 | 5 | 6 |
| France: | 3 | 4 | 7 | 10 | 11* |
| Milan: | 3 | 3 | 4 | 6 | 6 |
| Naples: | 4 | 7 | 6 | 3 | 2 |
| Papacy: | 4 | 4 | 4 | 4 | 4 |
| Turks: | 3 | 0 | 0 | 0 | 0 |
| Venice: | 4 | 6 | 7 | 0 | 0 |

*Depends on retreat

Spaniel

Turn 29

Turn 30, September 22

Program Robots

| Robot | Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 |
|------------|--------------------|-------------------|--------------------|--------------------|--------------------------|
| GEGS | Rotate Left (350) | Move 3 (800) | Rotate Left (210) | <i>U-Turn (20)</i> | <i>Rotate Left (130)</i> |
| Robot Nick | Rotate Right (420) | Move 2 (770) | Move 1 (590) | Move 1 (530) | Rotate Right (240) |
| meRobot | Move 3 (790) | Rotate Left (370) | Move 1 (510) | U-Turn (50) | Back Up (430) |
| SmaD | Rotate Right (380) | Move 2 (710) | Rotate Right (180) | Rotate Left (270) | Move 1 (650) |

Registers in italics are locked. GEGS schedules a shutdown for next turn.

Phase 1

meRobot dashes ahead 3 to F13, Robot Nick rotates right to face west, SmaD rotates right to face west, and GEGS rotates left to face north. Robot Nick shoots SmaD and SmaD shoots Robot Nick with its rear-firing laser.

Phase 2

GEGS dashes ahead 3 to C15 (archive relocated), Robot Nick moves C12, pushing SmaD to B12, SmaD moves ahead 2 off the board, meRobot rotates left to face north.

Phase 3

Robot Nick moves ahead 1 to B12, meRobot moves ahead 1 to F12, GEGS rotates left to face west.

Phase 4

Robot Nick moves ahead 1 to A12, meRobot makes a U-turn to face south, GEGS makes a U-turn to face east.

Phase 5

meRobot backs up to F11, Robot Nick rotates right to face north, GEGS rotates left to face north.

Cleanup

GEGS repairs 1 damage then shuts down, repairing all remaining damage. SmaD reappears at A13 facing any desired direction with 2 damage.

Players

| # | Player Name | Robot Name | Color | Options | Position | Flags | Lives | Damage |
|---|------------------|------------|--------|------------------------------|------------|---------|-------|--------|
| 1 | Chris Geggus | GEGS | Yellow | Pressor Beam, Dual Processor | C15>N | 1, 2 | 1 | 0 |
| 2 | Brendan Whyte | Robot Nick | Blue | High-Power Laser | A12>N | 1, 2 | 3 | 1 |
| 3 | Dave Hooton | meRobot | Orange | Circuit Breaker, Fourth Gear | F11>S | 1, 2 | 1 | 2 |
| 4 | Christopher Hunt | Huey | Green | | Eliminated | | 0 | |
| 5 | Bill Scharf | SmaD | Red | Rear-Firing Laser | A13>? | 1, 2, 3 | 2 | 2 |
| 6 | Andy York | Delekbob | Black | | Eliminated | 1 | 0 | |

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

Program Cards

Hamiltonstovare

**Epoch VI Timruid Emirates, Incas & Aztecs, Ottoman Turks
Deadline, Epoch VI Portugal, Spain, and Mughals, October 27**

Epoch VI

HICK (Hood): Plays Safavids. Army and Capital Persian Salt Desert (Sassanid army eliminated), army Persian Plateau (vs. Arabs; S: 4, 1; A:1; wins), Hindu Kush (vs. Seljuk Turks; Sa: 6, 1; Se: 1; wins). **TIMURID EMIRATES:** Plays Leader. Army and Capital Turanian Plain (Mongol army retreats to Western Steppe), army Eastern Steppe (vs. Scythians; T: 6, 1, 1; S: 1; wins), North European Plain, Baltic Seaboard (vs. Anglo-Saxons; T: 5, 5, 3; A: 1; T: 6, 4, 3; A: 4; wins), Central Europe (vs. Seljuk Turks; T: 5, 4, 2; S: 1; wins, city eliminated), Lower Rhein (vs. Vikings; T: 6, 4, 4; V: 1; wins), fort Central Europe, army Western Steppe (vs. Mongols; T:

5, 2, 1; M: 3; T: 5, 4, 3; M: 1; wins). Points: Dominance in Northern Europe (4), Southeast Asia (4), Eurasia (2), Presence in North Africa (2), Middle East (2), China (3), India (3), Southern Europe (2), North America (1), 3 Capitals (6), 2 cities (2), and 2 Monuments (2) for 33 points.

Romulus & Remus (Anderson): Plays Black Death in the Middle East and India. Armies lost: Arab armies in Arabian Peninsula and Zagros, Sumerian army in Lower Tigris, Safavid armies in Persian Salt Desert and Hindu Kush, Hun army in Lower Indus. INCAS & AZTECS: Plays Allies. Army and Capital Northern Andes, Mexican Valley, armies Southern Andes, Guiana Highlands, Pacific Seaboard, fort Mexican Valley. Builds Monument Mexican Valley. Points: Dominance in North America (2) and South America (4), Presence in North Africa (2), Middle East (2), China (3), Southern Europe (2), Southeast Asia (2), Eurasia (1), Nippon (1), 3 Capitals (6), 1 city (1), and 1 Monument (1) for 27 points.

RMHS (Wilson): Plays Disaster (Volcano) in Tarim Basin (Monument destroyed). Plays Plague in Eastern Anatolia. Arab army eliminated. OTTOMAN TURKS: Army and Capital Western Anatolia (Byzantine army retreats to Balkans), army Eastern Anatolia, Levant (vs. Arabs; O: 4, 3; A: 1; wins), Zagros, Persian Plateau (vs. Safavids; O: 5, 1; S: 6; loses), Persian Plateau (vs. Safavids; O: 4, 3; S: 3; wins), Hindu Kush, Upper Indus (vs. Seljuk Turks; O: 6, 3; S: 6; O: 6, 2; S: 6; O: 6, 6; S: 4; wins), Ganges Valley (vs. Seljuk Turks; O: 3, 1; S: 1; wins), Ganges Delta (vs. Seljuk Turks; O: 4, 1; S: 2; wins), Eastern Deccan (vs. Chola; O: 4, 3; C: 4, 3; O: 5, 3; C: 3, 3; wins), Palestine (vs. Crusaders; O: 3, 3; C: 4+1; loses), Palestine (vs. Crusaders; O: 5, 2; C: 1+1; wins, city eliminated), Nile Delta (vs. Crusaders; O: 5, 3; C: 4; wins), fleet Red Sea (vs. GEGS; R: 1, 1; G: 6; loses). Builds Monument Western Anatolia. Points: Dominance in Middle East (4), India (6), Southern Europe (4), Presence North Africa (2), Northern Europe (2), 2 Capitals (4), 2 Seas (2), and 6 Monuments (6) for 30 points.

Players

| Player Name | Player Faction Name/Color | Empire Strength Points | Victory Points |
|------------------|--|------------------------|----------------|
| Bill Scharf | Courageous Underlings Terrorizing Evil (black) | 35 | 82 |
| Christopher Hunt | Christian Juvenile Volunteer Host (green) | 42 | 95 |
| Chris Geggus | Greco-Etruscan Great Sword (yellow) | 51 | 88 |
| Andy York | Republic of Texas (blue) | 55 | 111 |
| David Hood | Hood's InterContinental Kingdom (red) | 56 | 141 |
| Kevin Wilson | Royal Manticoran Historical Society (purple) | 60 | 127 |
| Dave Anderson | Romulus & Remus (orange) | 64 | 119 |

Positions

CUTE: Fleets North Sea, Atlantic Ocean. SUMERIANS: Army, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Two armies Caucasus. GUPTAS: Two armies Ceylon, army Western Ghats. VIKINGS: Armies Scandinavia, Western Gaul, Deep South.

HICK: NORTH AMERICAN MIGRANTS: Armies West Indies and Great Plains. CARTHAGINIA: Army, Capital, and Fort Shatts Plateau, army Western Iberia.

HAN DYNASTY: Two armies and a Fort Yellow River. HUNS: Army Lower Indus. SUNG DYNASTY: Army, city, and fort Mekong, army and city Yangtse Kian, army and fort Irrawaddy, Malayan Peninsula. TIMURID EMIRATES: Army and Capital Turanian Plain, army, fort, and Monument Central Europe, armies Eastern Steppe, Western Steppe, North European Plain, Baltic Seaboard, Lower Rhein.

RMHS: Fleets Black Sea, Eastern Mediterranean. BYZANTINES: Two armies and Capital Balkans, army Southern Apennines. HOLY ROMAN EMPIRE: Army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Apennines, Central Massif. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Persian Plateau, Upper Indus, Ganges Valley, Eastern Deccan, armies Eastern Anatolia, Zagros, Hindu Kush, Ganges Valley, Levant, Palestine. CJVH: Fleet Bay of Bengal. MAURYA: Three armies Sumatra. SCOTS: Army, city, and fort Highlands. CHOLA: Army and city Eastern Ghats, army and Monument Eastern Deccan, army and Fort Western Deccan.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. MAYANS: Army, Capital, and Fort Central America. ROMANS: Army and fort Crete, army Middle Tigris. KHMERS: Army and Fort East Indies, army Si-Kyang. MONGOLS: Armies Honshu, Korean Peninsula, Manchurian Plain, Mongolia, Dneipr. INCAS: Army and Capital Northern Andes, armies Southern Andes, Guyana Highlands. AZTECS: Army, Capital, fort, and Monument Mexican Valley, army Pacific Seaboard.

Republic of Texas: Fleets Western Mediterranean, South China Sea, Sea of Japan. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia.

MACEDONIANS: Army Morea. GOTHs: Two armies Danubia, army Pyrenees. FRANKS: Army Pindus. MING DYNASTY: Army, Capital, and Monument Chekiang, army and Monument Hokkaido, Great Plain of China, Wei River, army and city Szechuan, army Tarim Basin.

GEGS: Fleet Red Sea. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. ARABS: Army and Monument Upper Tigris, Nubia, armies Libya.

Event Cards

Epoch VI Empire

Pekingese

Turn 1

Turn 2 due Tuesday, 10/27

Bidding

Bob Robles bids \$0, selects the Swedes and landing O

Martin Burgdorf bids \$0, selects the English and landing K

Chris Geggus bids \$0, selects the Spanish and landing R

Andy York bids \$0, selects the French and landing N

Non-Player Attitude

Since the Dutch and Portuguese have no holdings in the New World, their attitudes are automatically Exploration. Initial landing is J for the Dutch and H for the Swedes.

Planning

Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

French buy 4 ships (\$48) and 2 soldiers (\$20) for \$68.

Portuguese buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

Dutch buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

Outbound Naval Movement

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

English Dice: 1, 3, 5. Loses 1 colonist.

Spanish Dice: 1, 3, 5, 5. Loses 1 ship containing 1 colonist and 1 soldier.
French Dice: 1, 2, 2, 5. Loses 1 ship containing 1 colonist and 1 soldier and 1 additional soldier.
Portuguese Dice: 2, 2, 3. No losses.
Dutch Dice: 3, 3, 5, 5. No losses.

Land Movement

Swedes move 4 soldiers and 4 colonists into area O. It is a climate 4 area with the x3 city and 6 natives.
English move 4 soldiers and 3 colonists into area K. It is a resource rich climate 3 area with 3 natives.
Spanish move 3 colonists and 3 soldiers into area R. It is a climate 5 area.
French move 5 colonists into area N. It is a climate 3 area with 3 natives.
Portuguese move 4 colonists and 6 soldiers into area H. It is a climate 1 area with 2 natives and 1 site. One soldier prospects.
Dutch move 4 colonists and 6 soldiers into area J. It is a resource rich climate 4 area with 2 natives and 1 site. One soldier prospects.

Native Combat

Swedes: 5 natives killed. **Portuguese:** 2 natives and 2 soldiers killed. **Dutch:** 1 native and 4 soldier killed.

Native Uprisings

Climate is a 3. Uprisings in J (2 colonists lost and N (5 colonists lost).

Survival

Climate is a 3.
Portuguese lose 1 colonist and 2 soldiers, **Dutch** lose 1 soldier, **English** lose 1 colonist, **Swedes** lose 1 soldier.

Political Control

Swedes gain political control of O.

Homebound Naval Movement

Swedes: Dice: 4, 4, 6. No losses.
English: Dice: 3, 3, 4. No losses.
Spanish: Dice: 1, 2, 4, 5. No losses.
French: Dice: 1, 2, 2, 2. No losses.
Portuguese: Dice: 5, 6, 6. No losses.
Dutch: Dice: 3, 4, 6, 6. No losses.

Income

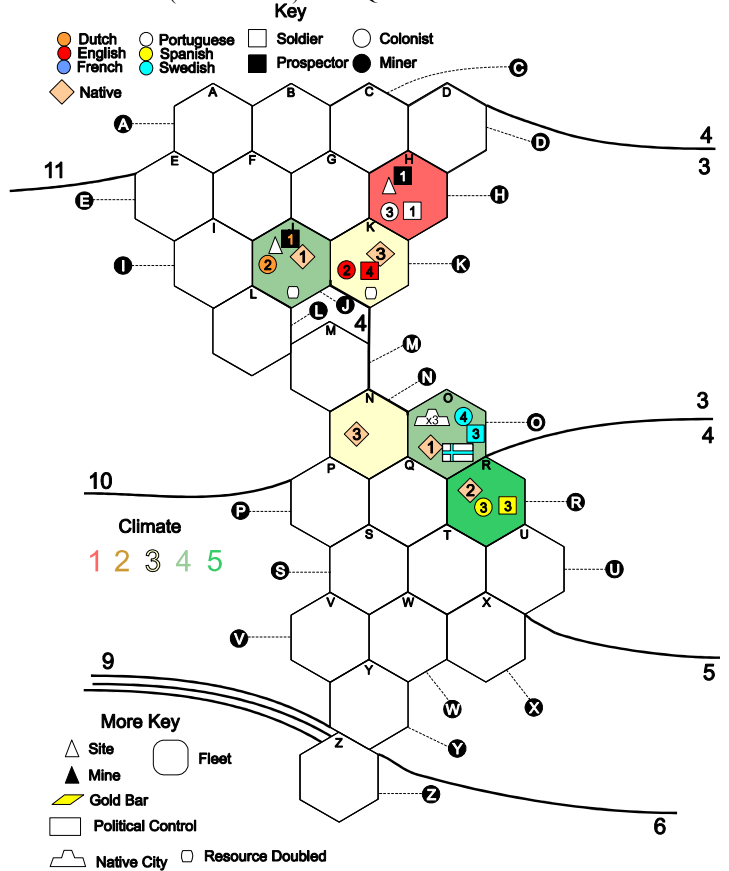
Dutch: Political Control: \$20, resources: \$4.

S.O.B.

English: Political Control: \$20, resources: \$4.
French: Political Control: \$20, resources: \$0.
Portuguese: Political Control: \$20, resources: \$3.
Spanish: Political Control: \$20, resources: \$3.
Swedes: Political Control: \$40, resources: \$4.

Turn 2 Initiative

Spanish, French, English, Dutch, Portuguese, Swedes
 Dutch attitude is (dr = 7 - 4 = 3) Status Quo.
 Swedes attitude is (dr = 5 - 4 = 1) Status Quo



Players

| Country | Player | Money | Available Soldiers | Ships | Colonists |
|------------|-----------------|-------|--------------------|-------|-----------|
| Dutch | Non-player 1 | \$64 | 18 | 5 | 4 |
| English | Martin Burgdorf | \$96 | 20 | 4 | 4 |
| French | Andy York | \$112 | 22 | 3 | 5 |
| Portuguese | Non-player 2 | \$63 | 18 | 5 | 4 |
| Spanish | Chris Geggus | \$95 | 20 | 3 | 4 |
| Swedes | Bob Robles | \$116 | 20 | 4 | 4 |

Sheltie

Initial Personnel Selections and Turn 1, Phases I-III
Turn I, Phases IV-VI and Turn 2, Phases I-III due Tuesday, October 27

Addendum

I mistakenly gave the wrong number for the available points to buy personnel. You should only have had 12 points, not 14. Purchases were adjusted accordingly.

Prospector and Surveyor Selection

Pink (Scharf) selects S, S, P, P. **Red** (Whyte) selects S, S, P, P. **Blue** (York) selects S, S, P, P. **Orange** (Hooton) selects S, S, P, P

Move Prospectors and Surveyors

Pink (Schaf) surveys Denver to Colorado Springs and Denver to Boulder and prospects #40
Red (Whyte) surveys Denver to Colorado Springs and Colorado Springs to Pueblo (dr = 5; success) and prospects #45 and #125.
Blue (York) surveys El Paso to Deming and El Paso to Alamagordo and prospects #125 and the deck.
Orange (Hooton) surveys Salt Lake City to Provo and Provo to Levan (dr = 11; success) and prospects #26 and #72

Dispute Resolution

Claim #125. Red dr = 6, Blue dr = 8. Blue wins, prospector becomes +1. Blue draws #132, Steamboat Springs coal and has first right of refusal. Pink spends \$280, Red spends \$380, Blue spends \$500, and Orange spends \$380.

The Players

| Player | Color | Starting Location | Money | Trains | Snowplows | Personnel |
|---------------|--------|-------------------|--------|--------|-----------|--------------|
| Bill Scharf | Pink | Denver | \$2120 | 9 | | S, S, P, P |
| Brendan Whyte | Red | Denver | \$2020 | 9 | | S, S, P, P |
| Andy York | Blue | El Paso | \$1900 | 9 | | S, S, P, P+1 |
| Dave Hooton | Orange | Salt Lake City | \$2020 | 9 | | S, S, P, P |

Purchased Claims

| # | City | Owner | Type | Goods | Operation |
|-----|------------|--------|--------|-------|---|
| 40 | Aspen | Pink | Silver | N | \$40; 2-8: D; 9: 2; 10: 3; 11-12: 4 |
| 45 | Westcliffe | Red | Silver | N | \$30; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3 |
| 125 | Capitan | Blue | Coal | N | \$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5 |
| 26 | Marysvale | Orange | Gold | N | \$40; 2-7: D; 8-9: 1; 10-11: 2; 12: 4 |
| 72 | Emery | Orange | Coal | N | \$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4 |

Available Claims

| # | City | Type | Claim | Operation |
|------------|--------------------------|-------------|-------------|--|
| 120 | Cuba | Coal | \$40 | \$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4 |
| 52 | Lake City | Silver | \$100 | \$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3 |
| 49 | Silverton | Silver | \$140 | \$40; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3 |
| 107 | Santa Rita | Copper | \$100 | \$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3 |
| 27 | Dillon | Gold | \$120 | \$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4 |
| 87 | Alamo | Coal | \$60 | \$30; 2-4: D; 5-6: 2; 7-8: 3; 9-10: 4; 11-12: 5 |
| 43 | Leadville | Silver | \$200 | \$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4 |
| <i>132</i> | <i>Steamboat Springs</i> | <i>Coal</i> | <i>\$80</i> | <i>\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4</i> |

Claims in italics are under first right of refusal.

Available Passenger Lines

| # | Type | Route | Payoff | Cost | Notes |
|---|------|---------------------------|--------|-------|--------------------------------------|
| 2 | A | Salt Lake City – Provo | \$20 | \$50 | |
| 6 | A | Santa Fe – Albuquerque | \$90 | \$180 | |
| 7 | A | Pueblo – Santa Fe | \$120 | \$280 | |
| 1 | A | Denver – Boulder | \$20 | \$45 | |
| 8 | A | Denver – Leadville | \$260 | \$500 | Discard after 4 Leadville depletions |
| 3 | A | Denver – Colorado Springs | \$50 | \$105 | |
| 5 | A | Denver – Pueblo | \$80 | \$165 | |
| 4 | A | El Paso – Deming | \$60 | \$135 | |

Available Trains

| Type | # Available | Cost |
|------|-------------|-------|
| 9 | 2 | \$80 |
| 15 | 6 | \$120 |

Available Snowplows

| Type | # Available | Cost |
|--------|-------------|------|
| Die +2 | 3 | \$40 |

Email Games Report**Shiba Inu**

This game is currently in Turn 6, Phase 4. We are in Age III. Barcelona has by far the most territory, but Barcelona and Paris are neck and neck when it comes to purchased advances.

Tornjak

This game concluded in Generation 8, with a victory by Chris Geggus. Congratulations! End of game statements are available on the website.

Water Spaniel

This game is currently in Generation 8 Actions. All global parameters are at maximum, so this will be the last generation.

Appenzeller

This Power Grid game concluded in game turn 10 with victory by Dave Hooton. Congratulations! End of game statements are available on the website.

Basset Fauvre

This Terraforming Mars game is currently in Generation 7 actions. Oxygen level and temperature are currently at maximum, with 5 oceans still to place.

Weimeraner

This Terra Mystica game is currently in Turn 5 Actions. The Cultists currently have the most victory points, followed by the Darklings, Auren, and finally the Nomads.

Xoloitzcuintli

This Puerto Rico game is currently in Turn 6, in the Mayor phase, which is the first phase for this turn.

Laekenois

This Diskworld: Ankh Morpork game concluded on turn 13. The personalities in play were Lord de Worde (Andy York), Vetinari (Christopher Hunt), Chrysoprase (Kevin Wilson), and Lord Rust (Bill Scharf). None of the players were able to

S.O.B.

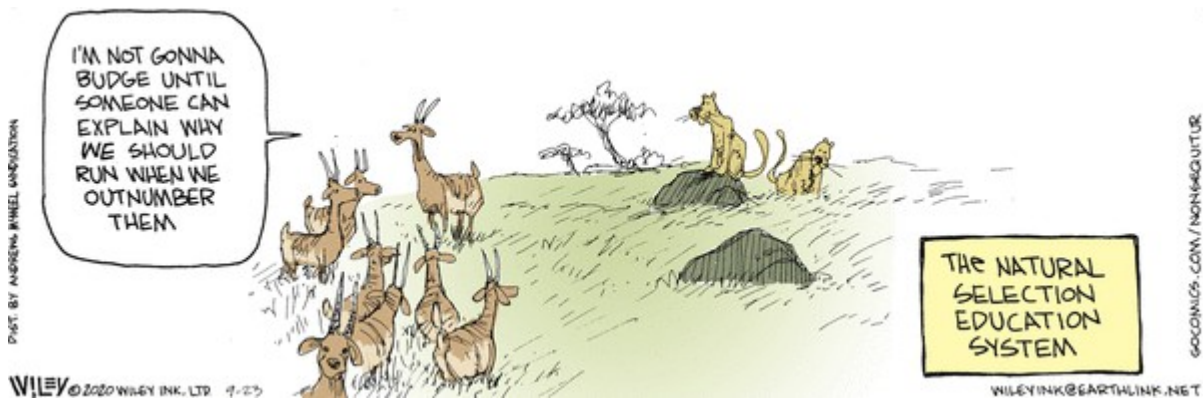
achieve their individual victory conditions by the time the deck ran out, so it went to points, with Andy York winning. Congratulations to Andy!

Kelpie

This 7 Wonders game started very recently. It is using the Wonder Pack, Cities, Leaders, and Armada expansions. Wonder selection has concluded, with the following wonders in play: Rhodes B (Christopher Hunt), Olympia A (Kevin Wilson), Halicarnassus B (Chris Geggus), Alexandria A (Martin Burgdorf), Ephesus B (Dave Hooton), and The Great Wall B (Bill Scharf). We are currently in leader recruitment for Age I.

Bedlington

This Terra Mystica game started very recently. The factions in play are the Auren (Kevin Wilson), Engineers (Bill Scharf), Chaos Magicians (Martin Burgdorf), and Swarmlings (Chris Geggus). We are currently in turn 1 actions.



Addresses

| | | | | |
|--|---------------------------------|---------------------------------|--------------------------|-------------------------------|
| Dave Anderson | Forest Cole | Tom Howell "Whippet" | Brad Martin | Bob Robles "Howler" |
| Debbie Anderson | 11210 Montverde Ln | 365 Storm King Road | 180 Peninsula Road | 28 Oakwood Rd. |
| 20832 Tuck Rd., Site 32 | Houston, TX 7099 | Port Angeles, WA 98363 | Maylands 6051 | Orinda, CA 94563 |
| Farmington Hills, MI 48336 | simply4est@yahoo.com | off-the-shelf@olympus.net | Western Australia | Rlroble5@comcast.net |
| (248) 473-7482 | Simply4est@aol.com | (360) 928-9698 | Australia | (510) 254-6354 |
| ravenclawnerdz@sbcglobal.net | Caleb Cousins | Christopher Hunt | martibr2003@yahoo.com | Bill Scharf "Doge" |
| andersond4@michigan.gov | 96 Cedar St. #4 | christopherhunt487@btinternet.c | Jack McHugh | 4814 Walnut Grove Ave. |
| Howard Bishop | Bangor, ME 04401 | om | jwmchughjr@gmail.com | Rosemead, CA 91770 |
| 43 Guinions Road | (207) 941-8568 | Geoff Kemp | Lynn Mercer | (626) 286-4428 |
| High Wycomb HP13 7NT UK | caleb_cousins@umit.maine.edu | geoff.kemp@hotmail.com | hancockfc@yahoo.com | bear-hugs@sbcglobal.net |
| laties@globalnet.co.uk | Kevin Croskery | Doug Kent | Ward Narhi | Mike Scott |
| John Boardman | kscroskery@gmail.com | diplomacyworld@yahoo.com | wnarhi@icloud.com | 4040 E. Piedmont Dr. |
| Unit 508, 5820 Genesis Lane | Chris Geggus "Davey Boy | Robert Koehler | Walt O'Hara | Space 61 |
| Frederick, MD 21703-5103 | Smith" | rkhoeler@triad.rr.com | hussar@hotmail.com | Highland, CA 92346 |
| Eric Brosius | 10 Talbrook, Brentwood | Andy Lewis "Marmaduke" | Dave Partridge | mikesmag2@jsbcglobal.net |
| 53 Bird St. | Essex, CM14 4PY, UK | 16 Gossling Dr. | 15 Woodland Drive | (909) 864-4343 |
| Needham, MA | Geggus@sky.com | Lewes, DE 19958 | Brookline NH, 03033 | Brendan Whyte |
| Public.brosius@comcast.net | Ron Fisher | Alewis161@hom.com | rebhuhn@rocketmail.com | Assistant Map Curator |
| Colin Bruce | skylark3@charter.net | (302) 644-1984 | Mike Pollard | Map Section |
| 30 Almoners' Avenue | Pasquale Giovine | Dane Maslen | 5A St. Michaels Rd. | National Library of Australia |
| Cambridge, CB1 8PA, England | Via Osanna N.2/e | games@dane.me.uk | Wareham, Dorset BH20 4QU | Paarkes, ACT 2600 Australia |
| furyofthenorthmen@btopenworl | I-89127 Reggio Calabria, Italia | Michael Longdin | UK | obiwonfive@hotmail.com |
| d.com | giovine@unirc.it | michasel.longdin@virgin.net | mike@redhotbelgian.com | Kevin Wilson |
| Dennis Cain "Red Dog" | David Hood | Michael Lowrey | James Pratt | 4758 Doncaster Ct. |
| 1218 N. 3 rd St. | dhood@phd-law.com | 6903 Kentucky Derby Drive | prattjames1960@yahoo.com | Long Grove, IL 60047 |
| Quincy, IL 62301-1727 | Dave Hooton | Charlotte, NC 28215 | Berend Renken | ckeivinw@comcast.net |
| (217) 223-2284 | hootond@yahoooc.com | Mlowrey@infionline.net | P.O. Box 249 | Andrew York "Greyhound" |
| iamthedbear@sbcglobal.net | Dale Horsely | (704) 569-4269 | Roy, WA 98580-0249 | P.O. Box 201117 |
| | dale.horsely@yahoo.com | | berend02@aol.com | Austin, TX 78720-1117 |
| | | | Paul Risner | wandrew88@gmail.com |
| | | | 10325 NW 63rd Dr. | |
| | | | Parkland, FL 33076 | |
| | | | goeben@aol.com | |

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, Dave Hooton **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., Dave Hooton **Gaia Project:** Brad Martin

Standby Calls

None this issue!

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