

Notes from Hades

First of all, I want to thank all of you for getting your orders in on time. This **Boykin**, Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson(\$), Dave Hooton, will take up to 2 more. as a Field Service Technician for Los Angeles County at one of their **Bracco Italiano**. Settlers of Catan: Have the Seafarers and Cities and Knights election sites. I start on the afternoon after the zine deadline and continue through expansions available. Have Kevin Wilson(\$), Andy York(\$), Chris Geggus, Dave election day, so having those order in time allows me to get the zine out right away Hooton, will take up to 2 more.

Aside from that, not much is going on right now. My project is progressing, changes. Have Chris Geggus, Bob Robles(\$), Christopher Hunt, Dave Hooton, will but I still have a ways to go on it. I hope to get a lot more progress on it over the take up to 2 more. holidays.

In this issue, we have the conclusion of the Robo Rally game Spaniel. Congratulations to Bill Scharf on his win. In addition, five email games have ended since the last issue: Water Spaniel (Terraforming Mars), won by Chris Geggus, Basset Fauvre (Terraforming Mars), won by Dave Hooton, Weimeraner (Terra Mystica) won by Kevin Wilson, Xoloitzcuintli (Puerto Rico) won by Chris Geggus, and Bohemian Shepherd (Diskworld: Ankh Morpork) won by Andy York. Congratulations to all the winners

The next deadline is **Tuesday, December 1 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. **Will start next issue with whoever is assigned up!**

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(\$), Dave Hooton(\$), will take up to 1 more.

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

Bouvier. Dominion: Many expansions available. Have Christopher Hunt, Bill Scharf(\$), Chris Geggus, Dave Hooton, will take up to 2 more.

Braque. Age of Renaissance: This will use the Eurogames rules and the usual map changes. Have Chris Geggus, Bob Robles(\$), Christopher Hunt, Dave Hooton, 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:

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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.

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

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

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, Bill Scharf, will take up to 5 more.

Concordia: Have Kevin Wilson, Dave Hooton, will take up to 3 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, Bill Scharf, will take up to 3 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Dave Hooton, Andy York, will take up to 3 more.

Diskworld: Ankh Morpork: Have Kevin Wilson, will take up to 3 more.

Terra Mystica: Will take up to 5.

Agricola: Will take up to 5.

Suburbia: Have the Suburbia, Inc. and Suburbia 5Star expansions available. Will take up to 5.

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.

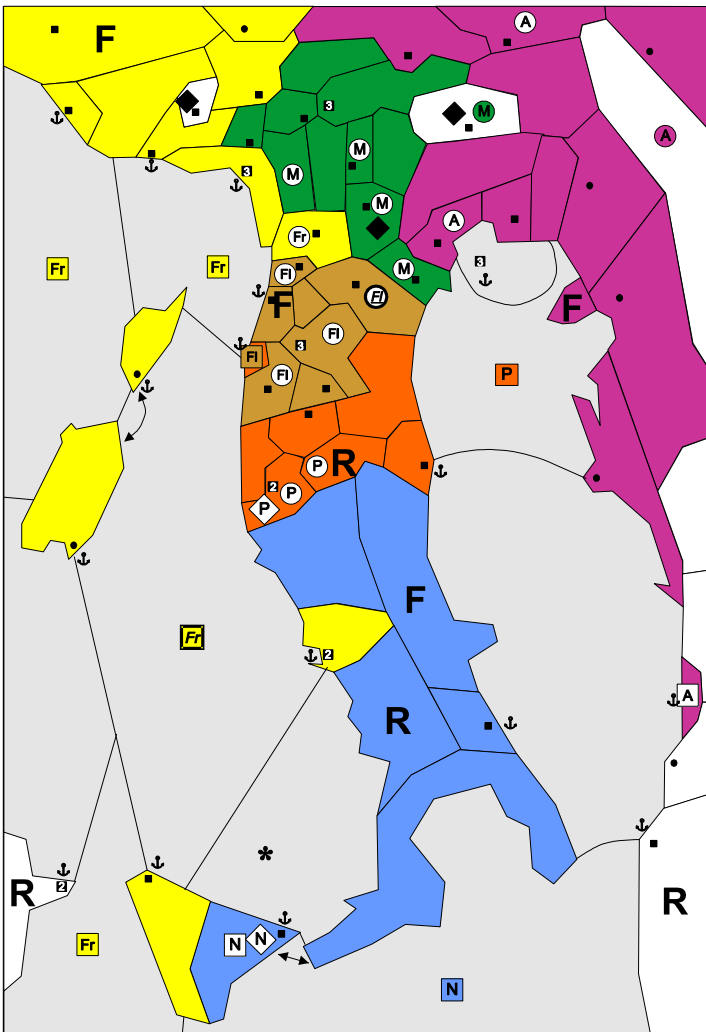
Kai Ken

Spring 1458

Deadline/Summer 1458 12/1 Tuesday

Naples disrupts French transport, while Milan, Florence, and the Pope continue their stalemate. Austria regains a fleet.

Kai Ken



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

Fall 1457 Retreats

Naples retreats F Palermo to Ionian Sea to Genoa

Builds

		Cost
Austria	Maintains all, builds A Austria, A Hungary	12
Florence	Maintains all, no new builds	18
France	Maintains all, builds F Marseilles	24
Milan	Maintains all, builds A Milan	15
Naples	Maintains all, build G Messina	9
Papacy	Maintains all, build G Rome	12

Expenditures

Florence pays 3 ducats for famine relief in Lucca.

Outstanding Loans

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

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

Orders

- AUSTRIA (Wilke): A Verona to PADUA., A AUSTRIA holds, A Hungary to SLAVONIA, G RAGUSA convert to F
- FLORENCE (Robles): A LUCCA supports A Bologna, A (EP) BOLOGNA supports A Lucca (cut), A FLORENCE supports A Sienna, A SIENNA holds, F Pisa to PIOMBINO (rebellion liberated)
- FRANCE (Wilson): A MODENA to Otranto, A Savoy to GENOA, F Western Mediterranean to CENTRAL MEDITERRANEAN, F LIGURIAN SEA transports A Modena to Otranto, F PALERMO supports F Western Mediterranean to Central Mediterranean, F (EM) TYRRHENIAN SEA transports A Modena to Otranto, F Gulf of Naples transports A Modena to Otranto (DISLODGED, retreat Naples, Salerno, Otranto, OTB), F Marseilles to GULF OF LIONS
- MILAN (Wilson): A MANTUA supports A Ferrara to Bologna, A FERRARA to Bologna, A Montferat to FORNOVA, A Bergamo to CREMONA, A Milan to TRENTO
- NAPLES (Martin): F MESSINA supports F Ionian Sea to Gulf of Naples, F Ionian Sea to GULF OF NAPLES, G MESSINA supports F Messina
- PAPACY (Robles): A Ancona to SPOLETO, A ROME holds, F UPPER ADRIATIC to Ferrara, G ROME supports A Rome

Your treasury:

Summer 1458 Plague

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

Spring 1458 Income

Poor Year – Row Only: Palermo (French F destroyed), Genoa (French A destroyed), Albania, Pisa, Tunis, Avignon, Milan, Sardinia

Spaniel

Turn 31

End of Game Statements, December 1

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Shut down		<i>Rotate Left (230)</i>	<i>Rotate Right (240)</i>	<i>Back Up (440)</i>
Robot Nick	Move 2 (740)	Move 1 (570)	Rotate Right (380)	Rotate Left (390)	Rotate Right (400)
meRobot	Rotate Right (340)	Rotate Right (280)	Move 1 (540)	Move 3 (830)	Rotate Left (290)
SmaD	Move 2 (700)	Rotate Right (140)	Move 3 (790)	U-Turn (30)	Move 1 (530)

Registers in italics are locked. SmaD reappears facing east.

Phase 1

Robot Nick moves ahead 2 to A10, SmaD moves ahead 2 to C13, meRobot rotates right to face west.

Phase 2

Robot Nick moves ahead 1 to A9, meRobot rotates right to face north, SmaD rotates right to face south. SmaD shoots GEGS.

Phase 3

SmaD dashes ahead 3 to C16, pushing GEGS to C17, meRobot moves ahead 1 to F10, Robot Nick rotates right to face east. Conveyor belt moves meRobot to E10. GEGS is shot by SmaD and the on-board laser.

Phase 4

meRobot dashes ahead 3 to E7 (Flag 3 touched, archive relocated), Robot Nick rotates left to face north, SmaD makes a U-turn to face north. GEGS is shot by the on-board laser and by SmaD's rear-firing laser (register 5 locked, card randomly drawn to fill the register).

Phase 5

SmaD moves ahead 1 to C15 (Flag 4 touched, archive relocated), Robot Nick rotates right to face east, meRobot rotates left to face west. GEGS is shot by the on-board laser and by SmaD's rear-firing laser (registers 3 and 4 locked, cards drawn randomly to fill the registers).

Cleanup

SmaD and meRobot repair 1 point. SmaD has touched all 4 flags and wins the game! Congratulations to Bill!

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam, Dual Processor	C17>N	1, 2	1	7
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	A9>E	1, 2	3	1
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	E7>W	1, 2, 3	1	1
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	A15>N	1, 2, 3, 4	2	1
6	Andy York	Delekbob	Black		Eliminated	1	0	

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

Hamiltonstovare

**Epoch VI Portugal, Spain, and Mughals
Deadline, Epoch VII Empire Selection and Russia, December 1**

Epoch VI

CUTE (Scharf): PORTUGAL: Army and Capital Western Iberia (Carthaginian army eliminated), army Guiana Highlands (vs. Incas; P: 6, 1; I: 6, 1; P: 3, 2; I: 1, 1 wins), plays Allies, armies Brazil, Patagonia, fleet Indian Ocean, army Baltic Seaboard (vs. Timurid Emirates; P: 5, 3; T: 4, 2; wins), Madagascar, fleet Caribbean Sea, Bay of Bengal (vs. CJVH; CUTE: 5, 3; CJVH: 2; wins), army Persian Salt Desert (Capital reduced to a city), Lower Indus (vs. Huns; P: 3, 3; H: 1; wins), fleet Red Sea (vs. GEGS; CUTE: 2, 2; GEGS: 4; loses). Points: Dominance in Northern Europe (4), North America (2), South America (4), Sub-Saharan Africa (2), Presence in Middle East (2), India (3), Southern Europe (2), Eurasia (1), 2 Capitals (4), 1 city (1), and 3 Seas (3) for 28 points.

CJVH (Hunt): Plays Jewish Revolt. Army Palestine (vs. Ottoman Turks; J: 6, 5, 1; O: 5; wins; city and fort established). SPAIN: Plays Siegecraft. Army and Capital Pyrenees (Goth army eliminated), fleet Atlantic Ocean, Indian Ocean, armies Appalachia, Great Lakes, Congo Basin, South Africa, Southern Andes (vs. Inca; S: 6, 5; I: 4m 4l wins), Northern Andes (vs. Inca; S: 5, 4; I: 2l wins; Capital reduced to city), Western Iberia (vs. Portugal; S: 3, 2; P: 4; loses), Southern Iberia (vs. Southern Iberian Kingdom; S: 4, 3; I: 6; loses), fleet Western Mediterranean (vs. Republic of Texas; C: 6, 3; R: 1; wins), army Shatt's Plateau (vs. Carthage; S: 4, 3; C: 1; wins; Capital reduced to city), Southern Apennines (vs. Byzantines; S: 5, 3; B: 6; loses). Builds Monument Pyrenees. Points: Presence in North Africa (2), Middle East (2), India (3), Southern Europe (2), Northern Europe (2), Southeast Asia (2), North America (1), South America (2), Sub-Saharan Africa (1), 1 Capital (2), 5 cities (5), 1 Sea (1), and 1 Monument (1) for 26 points.

GEGS (Geggus): MUGHALS: Army and Capital Ganges Valley (Ottoman army retreats to Upper Indus), army Upper Indus (vs. Ottoman Turks; M: 5, 4; O: 1; M: 3, 1; O: 2; wins), Ganges Delta (vs. Ottoman Turks; M: 4, 2; O: 6; loses), Ganges Delta (vs. Ottoman Turks; M: 4, 3; O: 2; wins), fleet Bay of Bengal (vs. CUTE; G: 6, 3; C: 3; wins), Lower Indus (vs. Portugal; M: 5, 3; P: 4; wins), Persian Salt Desert (vs. Portugal; M: 5, 4; P: 5, 4; M: 6, 6; P: 3, 2; wins, city eliminated), Persian Plateau (vs. Ottoman Turks; M: 6, 5; O: 5; wins), Turanian Plain (vs. Timurid Emirates; M: 4, 1; T: 6; loses), Turanian Plain (vs. Timurid Emirates; M: 3, 3; T: 4; loses), Turanian Plain (vs. Timurid Emirates; M: 5, 5; T: 3; wins, Capital reduced to city), Tarim Basin (vs. Ming Dynasty; Mu: 5, 4; Mi: 3, 1; wins). Builds Monument Ganges Valley. Points: Dominance in India (6), Presence North Africa (2), Middle East (2), China (3), Eurasia (1), Sub-Saharan Africa (1), 1 Capital (2), 1 city (1), 2 Seas (2), and 5 Monuments (5) for 25 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	45	110
Andy York	Republic of Texas (blue)	55	111
David Hood	Hood's InterContinental Kingdom (red)	56	141
Christopher Hunt	Christian Juvenile Volunteer Host (green)	57	121
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	127
Chris Geggus	Greco-Etruscan Great Sword (yellow)	63	113
Dave Anderson	Romulus & Remus (orange)	64	119

Positions

CUTE: Fleets North Sea, Atlantic Ocean, Caribbean Sea, Indian 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. PORTUGAL: Army and Capital Western Iberia, armies Guiana Highlands, Brazil, Patagonia, Madagascar, Baltic Seaboard. HICK: NORTH AMERICAN MIGRANTS: Armies West Indies and Great Plains. HAN DYNASTY: Two armies and a Fort Yellow River. SUNG DYNASTY: Army, city, and fort Mekong, army and city Yangtse Kian, army and fort Irrawaddy, Malayan Peninsula. TIMURID EMIRATES: Army, fort, and Monument Central Europe, armies Eastern Steppe, Western Steppe, North European Plain, Lower Rhein. RMHS: Fleets Black Sea, Eastern Mediterranean. BYZANTINES: Two armies and Capital Balkans, army Southern Appenines. HOLY ROMAN EMPIRE: Army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Appenines, Central Massif. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Eastern Deccan, armies Eastern Anatolia, Zagros, Hindu Kush, Levant. CJVH: Fleets Atlantic Ocean, Indian Ocean, Western Mediterranean. 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. JEWS: Army, city, fort Palestine. SPAIN: Army, Capital, and Monument Pyrenees; army and city Shatts Plateau, Northern Andes, armies Southern Andes, Appalachia, Great Lakes, Congo Basin, South Africa. 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. AZTECS: Army, Capital, fort, and Monument Mexican Valley, army Pacific Seaboard. Republic of Texas: Fleets South China Sea, Sea of Japan. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia. MACEDONIANS: Army Morea. GOTHS: Two armies Danubia. FRANKS: Army Pindus. MING DYNASTY: Army, Capital, and Monument Chekiang, army and Monument Hokkaido, Great Plain of China, Wei River, army and city Szechuan. GEGS: Fleets Red Sea, Bay of Bengal. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. ARABS: Army and Monument Upper Tigris, Nubia, armies Libya. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Ganges Delta, Upper Indus, Persian Plateau, army and city Turanian Plain, armies Lower Indus, Persian Salt Desert, Tarim Basin.

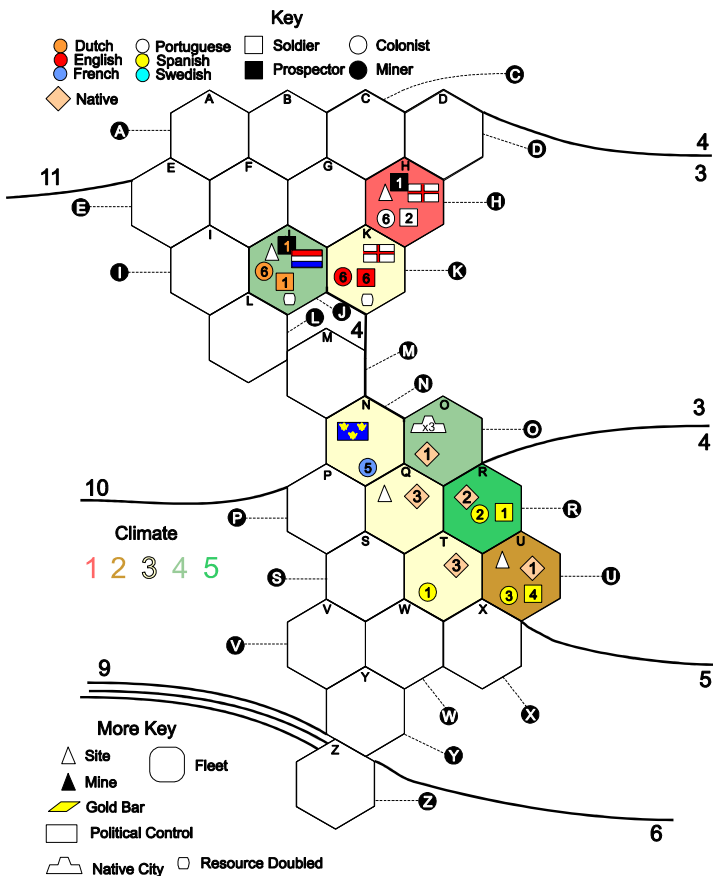
Event Cards

Epoch VII Empire Draw

Pekingese

Turn 2

Turn 3 due Tuesday, 12/1



Planning

Spanish maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
French maintain 3 ships (\$12), buy 2 ships (\$24) and 5 soldiers (\$50) for \$86
English maintain 4 ships (\$16) and purchase 4 soldiers (\$40) for \$56.

Dutch maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.
Portuguese maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.
Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Spanish Move to U. Dice: 2, 3, 3, 6. No losses.
French Move to N. Dice: 2, 2, 4, 5. No losses.
English Move to K. Dice: 2, 5, 5. No losses.
Dutch Move to J. Dice: 1, 3, 3, 6. Loses 1 soldier.
Portuguese Move to H. Dice: 2, 2, 4. No losses.
Swedes Move to O: Dice: 1, 2, 4. Loses 1 soldier and 1 colonist.

Discovery

No successful discovery.

Land Movement

Spanish move 1 soldier and 1 colonist from R to T (it's a climate 3 area with 3 natives), 1 soldier from R to Q (it's a climate 3 area with 1 site and 3 natives), and 4 colonists and 4 soldiers from the fleet to U (it's a climate 2 area with 1 site and 1 native).
French move 5 colonists and 5 soldiers into area N.
English move 4 colonists and 4 soldiers into area K.
Dutch move 4 colonists and 1 soldier into area J.
Portuguese move 4 colonists and 2 soldiers into area H.
Swedes move 2 soldiers from O to N, and 3 soldiers and 3 colonists from fleet to O.

Native Combat

French: 2 natives and 4 soldiers killed in N. **English:** 1 soldier and 3 natives killed in K. **Dutch:** 1 native killed in J. **Swedes:** 1 soldier and 1 native killed in N and 4 soldiers killed in O.

Native Uprisings

Climate is a 6. Uprising in O (7 colonists lost).

Survival

Climate is a 4.

Portugese lose 1 colonist and 1 soldier in H, **English** lose 1 soldier in K, **Swedes** lose 1 soldier in N, **French** lose 1 soldier in N, **Spanish** lose 1 soldier each in Q and T and 1 colonist in U.

Political Control

Portuguese gain political control of H, English gain political control of K, Dutch gain political control of J, French gain political control of N, and Swedes lose political control of O.

Homebound Naval Movement

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

S.O.B.

Dutch: Dice: 1, 3, 3, 4. No losses.
Swedes: Dice: 1, 2, 3. No losses.

Income

Dutch: Political Control: \$40, resources: \$12.
English: Political Control: \$40, resources: \$12.
French: Political Control: \$40, resources: \$5.
Portuguese: Political Control: \$40, resources: \$6.
Spanish: Political Control: \$20, resources: \$6.
Swedes: Political Control: \$20, resources: \$0.

Turn 3 Initiative

Swedes, French, Dutch, Portuguese, Spanish, English
 Dutch attitude is (dr = 4 - 1 = 3) Status Quo.
 Portuguese attitude is (dr = 6 - 1 = 5) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$76	16	5	4
English	Martin Burgdorf	\$92	16	4	4
French	Andy York	\$71	17	5	3
Portuguese	Non-player 2	\$69	16	5	4
Spanish	Chris Geggus	\$57	16	4	4
Swedes	Bob Robles	\$80	16	4	4

Sheltie

Turn 1, Phases IV-VI and Turn 2, Phases I-III
Turn 2, Phases IV-VI and Turn 3, Phases I-III due Tuesday, October 27
Turn 1

Operations

Pink (Scharf) operates #40 (\$40, 4 silver).
Red (Whyte) operates #45 (\$30, 2 silver).
Blue (York) declines claim #132, operates #125 (\$20, 3 coal), and buys a 15 train for \$120.
Orange (Hooton) operates #26 (\$40, 1 gold) and #72 (\$30, 3 coal), and buys a 15 train for \$120.

Determine Price Changes

Gold: Remains at \$250 Copper: +1 to Silver: Remains at \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$80	-1 to \$100	-1 to \$80	-1 to \$60	+1 to \$120
Coal:	Remains at \$60	-2 to \$30	-2 to \$20	Remains at \$60	-1 to \$60

Turn 2

Move Prospectors and Surveyors

Pink (Scharf) surveys Colorado Springs to Pueblo and Pueblo to Canon City (dr = 5; success) and prospects passenger lines 1 and 3.
Red (Whyte) surveys Pueblo to Walsenberg and Pueblo to Canon City and prospects passenger lines 3 and 5.
Blue (York) surveys Alamagordo to Carizozo and Carizozo to Capitan (dr = 7; success) and prospects passenger line 4 and #107.
Orange (Hooton) surveys Levan to Salina and Salina to Emery (dr = 11; success) and prospects passenger line 2 and #43.

Dispute Resolution

Passenger line 3: Red versus Pink. Red dr = 6, Pink dr = 3. Red wins, prospector becomes +1. Pink spends \$245, Red spends \$510, Blue spends \$515, and Orange spends \$550.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$1835	9		S, S, P, P
Brendan Whyte	Red	Denver	\$1510	9		S, S, P, P+1
Andy York	Blue	El Paso	\$1245	9, 15		S, S, P, P+1
Dave Hooton	Orange	Salt Lake City	\$1280	9, 15		S, S, P, P

Purchased Claims

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

#	City	Owner	Type	Goods	Operation
107	Santa Rita	Blue	Copper	N	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
26	Marysville	Orange	Gold	1	\$40; 2-7: D; 8-9: 1; 10-11: 2; 12: 4
72	Emery	Orange	Coal	3	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
43	Leadville	Orange	Silver	N	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4

Owned Passenger Lines

#	Type	Route	Payout	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Orange	
1	A	Denver – Boulder	\$20	Pink	
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
4	A	El Paso – Deming	\$60	Blue	

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
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
132	Steamboat Springs	Coal	\$80	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
25	Bingham	Gold	\$200	\$60; 2-6: D; 7: 1; 8-9: 2; 10-12: 4
108	Lordsburg	Copper	\$140	\$40; 2-4: D; 5-6: 1; 7-10: 2; 11-12: 3

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
6	A	Santa Fe – Albuquerque	\$90	\$180	
7	A	Pueblo – Santa Fe	\$120	\$280	
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
13	B	El Paso – Santa Fe	\$140	\$320	
10	B	Denver – Aspen	\$130	\$250	
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 2 is taken. Good for \$270 toward card 22

Available Trains

Type	# Available	Cost
9	2	\$80
15	4	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Email Games Report**Shiba Inu**

This Age of Renaissance game is currently in Turn 8, Phase 4. The deck is exhausted, so this will be the last turn. Barcelona appears to have the inside track on victory right now.

Water Spaniel

This Terraforming Mars game concluded in Generation 8 with a victory by Chris Geggus. Congratulations to Chris!

Basset Fauvre

This Terraforming Mars game concluded in Generation 8 with a victory by Dave Hooton. Congratulations to Dave!

Weimeraner

This Terra Mystica game concluded with a very narrow victory by Kevin Wilson, who edged out Chris Geggus by 1 point and Bill Scharf by 4 points.

Congratulations to Kevin!

Xoloitzcuintli

This Puerto Rico game concluded in Turn 11, with a narrow victory by Chris Geggus. Congratulations to Chris!

Kelpie

This 7 Wonders game is currently in Age II, Phase

Bedlington

This Terra Mystica game is currently in Turn 5 Actions

Berger Picard

This Terraforming Mars game started shortly after the last issue and includes only the Prelude and Colonies expansions. The players are Kevin Wilson (Helion), Christopher Hunt (Philares), Martin Burgdorf (Cheung Shing Mars), Bill Scharf (Vitor), and Andy York (Factorum). We are currently in Generation 3 Actions.

Bernese

This Agricola game started recently. The players are Christopher Hunt, Bill Scharf, Chris Geggus, Andy York, and Kevin Croskery. We are currently in Round 8.

Bohemian Shepherd

This Diskworld: Ankh Morpord game started and ended since the last issue. The players were Andy York, Christopher Hunt, Kevin Wilson, and Bill Scharf. We game ended in Turn 9, when the Riots event was drawn with 9 Trouble markers on the board. Andy York ended up winning on points. Congratulations to Andy!

Border Collie

This Terraforming Mars game started recently, and it includes only the Prelude expansion. The players are Kevin Wilson (Interplanetary Cinematics), Paul Hendricks (Ecoline), Chris Geggus (Robinson Industries), Dave Hooton (Point

S.O.B.

Luna), and Kevin Croskery (Philares). We are currently in Generation 3 Actions and are progressing fairly rapidly.

Biewer

This Terra Mystica game is the first I've run with 5 players. They are: Kevin Croskery (Witches), Bill Scharf (Halflings), Christopher Hunt (Chaos Magicians), Chris Geggus (Fakirs), and Kevin Wilson (Swarmlings). We are in Turn 1 Actions.

Tervuren

This is the second game of Suburbia, and like the first, it is just the base game. The players are Dave Hooton, Christopher Hunt, Andy York, and Bill Scharf. As usual, it is progressing rather rapidly, already in Turn 12 and well into the "C" tiles.



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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, 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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