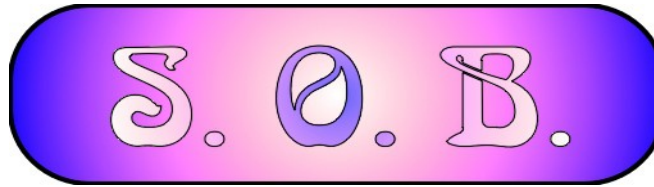


Number 258

November/December,
2020**Notes from Hades**

I mentioned last time that I was working as technical support for the election in Los Angeles County. I ended up working at three different polling locations. One in Paramount and 2 in San Pedro. The equipment was very reliable, and we only had minor issues. I met a lot of good people and there were several people who were extremely generous to us election workers. Overall, it was well worth it, even if I ended up working a 14 hour day on election day.

It also looks like I will finally have a permanent job here soon. There is a company who makes a project management software package that I worked alongside when I consulted for DCMA. They have wanted to hire me ever since I got laid off, but were waiting until they got a contract that could support me. Well, that contract has finally come through, and it is with NASA, which is pretty exciting in and of itself. The contract is scheduled to start at the beginning of the year, but I am doing some prep work in the meantime. I am still working on my website idea, but it has been kind of slow going lately. I hope to be able to get at least one game in place by the end of the year.

In this issue, we have the start of the new Robo Rally game Sloughi. In addition, five email games have ended since the last issue: Shiba Inu (Age of Renaissance), won by Dave Hooton, Kelpie (7 Wonders), also won by Dave Hooton, Bedlington (Terra Mystica) won by Martin Burgdorf, Bernese (Agricola) won by Chris Geggus, and Terveren (Suburbia) won by Dave Hooton. Congratulations to all the winners

The next deadline is **Tuesday, January 5 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.

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.

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

Boykin. Puerto Rico: This will include the Buildings expansion. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), will take up to 2 more.

Bracco Italiano. Settlers of Catan: Have the Seafarers and Cities and Knights expansions available. Have Kevin Wilson(\$), Andy York(\$), 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.

Griffon. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude,

Colonies, and Turmoil expansions. Have Dave Hooton, Andy York(\$), Christopher Hunt(\$), Chris Geggus, Kevin Croskery. This game is full.

Cairn Terrier. Diskworld: Ankh Morpork: Have Kevin Wilson(\$), Christopher Hunt(\$), Andy York(\$), will take up to 1 more.

Canaan. Agricola: Have Christopher Hunt(\$), Andy York(\$), Chris Geggus, 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
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Rossmoor, CA 90720
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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.

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.

Terra Mystica: Have Christopher Hunt, Chris Geggus, will take up to 3 more.

Suburbia: Have the Suburbia, Inc. and Suburbia 5Star expansions available. Have Christopher Hunt, Andy York, will take up to 3 more.

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

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansion. Will take up to 8.

Power Grid: Have multiple maps, the alternate expansion deck and the Energy Crisis expansions available. Have Andy York, Chris Geggus, will take up to 4 more.

Dominion: Have most of the expansion sets plus some extras. Will take up to 6.

Robo Rally: Will take up to 8.

In general, game ownership is recommended, but not required. Game names Note that a subscription to S.O.B. is not required to play in a game run by flier, but that are underlined will be played by email, and the status of those games may be that a game fee will be charged to non-subbers. updated more frequently than the zine issues.

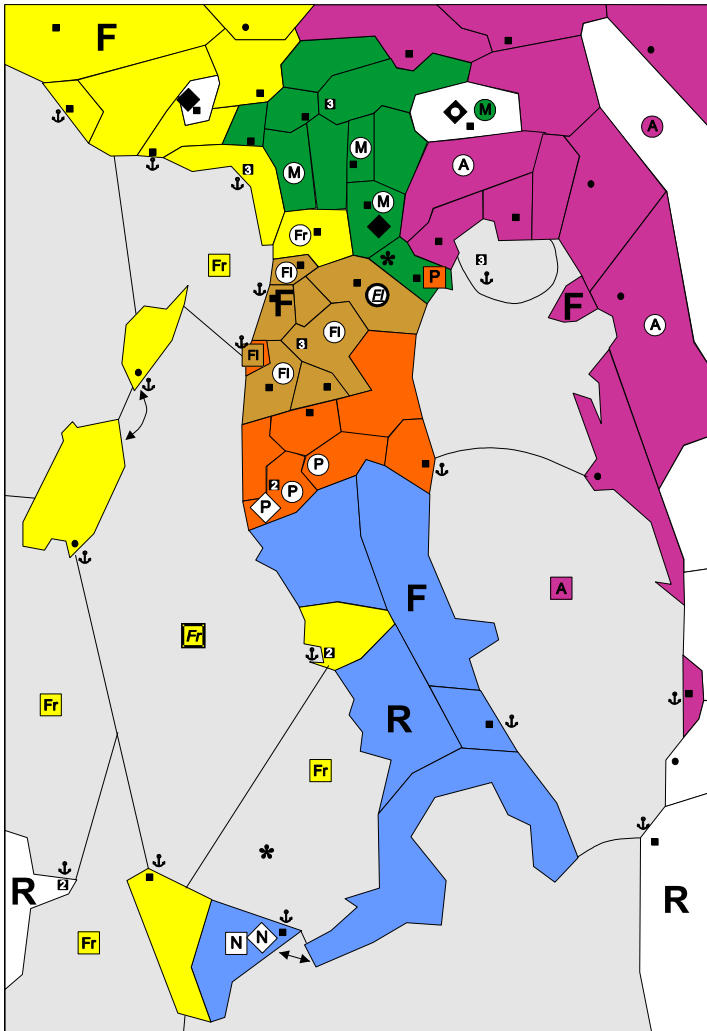
Kai Ken

Summer 1458

Deadline/Fall 1458 1/5 Tuesday

Austria quietly advances in the Balkans, while the Pope and Florence team up to advance against Milan. France stymies Naples.

Kai Ken



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

Spring 1458 Retreats

France retreats F Gulf of Naples to Naples

Expenditures

Austria repays 27 ducats to the moneylenders.

Outstanding Loans

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

Orders

- AUSTRIA (Wilke): A Padua to VERONA, A Austria to SLAVONIA, A Slavonia to CROATIA, F Ragusa to LOWER ADRIATIC
- FLORENCE (Robles): A LUCCA to Modena, A (EP) BOLOGNA supports Papal F Upper Adriatic to Ferrara, A FLORENCE supports A Bologna, A SIENNA holds, F PIOMBINO to Ligurian Sea
- FRANCE (Wilson): A MODENA supports Milan A Ferrara to Bologna (cut), F CENTRAL MEDITERRANEAN to Palermo, F LIGURIAN SEA supports F Tyrrhenian Sea (cut), F (EM) TYRRHENIAN SEA supports F Naples to Gulf of Naples, F Naples to GULF OF NAPLES, F Gulf of Lions to WESTERN MEDITERRANEAN
- MILAN (Wilson): A MANTUA supports A Ferrara to Bologna, A Ferrara to Bologna (DISLODGED, retreat Padua, garrison. OTB), A FORNOVA supports French A Modena, A CREMONA supports A Mantua, A TRENTO besieges
- NAPLES (Martin): F MESSINA to Palermo, F Gulf of Naples supports F Messina to Palermo (cut, DISLODGED, retreat Salerno, Otranto, Ionian Sea), G MESSINA converts to F
- PAPACY (Robles): A SPOLETO holds (rebellion suppressed), A ROME holds, F Upper Adriatic to FERRARA, G ROME supports A Rome
- Your treasury:

Spaniel

Turn 31

End of Game Statements, December 1

Bill Scharf (Smash the Destroyer) Main reason I won this game was no one was near me when I was negotiating flag three, that was in a particularly difficult to reach and exit location, with a few too many bottomless pits nearby. Thanks to Chris for running it. And by the way I didn't notice that Chris Geggus had shut down that last round...I was expecting pressor beam problems....again....

I have to admit having a good weapon installed does add to the fun and mayhem....not so much if you're the victim....um opponent....that doesn't have one.

Brendan Whyte (Robot Nick) I claim 3rd place! Always a fun game. However I think the race should have included a return to the start, and the flags to be tagged, not in numerical order, but in any order. Alternatively, a 'long' board like this can be made better by wraparound: north and south edges adjoin, as do east and west (making a torus in effect). That would help cancel out the relatively 'thick' spread of board elements: there are a lot of walls, lasers etc, which tend to slow the game down when bots start taking damage. The north end of the board, with all its conveyors, and the 2 flags placed inside these conveyor rings, were particularly hard to reach. Thankfully Chris didn't put a flag on G7 (only accessible with a M2 from the west)! I think I spent more time fighting the board than other players (though they seemed to spend quite a while fighting me!). But perhaps I should have concentrated on hitting Bill instead of reaching flag 3... decisions, decisions. Next game, no more Mr Nice Bot! Thanks for running Chris!

Dave Hooton (meRobot) Congratulations to Bill for winning and thanks to Chris H. for running it. I was not in a position to mess with SmaD this turn, so I just cemented 2nd place.

Chris Geggus (GEGS) As chaotic and fun as ever. Well done Bill and a thank you to Chris.

Chris Hassler (GM) In retrospect, I think I may have made the board a little too hard. This is the first time I've had players eliminated in a game of Robo Rally that I've run, plus the fact that it ran 31 turns – more than 50% longer than the previous longest running game. I also think that for the next one, I will take Brendan's suggestions of so specific order for tagging flags, a return to start, and a toroidal board.

Hamiltonstovare

Epoch VII Empire Selection and Russia Deadline, Epoch VII Manchu Dynasty, Netherlands, and France, January 5

Epoch VII Empire Selection

CUTE (Scharf): Keeps.

Republic of Texas (York): Keeps.

HICK (Hood): Keeps.

CJVH (Hunt): Passes to GEGS.

RMHS (Wilson): Keeps.

GEGS (Geggus): Passes to CJVH.

Romulus & Remus (Anderson): Keeps.

Epoch VII

RMHS (Wilson): RUSSIA: Army and Capital North European Plain (Timurid army retreats to Eastern Steppe), army Dniepr (vs. Mongols; R: 5, 3; M: 3 wins), Central Europe (vs. Timurid Emirates; R: 5, 3; T: 2+1; wins), Eastern Steppe (vs. Timurid Emirates; R: 2,m 1; T: 6; loses), Eastern Steppe (vs. Timurid Emirates; R: 6, 1; T: 5; R: 4, 3; T: 4; R: 6, 2; T: 5; wins), Tarim Basin (vs. Mughals; R: 6, 1; M: 4, 4; wins), Wei River (vs. Ming Dynasty; R: 3, 1; M: 6, 3; loses), Wei River (vs. Ming Dynasty; R: 6, 4; M: 6, 2; R: 4, 3; M: 2, 2; wins), plays Engineering, placing a fort in North European Plain, army Great Plain of China (vs. Ming Dynasty; R: 5, 1; M: 4; wins), Chekiang (vs. Ming Dynasty; R: 6, 4; M: 3; wins, Capital reduced to city), fleet Black Sea, army Turanian Plain (vs. Mughals; R: 2, 1; M: 2; R: 5, 2; M: 2; wins, city eliminated). Builds Monument North European Plain. Points: Dominance in Middle East (2), China (6), Southern Europe (4), Eurasia (4), Presence in North Africa (1), India (3), Northern Europe (4), Eurasia (1), 3 Capitals (6), 1 city (1), 2 Seas (2), and 9 Monuments (9) for 43 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
Chris Geggus	Greco-Etruscan Great Sword (yellow)	63	113
Dave Anderson	Romulus & Remus (orange)	64	119
Kevin Wilson	Royal Manticoran Historical Society (purple)	72	170

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 Caucuses. **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:** Armies Western Steppe, Lower Rhein. **RMHS:** Two fleets Black Sea, fleet Eastern Mediterranean. **BYZANTINES:** Two armies and Capital Balkans, army Southern Appenines. **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 Eastern Deccan, armies Eastern Anatolia, Zagros, Hindu Kush, Levant. **RUSSIA:** Army, Capital, Monument, and fort North European Plain, army, city, and Monument Chekiang, army and Monument Central Europe, Wei River, Great Plain of China, armies Dniepr, Eastern Steppe, Tarim Basin, Turanian Plain. **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. **JEWES:** 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. **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 and Monument Hokkaido, 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, armies Lower Indus, Persian Salt Desert.

Event Cards

Epoch VII Empire

Pekingese

Turn 3

Turn 4 due Tuesday, 1/5

Planning

Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
French maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70
Dutch maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.
Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56
Spanish maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
English maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Land Movement

Swedes move 4 colonists and 4 soldiers from fleet to O.
French move 3 colonists and 4 soldiers from fleet to N.
Dutch move 4 colonists and 2 soldiers from fleet to J.
Portuguese move 4 colonists and 3 soldiers from H to C (it's a climate 4 area with 2 natives) and 4 colonists and 4 soldiers from fleet to H.
Spanish moves 1 colonist from U to X (it's a resource rich climate 4 area with 1 native), 4 soldiers from U to T and 4 soldiers and 4 colonists from fleet to X.
English moves 2 colonists and 2 soldiers from K to G (it's a climate 2 area with 2 natives and 2 site) and 3 colonists and 3 soldiers from fleet to D (it's a climate 3 area with 1 site and 1 native).

Native Combat

Swedes: 3 soldiers and 1 native lost in O. **Portuguese:** 2 natives lost in C.

Native Uprisings

Climate is a 1. Uprisings in D (0 colonists lost), G (2 colonists lost), R (2 colonists lost), U (2 colonists lost), and X (0 colonists lost).

Survival

Climate is a 5.

Spanish lose 1 soldier in T. **English** lose 1 soldier in G.

Political Control

Swedes gain political control of O. Portuguese gain political control of C. Spanish gain political control of X.

Homebound Naval Movement

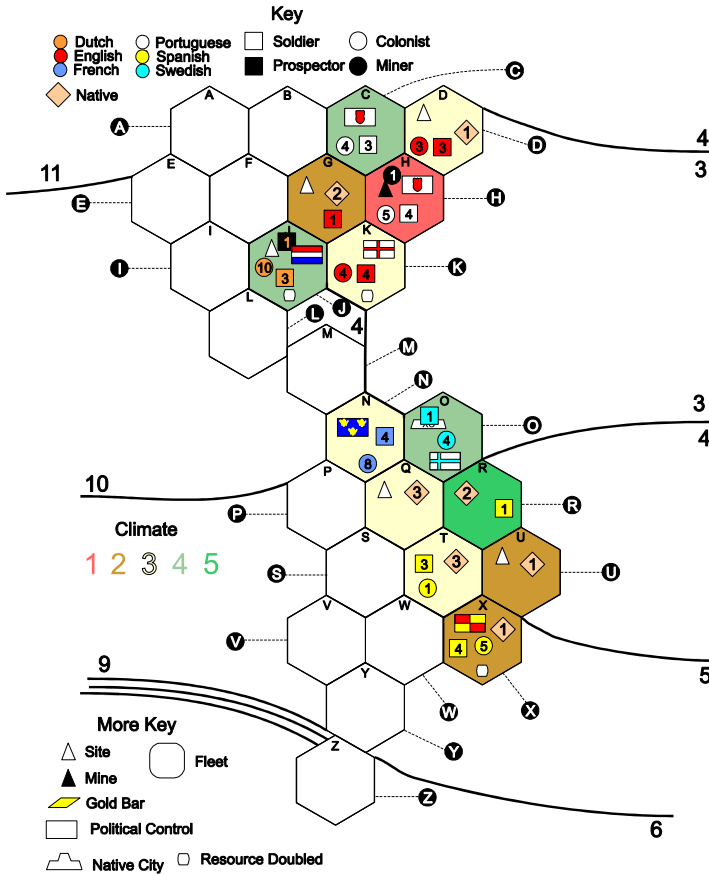
Swedes: Dice: 3, 5, 6. No losses.
French: Dice: 1, 4, 6, 6. No losses.
Dutch: Dice: 1, 2, 6, 6. No losses.
Portuguese: Dice: 1, 2, 5. No losses.
Spanish: Dice: 1, 3, 3, 4, 6. No losses.
English: Dice: 1, 1, 5. Lose 1 ship.

Income

Dutch: Political Control: \$40, resources: \$20.
English: Political Control: \$40, resources: \$11.
French: Political Control: \$40, resources: \$8.
Portuguese: Political Control: \$60, resources: \$9.
Spanish: Political Control: \$40, resources: \$11.
Swedes: Political Control: \$40, resources: \$4.

Turn 4 Initiative

Dutch, Spanish, French, Swedes, English, Portuguese
 Dutch attitude is (dr = 5 + 1 = 6) Expansion.
 Portuguese attitude is (dr = 7 + 0 = 7) Expansion.



Outbound Naval Movement

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

Discovery

The Portuguese discover a mine in H. One colonist mines.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$96	19	5	4
English	Martin Burgdorf	\$87	12	3	4
French	Andy York	\$49	14	5	3
Portuguese	Non-player 2	\$82	16	4	4
Spanish	Chris Geggus	\$52	13	4	4
Swedes	Bob Robles	\$68	13	4	4

Sheltie

Turn 2, Phases IV-VI and Turn 3, Phases I-III
Turn 3, Phases IV-VI and Turn 34 Phases I-III due Tuesday, January 5
Turn 2

Operations

Pink (Scharf) operates #40 (\$40, 3 silver) and buys a 15 train for \$120. Gains \$20 in passenger revenue.

Red (Whyte) operates #45 (\$30, 1 silver). Gains \$130 in passenger revenue.

Blue (York) operates #125 (\$20, 1 coal) and Santa Rita (\$50, 3 copper). Delivers 4 coal from Capitain to El Paso for \$240. Gains \$60 in passenger revenue. Buys a 15 train for \$120.

Orange (Hooton) operates #26 (\$40, depletes) and #72 (\$30, 3 coal). Gains \$20 in passenger revenue.

Determine Price Changes

Gold: +1 to \$250

Copper: -1 to \$200

Silver: -2 to \$180

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

Turn 3Move Prospectors and Surveyors

Pink (Schaf) surveys Pueblo to Walsenburg and Canon City to Salida and prospects #52 and #132.

Red (Whyte) surveys Canon City to Westcliffe and Walsenburg to Alimoso and prospects #87 and #108 (P+1).

Blue (York) surveys Deming to Lordsburg and Carizozo to Torraine and prospects #108 (P+1) and the deck.

Orange (Hooton) surveys Emery to Green River and Salt Lake City to Bingham and prospects #25 and #49.

Dispute Resolution

Claim #108: Red versus Blue. Red dr = 7+1, Blue dr = 6+1. Red wins, prospector becomes +2. Blue draws #94: Prospector caught trespassing, go to jail. Pink spends \$500, Red spends \$600, Blue spends \$340, and Orange spends \$620.

Notes

Remember that Turn 4 is a winter turn. Winter track (dashed lines on the map) cannot be surveyed and can only be used if cleared with a snowplow.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$1195	9, 15		S, S, P, P
Brendan Whyte	Red	Denver	\$1010	9		S, S, P, P+2
Andy York	Blue	El Paso	\$1015	9, 15, 15		S, S, P, P+1
Dave Hooton	Orange	Salt Lake City	\$610	9, 15		S, S, P, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
40	Aspen	Pink	Silver	7	\$40; 2-8: D; 9: 2; 10: 3; 11-12: 4
52	Lake City	Pink	Silver	N	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
132	Steamboat Springs	Pink	Coal	N	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
45	Westcliffe	Red	Silver	3	\$30; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
87	Alamo	Red	Coal	N	\$30; 2-4: D; 5-6: 2; 7-8: 3; 9-10: 4; 11-12: 5
108	Lordsburg	Red	Copper	N	\$40; 2-4: D; 5-6: 1; 7-10: 2; 11-12: 3
125	Capitan	Blue	Coal	0	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	3	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
26	Marysvale	Orange	Gold	1	Depleted
72	Emery	Orange	Coal	6	\$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
25	Bingham	Orange	Gold	N	\$60; 2-6: D; 7: 1; 8-9: 2; 10-12: 4
49	Silverton	Orange	Silver	N	\$40; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3

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
27	Dillon	Gold	\$120	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
32	Fairplay	Gold	\$100	\$50; 2-7: D; 8-9: 1; 10: 2; 11-12: 4
74	Elk Spings	Coal	\$60	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10: 4; 11-12: 5
92	Raton	Coal	\$80	\$40; 2-3: D; 4: 1; 5-8: 3; 9-10: 4; 11-12: 5
54	Steamboat Springs	Lumber	\$80	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
50	Silverton	Silver	\$100	\$50; 2-6: D; 7-8: 2; 9-10: 3; 11-12: 4
130	Bingham	Copper	\$120	\$80; 2: D; 3-9: 1; 10-11: 2; 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	2	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Sloughi**Gamestart****Turn 1, January 5**Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf			Circuit Breaker	F28>?		3	0
2	Dave Hooton			Brakes	G28>?		3	0
3	Kevin Croskery			Radio Control	D27>?		3	0
4	Andy York			Fourth Gear	I27>?		3	0
5	Brendan Whyte			Power-Down Shield	B26>?		3	0
6	Chris Geggus			Conditional Program	K26>?		3	0

Notes

The version of the game that I have is the Avalon Hill version, so those are the rules we are using. We are also starting with one Option card each. There is a player's aid page on the website that describes all of the Option cards. In addition, the map wraps east to west and north to south, so we are playing on a torus and it is impossible to be pushed off the map. Flags may be tagged in any order, and the first player to tag the fourth flag and return to any starting space will be the winner. Due next time are your robot name, color, initial facing, and your program for the first turn.

Email Games Report**Shiba Inu**

This Age of Renaissance game has completed. Barcelona's inside track held, so congratulations to Dave Hooton for his win!

Kelpie

This 7 Wonders game has finished. It was a close finish with 5 points separating first from fourth place, but Dave Hooton won in the end. Congratulations to Dave!

Bedlington

This Terra Mystica game has finished. Another convincing win by Martin Burgdurf. Congratulations to Martin!

Berger Picard

This Terraforming Mars game is currently in Generation 4 Actions.

Bernese

This Agricola game has completed with a convincing win by Chris Geggus. Congratulations to Chris!

Border Collie

This Terraforming Mars game is currently in Generation 6 Actions and are progressing fairly rapidly.

Biewer

This Terra Mystica game is Turn 4 Actions.

Tervuren

This Suburbia game has completed, and Dave Hooton has won again. Congratulations!

Bearded Collie

This Puerto Rico game started since the last issue. It is just the base game, and the players are Andy York, Kevin Wilson, Chris Geggus, and Dave Hooton. They are currently in turn 13 and progressing very rapidly.

Bichon Frise

This Power Grid game started just recently. It is using a custom combination of the two available decks on the Spain/Portugal map. The players are: Chris Geggus, Kevin Wilson, Bill Scharf, Andy York, and Dave Hooton. They are currently in Turn 3 grid connections.

S.O.B.

Barbet

This Lords of Waterdeep game has started a couple of weeks ago as of this writing. We are using both the Undermountain and Skullport expansions. Players are: Bill Scharf (Res Sahses), Chris Geggus (Knights of the Shield), Christopher Hunt (Harpers), and Kevin Wilson (City Guard). We are currently in Turn 2.

Bouvier

This Dominion game has started within the last week. We are using the first version of the base cards and the Seaside expansion. Players are: Bill Scharf, Chris Geggus, Christopher Hunt, and Dave Hooton. We are currently in turn 4.



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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. **Suburbia:** None yet. **Lords of Waterdeep:** None yet. **Dominion:** None yet.

Standby Calls

None this issue!

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