

Number 259



January, 2021

Notes from Hades

Here we are, finally with 2020 behind us. Hopefully the new year will be a vast improvement over the old. Here, it is already looking good. I have started my new position and it feels good to be working again. We have all managed to stay healthy and are taking the appropriate precautions to keep it that way. I hope the new year will treat you all very well.

Since the last issue, 7 games have completed. They are: Border Collie, a Terraforming Mars game won by Dave Hooton; Biewer, a Terra Mystica game won by Kevin Wilson; Bearded Collie, a Puerto Rico game won by Chris Geggus; Bichon Frise, a Power Grid game won by Dave Hooton; Barbet, a Lords of Waterdeep game won by Bill Scharf; Bouvier, a Dominion game won by Christopher Hunt; and Cairn Terrier, a Discworld: Ankh Morpork game won by Kevin Wilson. Congratulations to all the winners. Note that I had been running as many as 8 email games concurrently. However, with my new job and the amount of time that that will likely take up, I have reduced the number of games to 5. I will adjust as necessary.

The next deadline is **Tuesday, February 9 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machriavelli	Page 2
Hamiltonstovare	History of the World	Page 3
Pekingese	New World	Page 4
Sheltie	Silverton	Page 5
Sloughi	Robo Rally	Page 6
Email Games Report		Page 7

Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), 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.

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.

Canaan. Agricola: Have Christopher Hunt(\$), Andy York(\$), Chris Geggus(\$), will take up to 2 more.

Corgi. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York(\$), Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 1 more.

Catahoula. Concordia: Have Kevin Wilson(\$), Dave Hooton, Bill Scharf(\$), will take up to 2 more.

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

Clumber Spaniel. Suburbia: Have the Suburbia, Inc. and Suburbia 5Star expansions available. Have Christopher Hunt(\$), Andy York(\$), Bill Scharf(\$), will take up to 2 more.

Cocker Spaniel. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Paul Hendricks, Andy York(\$), Kevin Wilson, will take up to 1 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.

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, Chris Geggus, will take up to 3 more.

Citadels: Have the Dark City expansion cards. Have Kevin Wilson, Christopher Hunt, Chris Geggus, Bill Scharf, will take up to 4 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf, will take up to 7 more.

Century Spice Road: Have Christopher Hunt, Bill Scharf, will take up to 3 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansion. Have Kevin Wilson, Bill Scharf, Chris Geggus, will take up to 5 more.

Dominion: Have most of the expansion sets plus some extras. Have Christopher Hunt, Bill Scharf, Chris Geggus, will take up to 3 more.

Robo Rally: Have Bill Scharf, Chris Geggus, will take up to 6 more.

Discworld: Ankh-Morpork: Have Andy York, Kevin Wilson, will take up to 2 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson, will take up to 5 more.

Age of Renaissance: Will use the Eurogames rules and map changes. Will take up to 6.

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

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, 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.

that a game fee will be charged to non-subbers.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but

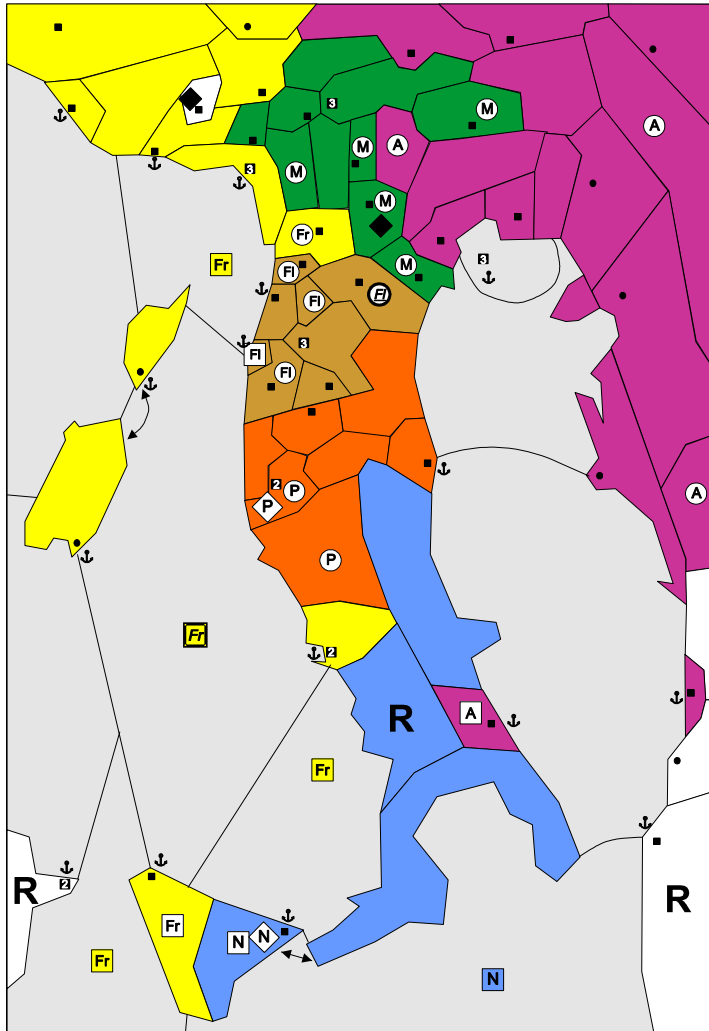
Kai Ken

Fall 1458

Deadline/Winter-Spring 1459 2/9 Tuesday

Austria completes its conquest of Venice while Milan resorts to treachery to roll back the advance of the Pope. France stalemates Florence and Naples.

Kai Ken



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

Summer 1458 Retreats

Milan retreats A Ferrara to garrison.

Naples retreats F Gulf of Naples to Ionian Sea

Expenditures

Milan gives 6 ducats to France and borrows 12 ducats for 1 year (15 ducats due Fall 1459) and spends 12 ducats to disband Papal F Ferrara.

France repays the Moneylenders 15 ducats.

Outstanding Loans

Fall 1459: 15 ducats from Milan (12 borrowed).

Orders

AUSTRIA (Wilke): A Verona to BERGAMO, A SLAVONIA holds, A Croatia to BOSNIA, F Lower Adriatic to BARI

FLORENCE (Robles): A LUCCA holds, A (EP) BOLOGNA supports Papal F Ferrara (cut, nsu), A Florence to PISTOIA, A SIENNA holds, E PIOMBINO to Ligurian Sea

FRANCE (Wilson): A MODENA to Bologna, F Central Mediterranean to PALERMO, F LIGURIAN SEA supports Milan A Fornova to

MODENA (cut), F (EM) TYRRHENIAN SEA supports F Gulf of Naples, F GULF OF NAPLES supports F Central Mediterranean to PALERMO (cut), F Western Mediterranean to CENTRAL MEDITERRANEAN

MILAN (Wilson): A MANTUA supports G Ferrara convert to A, A FORNOVA to MODENA, A CREMONA supports A Mantua, A TRENTO besieges (autonomous garrison destroyed), G FERRARA convert to A

NAPLES (Martin): F MESSINA to Gulf of Naples, F IONIAN SEA supports F Messina to Gulf of Naples, G MESSINA converts to F

PAPACY (Robles): A Spoleto to CAPUA, A ROME supports A Spoleto to Capua, E Ferrara holds (nsu), G ROME supports A Rome

Notes

Austria has conquered Venice! Austria now considers all Venetian home areas as his own home areas and gains the Venetian variable income.

Spring 1459 Famine

Good Year – No Famine!

Spring 1459 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia, Slavonia, Bergamo, Verona, Carniola, Croatia, Padua, Treviso, Friuli, Istria, Dalmatia, Bosnia, Ragusa, Bari	17
FLO	Lucca, Pisa, Piombino, Pistoia, Florence, Arezzo, Siena, Bologna	8
FRA	Avignon, Swiss, Turin, Provence, Marseilles, Savoy, Genoa, Modena, Corsica, Sardinia, Naples, Palermo	12
MIL	Como, Pavia, Milan, Cremona, Parma, Fornova, Montferrat, Mantua, Ferrara, Trent	10
NAP	Aquila, <u>Salerno</u> , Otranto, Messina	3
PAP	Patrimony, Rome, Perugia, Spoleto, Ancona, Urbino, Capua	7

Seas

AUS	Venice	1
FRA	Ligurian Sea, Tyrrhenian Sea, Central Mediterranean, Gulf of Naples	4
NAP	Ionian Sea	1

Cities

AUS	Tyrolea, Austria, Hungary, Carniola, Croatia, Padua, Treviso, Dalmatia, Ragusa, Bari, Venice (3)	13
FLO	Lucca, Pisa, Piombino, Florence (3), Arezzo, Siena, Bologna	9
FRA	Avignon, Swiss, Turin, Marseilles, Savoy, Genoa (3), Modena, Corsica, Sardinia, Naples (2), Palermo	14
MIL	Pavia, Milan (3), Cremona, Montferrat, Ferrara, Trent	8
NAP	Messina	1
PAP	Rome (2), Perugia, Ancona	4

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	5	17	1	13	36
FLORENCE:	2	8	0	9	19
FRANCE:	2	12	4	14	32
MILAN:	2	10	0	8	20

Country	Variable	Provinces	Seas	Cities	Total
NAPLES:	1	3	1	1	6
PAPACY:	2	7	0	4	13

Game Summary

	1454	1455	1456	1457	1458	1459
Austria:	3	4	5	9	10	11
Florence:	3	4	5	5	6	7

	1454	1455	1456	1457	1458	1459
France:	3	4	7	10	11	11
Milan:	3	3	4	6	6	6
Naples:	4	7	6	3	2	1
Papacy:	4	4	4	4	4	3
Turks:	3	0	0	0	0	0
Venice:	4	6	7	0	0	0

Hamiltonstovare

Epoch VII Manchu Dynasty, Netherlands, and France Deadline, Epoch VII Britain, United States, and Germany, February 9

Epoch VII

HICK (Hood): Plays Rebellion in Pyrenees (vs. Spain; R: 3, 3; S: 2; wins, Capital reduced to city). MANCHU DYNASTY: Plays Ship Building. Army and Capital Manchurian Plain (Mongol army retreats to Korean Peninsula), army Great Plain of China (vs. Russia; M: 5, 1; R: 3, 2 wins), Chekiang (vs. Russia; M: 2, 1; R: 6; loses), Chekiang (vs. Russia; M: 6, 2; R: 3; wins, city eliminated), fleet South China Sea, Sea of Japan (vs. Republic of Texas; H: 5, 4; R: 2; wins), Sea of Japan, army Malayan Peninsula (vs. Sung Dynasty; automatic victory), Ganges Delta (vs. Mughals; Ma: 5, 5; Mu: 6, 4; loses), Ganges Delta (vs. Mughals; Ma: 4, 1; Mu: 5, 4; loses), Ganges Delta (vs. Mughals; Ma: 4, 1; Mu: 6, 2; loses), Ganges Delta (vs. Mughals; Ma: 4, 1; Mu: 1, 1; wins), Ganges Valley (vs. Mughals; Ma: 4, 1; Mu: 4; Ma: 6, 1; Mu: 6; Ma: 3, 2; Mu: 4; loses), Ganges Valley (vs. Mughals; Ma: 4, 3; Mu: 4; Ma: 5, 2; Mu: 5; Ma: 6, 2; Mu: 4; wins, Capital reduced to city). Builds Monument Manchurian Plain. Points: Dominance in China (6), Southeast Asia (4), Presence in India (3), Southern Europe (2), Northern Europe (4), Eurasia (1), North America (3), 1 Capital (2), 3 cities (3), 2 Seas (2), and 5 Monuments (5) for 35 points.

CJVH (Hunt): Plays Japan. Army and Capital Honshu (Mongol army retreats to Korean Peninsula), fleet Sea of Japan (vs. HICK; C: 5, 4; H: 4; C: 4, 3; H: 1; wins), army Great Plain of China (vs. Manchu Dynasty; J: 5, 2; M: 6, 2; loses), Great Plain of China (vs. Manchu Dynasty; J: 5, 3; M: 3, 1; wins), Wei River (vs. Russia; J: 3, 1; R: 1; wins). NETHERLANDS: Plays Weaponry. Army and Capital Lower Rhein (Timurid Emirate army eliminated), army Central Europe (vs. Russia; N: 6+1, 6+1; R: 4; wins), Baltic Seaboard (vs. Portugal; N: 6+1, 2+1; P: 6; wins), North European Plain (vs. Russia; N: 5+1, 3+1; R: 3+1; wins, Capital reduced to city), fleet North Sea (vs. CUTE; CJVH: 5+1, 2+1; CUTE: 4; wins), army Deep South (vs. Vikings; N: 6+1, 3+1; V: 2, 2; wins), Guiana Highlands (vs. Portugal; N: 6+1, 2+1; P: 4, 3; wins), Madagascar (vs. Portugal; N: 2+1, 1+1; P: 6, 4; loses). Points: Dominance in Northern Europe (8), North America (6), South America (4), Presence in North Africa (1), Middle East (1), China (3), India (3), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), Nippon (2), 2 Capitals (4), 6 cities (6), 3 Seas (3), and 4 Monuments (4) for 51 points.

Republic of Texas (York): FRANCE: Plays Population Explosion. Army and Capital Western Gaul (Viking army eliminated), fleet Atlantic Ocean, Indian Ocean, Pacific Ocean, army Australia, New Guinea, Pyrenees (vs. Rebellion; plays Treachery, wins, city eliminated), Central Massif (vs. Holy Roman Empire; F: 5, 4; H: 4; wins), West Indies (vs. North American Migrants; F: 2, 2; M: 5, 5; loses), West Indies (vs. North American Migrants; F: 6, 2; M: 6, 1; F: 5, 1; M: 3, 2; wins), Northern Andes (vs. Spain; F: 6, 6; S: 4, 2; wins, city eliminated), Lower Indus (vs. Mughals; F: 6, 1; M: 3, 3; wins), Upper Indus (vs. Mughals; F: 4, 4; M: 5; loses), Upper Indus (vs. Mughals; F: 4, 1; M: 2; wins), Ganges Valley (vs. Manchu Dynasty; F: 6, 4; M: 1; wins, city eliminated), Ganges Delta (vs. Manchu Dynasty; F: 3, 3; M: 5; loses), Ganges Delta (vs. Manchu Dynasty; F: 6, 3; M: 1; wins). Builds Monument Western Gaul. Points: Control of Australia (3), Dominance in India (6), Southern Europe (4), Presence in China (3), Northern Europe (4), North America (3), South America (2), Nippon (2), 1 Capital (2), 2 cities (2), and 6 Monuments (6) for 37 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	45	110
Chris Geggus	Greco-Etruscan Great Sword (yellow)	63	113
Dave Anderson	Romulus & Remus (orange)	64	119
Christopher Hunt	Christian Juvenile Volunteer Host (green)	65	172
David Hood	Hood's InterContinental Kingdom (red)	68	176
Andy York	Republic of Texas (blue)	70	148
Kevin Wilson	Royal Manticoran Historical Society (purple)	72	170

Positions

CUTE: Fleets 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: Army Scandinavia. PORTUGAL: Army and Capital Western Iberia, armies Brazil, Patagonia, Madagascar.

HICK: Fleet South China Sea. NORTH AMERICAN MIGRANTS: Army 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. TIMURID EMIRATES: Armies Western Steppe. MANCHU DYNASTY: Army, Capital, and Monument Manchurian Plain, army and Monument Chekiang, army Malayan Peninsula.

RMHS: Two fleets Black Sea, fleet Eastern Mediterranean. BYZANTINES: Two armies and Capital Balkans, army Southern Apennines. HOLY ROMAN EMPIRE: Army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Apennines. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Eastern Deccan, armies Eastern Anatolia, Zagros, Hindu Kush, Levant. RUSSIA: Armies Dniepr, Eastern Steppe, Tarim Basin, Turanian Plain.

CJVH: Fleets Atlantic Ocean, Indian Ocean, Western Mediterranean, North Sea, Sea of Japan. 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, armies Southern Andes, Appalachia, Great Lakes, Congo Basin, South Africa. JAPAN: Army and Capital Honshu, army and Monument Great Plain of China, Wei River. NETHERLANDS: Army and Capital Lower Rhein, army, city, and Monument North European Plain, army and Monument Central Europe, armies Baltic Seaboard, Deep South, Guiana Highlands.

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: Three armies Korean Peninsula, army Mongolia. AZTECS: Army, Capital, fort, and Monument Mexican Valley, army Pacific Seaboard.

Republic of Texas: Fleets Atlantic Ocean, Indian Ocean, Pacific Ocean. 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. FRANCE: Army, Monument, and Capital Northern Gaul, Army and Monument Pyrenees, Upper Indus, Ganges Valley, Ganges Delta, armies Northern Andes, West Indies, Central Massif, Lower Indus, Australia, New Guinea.

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 and Monument Persian Plateau, armies Persian Salt Desert.

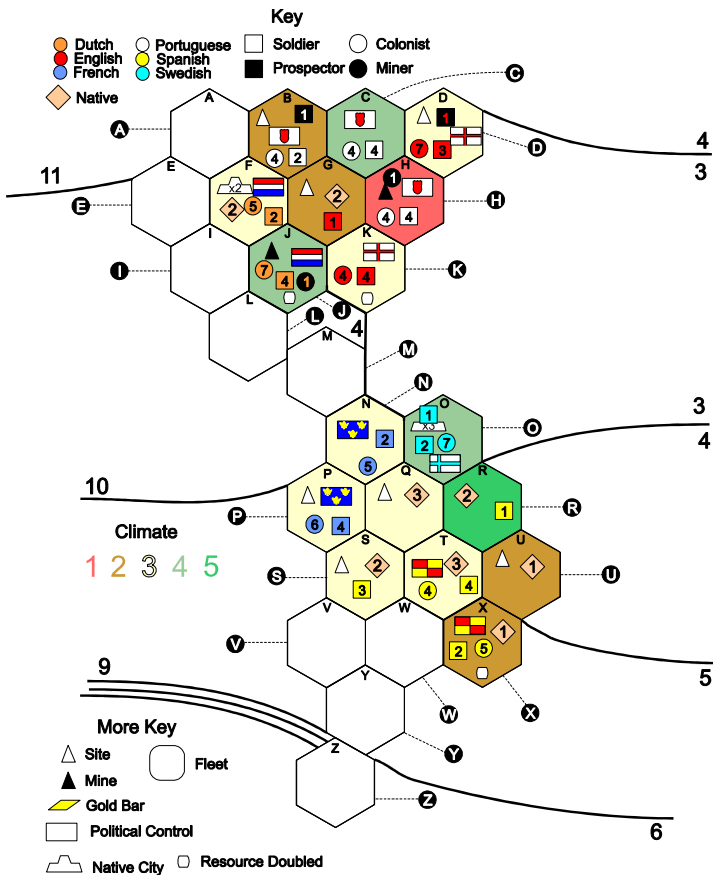
Event Cards

Epoch VII Empire

Pekingese

Turn 4

Turn 5 due Tuesday, 2/9



Planning

- Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintains 4 ships (\$16) and buys 2 soldiers (\$20) for \$36.
- French** maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40
- Swedes** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- English** maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56

Outbound Naval Movement

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

Mining

The Swedes loot 3 gold in O. The Portuguese mine 1 gold in H.

Discovery

The Dutch discover a mine in J. One colonist mines.

Land Movement

- Dutch** move 6 colonists and 4 soldiers from J to F (it's a climate 3 area with the x2 city and 4 natives) and moves 4 colonists and 4 soldiers from fleet to J.
- Spanish** moves 3 colonists and 4 soldiers from X to T, 3 soldiers from T to S (it's a climate 3 area with 1 site and 2 natives) and 2 soldiers and 3 colonists from fleet to X.
- French** move 6 colonists and 4 soldiers from N to P and 2 soldiers and 3 colonists from fleet to N.
- Swedes** move 3 gold from O to fleet and 3 colonists and 2 soldiers from fleet to O.
- English** moves 4 colonists and 4 soldiers from fleet to D.
- Portuguese** move 1 gold from H to fleet, 4 colonists and 3 soldiers from C to B (it's a climate 2 area with 1 site and 1 native), 4 colonists and 4 soldiers from H to C, and 3 colonists and 4 soldiers from fleet to H.

Native Combat

Dutch: 2 soldiers and 2 natives lost in F. French: 2 natives lost in P. English: 3 soldiers and 1 native lost in D. Portuguese: 1 native lost in B.

Native Uprisings

Climate is a 5. Uprising in F (1 colonist lost), G (2 colonists lost).

Survival

Climate is a 6. No losses.

Political Control

Dutch gain political control of F. Spanish gain political control of T. French gain political control of P. English gain political control of D. Portuguese gain political control of B.

Homebound Naval Movement

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

Income

- Dutch:** Political Control: \$60, resources: \$19.
- English:** Political Control: \$60, resources: \$15.
- French:** Political Control: \$60, resources: \$11.
- Portuguese:** Political Control: \$80, gold: \$40, resources: \$12.
- Spanish:** Political Control: \$60, resources: \$14.
- Swedes:** Political Control: \$40, gold: \$120, resources: \$7.

Turn 5 Initiative

Spanish, Swedes, Dutch,, Portuguese French, English

Dutch attitude is (dr = 7 + 2 = 9) Piracy.

Portuguese attitude is (dr = 7 + 1 = 8) Exploration.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$119	16	4	4
English	Martin Burgdorf	\$98	10	4	4
French	Andy York	\$80	17	5	3
Portuguese	Non-player 2	\$158	13	4	4
Spanish	Chris Geggus	\$90	13	4	3
Swedes	Bob Robles	\$179	16	3	4

Sheltie

Turn 3, Phases IV-VI and Turn 4, Phases I-III

Turn 4, Phases IV-VI and Turn 5 Phases I-III due Tuesday, February 9

Turn 3

Operations

Pink (Scharf) operates #40 (\$40, depletes), #52 (\$40, 1 silver), and #132 (\$50, 4 coal). Gains \$20 in passenger revenue.

Red (Whyte) operates #45 (\$30, 3 silver), #87 (\$30, 3 coal), #108 (\$40, 3 copper). Gains \$130 in passenger revenue.

Blue (York) operates #125 (\$20, 3 coal) and #107 (\$50, 3 copper), spends \$200 for bail for his prospector. Gains \$60 in passenger revenue.

Orange (Hooton) operates #72 (\$30, depletes) and #25 (\$60, 4 gold). Gains \$20 in passenger revenue.

Determine Price Changes

Gold: Remains at \$250

Copper: +2 to \$240

Silver: +1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$60	-1 to \$80	+1 to \$120	-1 to \$40	+2 to \$200
Coal:	Remains at \$100	Remains at \$20	-1 to \$20	-1 to \$40	+2 to \$60

Turn 4

Move Prospectors and Surveyors

Pink (Schaf) surveys Salida to Buena Vista and Walsenburg to Trinidad (\$80), no prospecting.

Red (Whyte) surveys Alimosa to Antonito and Walsenburg to Trinidad (\$100) and prospects #120 and #92 (P+2).

Blue (York) surveys Deming to Whitewater and Whitewater to Santa Rita (dr = 10; success) and prospects #120 and +130 (P+1).

Orange (Hooton) surveys Green River to Cisco and Salina to Marysvale and prospects #130 and #50.

Dispute Resolution

Claim #120: Red versus Blue. Red dr = 10, Blue dr = 3. Red wins, prospector becomes +1. Claim #130: Blue versus Orange. Blue dr = 5+1 = 6. Orange dr = 9+3 = 12. Orange wins, prospector becomes +1. Pink spends \$140, Red spends \$280, Blue spends \$140, and Orange spends \$440.

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	\$945	9, 15		S, S, P, P
Brendan Whyte	Red	Denver	\$760	9		S, S, P+1, P+2
Andy York	Blue	El Paso	\$665	9, 15, 15		S, S, P, P+1
Dave Hooton	Orange	Salt Lake City	\$100	9, 15		S, S, P, P+1

Purchased Claims

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

#	City	Owner	Type	Goods	Operation
43	Leadville	Orange	Silver	N	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4
25	Bingham	Orange	Gold	4	\$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
50	Silverton	Orange	Silver	N	\$50; 2-6: D; 7-8: 2; 9-10: 3; 11-12: 4
130	Bingham	Orange	Copper	N	\$80; 2: D; 3-9: 1; 10-11: 2; 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
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
54	Steamboat Springs	Lumber	\$80	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
62	Taos	Lumber	\$40	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
81	Crested Butte	Coal	\$80	\$40; 2-5: D; 6: 1; 7: 3; 8-9: 4; 10-12: 5
73	Hiawatha	Coal	\$60	\$20; 2-5: D; 6: 1; 7: 2; 8-9: 3; 10-12: 4
104	Mogollon	Silver	\$100	\$50; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 4

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**Turn 1****Turn 2, February 9**Starting Position

Dalekbot and Robot Nick start facing south, all other robots start facing north.

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Move 3 (820)	Move 2 (740)	Rotate Left (370)	Move 1 (580)	Rotate Right (120)
Minimus Prime	U-Turn (30)	Rotate Left (170)	Rotate Left (390)	Move 2 (720)	Move 1 (660)
KrisKiller	Move 2 (670)	Rotate Left (130)	Move 3 (790)	Rotate Right (300)	Move 3 (830)
Dalekbot	Move 2 (710)	Rotate Right (360)	Move 1 (630)	Rotate Left (310)	Move 1 (610)
Robot Nick	Move 3 (840)	Move 2 (730)	Move 1 (560)	Rotate Right (400)	Move 1 (530)
GECS	Move 1 (650)	Move 1 (620)	Rotate Right (180)	U-Turn (40)	Back Up (430)

Registers in italics are locked.

Phase 1

Robot Nick dashes ahead 3 to B1, RBS dashes ahead 3 to F25, Dalekbot moves ahead 2 to I1, KrisKiller moves ahead 2 to D25, GEGS moves ahead 1 to K25, and Minimus Prime makes a u-turn to face south. The conveyor belt moves Robot Nick to B2 and rotates it to face west.

Phase 2

RBS moves ahead 2 to F23, Robot Nick moves ahead 2 to L2, GEGS moves ahead 1 to K24, Dalekot rotates right to face west, Minimus Prime rotates left to face east, and KrisKiller rotates left to face west. The conveyor belt moves Robot Nick to K2 and rotates it to face south.

Phase 3

KrisKiller dashes ahead 3 to A25, Dalekbot moves ahead 1 to H1, Robot Nick moves ahead 1 to K3, Minimus Prime rotates left to face north, RBS rotates left to face west, and GEGS rotates right to face east. The conveyor belt moves Robot Nick to K4.

Phase 4

Minimus Prime moves ahead 2 to G26, RBS moves ahead 1 to E23, Robot Nick rotates right to face west, Dalekbot rotates left to face south, and KrisKiller rotates right to face north. The conveyor belt moves Robot Nick to K5.

Phase 5

KrisKiller dashes ahead 3 to A22, Minimus Prime moves ahead 1 to G25, Dalekbot moves ahead 1 to H2, Robot Nick moves ahead 1 to J5, GEGS backs up to J24, and RBS rotates right to face north.

CleanupNone.Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Circuit Breaker	E23>N		3	0
2	Dave Hooton	Minimus Prime	Orange	Brakes	G25>N		3	0
3	Kevin Croskery	KrisKiller	Green	Radio Control	A22>N		3	0
4	Andy York	Dalekbot	Black	Fourth Gear	H2>S		3	0
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	J5>W		3	0
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	J24>E		3	0

Program Cards

Email Games Report**Berger Picard**

This Terraforming Mars game is currently in Generation 6 Actions. Oxygen and temperature are at maximum and only one more ocean needs to be placed to finish the game, so the game will probably end in Generation 7.

Border Collie

This Terraforming Mars game ended in Generation 7 with a victory by Dave Hooton as Point Luna. Congratulations to Dave!

Biewer

This Terra Mystica game completed just before this zine's deadline with a victory for Kevin Wilson as the Swarmlings. Congratulations to Kevin!

Bearded Collie

This Puerto Rico game ended in turn 14 with a convincing victory by Chris Geggus. Congratulations to Chris!

Bichon Frise

This Power Grid game ended in Turn 10 with another victory by Dave Hooton, his fifth consecutive Power Grid victory. Congratulations to Dave!

Barbet

This Lords of Waterdeep game ended in a very close game, with Bill Scharf edging out Chris Geggus by 2 points. Congratulations to Bill!

Bouvier

This Dominion game ended on Turn 18 with a convincing victory by Christopher Hunt. Congratulations to Christopher!

Cairn Terrier

This Discworld: Anhk Morpork game followed the usual pattern of progressing very quickly. It ended in turn 10, when Kevin Wilson won as the Dragon King of Arms with 8 Trouble markers on the board at the start of his turn. Congratulations to Kevin!

Griffon

This Terraforming Mars game includes all the expansions and takes place on the Hellas map. Players are Christopher Hunt (Ecoline), Dave Hooton (Arklight), Chris Geggus (Teractor), Kevin Croskery (Helion), and Andy York (Poseidon). It is currently in Generation 5 Actions.

Braque

This is an Age of Renaissance game that started a couple of weeks ago. Players are: Dave Hooton (Barcelona), Chris Geggus (Venice), Christopher Hunt (London), Bill Scharf (Paris), and Bob Robles (Genoa). We are currently in Turn 2 Expansion.

Cane Corso

This is a Terra Mystica game with the following players: Kevin Wilson (Nomads), Chris Geggus (Engineers), Christopher Hunt (Mermaids), and Bill Scharf (Halflings). We are currently in Turn 5 Actions.

Yorkie

This is a Puerto Rico game using the Nobles expansion. We have Kevin Wilson, Christopher Hunt, and Dave Hooton. This game just started but we are already in Turn 3.

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	1-89127 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"	Paul Hendricks	Michael Lowrey	James Pratt	4758 Doncaster Ct.
1218 N. 3 rd St.	usul_muad_dib@hotmail.com	6903 Kentucky Derby Drive	prattjames1960@yahoo.com	Long Grove, IL 60047
Quincy, IL 62301-1727	David Hood	Charlotte, NC 28215	Berend Renken	ckeivinw@comcast.net
(217) 223-2284	dhood@phd-law.com	Mlowrey@infionline.net	P.O. Box 249	Andrew York "Greyhound"
iamthedbear@sbcglobal.net	Dave Hooton	(704) 569-4269	Roy, WA 98580-0249	P.O. Box 201117
	hootond@yahoooc.com		berend02@aol.com	Austin, TX 78720-1117
	Dale Horsely		Paul Risner	wandrew88@gmail.com
	dale.horsely@yahoo.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. **Suburbia:** None yet. **Lords of Waterdeep:** None yet. **Dominion:** None yet.

Standby Calls

None this issue!

Printed on recycled paper.