

Notes from Hades

Those of you who are playing in my email games already know that I was trail, there were four deer browsing near that apple tree. One by one, they all away from my computer from June 15th through June 20th. During that crossed the trail to the other side just as we went by. We then hiked the Falls trail, time, my family and I took our usual annual vacation. We decided to take which was spectacular since we were there early enough in the season that the falls it a little early this year in an attempt to visit the areas when it was a bit cooler. were still running. On our way back through Cook's Meadow, we saw a bear. At Little did we know that we would be vacationing in the midst of a major heat wave. first we were especially concerned because the bear looked like a cub, so we were Bad timing. We started out at the cabin we usually rent outside of the Grant Grove wondering where mama was. The rangers arrived promptly and we learned that entrance to King's Canyon National Park. King's Canyon and Sequoia are this bear was actually 5 years old and was just small. (She had a collar and ear tag, adjoining parks and you can pass freely between them once you enter either. The so they knew her.) The berries that the bears would normally be relying on were day we arrived, after dropping our stuff off at the cabin, we went into the park and not out so she was eating the unripe apples from the tree. The rangers waited until took a hike at one of our favorite places, a trail called Big Stump. It is the site of she came down from the tree and sent her on her way, which involved running from the Mark Twain stump, a sequoia that was 1350 years old when it was sawed down the opposite direction yelling "Hey, bear!" repeatedly. Later, we hiked up to Mirror to provide a cross section for the New York Museum of Natural History. It was Lake, which provides a great view of Half Dome, then had lunch. It was getting sawn down in 1891 by a pair of men and it took 13 days for them to do so. The very hot in the valley by that time so we started heading out but we took one more top of the stump can now be reached by a short staircase.

We spent the next full day in Sequoia, hiking up Moro Rock and having a quarter of the way up the rock face. lunch at nearby Crecent Meadow. By then it was getting rather hot, so we didn't The next day we headed home. want to do much hiking in the area around the meadow. We visited the Forest Since the last issue, 2 games have completed, both email games. They are: Giants Museum, which was closed then went on to the Lodgepole area, where we Catahoula, a Concordia game won by Dave Hooton and Bracco Italiano, a Seafarers got some frozen treats. We then drove back up to the Grant's Grove area to a place of Catan game also won by Dave Hooton. Congratulations to Dave for his called Panoramic Point, which provides an view over King's Canyon. victories.

The next day was our checkout day, but we spent the morning and early The next deadline is **Tuesday, August 3 at 5:00 p.m. Pacific Time.** afternoon in Grant's Grove and again at Panoramic Point before driving to our next **Contents** cabin which was outside of Mariposa. It was very hot in Mariposa, with **Kai Ken** Machriavelli Page 2 temperatures rising to 105°F. Luckily, our cabin was air conditioned, so we were **Pekingese** New World Page 3 fairly comfortable. **Sheltie** Silverton Page 4

The following day was Friday. Because of Yosemite's popularity, you have to **Sloughi** Robo Rally Page 6 get separate reservations to get into the park by car, and we were only able to do so **Norbottenspets** History of the World Page 7 on Saturday. So, we hit a couple of museums in Mariposa. The first was the **Email Games Report** Mariposa Museum and History Center, which while small, was quite nice. It told the history of the area, which is very much tied up with the California Gold Rush. **Game Openings**

Prominent among the people talked about was one John C. Fremont. He started out **Kishu Ken: 4000AD:** This is a science fiction based expansion game and will be running exploration expeditions to the American West and blazed trails that many run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), followed in the gold rush. He ended up with some land which now includes the Martin Burgdorf(\$), will take up to 2 more.

town of Mariposa and he ran a substantial gold operation, although wildcatters took **Malinois.** Gunboat Machiavelli: Scenario to be decided by player vote on game most of the easily accessible surface gold, leaving him with the more expensive to start. Have 4, will take up to 4 more.

mine deep gold. He later on became one of California's first two senators, although **Coton de Tulear.** Kremlin: Will use the Revolution cards. Have Bob Robles(\$), he only served a couple of weeks before his term ran out. He was the first Bill Scharf(\$), Kevin Wilson(\$), Chris Geggus, will take up to 2 more.

Republican candidate for president, losing to James Buchanan in the 1856 **Estrela Mountain Dog.** Terra Mystica: Have Kevin Wilson(\$), Bill Scharf(\$), election, and during the Civil War, he was a Union general. The other museum we Christopher Hunt(\$), Martin Burgdorf(\$), will take up to 1 more.

visited was the California State Mining and Mineral Museum, which was located at **Field Spaniel.** Agricola: This is the first edition (Z-Man Games) version. Have the Mariposa County Fairgrounds. It has a wonderful collection of mineral Andy York(\$), Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), will take specimens, including a large piece of crystalline gold, and a replica of a gold mine. up to 1 more.

Both are worth a visit if you are in the area. **Finnish Lapphund.** Gaia Project: Have Kevin Wilson(\$), Bill Scharf(\$), Martin

The next day was Saturday, and we finally got to go to Yosemite Valley. We Burgdorf(\$), will take up to 1 more. left early, since we wanted to get to the park before it got too crowded and we were **French Spaniel.** Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. about an hour and a half away from the entrance. Yosemite Valley actually has 3 Have Kevin Wilson(\$), Bob Robles(\$), Bill Scharf(\$), Martin Burgdorf, will take entrances. The south entrance goes through the tunnel which opens up into that up to 2 more.

iconic view. There is also a middle entrance and a north entrance which are **Gordon Setter.** Suburbia: Have the Suburbia, Inc. and 5Star expansions. Have somewhat less dramatic. We took the middle entrance and we arrived at the Andy York(\$), Christopher Hunt(\$), Dave Hooton(\$), Bill Scharf(\$), will take up to entrance station before 6:30 am, and also before anyone was there, so we could just 1 more.

drive right in. We did backtrack to the Tunnel View area to see that view. We then **Hanoverian Scenthound.** Dominion: Have most of the expansion sets plus some went on an parked our car near the Yosemite Valley Visitor Center. We walked to extras. Have Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus(\$), Dave through Cook's Meadow to the lower Yosemite Falls trail. The trail through Cook's Hooton(\$), will take up to 2 more.

Meadow is partly paved and part boardwalk (over an area that can get marshy). **Ibizan Hound.** Puerto Rico: This will include the Nobles expansion. Have Kevin

Wilson, Dave Hooton, Chris Geggus, will take up to 2 more.

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

Irish Terrier. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt(\$), Bill Scharf(\$), Andy York(\$), Kevin Wilson(\$), Chris Geggus(\$). This game is full.

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

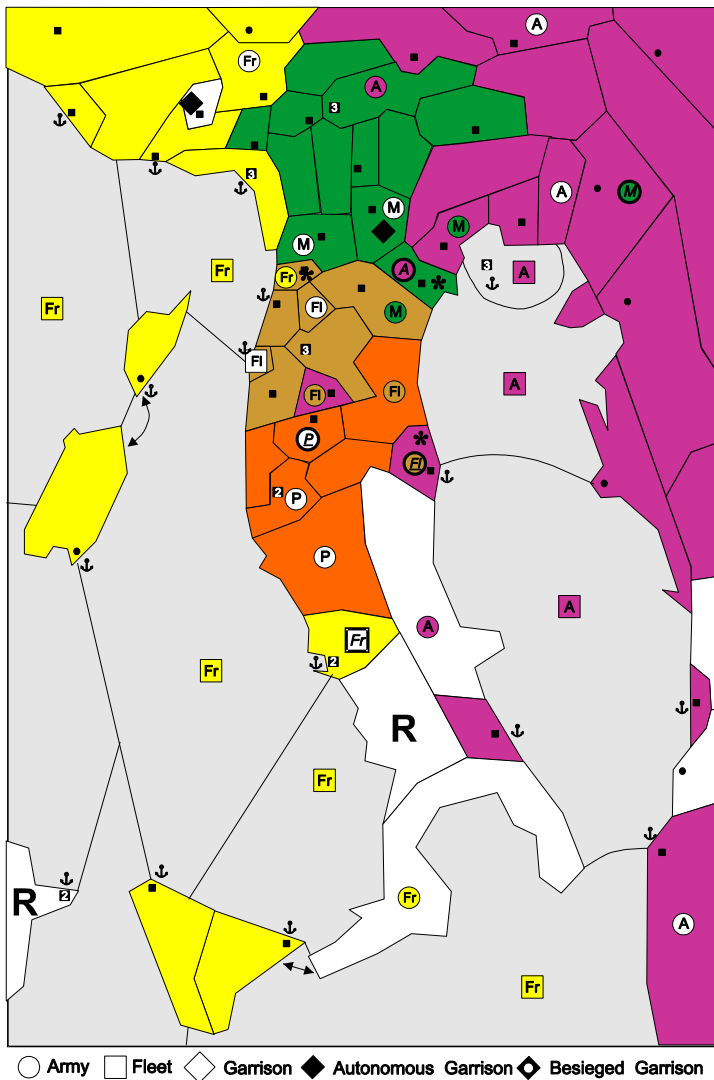
Players who have a (\$) after their name have paid the necessary game fee.

Wish List

Goa. Have Chris Geggus, Bill Scharf, will take up to 2 more.

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

Kai Ken



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.

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.

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, Bob Robles, will take up to 6 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, Christopher Hunt, will take up to 4 more.

Robo Rally: Will start after Sloughi ends. Have Bill Scharf, Chris Geggus, Dave Hooton, will take up to 5 more.

Puerto Rico: This will include the Buildings expansion. Christopher Hunt, Chris Geggus, will take up to 3 more.

Concordia: Will take up to 5.

Age of Renaissance: This game will start only after English Setter has completed. Have Christopher Hunt, Bob Robles, will take up to 4 more.

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

Power Grid: Have many different maps, the alternate deck and the Power Crisis unofficial expansion. Have Andy York, will take up to 5 more.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Andy York, will take up to 5 more.

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

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 6.

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.

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

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Kai Ken

Summer 1460

Deadline/Fall 1460 8/3 Tuesday

The three-way battle is fully joined! Austria deploys its massive treasury against France and Milan, but is thwarted by Milan. Florence loses ground to Milan, but gains ground against Austria. The Pope continues to struggle.

Fall 1459 Retreats

Austria retreats A Arezzo OTB

Expenditures

Austria borrows 8 ducats for 2 years (12 ducats due Summer 1462), spends 21

ducats to buy French A Tyrolea and 12 ducats to disband Milan A Carinthia. France spends 3 ducats to counterbribe F Naples. Milan spends 3 ducats to counterbribe A Carinthia.

Outstanding Loans

Fall 1460: 6 ducats from Milan (5 borrowed).

Summer 1462: 12 ducats from Austria (8 borrowed).

Orders

AUSTRIA (Wilke): A (EM) Padua to FERRARA, A FRIULI to Treviso, A Albania to DURAZZO, A AUSTRIA to Tyrolea, A AQUILA to Bari, A Ancona to Aquila (DISLODGED, retreat Spoleto, garrison, OTB), A Tyrolea to MILAN, F LOWER ADRIATIC supports Aquila to Bari (cut), F UPPER ADRIATIC supports F VENICE to Treviso

FLORENCE (Robles): A Sienna to AREZZO, A Lucca hold (DISLODGED, retreat Pisa, garrison, OTB), A (EP) Urbino to ANCONA, A Florence to URBINO, A PISTOIA to Bologna, F PIOMBINO holds

S.O.B.

FRANCE (Wilson): A OTRANTO to Bari, A Tyrolia to Austria (nsu), A TURIN to Tyrolea, A Modena to LUCCA, F TYRRHENIAN SEA supports F Naples, F LIGURIAN SEA supports A Modena to LUCCA, F (EM) NAPLES besieges (Papal garrison eliminated), F GULF OF NAPLES supports F Naples, F IONIAN SEA to Lower Adriatic, F GULF OF LIONS supports F Tyrrhenian Sea

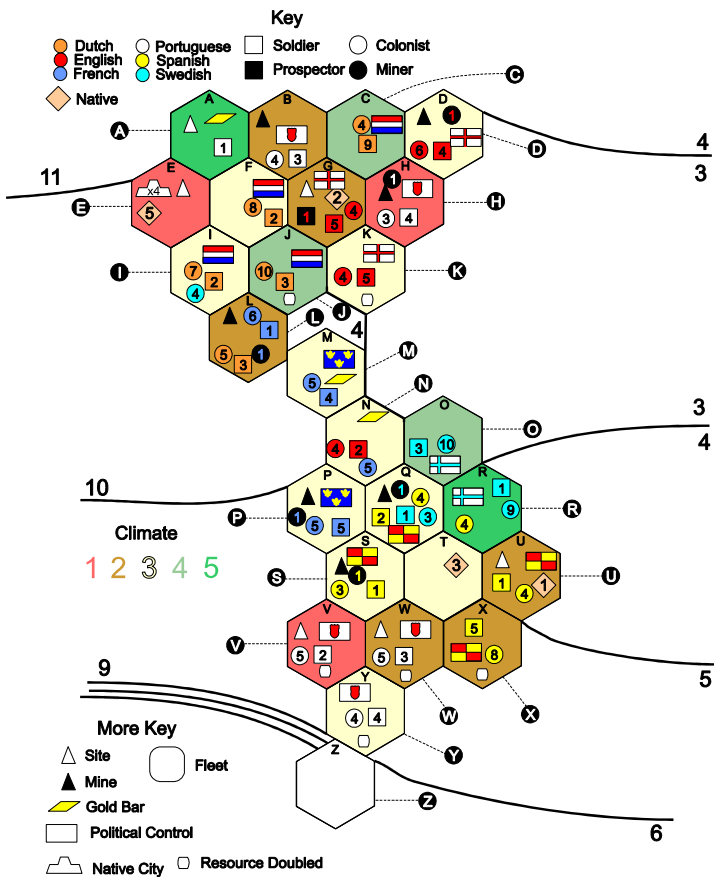
MILAN (Wilson): A Ferrara supports A Verona to Padua (cut, DISLODGED, retreat garrison, OTB), A Fornova to MODENA, A MANTUA supports A Ferrara, A Verona to PADUA, A BOLOGNA supports A Ferrara (cut), A (EM) Carinthia to CARNIOLA

PAPACY (Robles): A Rome to CAPUA, A (EP) Arezzo to PERUGIA, G ROME convert to A, G Naples holds (ELIMINATED)

Pekingese

Turn 9

Turn 10 due Tuesday, 8/3



Planning

Spanish maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.
English maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
French maintain 4 ships (\$16) and buy 1 soldier (\$10) for \$26.
Swedes maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
Dutch maintain 4 ships (\$16), buy 2 ships (\$24) and 7 soldiers (\$70) for \$110.
Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Spanish Move to X. Dice: 1, 2, 3, 5, 6. No losses.
English Move to N. Dice: 2, 4, 6, 6. No losses.
French Move to X. Dice: 1, 1, 2, 6, 6. Loses 1 soldier and 1 colonist.
Swedes Move to R. Dice: 4, 5, 5, 5. No losses.
Dutch Move to L. Dice: 2, 3, 5, 6. No losses.
Portuguese Move to Y. Dice: 2, 4, 5, 5, 6. No losses.

Mining

The English mine 1 gold in D. The Portuguese mine 1 gold in B and H. The French mine 1 gold in L and P. The Spanish mine gold in S.

Discovery

The Swedish discover a mine in Q. One colonist mines.

Land Movement

Spanish move gold from S to anchorage point, 4 soldiers from T to Q, 1 soldier from U to R, 3 soldiers from U to X, and 4 colonists and 3 soldiers from fleet to X.
English move 1 gold from D to anchorage point, 1 colonist from K to G, and 4 soldiers and 4 colonists from fleet to N.
French move 1 gold from P to N, 1 gold from L to M, and 2 colonists from fleet to X.
Swedes move 1 soldier from O to Q, 5 colonists from O to R, and 4 colonists and 5 soldiers from fleet to R.
Dutch move 5 colonists and 7 soldiers from fleet to L.
Portuguese move 1 gold from H to anchorage point, 1 gold and 1 soldier from B to A, 5 colonist and 4 soldiers from from Y to V (it's a resource rich climate 1 area with 1 site and 2 natives), and 4 colonists and 4 soldiers from the fleet to Y.
 Miner in B becomes a colonist.

Combat

Spanish attack the Swedes in Q. Spanish lose 1 soldier, Swedes lose 3. Spanish attack the Swedes in R. Swedes lose 3 soldiers. Swedes attack the French in X. Spanish lose 5 soldiers, French lose 2 soldiers and 7 colonists. English attack the French in N. English lose 2 soldiers, French lose 2 soldiers. English capture gold. Swedes attack the Spanish in Q. Spanish lose 1 soldier, Swedes lose 1 soldier. Swedes attack the Spanish in R. Spanish lose 1 soldier, Swedes lose 1 soldier. Dutch attack the French in L. French lose 4 soldiers, Dutch lose 4 soldiers.

Native Combat

Portuguese: 2 natives and 2 soldiers lost in V.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 6. No losses.

Political Control

English gain political control of G. French lose political control of L and N. Spanish lose political control of R but gain political control of Q and X. Swedes gain political control of R. Portuguese gain political control over V.

Homebound Naval Movement

Spanish: Move to S. 3, 3, 3, 6, 6. No losses, pick up gold. Dice: 1, 2, 2, 3, 3, 4, 4, 4, 4. No losses.
English: Move to D. Die: 1, 4. No losses, picks up gold. Dice: 6, 6, 6. No

losses.

French: Dice: 2, 3, 5, 5, 6. No losses.

Swedes: Dice: 1, 3, 3, 6. No losses.

Dutch: Dice: 5, 5, 6, 6. No losses.

Portuguese: Move to H. Dice: 1, 1, 2. No losses. Pick up gold. Dice: 3, 4, 5.

No losses.

Income

Dutch: Political Control: \$200, resources: \$132.

English: Political Control: \$160, gold: \$40, resources: \$66.

French: Political Control: \$120, resources: \$63.

Portuguese: Political Control: \$240, gold: \$40, resources: \$105.

Spanish: Political Control: \$200, gold: \$40, resources: \$93.

Swedes: Political Control: \$120, resources: \$66.

Turn 10 Initiative

English, Spanish, Swedes, Dutch, French, Portuguese

Dutch attitude is (dr = 6 + 1 = 7) Expansion.

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

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$1,068	1	6	4
English	Martin Burgdorf	\$705	5	4	4
French	Andy York	\$772	3	4	3
Portuguese	Non-player 2	\$921	5	4	4
Spanish	Chris Geggus	\$894	4	4	4
Swedes	Bob Robles	\$802	7	5	4

Sheltie

Turn 8, Phases IV-VI and Turn 9, Phases I-III

Turn 9, Phases IV-VI and Turn 10 Phases I-III due Tuesday, June 29

Turn 8

Operations

Pink (Scharf) operates #82 (\$20, depletes) and #81 (\$40, 3 coal). Gains \$20 in passenger revenue. Buys a 24 train for \$200.

Red (Whyte) declines claim #53, operates #87 (\$30, 2 coal), #120 (\$30, 3 coal), #106 (\$30, 1 copper), and #31 (\$80, 6 gold), delivers 4 coal from Alamo to Denver for \$480, gains \$130 in passenger revenue, sells back a 9 train for \$40 credit and buys a 24 train for \$200.

Blue (York) declines claim #41 but buys #113, operates #107 (\$50, 1 copper), #62 (\$30, 2 lumber), #104 (\$50, depletes), #126 (\$30, 5 coal), #113 (\$30, 4 lumber), delivers 8 coal from Santa Rita to El Paso for \$480 and 1 copper from Santa Rita to El Paso for \$100, gains \$200 in passenger revenues, and sells a 15 train for \$60 credit and buys a 24 train for \$200.

Orange (Hooton) operates #39 (\$30, 1 silver), #130 (\$80, 1 copper), #34 (\$40, 1 silver), and #37 (\$40, depletes). Gains \$270 in passenger revenues.

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$100

Silver: +1 to \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$200	Remains at \$100	Remains at \$200	+2 to \$100	+3 to \$160
Coal:	+1 to \$140	-1 to \$40	+2 to \$60	+1 to \$60	-2 to \$40

Turn 9

Move Prospectors and Surveyors

Pink (Schaf) surveys Orestod to Steamboat Spings, prospects #86 (P+1).

Red (Whyte) surveys Albuquerque to San Ysidro and Albuquerque to Belen, prospects passenger line 17 (P+1) and #86 (P+2).

Blue (York) surveys Santa Rita to Pinos Altos and Albuquerque to San Ysidro, prospects passenger line 6 (P+2) and the deck (P+1).

Orange (Hooton) surveys Cisco to Moab and Moab to Monticello (dr = 3, fails), and prospects the deck (P).

Dispute Resolution

Orange draws #110 and his prospector is killed by Apaches. A new one may be hired for \$400. Blue draws #91 and has first right of refusal. Dispute: #86: Pink versus Red. Pink dr = 8 + 3 + 1 = 12, Orange dr = 6 + 3 + 2 = 11. Pink wins, prospector goes to +2. Dispute: Albuquerque to San Ysidro: Red vs. Blue. Red: dr = 7. Blue: dr = 4. Red wins, surveyor goes to +1. Pink spends \$180, Red spends \$765, Blue spends \$240, and Orange spends \$80.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$195	9, 15, 24, 24		S, S+1, P, P+2
Brendan Whyte	Red	Denver	\$265	24, 24		S, S+1, P+1, P+2
Andy York	Blue	El Paso	\$2,545	15, 24, 24, 24		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$1,085	9, 15		S, S, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
52	Lake City	Pink	Silver	3	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
132	Steamboat Springs	Pink	Coal	5	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
82	Crested Butte	Pink	Coal	8	Depleted
81	Crested Butte	Pink	Coal	4	\$40; 2-5: D; 6: 1; 7: 3; 8-9: 4; 10-12: 5

#	City	Owner	Type	Goods	Operation
129	Dillon	Pink	Copper	3	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
46	Telluride	Pink	Silver	N	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 4
79	Bowie	Pink	Coal	N	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
86	Canon City	Pink	Coal	N	\$20; 2-5: D; 6: 1; 7-8: 2; 9-10: 3; 11-12: 4
87	Alamo	Red	Coal	19	\$30; 2-4: D; 5-6: 2; 7-8: 3; 9-10: 4; 11-12: 5
108	Lordsburg	Red	Copper	3	Depleted
120	Cuba	Red	Coal	16	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	4	Depleted
106	Cuba	Red	Copper	5	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
31	Cripple Creek	Red	Gold	6	\$80; 2-5: D; 6-8: 2; 9-10: 4; 11-12: 6
125	Capitan	Blue	Coal	7	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	0	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
62	Taos	Blue	Lumber	2	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	6	Depleted
126	Santa Rita	Blue	Coal	1	\$30; 2-5: D; 6-7: 2; 8-9: 3; 10-11: 4; 12: 5
113	Porter	Blue	Lumber	4	\$30; 2-5: D; 6-9: 1; 10: 3; 11-12: 4
72	Emery	Orange	Coal	6	Depleted
43	Leadville	Orange	Silver	2	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 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	4	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
54	Steamboat Springs	Orange	Lumber	1	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
73	Hiawatha	Orange	Coal	3	Depleted
39	Aspen	Orange	Silver	1	\$30; 2-7: D; 8-9: 1; 10-11: 2; 12: 4
74	Elk Spings	Orange	Coal	N	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10: 4; 11-12: 5
34	Heber City	Orange	Silver	1	\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
37	Eureka	Orange	Silver	N	\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 4

Owned Passenger Lines

#	Type	Route	Payout	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Orange	
16	B	Salt Lake City – Grand Jct.	\$250	Orange	Discard when 22 is taken. Good for \$250 toward card 22
11	B	Salt Lake City – Grand Jct.	\$140	Orange	Discard when 20 is taken. Good for \$140 toward card 20 or 21
1	A	Denver – Boulder	\$20	Pink	
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
4	A	El Paso – Deming	\$60	Blue	
13	B	El Paso – Santa Fe	\$140	Blue	
6	A	Santa Fe – Albuquerque	\$90	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
42	Leadville	Silver	\$100	\$40; 2-7: D; 8: 1; 9-11: 2; 12: 4
127	Westcliffe	Silver	\$60	\$20; 2-8: D; 9: 1; 10: 2; 11-12: 3
29	Leadville	Gold	\$100	\$20; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
53	Lake City	Silver	\$60	\$30; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
41	Leadville	Silver	\$120	\$50; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
91	<i>Trinidad</i>	<i>Coal</i>	<i>\$60</i>	<i>\$30; 2-4: D; 5: 1; 6-8: 3; 9-10: 4; 11-12: 5</i>

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
19	C	Salt Lake City – Albuquerque	\$600	\$975	
9	B	Denver – Leadville	\$120	\$230	
24	C	Denver – El Paso	\$1000	\$1380	

#	Type	Route	Payoff	Cost	Notes
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
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	4	\$80
15	3	\$120
24	1	\$200
42	8	\$320

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	5	\$140

Sloughi**Turn 6****Turn 7, August 3**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Move 3 (830)	Rotate Left (390)	Rotate Left (310)	Move 1 (570)	Move 1 (520)
Minimus Prime	Rotate Left (210)	Move 2 (730)	Rotate Right (80)	Rotate Right (240)	<i>Back Up (430)</i>
KrisKiller	Back Up (470)	Back Up (460)	Back Up (440)	Move 3 (810)	U-Turn (50)
Dalekbot	Move 3 (790)	Rotate Left (70)	Move 3 (800)	Move 2 (680)	Rotate Right (340)
Robot Nick	Rotate Right (260)	Move 2 (770)	Move 2 (700)	Rotate Left (270)	Back Up (450)
GEGS	U-Turn (20)	Move 2 (710)	Move 2 (690)	Rotate Right (180)	Move 1 (600)

Registers in italics are locked. RBS reappears facing south. Minimus Prime schedules a shutdown for next turn.

Phase 1

RBS dashes forward 3, running into the wall at H5, Dalekbot dashes forward 3, using Fourth Gear to go to D9, KrisKiller backs up to G24, Robot Nick rotates right to face west, Minimus Prime rotates left to face west, and GEGS makes a U-turn to face north. The conveyor belt moves Robot Nick to F12. RBS touches flag 3 and Dalekbot touches flag 1. Archives relocated.

Phase 2

Robot Nick moves ahead 2 to D12, Minimus Prime moves ahead 2 to D20, GEGS moves ahead 2 to D23, KrisKiller backs up to G25, RBS rotates left to face east, and Dalekbot rotates left to face south. Conveyor belts: Minimus Prime is moved to D18 and GEGS is moved to D22. GEGS shoots Minimus Prime.

Phase 3

Dalekbot dashes ahead 3, hitting a wall at D10, Robot Nick moves ahead 2 to B12, GEGS moves ahead 2 to D20, KrisKiller backs up to G26, RBS rotates left to face north, Minimus Prime rotates right to face north. Conveyor belts: Minimus Prime is moved to D16 and GEGS is moved to D18. GEGS shoots Minimus Prime (register 5 locked).

Phase 4

KrisKiller dashes ahead 3 to G23, Dalekbot moves ahead 2 into the wall, RBS moves ahead 1 to H4, Robot Nick rotates left to face south, Minimus Prime rotates right to face east, and GEGS rotates right to face east. Conveyor belts: Minimus Prime is moved to D16 and GEGS to D18.

Phase 5

GEGS moves ahead 1 to E16, RBS moves ahead 1 to H3, Robot Nick back up to B11, Minimus Prime backs up into a wall, Dalekbot rotates right to face west, and KrisKiller makes a U-turn to face south. Conveyor belts: Minimus Prime is moved to D12 and Robot Nick is moved to B10. Dalekbot shoots Robot Nick, locking register 5. GEGS touches flag 4 and relocates its archive and RBS relocates its archive.

Cleanup

RBS is repaired 1 point and draws Gyroscopic Stabilizer option. Dalekbot is repaired 1 point and draws the Mechanical Arm option. GEGS is repaired 1 point. Robot Nick shuts down and repairs all damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Gyroscopic Stabilizer	H3>N	3	1	1
2	Dave Hooton	Minimus Prime	Orange		D12>E	2	2	5
3	Kevin Croskery	KrisKiller	Green		G23>S		2	2
4	Andy York	Dalekbot	Black	Fourth Gear, Mechanical Arm	D10>W	3, 1	3	2
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	B10>S	3	3	0
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	E16>E	2, 4	3	0

Program Cards**Norbottenspets****Epoch I Babylonians, Shang Dynasty, and Aryans
Epoch II Empire Selection and Assyrians, August 3**Epoch I

Republic of Texas (York): BABYLONIANS: Army and Capital Middle Tigris, armies Upper Tigris, Levant (vs. Sumerians; B: 6, 1; S: 1; wins), Zagros (vs. Sumerians; B: 3, 2; S: 3, 1; B: 3, 3; S: 5, 5; loses). Points: Presence in Middle East (2) and 1 Capital (2) for 4 points.

Bad Cards (Scharf): Plays Hittites. Army and Capital Eastern Anatolia (Sumerian army retreats to Zagros), army Levant (vs. Babylonians; H: 6, 5; B: 6; H: 6, 4; B: 4; win), Zagros (vs. Sumerians; H: 4, 1; S: 3; H: 6, 3; S: 6; H: 5, 1; S: 2; wins). Builds Monument Eastern Anatolia. SHANG DYNASTY: Army and Capital Yellow River, army Wei River, Yantse Kian, Szechuan. Points: Dominance in Middle East (4), China (2), 2 Capitals (4), and 1 Monument (1) for 11 points.

GEGS (Geggus): ARYANS: Army Turanian Plain, Tarim Basin, Persian Plateau (vs. Indus Valley; A: 6, 1; I: 4, 1; wins), Hindu Kush (vs. Indus Valley; A: 4, 3; I: 2+1; wins), Zagros (vs. Hittites; A: 3, 2; H: 5; loses). Points: Presence in Middle East (2), China (1), India (1) for 4 points.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Bad Cards (turquoise)	4	11
Christopher Hunt	The Minotaurs (green)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	7
Dave Anderson	Romulus & Remus (red)	4	5
Andy York	Republic of Texas (blue)	4	4
Martin Burgdorf	Atlantis (orange)	5	8
Chris Geggus	Guide to European Geographical Studies (yellow)	5	4

Positions

RMHS: SUMERIANS: Army and city Lower Tigris.

Atlantis: EGYPT: Armies Southern Iberia, Shatts Plateau, Nubia, Palestine, Arabian Peninsula.

The Minotaurs: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and fort Crete, army, city, and Monument Nile Delta, armies Western Anatolia, Libya.

Romulus & Remus: INDUS VALLEY: Army and Capital, Lower Indus, armies Western Deccan, Western Ghats.

Republic of Texas: BABYLONIANS: Army and Capital Middle Tigris, army Upper Tigris.

Bad Cards: HITTITES: Army, Capital, and Monument Eastern Anatolia, armies Levant, Zagros. SHANG DYNASTY: Army and Capital Yellow River, armies Wei River, Szechuan, Yangtse Kian.

GEGS: ARYANS: Armies Turanian Plain, Tarim Basin, Persian Plateau, Hindu Kush.

Event CardsEpoch II Empire Draw**Email Games Report****Anatolian Shepherd**

This is a Race for the Galaxy game and it is currently in Turn 12 Explore and Turn 13 phase selection. One player currently has 9 cards in his tableau, so it shouldn't be too much longer.

Vlcak

This is a Terraforming Mars game on the Hellas map with Prelude, Colonies and Turmoil. Players are: Andy York (Vitor), Chris Geggus (Valley Trust), Kevin Croskery (Pristar), Kevin Wilson (Cheung Shing Mars), and Christopher Hunt (Terralabs). We are currently in Generation 8 Research.

Bracco Italiano

This is a Seafarers of Catan game playing the Greater Catan scenario. This game ended in Turn 30 with a victory by Dave Hooton. Congratulations to Dave!

Catahoula

This is a Concordia game on the Imperium map. Players are Bill Scharf, Dave Hooton, and Kevin Wilson. This has ended with a victory by Dave Hooton. Congratulations to Dave!

English Setter

This is a new Age of Renaissance game. We have just completed initial bidding, and we have Dave Hooton at Barcelona, Martin Burgdorf at Genoa, Chris Geggus at Hamburg, Bill Scharf at Venice, Christopher Hunt at Paris, and Bob Robles at London. We are current doing in Turn 2, Phase 3, Card Play.

German Spitz

This is a Terraforming Mars game on the Hellas map with Venus Next, Prelude, Colonies, and Turmoil. Players are Chris Geggus (Tharsis Republic), Kevin Wilson (Vitor), Andy York (Philares), Martin Burgdorf (MSI), and Dave Hooton (Cheung Shing Mars). We are currently in Generation 2 Actions.

Great Dane

This is a Discworld: Ankh Morpork game. Players are Andy York, Christopher Hunt, Kevin Wilson, and Bill Scharf. We are currently on Turn 8.

Dutch Shepherd

This is a Lords of Waterdeep game using both the Skullport and Undermountain expansions. Players are Christopher Hunt, Kevin Wilson, Bill Scharf, and Chris Geggus. We are currently in Turn 2.

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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!