

Notes from Hades

First of all, Happy Holidays to all! It's been rather chaotic here, but we are fully moved in to our new house now. We're still getting settled in and have boxes everywhere. Escrow closed on the old house at the end of November, but we rented it back from the new owners for another month to accommodate my wife's students. Now that that is over, we can concentrate on getting everything completely unpacked here, and she can start to build up students locally. We're looking forward to our first Christmas here.

The next deadline is **Tuesday, January 29 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

Pick of the Litter. Silverton. Have Dave Hooton(\$), Howard Bishop(\$), Debbie Anderson(\$), Dave Partridge, will take up to 2 more.

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), Martin Burgdorf(\$), will take up to 2 more.

Whippet. Puerto Rico. Have Chris Geggus(\$), Ron Fisher (\$), Richard Weiss(\$), Andy York(\$), Andy Lewis(\$). **Starts this issue!**

Mirzam. Merchant of Venus. Options to be decided. Have Chris Geggus(\$), Bob Robles(\$), Ron Fisher(\$), Andy York(\$), Debbie Anderson(\$), Andy Lewis(\$). **Starts this issue!**

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Jason Wilke, Martin Burgdorf, will take up to 3 more.

Rescue Dog. Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 4, will take up to 3 more. This box will be checked if you have signed up.

Akita. Seafarers of Cataan. Will start after Golden Retriever ends. Have Ron Fisher, Chris Geggus(\$), Andy York(\$), Dave Partridge, will take up to 2 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Jack McHugh, Bill Scharf, will take up to 6 more.

Goa. Have Chris Geggus, will take up to 3 more.

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Will take up to 5.

History of the World. Have Dave Anderson, Chris Geggus, Kevin Wilson, will take up to 4 more.

New World. Have Dave Partridge, Bob Robles, will take up to 4 more.

Outpost. Will take up to 10.

In general, game ownership is recommended, but not required.

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

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

Bolognese
Spring 1056

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory
Miller Number 2010Dpw23 (gunboat)
Deadline for Summer 1056 1/29 Tuesday

War erupts between Pisa and the Pope, as each attacks the other. The Byzantines continue to push against Venice while the Normans and the Holy Roman Empire hang on.

Fall 1055 Retreats

Holy Roman Empire retreats A Parma to Cremona
 Venice retreats A Carniola to Carinthia

Builds

		Cost
Byz	Maintains F Carniola, F Dalmatia, F Lower Adriatic, F Durazzo, A Ancona, builds Elite Mercenary F Ragusa	21
HRE	Maintains all, buids A Milan	15
Nor	Maintains A Naples, F Salerno, F Otranto, no new builds	9
Pap	Maintains A Lucca, A Bologna, A Florence, A Arezzo, A Rome,	21

	builds Elite Mercenary A Perugia	
Pis	Maintains A Genoa, A Parma, A Modena, A Sienna, F Ligurian Sea, F Tyrrhenian Sea, F Central Mediterranean, F Palermo, F Messina, builds A Piombino, Elite Mercenary A Pisa	36
Ven	Maintains all, builds G Venice	18

Orders

BYZANTINES : A ANCONA holds, F Lower Adriatic to UPPER ADRIATIC, F DALMATIA supports F Lower Adriatic to Upper Adriatic, F CARNIOLA to Friuli, F (EM) Ragusa to LOWER ADRIATIC, F DURAZZO to Ionian Sea

HOLY ROMAN EMPIRE : A MONTFERRAT besieges (nsu), A TURN supports A Montferrat, A PAVIA supports A Montferrat, A MILAN supports A Cremona, A CREMONA supports A Milan (cut)

NORMANS : A Naples to AQUILA, F Salerno to NAPLES, F OTRANTO holds

PAPACY : A Lucca supports A Bologna to Modena (cut, DISLODGED, retreat Pistoia, garrison, OTB), A BOLOGNA to Modena, A Florence to Pisa (DISLODGED, retreat Urbino, Pistoia, garrison, OTB), A AREZZO supports A Perugia to Sienna, A ROME holds, A (EM) Perugia to SIENNA

PISA : A Modena to LUCCA, A Parma to MODENA, A GENOA

VENICE :

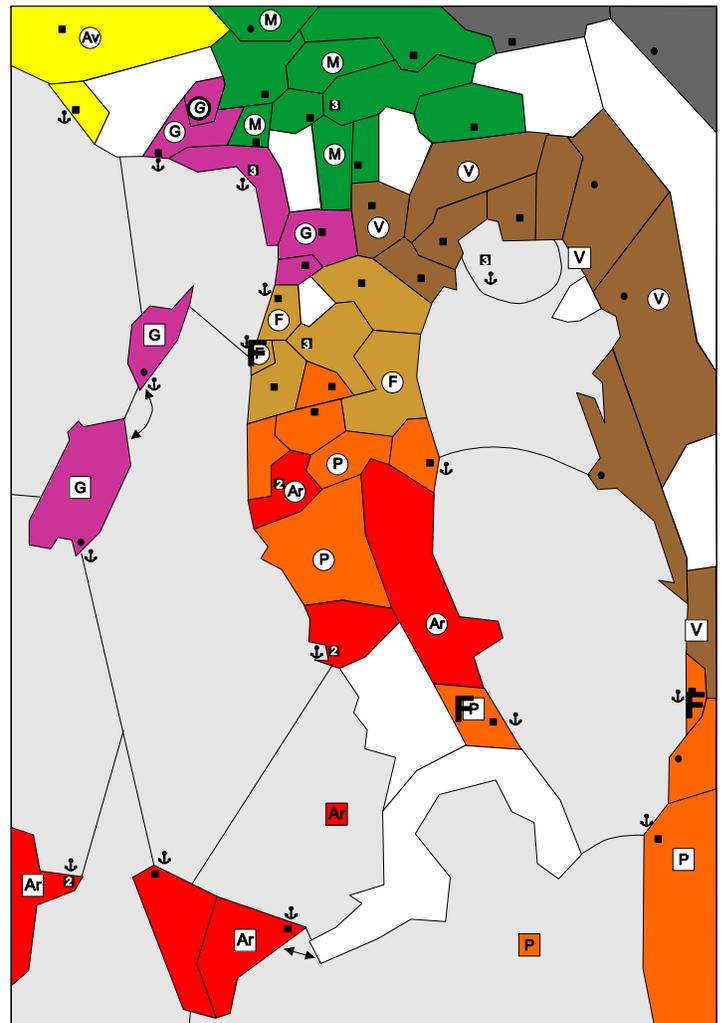
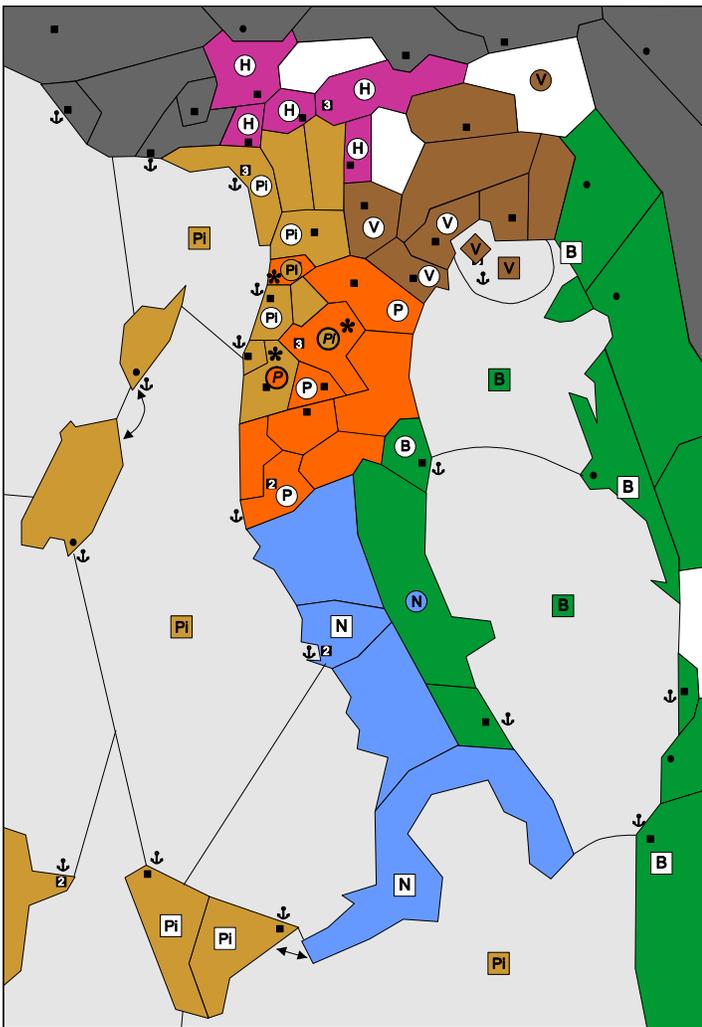
Your ducats:

supports A Parma to Modena, A (EM) Pisa to FLORENCE, A Sienna supports A Pisa to Florence (cut, DISLODGED, retreat Patrimony, Piombino, garrison, OTB), A Piombino to PISA, F LIGURIAN SEA supports A Modena to Lucca, F TYRRHENIAN SEA supports A Sienna, F Central Mediterranean to IONIAN SEA, F PALERMO supports F Central Mediterranean to Ionian Sea, F MESSINA supports F Central Mediterranean to Ionian Sea

A MANTUA to Cremona, A FERRARA supports A Padua, A PADUA supports A Ferrara, A CARINTHIA holds, E VENICE to Friuli, G VENICE converts to F

Bolognese

Purebred



Army Fleet Garrison Autonomous Garrison Besieged Garrison

Army Fleet Garrison Autonomous Garrison Besieged Garrison

Purebred**Fall 1254****Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Winter 1255 1/29 Tuesday**

Aragon takes out a loan from the moneylenders and surprises the Pope while Genoa takes one of his islands. Florence, Milan, and Venice consolidate.

Summer 1254 Retreats

Aragon retreats F Ionian Sea to Messina

Expenditures

Aragon borrows 18 ducats for 2 years (27 ducats due Fall 1256) and buys Papacy A Rome.

Outstanding Loans

Summer 1256: 23 ducats due from the Pope (15 borrowed)

Fall 1256: 27 ducats due from Aragon (18 borrowed)

Orders

ARAGON (McHugh): A AQUILA to Naples, A ROME holds, F MESSINA to Ionian Sea, F Tyrrhenian Sea to GULF OF NAPLES, F TUNIS holds

FLORENCE (Narhi): A Bologna to URBINO, A Pisa to PIOMBINO, A Sienna to PISA

GENOA (Wilson): A Genoa to SAVOY, A MODENA to Genoa, A (EM) SALUZZO besieges (*garrison destroyed*), F Gulf of Lions to SARDINIA, F Ligurian Sea to CORSICA

MILAN (Schoenfeldt): A Turin to SWISS, A Milan to COMO, A Cremona to PARMA, A MONTFERRAT to Genoa

PAPACY (Roalstad): A Rome holds (nsu), A SPOLETO to Capua, A CAPUA to Naples, F Lower Adriatic to BARI, F DURAZZO holds, F IONIAN SEA to Messina

VENICE (Robles): A MANTUA supports A Verona, A VERONA supports A Mantua, A CROATIA holds, F Upper Adriatic to CARNIOLA, F HERZEGOVINA holds

AVIGNON: A AVIGNON holds

Your treasury:

Press

Papacy – All: The Holy City is back in the Papacy Rule. Now comes the cleansing of the Heretics left from the Invaders.

Spring 1255 Famine

Poor Year – Column Only: Piombino, Ragusa, Bari

Spring 1255 Income

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

Provinces

ARA	Rome, Naples, Aquila, Tunis, Palermo, Messina	6
FLO	Pisa, <u>Piombino</u> , Sienna, Florence, Urbino, Bologna	5
GEN	Saluzzo, Savoy, Genoa, Modena, Lucca, Corsica, Sardinia	7

MIL	Swiss, Turin, Tyrolea, Como, Milan, Pavia, Montferrat, Parma, Cremona, Trent	10
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PAP	Arezzo, Perugia, Patrimony, Spoleto, Ancona, Capua, <u>Bari</u> , <u>Ragusa</u> , Albania, Durazzo	8
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VEN	Mantua, Ferrara, Padua, Verona, Treviso, Friuli, Carniola, Croatia, Dalmatia, Herzegovina	10
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Seas

ARA	Gulf of Naples	1
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PAP	Ionian Sea	1
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VEN	Venice	1
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Cities

ARA	Rome (2), Naples (2), Tunis (2), Palermo, Messina	8
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FLO	Pisa, <u>Piombino</u> , Sienna, Florence (3), Bologna	6
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GEN	Saluzzo, Savoy, Genoa (3), Modena, Lucca, Corsica, Sardinia	9
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MIL	Swiss, Turin, Tyrolea, Milan (3), Pavia, Montferrat, Cremona, Trent	10
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PAP	Arezzo, Perugia, Ancona, <u>Bari</u> , <u>Ragusa</u> , Albania, Durazzo	5
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VEN	Mantua, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Venice (3)	10
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Totals

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	3	6	1	8	18
FLORENCE:	3	5	0	6	14
GENOA:	3	7	0	9	19
MILAN:	4	10	0	10	24
PAPACY:	4	8	1	5	18
VENICE:	4	10	1	10	25

Your total:

Game Summary

	1253	1254	1255
Aragon:	3	5	5
Florence:	3	5	5
Genoa:	3	5	7
Milan:	3	6	8
Papacy:	3	5	7
Venice:	3	5	8

Hunter**End of Game Statements**

Dave Hooton: I was the player with the fewest mines in this game. As late as the start of turn 15, I had only one depleted mine to my name. Nevertheless, I was able to go after a few passenger lines in mid-game and end up in third place. Congratulations to Dave Partridge, who successfully defended the northwest against me, and thanks to Chris for running it.

Cary Nichols: Congrats, Dave.

Dave Partridge: If I knew why what I did worked so well, I'd have done it more often! A couple of good passenger lines always helps and there always seemed to be a reasonable build to make. Luck of the draw maybe?

Bill Scharf: That's the thing I like about this game – different claims, varying claim availability and route availability, its constant variability. If that meshes with your strategy you're in good shape. Congrats to Dave on his win.

Rottweiler
Turn 6b
Turn 7a, 1/29 Tuesday

Cards

TRP	GOP	GOO
Raw Materials	Waste Disposal	Growth
Order	Advisor	Innovation
Advisor	Order	Order

GOO plays Growth to increase growth to 16.

TRP plays an Order with an Advisor, producing \$22 and 5 waste and using 2 raw materials.

GOP plays an Order, producing \$18 and 3 waste and using 5 raw materials.

GOO plays Innovation, paying \$5 and improving raw materials to 2/10.

TRP plays Raw Materials, putting 2 raw materials up for bid. GOP bids \$6, GOO passes, and TRP accepts the \$6.

GOP plays Waste Disposal with an Advisor, reducing waste to 8.

GOO plays an Order, gaining \$16 and 5 waste and using 2 raw materials.

TRP passes.

GOP passes.

GOO plays Waste Disposal, reducing waste to 4.

All players spend \$5 for operations.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	1	\$23	0	0	17	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	2	\$29	0	9	18	5	Raw Materials
Eric Brosius	General Olfactory Organization	3	\$30	0	1	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	6	40
Richard Weiss	5/1	5/1	3/6	8	40
Eric Brosius	5/1	2/10	5/1	4	43

Available Cards

Set 1	Set 2	Set 3	Set 4
Growth	Raw Materials	Raw Materials	Growth
Raw Materials	Innovation	Order	Waste Disposal
Order	Waste Disposal	Innovation	Innovation

The Accident card was drawn to no effect. The deck will be reshuffled before the Turn 8 card draw.

Discards

Waste Disposal Order Hiring/Firing Growth Growth Order Advisor
 Order Innovation Raw Materials Waste Disposal Advisor Order Waste Disposal

Dog Show

Turn 9
Turn 10, 1/29 Tuesday

Commander Actions

HICK opens the bidding on an Orbital Lab at 52 and **ITCHEN** gets it for 56 (Wa4, MWa, Ti11, Ti11). Opens the bidding on a second Orbital Lab at 52 and **Scooby Shack** gets it for 54 (Or2, Or3, Wa5, Wa5, Wa9, Mwa). Opens the bidding on a third Orbital Lab and gets it (Ti8, MTi).

MMC opens the bidding on Scientists at 40 and **HOBO** gets it for 53 (DL Discounts, Or3, MWa). Opens the bidding on a second Scientists at 40 and gets it for 52 (DL Discounts, Or3, Wa6, Re13). Opens the bidding on the last Scientists and **HOBO** gets it for 51 (DL Discounts, Wa6, Wa7, Wa9, Wa9).

ITCHEN passes

BarterTown buys 3 robots (Wa6, Wa6, Wa8, Ti10)

Ramdeon 7 buys a water factory (Or2, Wa8, Ti10) and a titanium factory (Or1, Or3, Or4, Wa7, Wa7, Wa8) and moves population factors from the ore factories to man them.

HOBO passes.

Scooby Shack passes.

HBDC buys a titanium factory (Or2, Wa6, Wa6, Wa6, Wa10) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, Ec, OL	18
2	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF	3DL, La, Sc	16
3	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, OL	14
4	BarterTown	Andy York	<i>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF</i>	HE, Ro	14
5	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Wa, 2Sc	14

Dice Rolls

Turn 8

Chris: 6

Bill: 7

Turn 9

Kevin: 3

Dave: 6

Chris: 8

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	2	1		2		1 Unplayed ()	4*
Dave Hooton	Red						1 Knight	5
Chris Geggus	Yellow	1	2		1			3
Bill Scharf	Blue		4				1 Knight	3

* Includes Longest Trade Route.

Russian Wolfhound

Turn 2, Special Influence Declaration Phase

Turn 3, Cure through Health, 1/29 Tuesday

Special Influence Declaration Phase

CRAP plays Your Agents are Everywhere (54), changing the order of play to put himself last.

RF declares 2 IP on Aparatschik.

GEKS draws 2 cards ()

WKP declares 2 IP on Wasolin

RADICAL declares 2 IP on Eatstumuch

CHEKA declares 2 new IP and 6 existing IP on Eatstumuch

CRAP declares 2 new IP and 3 existing IP on Wasolin. Plays Perestroika (35), preventing the Economy Minister from being purged or denounced during turn 3, and giving the controlling faction 2 free IP. Plays Disarmament Talks Go Badly (15). The first purge in Turn 3 must be directed against the Foreign Minister with a +3.

Siberia: N (67, +)

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	84, +	RF (3)
KGB Head	Ulan Putschnik (Y)	58, strong, ?	RADICAL (10+)
Foreign	Natasha Nogoodnik (V)	58	RF (10+)
Defense	Petr Niewitko (D)	75, +	CRAP (9)
Ideology	Sergei Eatstumuch (M)	64	WKP (1), RADICAL (2), CHEKA (8)
Industry	Iwan Manjak (P)	68, weak, ++	GEKS (1)
Economy	Viktor Wasolin (Z)	50, weak	WKP (2), CRAP (7)
Sport	Ludmilla Patina (S)	59, ?, +	CRAP (10+)

Perestroika (35) in effect on Economy Minister. Disarmament Talks Go Badly (15) has been played.

Candidates: B, E, I, J, O

People: F, G, H, K, L, Q, R, T, U, W, X (54)

Players

Player	Faction Name
Bob Robles	Communist Home Economics for Komerades in Arms (CHEKA)
Bill Sharf	Red Fist (RF)
Jack McHugh	Communist Reforms Against Parasites (CRAP)
Chris Geggus	Georgian Extremists Garner Support (GEKS)
Doug Kent	Whining Kent Pigs (WKP)
Kevin Wilson	Red Army Defense Intelligence Command – Armed Librarians (RADICAL)

Intrigue Cards

Undeclared Influence

Hound Dog

Turn 1 Bidding to Battle

Turn 1 Battle, 1/29 Tuesday

Players

ATREIDES	Bob Robles	BENE GESSERIT	Doug Kent	FREMEN	Martin Burgdorf
GUILD	Chris Geggus	HARKONNENS	Kevin Wilson	IXIANS	Jack McHugh

Turn 1

Bidding Round

- CARD 1 () goes to the Ixians for 3 spice.
- CARD 2 () goes to the Ixians for 3 spice.
- CARD 3 () goes to the Guild for 3 spice.
- CARD 4 () goes to the Fremen for 3 spice.
- CARD 5 () goes to the Ixians for 2 spice.
- CARD 6 () goes to the Atreides for 3 spice.

Revival and Movement

The Guild chooses to go last. The Bene Gesserit coexist everywhere.

Revival

None

Shipping

- Atreides ship 2 tokens to Arrakeen, the Bene Gesserit accompany.
- Fremen ship 6 tokens (1 Fedaykin) to Rock Outcroppings (14).
- Ixians ship 5 tokens to Habbanya Ridge Sietch, the Bene Gesserit accompany.
- Guild ships 5 tokens to South Mesa, the Bene Gesserit accompany.

Movement

- Fremen move 5 tokens (2 Fedaykin) from False Wall South to South Mesa (5)
- Guild move 5 tokens from Tuek's Sietch to South Mesa (5)

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
4	Andy York	Dalekbot	Black		L26>N		3	2
5	Chris Geggus	Predator	Yellow	Fire Control	D26>E		3	0
6	Brendan Whyte	Metal Mikey	Blue	Ablative Coat	G19>E		3	0

Notes

As a reminder, the winner will be the first robot to tag all three flags in order. It is not necessary to return to your starting point.

Program Cards

Whippet
Gamestart

Notes

Note that this game will be run continuously via email. The players will be voting about whether to use the original buildings, the variant buildings, or both.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus		Indigo			4		
Andy York		Indigo			4		
Andy Lewis		Indigo			4		
Richard Weiss		Corn			4		
Ron Fisher		Corn			4		

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Mirzam
Gamestart

Bidding and Preference Lists due 1/29 Tuesday

Players

Chris Geggus **Bob Robles** **Andy Lewis** **Ron Fisher** **Debbie Anderson** **Andy York**

Just a reminder of the rules. We are using the following variant rules: The Lost Planet variant, The Colony World variant and the Relics Variant from the Prism Variants, The Lost "?" Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species' world), Optional Spaceships, the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me, or the links above. Victory conditions will be a net worth of \$4000.

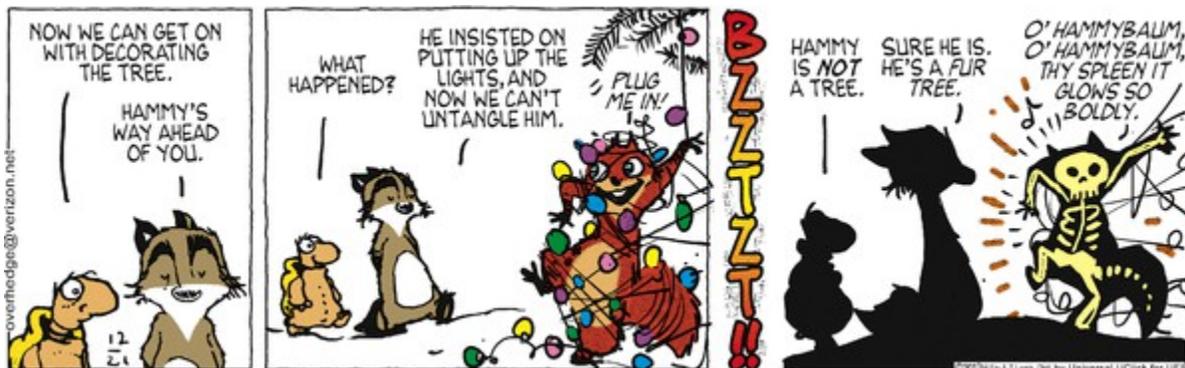
Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Also, remember that with the Optional Spaceships, you can opt to start with a Needle instead of a Scout. If you do so, you start with \$20 less. Please indicate your starting ship preference with your other orders. If you do not express a preference, I will assume that you will take a Scout.

Well, that about covers it. Happy trading!

Pedagoguery

Due to time and space considerations, Pedagoguery will not be in this issue. It will return next issue.



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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): Steve Koehler, Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh **Dune:** Steve Koehler, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** Jack McHugh, Chris Geggus **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus

Standby Calls

None this issue!