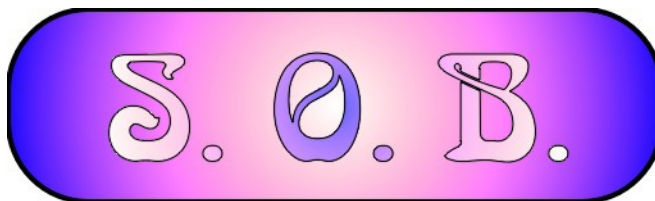


Number 200

November/December,
2014

Notes from Hades

Well, here it is, issue 200. It's hard to believe I have been doing this for about 22 years now. A lot has changed in that time, but the zine is still going strong. I have no intention of quitting any time soon, but the lack of signups for the games does have me somewhat concerned. However, as long as people are willing to play, I am willing to run this beast.

The next deadline is **Tuesday, January 6 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

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Game Openings

Rescue Dog. Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 5, will take up to 2 more. This box ☐ will be checked if you have signed up.

Sly Dog. Kremlin. Have Chris Geggus(\$), Bill Scharf(\$), Bob Robles(\$), Howard Bishop(\$). **Starts this issue!**

Working Dog. Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus(\$), Dave Hooton(\$), will take up to 3 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.

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* and *Rebel vs. Imperium* expansions. Have Bill Scharf, Christopher Hunt, will take up to 4 more.

Outpost. Have Bill Scharf, Michael Lowrey, Dave Hooton, Howard Bishop, will take up to 6 more.

Merchant of Venus. The usual options will be in effect. Have Dave Partridge,

Chris Geggus, Bob Robles, will take up to 3 more.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, will take up to 4 more.

Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Will take up to 5.

Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 3 more.

Industrial Waste. Will take up to 4.

Robo Rally. Have Dave Hooton, Chris Geggus, Bill Scharf, Brendan Whyte, Howard Bishop, will take up to 5 more.

Discworld: Ankh-Morpork. A humorous card-based game set in the city of Ankh-Morpork on Terry Pratchett's Discworld. It will run via email. Have Bill Scharf, Christopher Hunt, will take up to 2 more. Game fee waived for this game.

Age of Renaissance. Will be run via email. Have Christopher Hunt, Chris Geggus, Bob Robles, will take 3 more.

History of the World. Will start after Shaggy Dog ends. Have Chris Geggus, will take up to 6 more.

New World. Will start after Newfoundland ends. Have Bob Robles, will take up to 5 more.

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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cerberus@sob-zine.org

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

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

Purebred

Fall 1258

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory Deadline for Winter 1259 1/6 Tuesday

Milan finally makes an end of Genoa, but loses Marseilles to an Aragon amphibious assault. Venice makes gains against Florence and the Pope regains the Vatican.

Summer 1258 Retreats

Milan F Gulf of Lions retreats to Provence

Expenditures

Florence pays 2 ducats to the moneylenders.

Outstanding Debt

none

Orders

ARAGON (McHugh): A CAPUA to Rome, F Ionian Sea to LOWER ADRIATIC, F Gulf of Naples to MESSINA, F TYRRHENIAN SEA supports A Capua to Rome, F LIGURIAN SEA to Savoy, F Gulf of Lions to MARSEILLES, G Rome supports A Capua to Rome (DESTROYED)

FLORENCE (Partridge):

A LUCCA to Bologna, A Pisa to PISTOIA, A

FLORENCE supports A Lucca to Bologna, A PIOMBINO supports A Sienna, A SIENNA supports A Piombino

GENOA (Wilson):

F Modena supports Aragon F Ligurian Sea to Genoa (nso, DISLODGED, retreat garrison, OTB)

MILAN (Schoenfeldt):

A SAVOY convert to G, A (EM) GENOA supports A Parma to Modena, A MONTERRAT to Savoy, A Pavia to TURIN, A FORNOVA supports A Genoa, A Parma to MODENA, F PROVENCE holds (u)

PAPACY (Giovine):

A ROME besieges, A PERUGIA supports A Rome, A SPOLETO supports A Rome

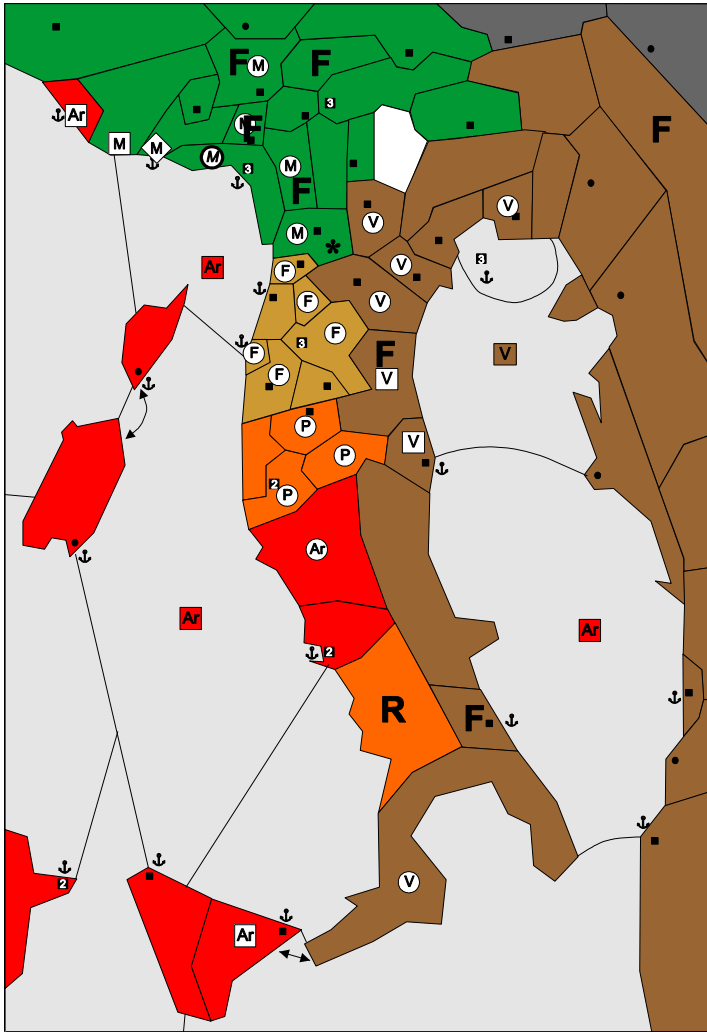
VENICE (Robles):

A MANTUA supports A Ferrara to Bologna, A Ferrara to BOLOGNA, A Padua to FERRARA, A Friuli to TREVISO, A

OTRANTO holds, F URBINO supports A Ferrara to Bologna,
F ANCONA supports F Urbino, F Lower Adriatic to UPPER
ADRIATIC

Your treasury:

Purebred



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

Press

Venice – Aragon: I hope I am not being too forward.

Notes

Since Genoa no longer controls both the city and province of any of his home areas, he will be eliminated. However, if he retreats to garrison, this will not happen until the end of the Spring turn, so Milan will not conquer Genoa until Winter 1260 in that case. If Genoa retreats off the board, the conquest will take place immediately.

Spring 1259 Famine

Poor Year, Row Only: Bari, Slavonia, Montferrat, Urbino, Fornova, Como, Trent

Spring 1259 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

ARA	Marseilles, Corsica, Sardinia, Capua, Naples, Tunis, Palermo, Messina	8
FLO	Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino	7
GEN	None	0
MIL	Avignon, Provence, Savoy, Saluzzo, <u>Turin</u> , Swiss, <u>Montferrat</u> , Genoa, Modena, <u>Fornova</u> , Parma, Pavia, <u>Como</u> , Tyrolea, Milan, Cremona, Trent	13
PAP	Patrimony, Perugia, Rome, Spoleto, <u>Salerno</u>	4
VEN	Carinthia, <u>Slavonia</u> , <u>Bari</u> , Aquila, Ancona, <u>Urbino</u> , Bologna, Ferrara, Mantua, Verona, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania, Durazzo	19

Seas

ARA	Ligurian Sea, Tyrrhenian Sea, Lower Adriatic	3
VEN	Venice, Upper Adriatic	2

Cities

ARA	Marseilles, Corsica, Sardinia, Naples (2), Tunis (2), Palermo, Messina	9
FLO	Lucca, Pisa, Florence (3), Arezzo, Sienna, Piombino	8
GEN	Modena	1
MIL	Avignon, Savoy, Saluzzo, <u>Turin</u> , Swiss, <u>Montferrat</u> , Genoa (3), Pavia, Tyrolea, Milan (3), Cremona, Trent	14
PAP	Perugia, Rome (2)	3
VEN	<u>Bari</u> , Ancona, Bologna, Ferrara, Mantua, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Venice (3)	15

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	3	8	3	9	23
FLORENCE:	3	7	0	8	18
GENOA:	3	0	0	1	4
MILAN:	3	13	0	14	30
PAPACY:	3	4	0	3	10
VENICE:	3	19	2	15	39

Game Summary

	1253	1254	1255	1256	1257	1258	1259
Aragon:	3	5	5	4	5	7	7
Florence:	3	5	5	5	7	8	6
Genoa:	3	5	7	6	3	1	0*
Milan:	3	6	8	9	11	13	12*
Papacy:	3	5	7	5	3	1	2
Venice:	3	5	8	10	11	11	14

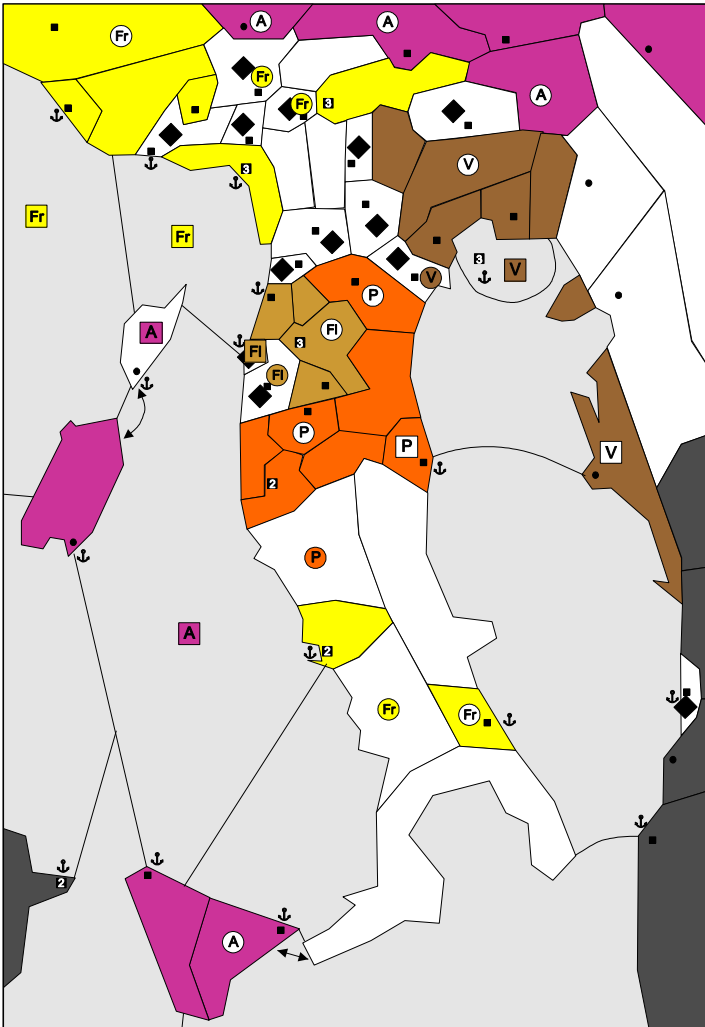
* Depends on retreat

Dogleg

Spring 1499

Miller Number ??????

Deadline for Summer 1499 1/6 Tuesday

*The scramble for territory begins!***Dogleg**

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

Orders

AUSTRIA (Burgdorf): A Austria to CARINTHIA, A TYROLEA supports A Austria to Carinthia, A SWISS to Avignon, A MESSINA to Otranto, F Sardinia to CORSICA, F Palermo to TYRRHENIAN SEA

FLORENCE (Robles): A FLORENCE holds, A Arezzo to SIENNA, F Pisa to PIOMBINO

FRANCE (Whyte): A AVIGNON supports A Saluzzo to Turin (cut), A Saluzzo to TURIN, A Milan to PAVIA, A Naples to SALERNO, A BARI to Otranto, F Marseilles to GULF OF LIONS, F Genoa to LIGURIAN SEA

PAPACY (Anderson): A Rome to CAPUA, A PERUGIA holds, A BOLOGNA holds, E ANCONA to Lower Adriatic

VENICE (Wilson): A Padua to FERRARA, A Treviso to VERONA, F DALMATIA to Lower Adriatic, G VENICE convert to F

Summer 1499 Plague

Poor Year – Row Only: Arezzo, Fornova, Otranto, Aquila, Spoleto

Hound Dog

Turn 7 Bidding and Movement

Turn 7 Battle, 1/6 Tuesday

Players

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

Turn 7**Bidding**

CARD 1 () goes to the Fremen for 2

CARD 2 () is not bid on. This and the next card go back to the top of the deck.

Revival and Movement

Guild moves last. Bene Gesserit coexist everywhere.

Revival

Atreides revive 2 tokens

Fremen revive 3 tokens (1 Fedaykin)

Guild revive 3 tokens (4 spice paid)

Harkonnens revive 2 tokens

Ixians revive 3 tokens (2 spice paid)

Shipping

Fremen ship 3 tokens (1 Fedaykin) to The Great Flat

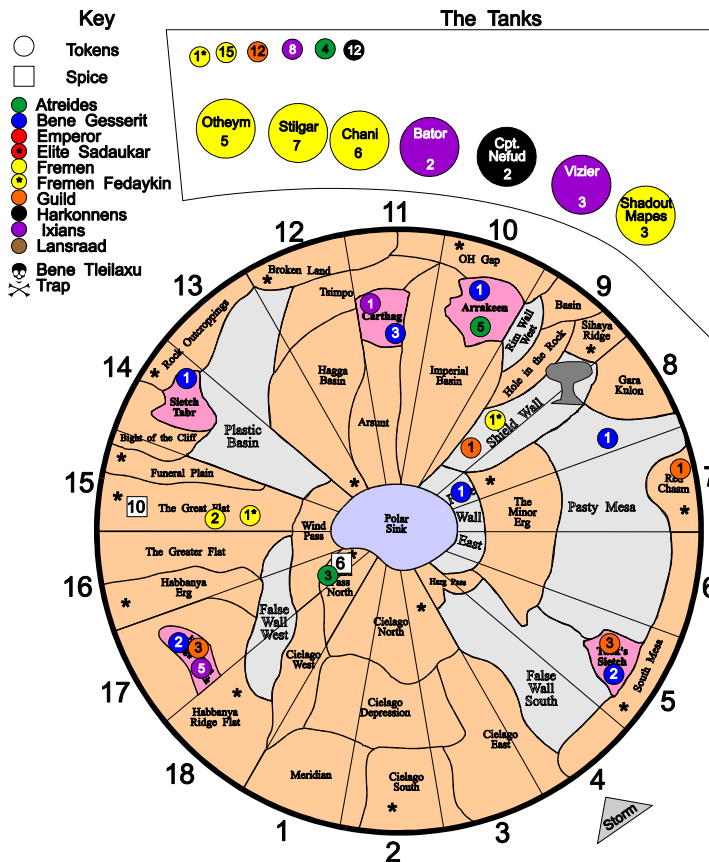
Guild ship 3 tokens to Habbanya Ridge Sietch (Bene Gesserit accompany)

Movement

Atreides move 3 tokens Arrakeen – Imperial Basin – Polar Sink – Wind Pass North (17)

Fremen move 1 token (Fedaykin) Red Chasm – Pasty Mesa – Shield Wall (9)

Guild move 1 token from Pasty Mesa to Shield Wall (9)



Battle

Ixians vs. Guild at Habbanya Ridge Sietch. Ixians are the aggressors. Available leaders: Ixians: Levenbrech, Baltern, Bronso; Guild: All.

Fremmen vs. Guild at the Shield Wall. Fremmen are the aggressors. Available leaders: Fremmen: Jamis; Guild: All.

Positions

Atreides: 4 tokens in the tanks, 5 tokens Arrakeen, 3 tokens Wind Pass North (17), 8 tokens off-planet

Bene Gesserit: 1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 2 tokens Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 9 tokens off-planet

Fremmen: 1 token (Fedaykin) Shield Wall (9), 3 tokens (1 Fedaykin) The Great Flat, 16 tokens (1 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes in the tanks

Guild: 3 tokens Tuek's Sietch, 1 token Red Chasm, 1 token Shield Wall (9), 3 tokens Habbanya Ridge Sietch, 12 tokens in the tanks

Harkonnens: 12 tokens, Cpt. Nefud in the tanks, 8 tokens off-planet

Ixians: 5 tokens Habbanya Ridge Sietch, 1 token Carthag, 8 tokens, Bator, Vizier in the tanks, 6 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Mirzam

Turns 23.3 to 25.3

Turns 25.4 to 27.4 due 1/6 Tuesday

Turn 23

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 6 6 6

R – B – Y – B – R – Rumble Port(o) – B – B – Rainfall(o) – Rainfall(s).

Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Demand for Silk at 4c and Fare to 9a at Base). Buys Rainfall port for \$200.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 4 6 6

Titan's Tower(s).

Sells Finest Dust for \$50 (from the cup: Mulch Wine at 3). Buys 2 Immortal Grease for \$100.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 1 3

Grand Port(o) – Grand Port(p).

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Genes at 10 and Glorious Junk at 2). Buys 3 Visible Holes for \$300. Gains \$58 in port commissions.

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 4 6

Open Port – Jump Start to TeleGate 6 – NC6 – A Whale Port(p).

Buys Space Spice for \$30.

Turn 24

port commissions.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 3 3

Titan's Tower(s) – Titan's Tower(o) – TeleGate 3 – Terror Station(o) – R20 – Y – B – R – B.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 3 6

Grand Port(p) – (Y) – A – (R) – B – (Y) – B – (R) – B – (Y) – (R) – B – (R) – B – Comfort Station(p).

Sells Visible Holes for \$170 (from the cup: Finest Dust at 4a). Sells Visible Holes for \$170 (from the cup: Designer Genes at 9a). Sells Visible Holes for \$170 (from the cup: Finest Dust at 4a). Buys 3 Melf Pelts for \$150 and picks up Fare to Base. Gains \$66 in port commissions.

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 3 4

Open Port – Jump Start to TeleGate 6 – NC6 – A Whale Port(p) – Jump Start to TeleGate 3 – Titan's Tower(o) – B10 – R20 – R – B – (Y) – Airhome.

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 1 1 3

Open Port – Y – Aerie – R – B – Y.

Mystery Machine 7 Rolls Used: 2 6

Interstellar Biosphere – B – R – B – R – Y – Galactic Base – R – B.

2nd: Chris Geggus (Dell)

Titan's Tower(s) – Titan's Tower(o) – B10 – R20 – Y10 – R – A – A – R20 – Y – B – R – B – Y – B – R – Poisonport(o) – Poisonport(s).

Sells Immortal Grease for \$100 (from the cup: Immortal Grease at 6). Buys Megalith Paperweight for \$90.

Gas Enhanced Global Skimmer 2 Rolls Used: 1 3

R20 – B10 – Titan's Tower(o) – Titan's Tower(s).

Sells Finest Dust for \$50 (from the cup: Melf Pelts at 5). Buys Immortal Grease for \$50, picks up Fare to 4b.

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 3 5

Rainfall(s) – Rainfall(p).

Sells Chicle Liquor for \$90 (from the cup: Fare to 10 at 2). Receives \$9 in

Turn 25

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 1 5 6

Y – B – R10 – B10 – Y – B – R – Goliath(o) – B – R – B – Y – B.

Mystery Machine 7 Rolls Used: 2 3

B – Y – B – R – B – Comfort Station(p).

Sells Living Toys for \$180 (from the cup: Immortal Grease at 6. Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Voll Silk at 1b and Designer Genes at 9). Sells Mulch Wine for \$60 (from the cup: Demand for Spice at 3). Buys 2 Melf Pelts for \$100 and Pet Monsters for \$80. GEGS receives \$40 factory commissions and ETC receives \$52 in port commissions.

2nd: Chris Geggus (Dell)

Great Exhibition of Galactic Sorcery Rolls Used: 2 2 3 6

Poisonport(s) – Poisonport(o) – B – Paintfall(o) – R20 – R – B – Y – B – R – B – Y – Moonport(p).

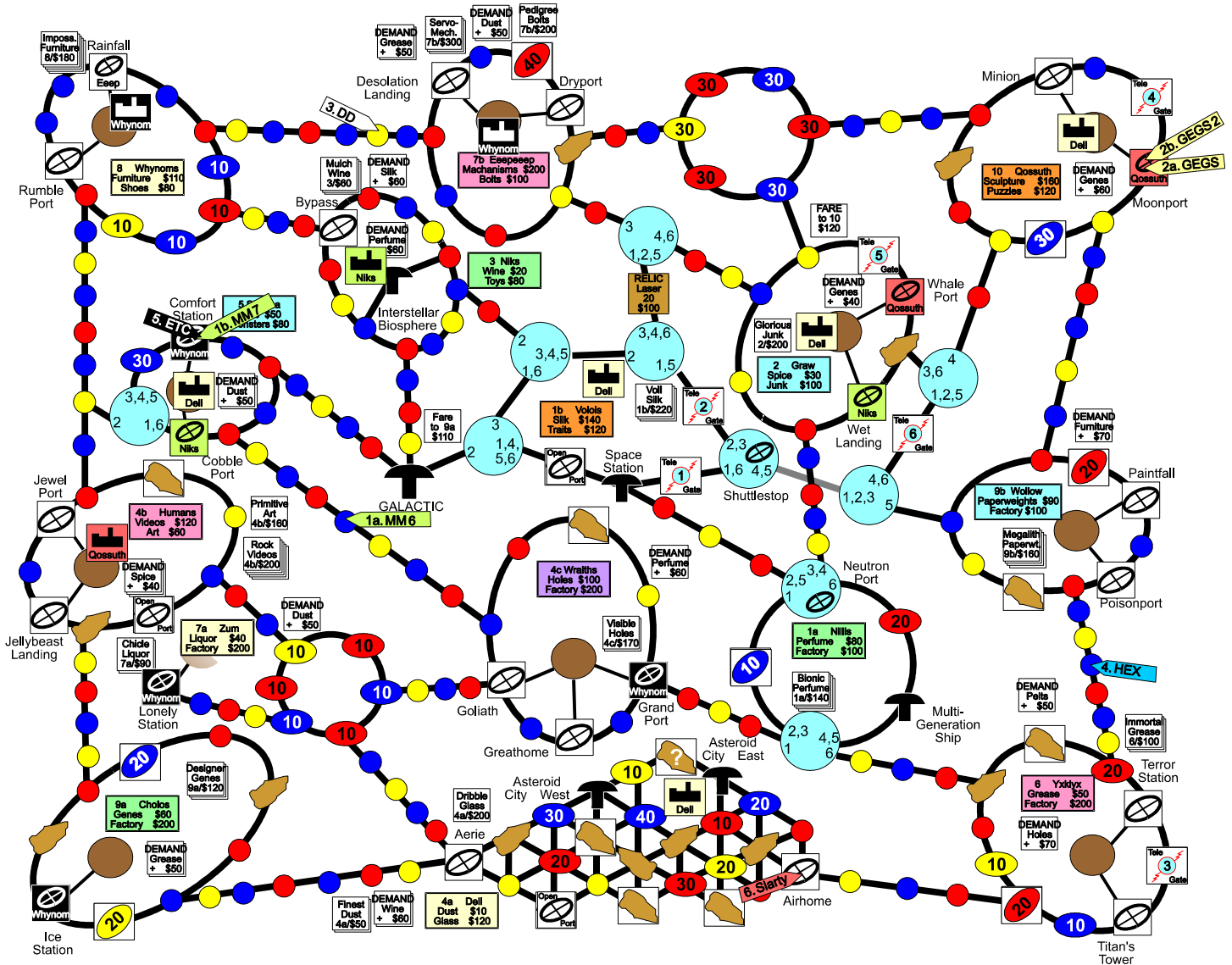
Sells Megalith Paperweight for \$160 (from the cup: Servo-Mechanism at 7b). Trades in IOU for \$120 credit and buys Factory for \$200, Psychotic Sculpture for \$160, and Infinite Puzzles for \$120. Gains \$60 in factory commissions. ETC gains \$64 in port commissions.

Gas Enhanced Global Skimmer 2 Rolls Used: 1 4

Titan's Tower(s) – Titan's Tower(o) – TeleGate 3 – TeleGate 4 – Moonport(p).

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 1 5

Rainfall(p) – B – R – Y – B – R – B – Y.



On the board:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): Demand for Designer Genes (+\$40), Glorious Junk, Fare to 10 (\$120)

3 (Niks): 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60)

4a (Dell): 2 Demand for Mulch Wine (+\$60), Dribble Glass, 1 Finest Dust

4b (Humans): 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

4c (Wraiths): 2 Visible Holes, Demand for Bionic Perfume (+\$60)

5 (Shenna): 2 Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40)

6 (Yxklyx): Demand for Visible Holes (+\$70), 3 Immortal Grease, Demand for Melf Pelts (+\$50)

7a (Zum): Demand for Finest Dust (+\$50), 2 Chicle Liquor

7b (Eeepeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), Pedigree Bolts

8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Immortal Grease (+\$50), 3 Designer Genes

9b (Wollow): 4 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

10 (Qossuth): Demand for Designer Genes (+\$60)

Base: Fare to 9a (\$110)

1a. Mystery Machine 6 **\$1121**
Scout
26: 2 2 2 // 27: 1 5 5

Hold1	Hold2	Hull
Fare to Base \$180		RELIC Switch \$100
Wet Landing \$200	Niks \$200	Shield (\$60)
Cobble Port \$200		

1b. Mystery Machine 7
Scow
26: 1 2 5 6 // 27: 2 2 3 5 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Pet Monsters 5/\$150	Melf Pelts 5/\$110	Melf Pelts 5/\$110		Shield (\$60)

2a. GEGS **\$119**
Clipper
26: 1 1 4 6 // 27: 1 1 4 6

Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250	Infinite Puzzles 10/\$250	Shield (\$60)
Dell \$200		1a \$80
Shenna \$100	Volois \$200	Graw \$200
		Qossuth \$200

2b. GEGS 2
Freighter
26: 2 4 // 27: 4 5

Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Fare to 4b \$120		
Hold4	Hold5		

3. Data Dancer **\$929**
Scout
26: 1 5 5 // 27: 3 4 5

Hold1	Hold2	Hull
		5 \$90
Rainfall \$200		

4. HEX **\$360**
Transport
25: 3 5 6 // 26: 2 4 5 // 27: 1 2 3

Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100		RELIC Gate Lock \$100
			RELIC Spy Eye \$100

5. ETC **\$738**
Merchantman
25: 5 5 5 // 26: 2 3 5 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	Melf Pelts 5/\$110	Comb. Drive (\$300)	3 \$80
Comfort Station \$200	Grand Port \$200		Fare to Base \$140	Shield (\$60)
Whynoms \$100	Eeeppeep \$100	Ice Station \$200	Lonely Station \$200	

6. Slartybartfast **\$122**
Freighter
25: 2 5 // 26: 4 5

Hold1	Hold2	Hold3	Hull
Mulch Wine 3/\$60	Fare to 4a \$140	Voll Silk 1b/\$220	RELIC Yellow Drive \$80
Hold4	Hold5		4a \$60
Voll Silk 1b/\$220	Space Spice 2/\$80		RELIC Mulligan Gear \$120
Moonport \$200			RELIC Auto Pilot 4 \$80
Whale Port \$200	Human \$100		RELIC Jump Start \$120
			RELIC Air Foil \$80

Pick of the Litter

Turn 11, Phases IV-VI and Turn 12 Phases I-III

Turn 12, Phases IV-VI and Turn 13, Phases I-III due 1/6 Tuesday

Turn 11

Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 3 coal), and #28 (\$60, 4 gold), delivers 3 coal each from Trinidad and Raton to Denver for \$720. Gains \$930 in passenger revenues and pays \$55 to Brown. Buys a +4 snowplow for \$140.

Brown (Partridge) operates #89 (\$30, 3 coal), delivers 3 coal from Walsenburg and 1 coal from Alamo to Denver for \$480. Gains \$270 in passenger revenues.

Orange (Hooton) operates #97 (\$40, depletes), #104 (\$50, 1 silver), #105 (\$40,

depletes), #62 (\$30, 2 lumber), #113 (\$30, 4 lumber), delivers 7 silver from Mogollon to Silver City. Gains \$510 in passenger revenues. Buys a 42 train for \$320.

Cyan (Scharf) no operations, gains \$270 in passenger revenues.

Blue (Anderson) no operations, gains \$270 in passenger revenues.

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$400

Silver: Remains at \$300

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+3 to \$120	Remains at \$300	+1 to \$200	+1 to \$120	Remains at \$200
Coal:	Remains at \$120	Remains at \$100	+1 to \$60	Remains at \$100	Remains at \$140

Turn 12

Move Prospectors and Surveyors

Red (Bishop) surveys Durango to Farmington and Las Vegas to Santa Rosa, prospects #56 and #86 (+2)

Brown (Partridge) surveys Orestod to Hot Sulphur Springs and Orestod to Steamboat Springs, prospects #56.

Orange (Hooton) surveys Grants to Thoureau and Santa Fe to Moriarty, prospects #114.

Cyan (Scharf) surveys Price to Sunnyside and prospects #71.

Blue (Anderson) no prospecting or surveying

Dispute Resolution

Red and Brown have a dispute over claim #56. Red: dr = 6. Brown: dr = 8. Brown wins, Prospector becomes +1. Red spends \$300, Brown spends \$280, Orange spends \$280, and Cyan spends \$200.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$4,955	9, 15, 24	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$1,970	9, 24		S, S+2, P+1
Dave Hooton	Orange	El Paso	\$560	9, 24, 42		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$95	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$595	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	0	\$30
92	Raton	Red	Coal	1	\$40
123	Gallup	Red	Coal	N	\$40
28	Leadville	Red	Gold	4	\$60
86	Canon City	Red	Coal	N	\$20
89	Walsenburg	Brown	Coal	5	\$30
87	Alamo	Brown	Coal	2	\$30
56	Hot Sulphur Springs	Brown	Lumber	N	\$30
97	Elizabethtown	Orange	Gold	10	Depleted
104	Mogollon	Orange	Silver	0	\$50
105	Silver City	Orange	Silver	25	Depleted
62	Taos	Orange	Lumber	5	\$30
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	4	\$30
114	McGaffey	Orange	Lumber	N	\$30
71	Sunnyside	Cyan	Coal	N	\$20
81	Crested Butte	Blue	Coal	3	\$40
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	3	\$40
53	Lake City	Blue	Silver	N	\$30
82	Crested Butte	Blue	Coal	N	\$20
85	Canon City	Blue	Coal	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
1	A	Denver – Boulder	\$20	Brown	
9	B	Denver – Leadville	\$120	Brown	
10	B	Denver – Aspen	\$130	Brown	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	5	\$200
42	7	\$320

#	Type	Route	Payoff	Owner	Notes
4	A	El Paso – Deming	\$60	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	
16	B	Salt Lake City – Grand Jct.	\$250	Cyan	3
15	B	Denver – Grand Jct.	\$270	Blue	2

¹ Discard after 3 more Leadville depletions

² Discard when 22 is taken. Good for \$270 toward card 22

³ Discard when 22 is taken. Good for \$250 toward card 22

Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40
74	Elk Springs	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
77	Craig	Coal	\$40	\$20
69	Scofield	Coal	\$40	\$30
78	Bowie	Coal	\$80	\$40
72	Emery	Coal	\$60	\$30
68	Scofield	Coal	\$80	\$20

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
18	C	Gallup – Santa Rosa	\$500	\$660	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
22	C	Denver – Salt Lake City	\$800	\$1,100	
12	B	Pueblo – Grand Jct.	\$150	\$310	1
11	B	Salt Lake City – Grand Jct.	\$140	\$310	2
24	C	Denver – El Paso	\$1000	\$1,380	

¹ Discard when 20 is taken. Good for \$150 toward card 20 or 21

² Discard when 20 is taken. Good for \$140 toward card 20 or 21

Available Snowplows

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

NewfoundlandEnd of Game Statements

Dave Hood (French) My only endgame comment is that Andy York clearly sucks. He just doesn't know how to play New World or he would not have come up \$3 short.

Seriously, it was a fun game as always. I thought Andy's strategy of going West Coast and then coming inland worked pretty well. I got lucky that I was able to

seize that double-resource area on the East Coast and fill it up with settlers. Gold can be a good theory in this game, but if you can find a good spot for settlers and leave them there when resource areas begin to increase in value that can really help a lot.

That much having been said, with so much simultaneous movement, New World can be quite chaotic in the later turns. So you can give yourself a chance to win, but there is certainly some chance involved there at the end as well. Good game to all.

Andy York (English) Argh - so close, but congrats to Dave on a well deserved victory. Chris, as always, thanks for running this game and letting us enjoy ourselves.

Dalmatian

Turn 7

Deadline Turn 8, Tuesday, January 6

Turn 7

Yorktown opens the bidding on a Caravan at 9 and gets it.

Brosia passes.

Partridgeburg opens the bidding on a Dye House at 15 and gets it.

Rome opens the bidding on a Shipyard at 7 and gets it.

Utnapishtim passes.

The Players

	City Name	Player	Workers	Treasury	Storage	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)	Development	Prod.	VP
2	Partridgeburg	Dave Partridge	0/1	3	1/7	1-1/1	1-2/1			Pr, 2Dy, Gr, Sm, DH	7	10
5	Utnapishtim	Michael Lowrey	0/1	2	3/3	2-2/2	1-2/1			Pr, IW, Gl, Ca	7	6
1	Yorktown	Andy York	2/1	1	3/6	3-6/3	1-2/1			2Tr, Gr, Ft, IW, Sm, CC(0), Ca	11	12
4	Brosia	Eric Brosius	4/0	1	3/4	1-1/1	1-2/1			Ft, Dy, CC(0), DH	6	9
3	Rome	Bill Scharf	4/0	3	1/4	1-1/1	1-2/1			Gl, Gr, Ft, 2SY	4	9

Available Development Cards

New Arrivals: Caravan, Ships, Public Works

Card	Minimum Bid	Available	Not Yet Delivered
Glassmaking (Gl)	5	1	0
Caravan (Ca)	9	1	0
Dye House (DH)	14	1	0
Public Works (PW)	12	1	2
Ships (Sh)	14	1	2
Refugee Settlement (RS)	8	0	2
Merchant Quarter (MQ)	9	0	2

Resource Cards

Shaggy Dog

Epoch II Chou Dynasty, Vedic City States, Greek City States, and Scythians

Deadline Epoch II, Cartheginias and Persia, Tuesday, January 6

Epoch II

Royal Manticoran Historical Society (Wilson) CHOU DYNASTY: Army and Capital Wei River (Shang army retreats to Yellow River), army Yellow River (vs. Shang Dynasty; C: 1, 1; S: 2; loses), Yellow River (vs. Shang Dynasty; C: 5, 1; S: 4; C: 6, 4; S: 3; wins, Capital reduced to city), Yangtse Kain, Tarim Basin (vs. Shang Dynasty; plays Treachery, automatic victory), Chekiang. Builds Monument Wei River. Points: Dominance in China (4), Presence in Middle East (3), India (2), 1 Capital (2), 1 city (1), and 1 Monument (1) for 13 points.

The Gardeners (Hunt) VEDIC CITY STATES: Army and Capital Upper Indus (Indus Valley army retreats to Lower Indus), army Ganges Valley, Eastern Deccan, Eastern Ghats (vs. Indus Valley; V: 6, 3; I: 2; wins), 2 armies Ceylon. Builds Monument Upper Indus. Points: Dominance in India (4), Presence in Middle East (2), 2 Capitals (4), 1 Monument (1) for 11 points.

FAC-51 (Bishop) GREEK CITY STATES: Army and Capital Morea, fleet Black Sea, Western Mediterranean, army Pyrenees, Levant (vs. Assyria; G: 2, 2; A: 5, 4; loses), Levant (vs. Assyria; G: 6, 3; A: 4, 1; wins), Upper Tigris (vs. Assyria; G: 2, 2; A: 3; loses), Upper Tigris (vs. Assyria; G: 4, 2; A: 4; G: 5, 5; A: 4; wins, Capital reduced to city), Eastern Anatolia (vs. Hittites; plays Surprise Attack; G: 6, 1; H: 6; G: 3, 1; H: 5; loses). Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), 2 Capitals (4), 1 city (1), 3 Seas (3), and 1 Monument (1) for 18 points.

The Human Race (Scharf) plays Phoenicia. Army and Capital Levant (Greek army retreats to Upper Tigris), fleet Eastern Mediterranean (vs. FAC-51; HR: 4, 2; FAC: 1; wins), Upper Tigris (vs. Greek City States; P: 6, 4; G: 2; P: 6, 6; G: 4; wins, city eliminated). Plays Sub-Saharan Migrants. Armies Central Africa, East Africa. SCYTHEANS: Army Caucasus, Eastern Anatolia (vs. Hittites; S: 4, 3; H: 4, 2; S: 3, 3; H: 3, 2; S: 5, 3; H: 6, 3; loses), Eastern Anatolia (vs. Hittites; S: 6, 1; H: 5, 2; wins, Capital reduced to city), Zagros (vs. Assyria; S: 5, 5; A: 1; wins), Persian Salt Desert (vs. Assyria; S: 4, 3; A: 1; wins), Lower Indus (vs. Indus Valley; S: 6, 2; I: 4; S: 4, 1; I: 3; wins, city eliminated), Persian Plateau (vs. Aryans; S: 5, 4; A: 1; wins). Points: Dominance in Middle East (6), Presence in India (2), 1 Capital (2), 1

city (1), 1 Sea (1), and 1 Monument (1) for 13 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Martin Burgdorf	Great Giant (red)	4	9
Dave Anderson	Stooges for All Time (orange)	4	4
Christopher Hunt	The Gardeners (green)	10	15
Bill Scharf	The Human Race (blue)	11	20
Kevin Wilson	Royal Manticoran Historical Society (purple)	11	16
Howard Bishop	FAC-51 (black)	13	26
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	13	25

Positions

SfAT: SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris.

GEES: Fleet Red Sea. EGYPT: Army and Capital Nile Delta, armies Nubia, Libya, Arabian Peninsula. JEWS: Army, city, and fort Palestine. NILE KINGDOM: Army, city, and fort Upper Nile.

FAC-51: Fleet Western Mediterranean, Black Sea. MINOANS: Army and Capital Crete, armies Shatts Plateau, Western Anatolia. GREEK CITY STATES: Army and Capital Morea, army Pyrenees.

Great Giant: INDUS VALLEY: Army Western Deccan.

The Gardeners: BABYLONIANS: Army, Fort, and 3 armies Middle Tigris. VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, two armies Ceylon, armies Ganges Valley, Eastern Deccan, Eastern Ghats.

The Human Race: Fleet Eastern Mediterranean. PHOENICIA: Army and Capital Levant, army and Monument Upper Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Army and city Eastern Anatolia, armies Caucuses, Zagros, Persian Plateau, Persian Salt Desert, Lower Indus. RMHS: ARYANS: Armies Western Steppe, Turanian Plain, Hindu Kush. CHOU DYNASTY: Army, Capital, and Monument Wei River, army and city Yellow River, armies Tarim Basin, Yangtse Kian, Chekiang.

Event Cards

Epoch II Empire

Sly Dog Game Start

Deadline Influence Declaration and Turn 1 Cure through Health, January 6

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80	
KGB Head	Juri Nicotin (R)	59	
Foreign	Mikail Strychnin (T)	57	
Defense	Igor Doberman (L)	65	
Ideology	Leonid Bungaloff (W)	54	
Industry	Antonj Talksallott (J)	67	
Economy	Anatol Mischif (I)	68	
Sport	Lech Schukrutoff (B)	75	

Candidates: G, H, K, O, U

People: C, D, E, F, M, N, P, Q, S, V, X, Y, Z

Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	
Chris Geggus	
Howard Bishop	
Bill Scharf	

Intrigue Cards



Addresses

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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 **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin **Phoenicia:** None so far.

Standby Calls

None this issue!