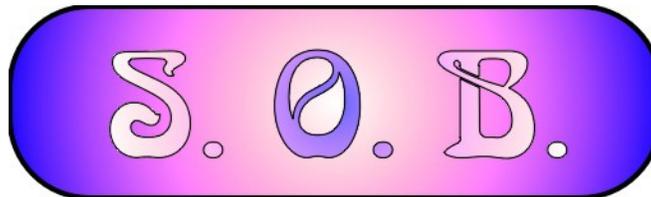


Number 222



June/July, 2017

### Notes from Hades

We are moving into summer, now. Here, my sons are finishing up their freshman year of high school. We are soon going to be starting up the new season of marching band. They have several band camps over the summer, plus other non-band summer activities. It's going to be a busy summer.

No games have ended this time, although we are close on Bergamasco. We are still low on the number of games running currently, so please sign up!

The next deadline is **Tuesday, July 11 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

**Papillon:** 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(\$), Andy York(\$), will take up to 1 more. Game fee waived for this game.

**Beagle.** Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), Martin Burgdorf(\$), will take up to 1 more.

**Spaniel.** Robo Rally. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton(\$), Christopher Hunt(\$), Bill Scharf(\$), Andy York(\$), will take up to 2 more.

**Borzo.** Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles(\$), Jack McHugh, Martin Burgdorf(\$), will take up to 3 more.

**Affenpinscher.** Dune. Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles(\$), Kevin Wilson(\$), Martin Burgdorf(\$), Bill Scharf(\$), 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.

**Puerto Rico.** This will use the Nobles expansion and will be run via email. Have Dave Hooton, will take up to 4 more.

**Kremlin:** Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 more.

**Silverton:** Will use the advanced rules. Have Bill Scharf, Dave Hooton. Will take up to 4 more.

**7 Wonders.** This will be run continuously via email. Have the Wonder Pack, Leaders, and Cities expansions available. Have Chris Geggus, Bill Scharf, Christopher Hunt, will take up to 4.

**Age of Renaissance:** This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus, Christopher Hunt, Bob Robles, will take up to 3.

**New World:** This will start after Foxhound ends and will use the Expansion variant. Have David Hood, Bob Robles, Andy York, will take up to 3 more.

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

**Power Grid:** This will be run by email. Many maps and options available and will be decided on by vote among the players at the start of the game. Have Andy York, Dave Hooton, will take up to 4 more.

**Agricola:** This will be run by email. Will take up to 5.

**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-subscribers.

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**

**11492 Harrisburg Road**

**Rossmoor, CA 90720**

**Phone: (562) 690-7827**

**cerberus@sob-zine.org**

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

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

## Dogleg

Fall 1505

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Miller Number 2012Apw25**

**Deadline for Winter/Spring 1506 7/11 Tuesday**

*Venice, Florence, and the Pope start to form a more united front to prevent Austrian domination.*

### Expenditures

Papacy borrows 18 ducats for 2 years (27 ducats due Fall 1507) and buys Austrian F Tyrrhenian Sea.

### Outstanding Loans

Fall 1506: 18 ducats due from Venice (12 borrowed)

Summer 1507: 3 ducats due from Venice (2 borrowed)

Fall 1507: 27 ducats due from Papacy (18 borrowed)

### Orders

AUSTRIA (Burgdorf): A MONTFERRAT to Genoa, A Pavia to TURIN, A Milan holds (DISLODGED, retreat Como, Pavia, Parma, garrison, OTB), A Bergamo to CREMONA, A (EP) Carinthia to AUSTRIA, F Marseilles to PROVENCE, F GULF OF LIONS to Corsica, F

Tyrrhenian Sea to Piombino (nsu), F NAPLES holds, F

IONIAN SEA to Lower Adriatic, G PIOMBINO supports F

Tyrrhenian Sea to Piombino (nsu)

FLORENCE (Robles): A SIENNA supports A Arezzo, A AREZZO supports A Sienna, A FLORENCE holds, F PISA supports F Piombino, F PIOMBINO besieges, F CORSICA to Tyrrhenian Sea

PAPACY (Anderson): A GENOA to Montferrat, A Rome to PALERMO, A PERUGIA holds, F SAVOY holds, F TYRRHENIAN SEA transports A Rome to Palermo

VENICE (Wilson): A (EM) Tyrolea to MILAN, A TRENTO supports A Tyrolea to Milan, A VERONA to Cremona (imp.), A Friuli to CARINTHIA, A CARNIOLA supports A Friuli to Carinthia, F

LOWER ADRIATIC TO OTRANTO, F BARI TO OTRANTO

Treasury:

Press

**Papacy to Venice:** One last throw of the dice see if this works. Sorry about Milan. We held out as long as we could.

Spring 1506 Famine

**Poor Year – Row Only:** Pisa, Aquila, Avignon, Lucca, Istria

Spring 1506 Income

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

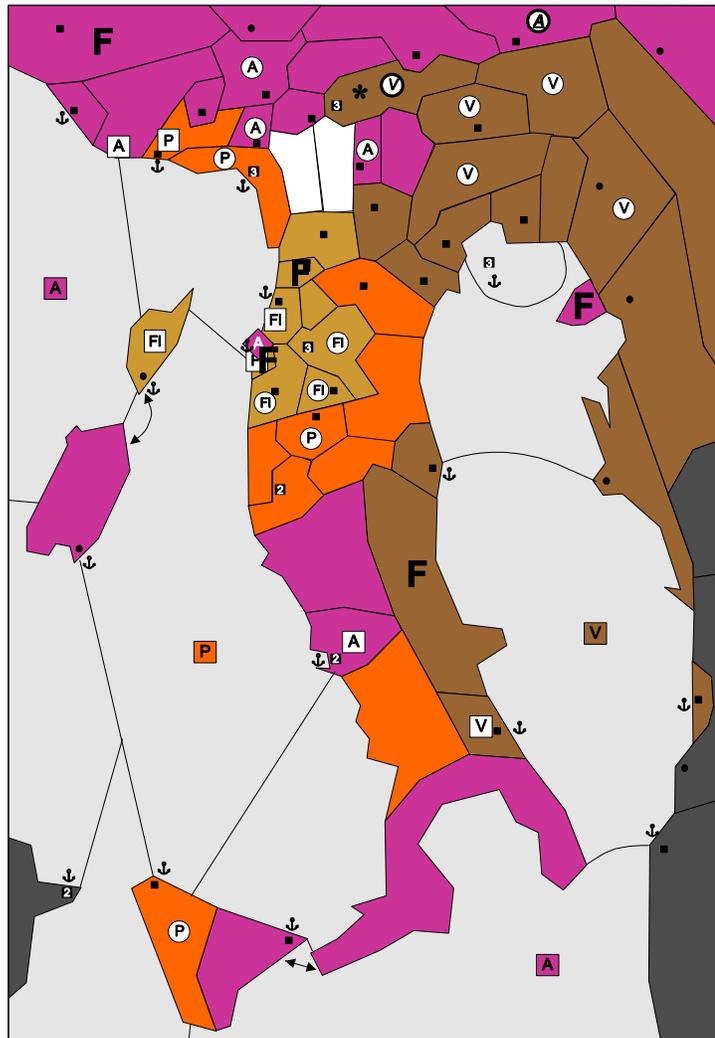
Provinces

- AUS Hungary, Austria, Tyrolea, Como, Bergamo, Swiss, Avignon, 18  
Marseilles, Provence, Saluzzo, Turin, Montferrat, Pavia,  
Cremona, Sardinia, Capua, Naples, Messina, Otranto, Istria
- FLO Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Modena, 7  
Corsica, Piombino
- PAP Savoy, Genoa, Patrimony, Perugia, Rome, Spoleto, Urbino, 10  
Bologna, Palermo, Salerno
- VEN Dalmatia, Carniola, Croatia, Friuli, Slavonia, Carinthia, Treviso, 16  
Verona, Trent, Padua, Ferrara, Mantua, Milan, Ancona, Aquila,  
Ragusa, Bari

Seas

- AUS Gulf of Lions, Ionian Sea 2
- PAP Venice, Tyrrhenian Sea 2

Dogleg



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

VEN Lower Adriatic 1

Cities

- AUS Hungary, Austria, Tyrolea, Swiss, Avignon, Marseilles, Saluzzo, 14  
Turin, Montferrat, Pavia, Cremona, Sardinia, Naples (2),  
Messina, Piombino
- FLO Lucca, Pisa, Florence (3), Arezzo, Sienna, Modena, Corsica 8
- PAP Savoy, Genoa (3), Perugia, Rome (2), Bologna, Palermo, Venice 12  
(3)
- VEN Dalmatia, Carniola, Croatia, Treviso, Trent, Padua, Ferrara, 14  
Mantua, Milan (3), Ancona, Ragusa, Bari

Totals

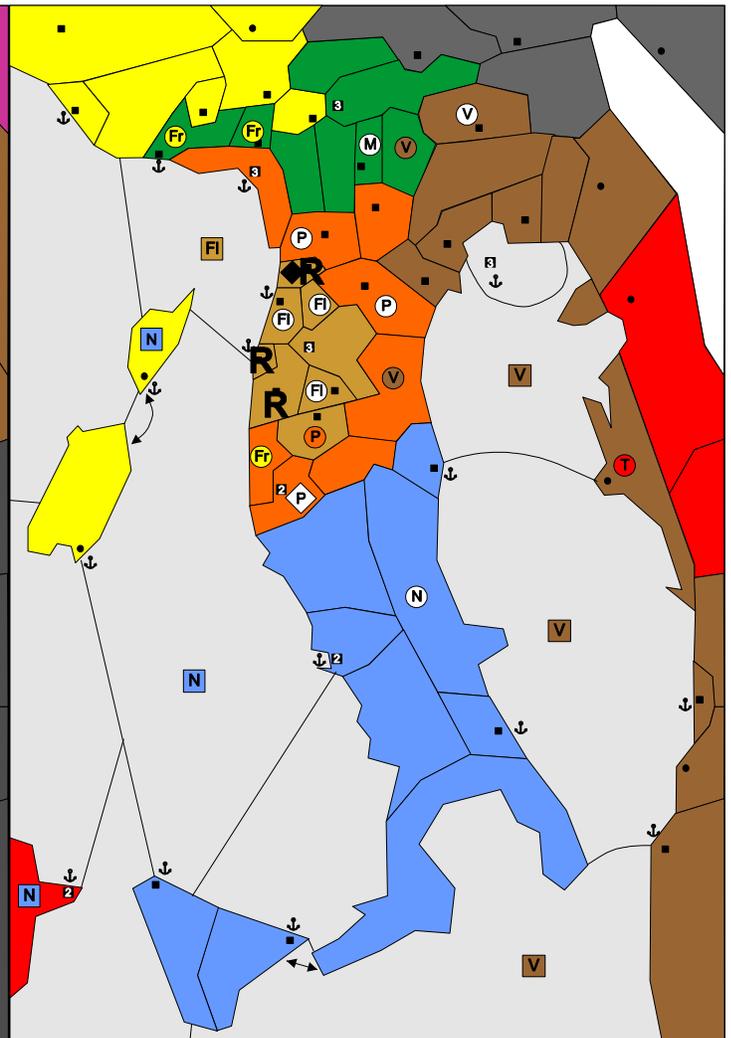
Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	10	18	2	14	44
FLORENCE:	6	7	0	8	21
PAPACY:	7	10	2	12	31
VENICE:	8	16	1	14	39

Game Summary

	1499	1500	1501	1502	1503	1504	1505	1506
Austria:	7	9	10	11	12	14	14	14
Florence:	3	5	4	5	6	9	6	7
France:	7	4	8	0	0	0	0	0
Papacy:	4	6	6	5	7	7	7	7
Venice:	4	5	7	9	8	9	11	11

Rescue Dog



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

## Rescue Dog Summer 1458

### Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory Deadline for Fall 1458 7/11 Tuesday

*Plague hits hard, hindering Milan's ability to defend itself from France and Venice. Naples strikes at France and occupies the last Turkish home city while Florence and the Pope act on the defensive.*

#### Spring 1458 Retreats

Milan retreats A Milan to garrison

#### Summer 1458 Plague

**Bad Year – Row and Column:** Palermo (Naples F eliminated), Genoa (Papal A eliminated), Albania, Pisa, Tunis (Turkish F eliminated), Avignon, Milan (France A and Milan G eliminated), Sardinia, Marseilles (Naples F eliminated), Ferrara, Florence (Florence A eliminated), Otranto, Corsica (French F eliminated)

#### Expenditures

Naples borrows 20 ducats for 2 years (30 ducats due Summer 1450), pays 6 ducats to the moneylenders, and spends 18 ducats to buy French F Tyrrhenian Sea  
Venice borrows 8 ducats for 1 year (10 ducats due Summer 1458) and pays 8 ducats to the moneylenders

#### Outstanding Loans

Fall 1458: 12 ducats due from the Papacy (10 ducats borrowed)  
Spring 1459: 14 ducats due from Milan (9 ducats borrowed)  
Summer 1460: 30 ducats due from Naples (20 ducats borrowed)

#### Orders

FLORENCE  A Lucca to PISA, A PISTOIA supports A Florence (nsu), A AREZZO holds, F Piombino to LIGURIAN SEA

FRANCE  A Turin to MONTFERRAT, A Saluzzo to SAVOY, A PATRIMONY to Naples, F Tyrrhenian Sea transports A Patrimony to Naples (nsu)

MILAN  A CREMONA to Bergamo

NAPLES  A Ancona to AQUILA, F Tyrrhenian Sea to CORSICA, F Central Mediterranean to TUNIS, F Gulf of Naples to TYRRHENIAN SEA

PAPACY  A MODENA to Mantua, A BOLOGNA to Mantua, A PERUGIA

besieges (no garrison), G ROME holds (u)

TURKS

A Croatia to DALMATIA

VENICE

A Verona to BERGAMO, A TRENTO supports A Verona to Bergamo, A Perugia to URBINO, F UPPER ADRIATIC transports A Perugia to Urbino, F Lower Adriatic to IONIAN SEA, F Ragusa to LOWER ADRIATIC

Your treasury:

#### Press

**France to Naples:** I see I must take the battle to your capital city.

**France to Venice:** You can have Milan. Savoy and Montferrat are enough for me.

**Naples to France:** I only wanted to get back to Normandy... but the water in Marseilles is deadly.

**Naples to Turk:** It's too nice in Tunis!

**Naples to Pope:** I'm going home, but Ancona is mine.

**Naples to Venice:** The French are getting uppity. Quickest way for you to get to them is through Milan methinks.

**Naples to Milan:** I tried, but French cities are filthy; you wouldn't believe the places they empty their bowels.... A plague upon them!... oops.

**Papacy to Florence:** I will not attack you.

**Venice to Milan:** Finally reclaiming my homeland in Bergamo. I cannot read a map. I am besieging a city that is already mine in Ragusa.

**Venice to Papacy:** If you do not want us in Ferrara?? Fine. We will go around it.

**Venice to Naples:** Congratulations--The City of Tunis is yours and in the fall. The Turks go poof. My fleet Ionian Sea is going to a world tour of various non port but coastal cities. First stop Rome. So, my men at sea will see what they can see when they get to the Holy See.

**Venice to France:** Shall we try this again. ?? Or shall I take care of this Milan problem myself.

## Pug

### Turns 19.3 to 21.3

### Deadline Turn 21.4 to 23.4, July 11

#### Turn 19

3<sup>rd</sup>: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 2 3 4**  
**Dryport(s).**  
Sells Bionic Perfume for \$140 (from the cup: Melf Pelts at 5). Buys 2 Finest Dust for \$20.

4<sup>th</sup>: **Debbie Anderson (Dell/DA) Rolls Used: 2 3 3**  
**Cobble Port(p) – R – B – R – B – Y – B – R – Galactic Base.**  
Deliver Fare for \$150 (from the cup: Fare to 4a at Base).

5<sup>th</sup>: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 2 \* 3**

Y – B – R – B – R – Y – Galactic Base.

Deliver Fare for \$180 (from the cup: Bionic Perfume at 1a). Delivers Fare for \$110 (from the cup: Melf Pelts at 5). Trades in Needle for \$40 credit and with that and \$80 cash buys a Clipper.

6<sup>th</sup>: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 4 6**

**R10 – B10 – R – B – Rainfall(p) – B – B – Rumble Port(o) – Rumble Port(s).**

Buys Rumble Port for \$200.

#### Turn 20

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 1 2**  
**Rainfall(s) – Rainfall(p).**  
Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Designer Genes at 9a and Canned Traits at 1b). Buys Factory for \$100, Pedigree Bolts for \$100, and a Servo-Mechanism for \$200. Receives \$50 in factory commissions and \$60 in port commissions.

2<sup>nd</sup>: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 1 3 5 6**

**Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10 – B10 – R – B – Rainfall(p).**

Sells Shining Slime for \$200 (from the cup: Custom Hives at 7a). Buys Agent for \$80. MM6 gains \$28 in port commissions.

3<sup>rd</sup>: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 1 5 6**

**Dryport(s) – Dryport(o) – A – Y – R – NC6 – R – Y – B – Y – ? (it's the Relic Yellow Drive) – Whale Port(p) – Whale Port(s).**

Sells Finest Dust for \$50 plus \$50 demand (from the cup: Chicle Liquor at 7a and Voll Silk at 1b).

4<sup>th</sup>: **Debbie Anderson (Dell/DA) Rolls Used: 3 4 4**

**Galactic Base – R – B – Y – B – R – B – R – Cobble Port(p).**

Buys Psychotic Sculpture for \$160. ETC receives \$16 in port commissions.

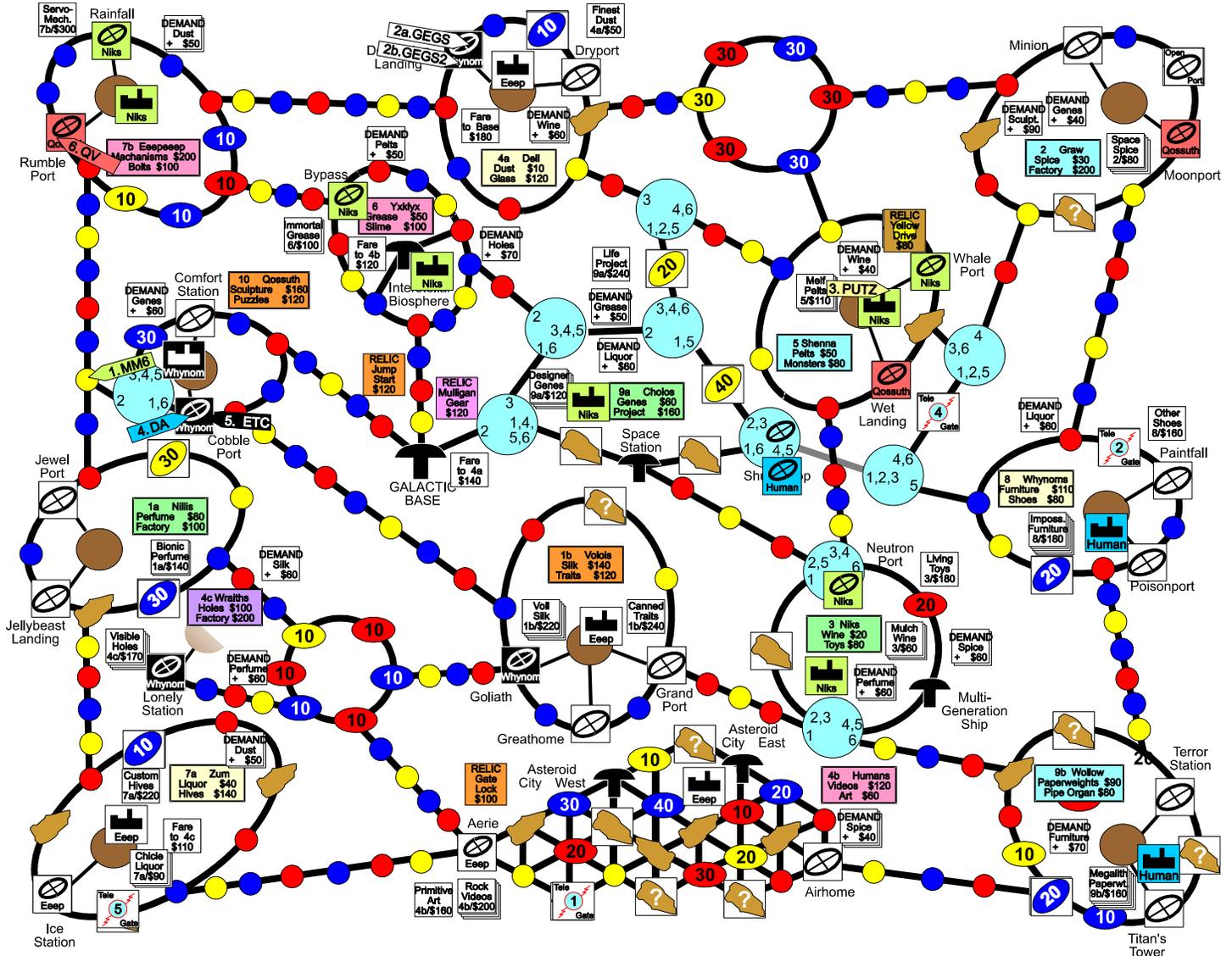
5<sup>th</sup>: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 3 3 3 4**

**Galactic Base – R – B – Y – B – R – B – R – Cobble Port(p).**

6<sup>th</sup>: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 3 4 6**

**Rumble Port(s) – Rumble Port(p).**

Sells Immortal Grease for \$100 plus \$50 demand (from the cup: Fare to Base at 4a and Demand for Dust at 7a). Sells Immortal Grease for \$100 (from the cup: Impossible Furniture at 8). Trades in Scout for \$30 credit and with that and \$90 cash buys a Clipper. Buys 2 Servo-Mechanisms for \$400. Gains \$80 in port commissions.



Turn 21

1<sup>st</sup>: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 3 5**

**Rainfall(p) – B – B – Rumble Port(p) – R – B – Y – B – R – B – Y.**

2<sup>nd</sup>: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 1 3 5 5**

**Rainfall(p) – B – R – Y – B – R – B – Y – B – R – Desolation Landing(p).**

Buys Factory for \$200 and Dribble Glass for \$120. Agent buys a Freighter for \$300, a Yellow Drive for \$80, and 4 Finest Dust for \$40. Gains \$60 in factory commissions. ETC gains \$74 in port commissions.

On the Board:

1a (Nills): 2 Bionic Perfume

1b (Volois): 4 Voll Silk, Canned Traits

2 (Graw): 4 Space Spice, Demand for Designer Genes (+\$40), Demand for Psychotic Sculpture (+\$90)

3 (Niks): 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60), 23 Mulch Wine, Living Toys

4a (Dell): 1 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

3<sup>rd</sup>: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 4 4**

**Whale Port(s).**

Sells Finest Dust for \$50 (from the cup: Mulch Wine at 3). Buys Pet Monsters for \$80 and Melf Pelts for \$50. MM6 gains \$40 in factory commissions.

4b (Humans): 4 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art  
4c (Wraiths): 4 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

5 (Shenna): 4 Melf Pelts, Demand for Mulch Wine (+\$40), Pet Monsters

6 (Yxklyx): Demand for Portable Holes (+\$70), 2 Immortal Grease, Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): Fare to 4c (\$110), 2 Demand for Finest Dust (+\$50), 3 Chicle Liquor,

Custom Hives

**7b (Eepeeep):** 2 Demand for Finest Dust (+\$50), 1 Servo-Mechanism

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

**9a (Chola):** 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand

**1. Mystery Machine 9 \$309**  
Scout  
22: 2 6 6//23: 4 4 5  
Hold1 Hold2 Hull  
Pedigree Bolts. 7b/\$200 Servo-Mech. 7b/\$300 Shield (\$60)  
Neutron Port \$200 Niks \$200 Bypass \$200  
Whale Port \$200 Shenna \$100 Cholos \$200  
Yxklyx \$200 Rainfall \$200 Eepeeep \$100

**2a. GEGS \$382**  
Clipper  
22: 1 3 5 6//23: 2 3 4 6  
Hold1 Hold2 Hull  
Dribble Glass 4a/\$200 Shield (\$60)  
Aerie \$200 Ice Station \$200 Human \$100 Zum \$200  
Volois \$200 Dell \$200

**2b. GEGS2 \$382**  
Freighter  
22: 2 5 // 23: 1 2  
Hold1 Hold2 Hold3 Hull  
Finest Dust 4a/\$50 Finest Dust 4a/\$50 Finest Dust 4a/\$50  
Hold4 Hold5  
Finest Dust 4a/\$50 Yellow Drive (\$80)

**3. PUTZ \$770**  
Scout  
22: 2 4 5//23: 5 6 6  
Hold1 Hold2 Hull  
Pet Monsters 5/\$150 Melf Pelts 5/\$110 RELIC Air Foil \$80  
RELIC Switch \$100 RELIC Spy Eye \$100 \$80

**4. DA \$367**  
Scout  
21: 1 2 5//22: 1 3 6//23: 4 4 5  
Hold1 Hold2 Hull  
Infinite Puzzles 10/\$250 Psychotic Sculpture 10/\$250  
Whynoms \$100 Wollow \$100 Shuttlestop \$200

**5. ETC \$540**  
Clipper  
21: 2 3 4 4//22: 1 2 5 6  
Hold1 Hold2 Hull  
Shield (\$60) 7b \$100  
Cobble Port \$200 Qossuth \$200  
Lonley Station \$200 Goliath \$200  
Desolation Landing \$200

**6. Quo Vadis \$146**  
Clipper  
21: 2 2 2 5 // 22: 2 2 3 5  
Hold1 Hold2 Hull  
Servo-Mech. 7b/\$300 Servo-Mech. 7b/\$300  
Wet Landing \$200 Moonport \$200  
Rumble Port \$200

**Foxhound**

**End of Game Statements**

**Andy Lewis (French)** Congrats Bill. I was never in this one :( Thanks for running it Chris.

**Andy York (Dutch)** Congrats to Bill for a strong win, and thanks to Chris for running a great game. For me, didn't get out of the starting block fast enough and the multiple country attack didn't help. But, enjoyed the game regardless.

**Bob Robles (English)** Congratulation to Bill for a job well done (as usual).

**Bill Scharf (Spanish)** I shouldn't have won this one....but I lucked into a five area victory....which is much easier to do in pbm than ff. While it's hard to miss in ff....setting up the requisite conditionals in pbm to keep someone from winning this way is pretty tricky.....and so tah dah....another close one.

**Azawakh**

**Epoch II Chou Dynasty, Vedic City States, and Greek City States  
Deadline Epoch II Sytheans, Carthagina, Persia, July 11**

*Epoch II*

**Republic of Texas (York)** Plays Kingdom in the Upper Nile (army, city, and fort in Upper Nile). CHOU DYNASTY: Army and Capital Wei River, plays Allies, army Szechuan, Irrawaddy, Ganges Delta, Eastern Deccan, Western Deccan, Malayan Peninsula, Eastern Ghats. Builds monument Wei River. Points: Dominance in China (4), India (4), Presence in North Africa (2), 2 Capitals (4), 1 city (1), and 1 Monument (1) for 16 points.

**The Gardeners (Hunt)** INDUS VALLEY: Army and Capital Upper Indus (Assyrian army retreats to Lower Indus), Lower Indus (vs. Assyria; I: 5, 4; A: 5; I: 6, 3; A: 2; I: 5, 3; A: 4; wins), Persian Salt Desert (vs. Assyria; I: 6, 4; A: 5, 3; wins), Western Deccan (vs. Chou Dynasty; I: 6, 3; C: 6, 1; I: 4, 2; C: 6, 1; loses), Western Deccan (vs. Chou Dynasty; I: 4, 1; C: 3, 2; wins), Eastern Ghats (vs. Chou Dynasty; I: 6, 4; C: 6; I: 3, 2; C: 4; loses). Points: Presence in Middle East (3), India (2), 1 Capital (2), 1 Monument (1) for 8 points.

**Galileo Earns Gold Star (Geggus)** GREEK CITY STATES: Army and Capital Morea, fleet Eastern Mediterranean (vs. Romulus and Remus; GEGS: 6, 4; R&R: 3; wins), army Crete (vs. Minoans; plays Treachery; wins, Capital reduced to city), fort Crete, army Pindus, fleet Western Mediterranean, army Libya, Levant (vs. Sumerians; G: 6, 4; S: 4, 3; G: 4, 1; S: 5, 3; loses), Levant (vs. Sumerians; G: 4, 2; S: 5, 3; loses). Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), China (2), India (2), 1 Capital (2), 1 city (1), and 2 Seas (2) for 18 points.

*Players*

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Brad Martin	Red Devils (red)	4	9
Dave Anderson	Romulus and Remus (orange)	4	4
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	5	6
Andy York	Republic of Texas (blue)	10	20
Christopher Hunt	The Gardeners (green)	10	15
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	21
Chris Geggus	Galileo Earns Gold Star (yellow)	14	25

Positions

**RMHS: SUMERIANS:** Army Levant. **JEWS:** Army, city, and fort Palestine. **ASSYRIANS:** Army, Capital, and Monument Upper Tigris, army and city Middle Tigris, army and Monument Lower Tigris, army Zagros.

**NICE: EGYPT:** Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula.

**Romulus and Remus:** None.

**Red Devils: HITTITES:** Army, Capital, and Fort Eastern Anatolia, army Western Anatolia.

**The Gardeners: INDUS VALLEY:** Army and Capital Upper Indus, army and Monument Lower Indus, armies Persian Salt Desert, Western Deccan.

**Republic of Texas: SHANG DYNASTY:** Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang. **CHOU DYNASTY:** Army, Capital, and Monument Wei River, armies Szechuan, Irrawaddy, Malayan Peninsula, Ganges Delta, Eastern Deccan, Eastern Ghats.

**GEGS:** Fleets Eastern Mediterranean, Western Mediterranean. **ARYANS:** Army, city, and Monument Lower Indus, army and fort Hindu Kush, armies Turanian Plain, Persian Plateau, Upper Indus, Tarim Basin. **GREEK CITY STATES:** Army and Capital Morea, army, city, and fort Crete, armies Pindus, Libya.

Event CardsEpoch II EmpireAiredale**End of Game Statements**

**Dave Hooton (TRUMP)** The critical move for me was losing three auctions in Turn 3 in order to have an uncontested bid for plant #35. That and having a monopoly on Trash plants helped TRUMP to make Russia great again.

Thanks to Chris H. for running the game.

**Chris Geggus (GEGS)** Always enjoyable, but this is a game that I can never time right (albeit only played 3 times). After my extravagant last auction I had to hope that the game went 1 turn longer - no such luck. And I wasn't watching the Coal market either!

Well done Dave - a consummate lesson. And thanks, yet again, to Chris for leading us through the fun.

GEGS signing off.

**Andy York (KGB<sup>2</sup>)** Second place, thought I was battling to keep out of last place and hoping for third place. Great job to Dave on his solid win and thanks to Chris for running this game - always enjoy it!

**Bill Scharf (CU)** This game is all about resource management. Getting a good network built without being boxed in a corner of the map, building enough of a network and buying enough capacity to power it to get a good income, and even buying the right sized plants to get cheaper fuel and first pick of prime power plants as they come up are all important, but getting the right power plants (enough to power the winning number of cities at the end, at reasonable price if you're tied with someone else) is the key....and that occasionally is due to luck. You can buy (or not buy) a plant...only to see all too soon that if you had done the opposite you would have done better.... Argh...luck alone isn't enough to win....but in a closely fought race race it can determine who wins.

It's an interesting, constantly changing puzzle, one that is well worth playing. Thanks for running it, Chris.

Bergamasco**Turns 7 through 14.12**Turn 7

**Hooton** grows his family and spends 1 wood to build a Rake.

**York** spends 2 clay to build a Fireplace.

**Hunt** collects 9 wood from the 3 wood space.

**Geggus** collects 3 food from the Traveling Players space. Gains 1 vegetable by leaving 1 food behind due to the Storyteller. Hooton gains 1 food due to the Street Musician.

**Hooton** collects 4 wood from the 2 wood space.

**York** collects 5 sheep from the sheep space, keeps on 1 his house and cooks the others for 8 food. Hunt receives 1 food via the Slaughterman.

**Hunt** collects 1 stone, 1 reed, and 1 food.

**Geggus** goes fishing, collecting 4 food.

**Geggus** becomes first player and spends one stone to build a Hand Mill.

Harvest Phase 2The Field Phase

**Hunt** harvests 1 grain.

Feeding the Family

**Geggus** uses 6 food

**Hooton** uses 4 food and converts 1 grain into 1 food

**York** uses 4 food

**Hunt** uses 4 food

Breeding

No animal pairs.

Turn 8

**Geggus** spends 5 wood and 2 reeds to build a room.

**Hooton** spends 4 clay to build a Cooking Hearth.

**York** collects 4 clay from the 2 clay space.

**Hunt** becomes first player and spends 5 wood and 1 reed to play the Wooden Hut Extension, which goes to York.

**Geggus** pays 1 food to play the Cabinetmaker occupation.

**Hooton** collects 4 stone from the 1 stone space.

**York** renovates to a clay hut for 2 clay and 1 reed, and plays the Swan Lake minor improvement.

**Hunt** grows his family by one and plays the Acreage improvement.

**Geggus** collects 2 food as a Day Laborer

**Hooton** collects 2 food from Traveling Players, plus 1 grain due to the Street Musician.

Turn 9

**Hunt** attempts to grain convert a grain to 3 food using the Corn Profiteer, and Hooton pays him 2 food to buy the grain for himself. Spends 1 food to hire the Market Woman

**Geggus** spends 3 clay to build a Fireplace

**Hooton** collects 2 sheep, converting 1 into 2 food via the Cooking Hearth. Hunt gains 1 food from the Slaughterman.

**York** collects 4 clay from the 1 clay space.

**Hunt** collects a vegetable, and gains 2 additional grain through the Market Woman.

**Geggus** collects 6 wood from the 3 wood space.

**Hooton** spends 5 wood and 2 reeds to add a room.

**York** uses the Clay Firer to convert 3 clay into 2 stone, then renovates to a stone house using 2 stone and 1 reed and plays the Clay Pit minor improvement.

**Hunt** remains as first player and plays the Fruit Tree minor improvement.

**Geggus** collects 1 reed, 1 stone, and 1 food.

**Hooton** collects 1 boar and cooks the boar and the sheep for 5 food. **Hunt** receives 1 food via the Slaughterman.

### Harvest Phase 3

#### The Field Phase

**Hunt** harvests 1 grain.

#### Feeding the Family

**Hunt** converts 1 grain to 3 food via the Corn Profiteer and uses 6 food

**Geggus** cooks 1 vegetable for 2 food, uses the Cabinetmaker to convert 1 wood into 2 food and uses 6 food.

**Hooton** uses 6 food.

**York** uses 4 food

#### Breeding

No animal pairs.

#### Turn 10

**Hunt** remains as first player and spends 1 wood to play the Bookshelf minor improvement.

**Geggus** spends 1 food to play the Foreman

**Hooton** grows his family.

**York** spends 2 food to play the Seasonal Worker occupation.

**Hunt** collects 6 wood from the 2 wood space.

**Geggus** upgrades his Fireplace to a Cooking Hearth.

**Hooton** plows a field, and using the Turnwrest Plow, plows two more fields.

**York** becomes a Day Laborer, gaining 2 food, and through the Seasonal Worker, a vegetable.

**Hunt** collects 1 cattle.

**Geggus** goes to the Traveling Players space and collects 1 food and 1 vegetable (due to the Storyteller). **Hooton** receives 1 grain due to the Street Musician.

#### Turn 11

**Hunt** plays the Fence Overseer occupation, receiving 3 food due to the Bookshelf and paying 1 food.

**Geggus** grows his family, taking the food on the space, and builds an Animal Pen, spending 2 wood.

**Hooton** collects 6 clay from the 2 clay space.

**York** becomes first player and builds a Clay Path, spending 3 clay.

**Hunt** spends 8 wood to build 4 stables, then pays the Fence Overseer 4 food to fence them in.

**Geggus** collects 2 wild boar and cooks one for 3 food. **Hunt** gains 1 food from the Slaughterman.

**Hooton** renovates to a clay hut, spending 4 clay and 1 reed, then builds the Stone Oven, spending 3 stone and 1 clay and immediately bakes bread, converting 2 grain into 8 food.

**York** collects 1 grain, gaining 1 more due to the Corn Scoop and 2 more due to the Grain Cart.

**Hunt** plows a field.

**Geggus** goes fishing for 4 food.

**Hooton** goes to the Traveling Players space, collecting 2 food and 1 grain due to the Conjuror.

**Hooton** spends 2 food to play the Yeoman Farmer occupation.

**Hunt** invokes the Corn Profiteer, and **Geggus** buys the grain for 2 food.

### Harvest Phase 4

#### The Field Phase

**Hunt** harvests 1 grain.

#### Feeding the Family

**York** uses 4 food.

**Hunt** uses 6 food.

**Geggus** uses 7 food.

**Hooton** uses 8 food.

### **S.O.B.**

#### Breeding

No animal pairs.

#### Turn 12

**York** remains as first player and pays 1 wood to play the Spinney minor improvement.

**Hunt** grows his family without the need for a room.

**Geggus** collects 2 cattle and cooks them into 8 food with the Cooking Hearth. The Slaughterman earns **Hunt** 1 food.

**Hooton** collects 3 sheep and cooks 2 of them into 4 food with the Cooking Hearth. The Slaughterman earns **Hunt** 1 food.

**York** pays 1 food to hire the Basin Maker.

**Hunt** collects 1 wild boar.

**Geggus** collects 9 wood from the 3 wood space and gives 1 wood to **Andy** because of the Spinney.

**Hooton** collects 4 stone from the one stone space.

**Hunt** plows a field.

**Geggus** collects 1 stone, 1 reed, and 1 food.

**Hooton** pays 2 food to play the Hide Farmer occupation.

**Geggus** spends 5 wood and 2 reeds to build a room, and 2 wood to build a stable.

**Hooton** renovates to a stone house, paying 4 stone and 1 reed, and plays a Quarry.

#### Turn 13

**York** remains as starting player and pays 1 wood to build a stable. Stable card is passed to **Hooton**.

**Hunt** grows his family without the need of a room.

**Geggus** collects 8 wood from the 1 wood space.

**Hooton** goes to the Day Laborer space and collects 2 food and 3 stone due to the Quarry.

**York** plows a field and sows 1 vegetable and 2 grain.

**Hunt** plows a field.

**Geggus** sows 1 vegetable and 1 grain.

**Hooton** collects 3 stone.

**Hunt** collects a sheep.

**Geggus** plays Family Growth.

**Hooton** spends 5 stone and 2 reeds to build a room.

**Hunt** collects 1 vegetable and 2 grain due to the Market Woman.

**Geggus** collects 1 stone, 1 reed, and 1 food.

**Hooton** collects 2 food from the Traveling Players, plus 1 grain due to the Conjuror.

### Harvest Phase 5

#### The Field Phase

**York** harvests 2 grain and 1 vegetable.

**Geggus** harvests 1 grain and 1 vegetable.

#### Feeding the Family

**York** uses 4 food.

**Hunt** uses the Corn Profiteer to convert 1 grain into 3 food and uses 9 food.

**Geggus** uses 9 food.

**Hooton** cooks 1 sheep for 2 food and uses 8 food. **Hunt** gains 1 food from the Slaughterman.

#### Breeding

No animal pairs.

#### Turn 14

Using the Foreman, **Geggus** places 1 food on the Renovation with Fences space.

**York** collects 2 wild boar, slaughtering one for 2 food. **Hunt** collects 1 food from the Slaughterman.

**Hunt** plows a field and sows 2 vegetables and 4 grain (one grain is sown on Acreage)

**Geggus** collects 6 clay from the 2 clay space.

**Hooton** collects 2 cattle, cooking 1 for 4 food. **Hunt** gains 1 food from the Slaughterman.

**York** grows his family without need of a room.

**Hunt** plows a field.

**Geggus** collects 1 sheep.

**Hooton** bakes bread, baking 2 grain in the stone oven into 8 food and 1 grain in the cooking hearth for 3 food.

**Hunt** collects 4 reeds.

**Geggus** renovates to a clay hut, spending 5 clay and 1 reed, collects 1 food, and builds 12 fences.

**Hooton** spends 2 clay and 2 stone for the Pottery major improvement.

**Hunt** collects 8 wood from the 2 wood space.

### Players

Player	Color	Family Members	Rooms	Hut Type	Fields	Stables	Pastures	Begging Cards
Andy York	Blue	3	2	Stone	3	1	0	0
Christopher Hunt	Green	5	3	Wood	6	4	4	0
Chris Geggus	Purple	5	5	Clay	2	1	2	0
Dave Hooton	Red	4	5	Stone	3	0	0	0

Player	Occupations	Minor Improvements	Major Improvements
Andy York	Tutor, Village Elder, Clay Firer, Plowman, Seasonal Worker, Basin Maker, 1 unplayed	Grain Cart, Corn Scoop, Swan Lake, Clay Pit, Clay Path, Spinney, 1 unplayed	Clay Oven, Fireplace
Christopher Hunt	Corn Profiteer, Slaughterman, Market Woman, Fence Overseer, 3 unplayed	Ladder, Animal Yard, Carp Pond, Acreage, Fruit Tree, Bookshelf, 1 unplayed	
Chris Geggus	Constable, Storyteller, Cabinetmaker, Foreman, 3 unplayed	Moldboard Plow, Tavern, Hand Mill, Animal Pen, 2 unplayed	Cooking Hearth
Dave Hooton	Street Musician, Conjuror, Yeoman Farmer, Hide Farmer, 3 unplayed	Duck Pond, Turnwrest Plow, Rake, Quarry, 4 unplayed	Cooking Hearth, Stone Oven, Pottery

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Andy York	2			1	4 (4)	1 (1)	1	1		4	
Christopher Hunt	11		1	4	0 (12)	0 (4)	1	1	1	4	
Chris Geggus		4	3		1 (2)	1 (1)	1	1		8	
Dave Hooton	1	1	0						1	16	

## Boerboel

### Gamestart to Turn 2

#### Turn 6

#### Bidding

KGB<sup>2</sup> passes. Power plant 17 is discarded and replaced with power plant 23.

CU opens the bidding on power plant 27 at 27 and gets it. Power plant 3 is discarded. Power plant 24 is added to the current market.

TRUMP bids 30 on power plant 30 and gets it. Power plant 7 (and 1 oil) discarded. Power plant 33 is added to the future market, and power plant 31 is added to the current market.

GEGS passes.

#### Fuel Purchases

GEGS buys 2 oil for 4 and 3 coal for 9

TRUMP buys 3 trash for 12

CU buys 6 coal for 27

KGB<sup>2</sup> buys 2 coal for 12 and 1 uranium for 2

#### Grid Connections

GEGS expands to Novokuznetsk for 18, Barnaul for 19 and Yekaterinburg for 20.

TRUMP expands to Kazan for 18, Saratoy Samara for 17, Kirov for 20, Naberezhnye Chelny for 18, and Orenburg for 21.

CU expands to Ufa for 19.

KGB<sup>2</sup> expands to Omsk for 26 and Tyumen for 24.

#### Bureaucracy

#### Power Cities

KGB<sup>2</sup> powers 9 cities using 2 coal and 1 uranium and gains 98

CU powers 8 cities using 3 coal and gains 90

TRUMP powers 11 cities using 3 trash and 1 oil and gains 112

GEGS powers 9 cities using 3 oil and 3 coal and gains 98

## Best in Show

This is the complete list of all games that have finished in this zine, as well as who won.

### Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River <sup>1</sup>	Ken Marcinonis
Not Guilty <sup>1</sup>	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap <sup>2</sup>	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine

<sup>1</sup> Rehoused from Jason Wilke's *Won if by Land*

<sup>2</sup> Rehoused from Phil Reynolds' *ishkibibble*

### Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge
Procyon	Chris Geggus
Mirzam	Andy York

### Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius
Basset	Eric Brosius
Dog Show	Eric Brosius

### History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis
Cats and Dogs	Andy Lewis

Name	Winner
Dogbreath	Andy York
Shaggy Dog	Chris Geggus

### New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York
Boston Terrier	Dave Hood <sup>1</sup>
Newfoundland	Dave Hood
Foxhound	Bill Scharf

<sup>1</sup> This game was played with the Non-Player Nations variant, and the non-player actually ended up with the most money. The player noted here was the highest scorer among the players.

### Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood
Dachshund	Chris Geggus
Basenji	Michael Lowrey

### Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton
Hunter	Dave Partridge
Pick of the Litter	Dave Hooton

### Puerto Rico

Name	Winner
Gaspede	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss
Beauceron	Dave Hooton

\*Rehoused from Paul Bolduc's *Boris the Spider*

### Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York
Airedale	Dave Hooton

### Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte
Boxer	Howard Bishop

Other

Name	Game	Winner
Dog Biscuit <sup>1</sup>	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie <sup>1</sup>	Wembley	Chris Geggus

Name	Game	Winner
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Portugese Water Dog	Goa	Chris Geggus
Dalmatian	Phoenicia	Andy York
Working Dog	Agricola	Dave Hooton

<sup>1</sup> GMed by Andy LewisAddresses

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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!

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