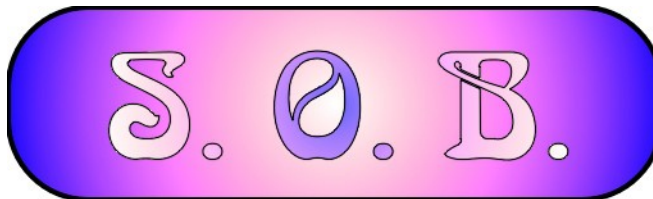


Number 238

January, 2018



Notes from Hades

Last time, I talked about marching band season, and how the boys were about to go into the championships. Well, this year, it was held in Bakersfield, and unfortunately, the morning of the first competition, it was canceled due to poor air quality from the fires. A bunch of the bands, including ours, were invited by the Rowland Heights band to their school for an exhibition performance, which Celeste and I attended. They did very well, and I maintain to this day that they would have won the championships had they been held. Oh, well.

Azawakh ends this issue, with Chris Geggus pulling out a surprise victory. Havanese will be ending soon, and I have already started up another Terraforming Mars game, Hokkaido. There is still plenty of room for more games, so sign up.

This is the last issue of 2018, and I hope everyone out there has a great holiday season. I'll talk to you again in 2019.

The next deadline is **Tuesday, January 22 at 5:00 p.m. Pacific Time.**

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Game Openings

Bullmastiff: Agricola. This will be run by email. Have Dave Hooton, Chris Geggus(\$), Christopher Hunt(\$), will take up to 2 more.

Drever: Terra Mystica. This will be run by email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), will take up to 2 more.

Hamiltonstovare: History of the World. Will start after Azawakh ends. Have David Hood(\$), Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), Dave Anderson(\$), will take up to 1 more.

Hovawart: Puerto Rico. This will be the base game and will be run by email. Have Dave Hooton, Chris Geggus, Christopher Hunt, will take up to 2 more.

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

Wish List

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

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Dave Hooton, Christopher Hunt, will take up to 3 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, Brendan Whyte. Will take up to 3 more.

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill

Scharf, will take up to 7 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, Chris Geggus, will take up to 3 more.

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

Settlers/Seafarers of Catan: Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus, Dave Hooton, Bill Scharf, will take up to 3 more.

Diskworld: Ankh-Morpork: This will be run by email. Have Andy York, Christopher Hunt, will take up to 2 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

7 Wonders: This will be run by email. Have the Leaders, Cities, Wonder Pack, and Babel expansions available. Have Christopher Hunt, Chris Geggus, Dave Hooton, will take up to 5 more.

Machiavelli: Scenario and optional rules to be determined by player vote. Have Bob Robles, Dave Anderson, Jason Wilke, will take up to 5 more.

Age of Renaissance: This will be run by email. Will be using the Eurogames rules. Have Christopher Hunt, Chris Geggus, Dave Hooton, Bob Robles, will take up to 2 more.

Robo Rally: Have Chris Geggus, Dave Hooton, Andy York, Bill Scharf, will take up to 4 more.

New World: Will start after Brittany ends. Have Chris Geggus, Bob Robles, Andy York, will take up to 3 more.

4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf, will take up to 3 more.

Puerto Rico: This will use the buildings expansion and will be run by email. Have Christopher Hunt, will take up to 4 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions available. 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-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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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).

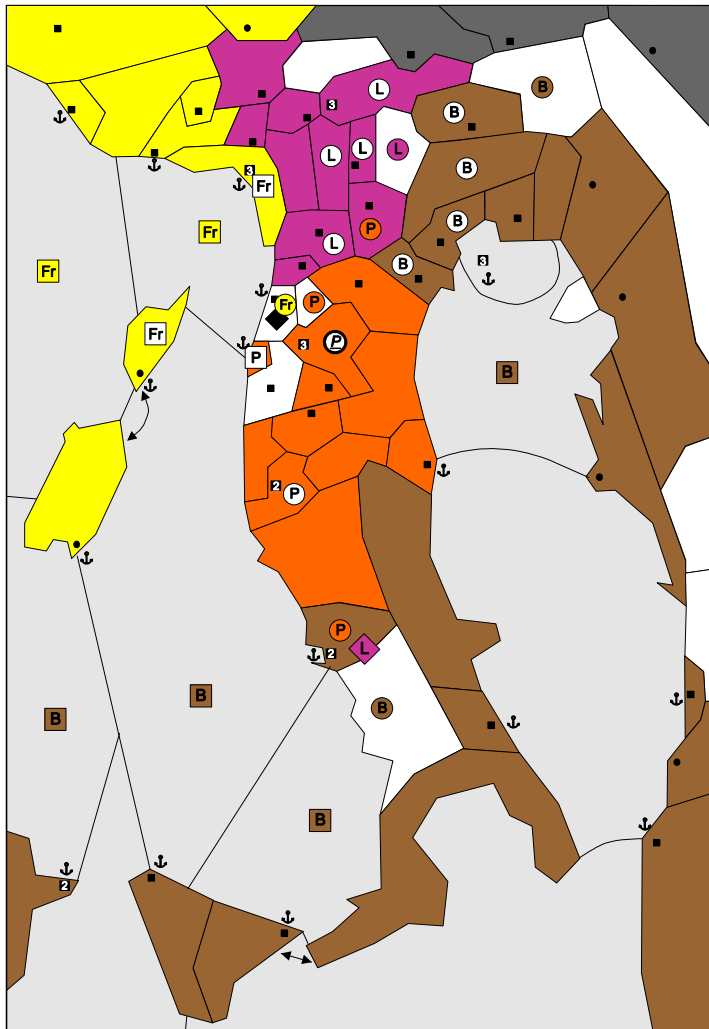
Borzoi

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Standard Victory Spring 727

Deadline/Summer 727 1/22 Tuesday

Venice and the Pope coordinate their attacks on the Lombards while France invades Pisa.

Borzoi



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

Builds

	Cost
Byz Maintains A Trent, A Carniola, A Ferrara, A Bari, F Upper Adriatic, F Aquila, F Gulf of Naples, F Tyrrhenian Sea, F Tunis, builds A	33

	Padua, A Treviso	
Fra	Maintains all, build F Marseilles, A Savoy	18
Lom	Maintains all, no new builds	18
Pap	Maintains all, builds A Rome, A (EP) Arezzo	24

Expenditures

Byzantines give 3 ducats to the Papacy and counterbribe F Tyrrhenian Sea for 3 ducats.

The Pope borrows 5 ducats for 1 year (6 ducats due Spring 728) and pays off the existing loan for 6 ducats.

Outstanding Loans

Spring 728: 6 ducats due from the Papacy (5 ducats borrowed).

Fall 728: 12 ducats due from the Byzantines (8 ducats borrowed).

Orders

BYZANTINES (Wilson): A PADUA supports A Treviso to Verona, A Treviso to VERONA, A Carniola to CARINTHIA, A TRENT supports A Carniola to Carinthia (cut). A FERRARA supports Papal A Bologna to Mantua, A Bari to SALERNO, F Tunis to WESTERN MEDITERRANEAN, F UPPER ADRIATIC supports A Ferrara, F TYRRHENIAN SEA supports Papal A Capua to Naples, F GULF OF NAPLES supports Papal A Capua to Naples, F AQUILA holds

FRANCE (Robles): A SARDINIA supports F Corsica, A Savoy to PISA, F CORSICA supports F Marseilles to Gulf of Lions, F LIGURIAN SEA transports A Savoy to Pisa, F Marseilles to GULF OF LIONS, G GENOVA convert to F

LOMBARDS (Burgdorf): A MILAN to Trent, A Parma to CREMONA, A Fornova to PARMA, A Mantua to BERGAMO, A MODENA to Mantua, G NAPLES supports Papal A Capua to Naples

PAPACY (Burt): A Bologna to MANTUA, A Florence to PISTOIA, A (EP) Arezzo to FLORENCE, A ROME holds, A Capua to NAPLES, F Piombino to LIGURIAN SEA

Your treasury:

Summer 727 Plague

Bad Year – Row and Column: Arezzo, Fornova, Otranto, Aquila (Byzantine fleet eliminated), Spoleto, Capua, Sardinia (French army eliminated), Como, Saluzzo

Azawakh

Epoch VII Great Britain, United States, and Germany Deadline, End of Game Statements, January 22

Epoch VII

GEKS (Geggus): Plays Japan. Army and Capital Honshu (French army eliminated), fleet Sea of Japan (vs. Republic of Texas; G: 6, 5; RoT: 3; wins), Korean Peninsula (vs. Manchu Dynasty; J: 5, 2; M: 4; wins), Hokkaido (vs. Manchu Dynasty; J: 5, 4; M: 5; J: 5, 1; M: 4; wins, city eliminated), Great Plain of China (vs. France; J: 3, 2; F: 5, 3; losses). GREAT BRITAIN: Plays Fanaticism. Army and Capital Albion (Roman armies eliminated), fleet North Sea (vs. Red Devils; G: 4, 3; R: 5; losses), North Sea (vs. Red Devils; G: 4, 3; R: 1; wins), army Western Gaul (vs. France; G: 6, 5; F: 2, 1; wins, Capital reduced to city), Lower Rhein (vs. Netherlands; G: 4, 1; N: 3, 2; wins, Capital reduced to city), fleet Atlantic Ocean, army Pyrenees (vs. Spain; G: 5, 4; S: 3, 1; wins; Capital reduced to city), fleet Indian Ocean, Pacific Ocean, army Lower Indus (vs. French; B: 2, 1; F: 5, 2; losses), Lower Indus (vs. French; G: 6, 4; F: 5, 3; wins), Upper Indus (vs. Russia; G: 5, 3; R: 5; wins), Ganges Valley (vs. Mughals; G: 6, 3; M: 5; wins, Capital reduced to city), Ganges Delta (vs. Mughals; G: 4, 2; M: 3; wins), Chekiang (vs. Manchu Dynasty; G: 3, 3; M: 5, 4; losses), Chekiang (vs. Manchu Dynasty; G: 5, 4; M: 4, 2; wins), Deep South (vs. Spain; G: 3, 2; S: 2, 1; wins), Patagonia (vs. Netherlands; G: 5, 2; N: 5, 3; wins), East Africa, Australia (vs. France; G: 6, 2; F: 5, 4; wins). Builds Monuments Albion and Lower Rhein. Points: Control in Nippon (6), Dominance in India (6), Southern Europe (4), Northern Europe (8), Presence in North Africa (1), Middle East (1), China (3), Southeast Asia (2), Eurasia (2), North America (3), South America (2), Sub-Saharan Africa (2), Australia (1), 3 Capitals (6), 5 cities (5), 3 Seas (3), and 6 Monuments (6) for 61 points.

Royal Manticoran Historical Society (Wilson): Plays Disaster (Ships at Sea) in Caribbean Sea (The Gardeners' ship destroyed). UNITED STATES: Plays Ship Building. Army and Capital Appalachia (Netherlands army destroyed), army Deep South (vs. Great Britain; U: 6, 2; G: 4; wins), Pacific Seaboard (vs. Aztecs; U: 4, 3; A: 6, 3; loses), Pacific Seaboard (vs. Aztecs; U: 6, 5; A: 5, 2; wins), three fleets Caribbean Sea, army Guiana Highlands (vs. Spain; U: 3, 3; S: 2, 1; wins), Northern Andes (vs. Inca; U: 4, 2; I: 6, 4; loses), Northern Andes (vs. Inca; U: 4, 1; I: 4, 3; U: 4, 4; I: 2, 1; wins, Capital reduced to city), Southern Andes (vs. Inca; U: 6, 2; I: 5; wins), Mexican Valley (vs. Aztecs; U: 6, 2; A: 5, 5; wins, Capital reduced to city). Builds Monument Appalachia. Points: Dominance in North America (6), South America (4), Presence in North Africa (1), China (3), Southeast Asia (2), Eurasia (2), 1 Capital (2), 3 cities (3), 1 Sea (1), and 3 Monuments (3) for 27 points.

Romulus and Remus (Anderson): Plays Disaster (Volcano) in Zagros (Monument and fort destroyed). GERMANY: Plays Civil Service. Army and Capital Baltic Seaboard (Netherlands army retreats to North European Plain), army North European Plain (vs. Netherlands; G: 5, 1; N: 4, G: 4, 4; N: 4; G: 5, 3; N: 5; G: 3, 1; N: 6; loses), North European Plain (vs. Netherlands; G: 5, 3; N: 6; loses), North European Plain (vs. Netherlands; G: 4, 3; N: 2; wins, city eliminated), Central Europe (vs. Netherlands; G: 6, 5; N: 6; G: 4, 4; N: 2; wins), fleet North Sea (vs. GEGS; R: 6, 5; G: 2; wins), Atlantic Ocean, army Appalachia (vs. United States; G: 5, 2; U: 5, 2; G: 6, 6; U: 3, 1; wins, Capital reduced to city), Western Gaul (vs. Great Britain; G: 6, 2; GB: 4, 4; wins, city eliminated), Central Massif (vs. Mongols; G: 5, 3; M: 5; G: 3, 1; M: 4; loses), Central Massif (vs. Mongols; G: 6, 4; M: 1; wins), Northern Gaul (vs. Mongols; G: 6, 4; M: 1; wins). Points: Dominance in Northern Europe (8), Presence in Middle East (1), China (3), India (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), North America (3), Sub-Saharan Africa (2), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 4 Monuments (4) for 37 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Galileo Earns Gold Star (yellow)	73	184
Andy York	Republic of Texas (blue)	69	181
Kevin Wilson	Royal Manticoran Historical Society (purple)	64	167
Dave Anderson	Romulus and Remus (orange)	66	166
Brad Martin	Red Devils (red)	78	165
Christopher Hunt	The Gardeners (green)	68	163
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	74	142

Positions

RMHS: 3 fleets Caribbean Sea. **CELTS:** Two armies and city Shatts Plateau. **ARABS:** Army Nubia. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, Great Plains. **CHOLA:** Army Sumatra. **TIMURID EMIRATES:** Army and Monument Yangtse Kian. **UNITED STATES:** Army, city, and Monument Northern Andes, army and city Mexican Valley, armies Deep South, Pacific Seaboard, Guiana Highlands, Southern Andes.

NICE: Fleets Atlantic Ocean, Indian Ocean, Pacific Ocean. **MACEDONIANS:** Army and city Morea. **GOTHS:** Three armies Dalmatia, two armies Western Anatolia, Eastern Anatolia. **SOUTHERN IBERIA KINGDOM:** Army, city, and fort Southern Iberia. **PORTUGAL:** Armies Brasil, West Indies, South Africa, Eastern Deccan. **FRANCE:** Army, city, and Monument Manchurian Plain, army and Monument Malayan Peninsula, armies Great Plain of China, Eastern Ghats.

Romulus and Remus: Fleets North Sea, Atlantic Ocean. **PERSIA:** Armies Western Ghats, Ceylon. **MAYANS:** Army, Fort, and Capital Central America. **T'ANG DYNASTY:** Army Western Deccan. **SUNG DYNASTY:** Army and city Mekong, armies Yellow River, Si-Kyang. **MING DYNASTY:** Army Persian Plateau. **GERMANY:** Army and Capital Baltic Seaboard, army, city, and Monument Appalachia, army and Monument North European Plain, Central Europe, Western Gaul, armies Northern Gaul, Central Massif.

Red Devils: Fleets Bay of Bengal, Atlantic Ocean. **CARTHAGINIA:** Army Libya. **CIVIL WAR:** Army and Monument Upper Tigris, army Zagros. **MUGHALS:** Armies Irrawaddy, Szechuan. **NETHERLANDS:** Army and Monument Turanian Plain, army Western Steppe.

The Gardeners: Fleets Western Mediterranean, Eastern Mediterranean, Black Sea, Indian Ocean, Atlantic Ocean. **SASSANIDS:** Army and Monument Lower Tigris. **ANGLO-SAXONS:** Army Ireland. **BYZANTINES:** Two armies, Capital, Fortress Balkans, army Crete. **CRUSADERS:** Army, city and fort Palestine, army Levant. **HOLY ROMAN EMPIRE:** Armies Lower Rhein, Persian Plateau. **SPAIN:** Armies Western Iberia, Scandinavia. **RUSSIA:** Army and Monument Tarim Basin, armies Eastern Steppe, Hindu Kush.

Republic of Texas: Fleet South China Sea. **ROMANS:** Armies Caucuses, Middle Tigris. **SAFAVIDS:** Army and Capital Persian Salt Desert. **MANCHU DYNASTY:** Army and Monument Mongolia, Wei River.

GEGS: Fleets Red Sea, Sea of Japan, Atlantic Ocean, Indian Ocean, Pacific Ocean. **SCOTTS:** Army, city, fort Highlands. **CIVIL WAR:** Armies Northern Apennines, Southern Apennines, Pindus. **KHMERS:** Army East Indies. **OTTOMAN TURKS:** Army and Capital Western Anatolia, army and Monument Arabian Peninsula, Nile Delta, armies Danubia, Dnieper. **JAPAN:** Army and Capital Honshu, armies Hokkaido, Korean Peninsula. **GREAT BRITAIN:** Army, Capital, and Monument Albion, army, city, and Monument Lower Rhein, army and city Pyrenees, Ganges Valley, army and Monument Lower Indus, Upper Indus, Chekiang, armies Patagonia, East Africa, Australia.

Notes

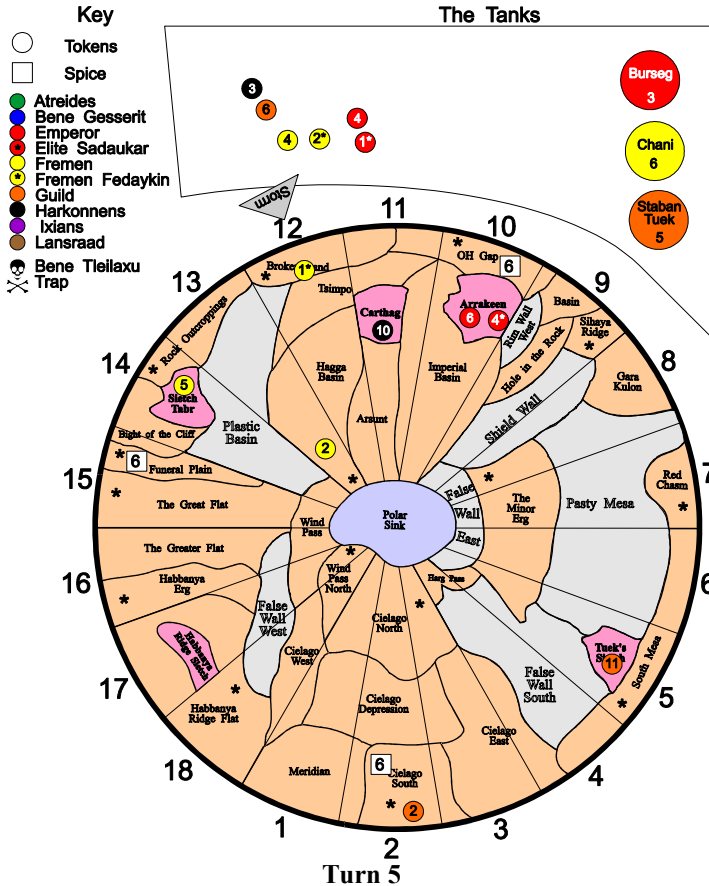
Congratulations to Chris Geggus on his close win.

Affenpinscher

Turn 5 Battle through Turn 6 Bidding Turn 6 Bidding and Movement, January 22

Players

EMPEROR	Kevin Wilson	FREMEN	Martin Burgdorf
GUILD	Bob Robles	HARKONNENS	Bill Scharf
GAME MASTER	Chris Hassler		



Offense	Ellaca Drug	None
Defense	None	None
Number Dialed	2	2
Spice Paid	2	1
Total	3	2

Chani is killed, the Guild gain 6 spice! The Guild wins. 2 Fedaykin and 2 Guild tokens go to the tanks.

Spice Collection

- Emperor collects 2 spice (Arrakeen)
- Fremen collect 4 spice (Broken Land)
- Guild collects 7 spice (1 from Tuek's Sietch, 6 from Cielago South)
- Harkonnens collect 2 spice (Carthag)

Turn 6

Storm Movement

The storm moves 3 sectors to sector 12. One Fremen token goes to the tanks..
Turn 7 storm movement: _____

Spice Blow

- 6 spice OH Gap
- 6 spice Funeral Plain

Bidding Round

CHOAM Charity recipients: None.
Three cards are up for bid. Eligible bidders are: Emperor (2 cards), Guild (1 card), Harkonnens (5 cards). Cards are: _____

Positions

- Empror:** 10 tokens (4 Elite Sadaukar) Arrakeen, 5 tokens (1 Elite Sadaukar) and Barseg in the tanks, 5 tokens off-planet
Spice: 2 cards
- Fremen:** 5 tokens Sietch Tabr, 2 tokens Hagga Basin (13), 1 token (Fedaykin) Broken Land (12), 6 tokens Southern Hemisphere, 6 tokens (2 Fedaykin) and Chani in the tanks
Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 2 tokens Ceilago South (2), 6 tokens and Staban Tuek in the tanks, 1 token off-planet
Spice: 1 card
- Harkonnens:** 10 tokens Carthag, 7 tokens off-planet, 3 tokens in the tanks
Spice: 5 cards

Battle Round

Habbanya Ridge Sietch

	Harkonnens	Emperor
Leader	Cheap Heroine (0)	Barseg (3)
Offense	Lasegun	Gom Jabbar
Defense	Shield	Kull Wahad
Number Dialed	0	8
Spice Paid	0	4
Total	0	11

Lasegun/Shield explosion! All tokens and leaders go to the tanks, all cards are discarded.

Ceilago South

The Guild plays Truthtrance on the Harkonnens: Is Feyd the leader? The answer is yes.

	Guild	Fremen
Leader	Guild Representative (1)	Chani (6)

Traitors

Treachery Cards

Spaniel
Turn 12
Turn 13, January 22

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Right (120)	Rotate Right (340)	Move 3 (820)	Rotate Left (210)	Rotate Left (190)
Robot Nick	Move 1 (530)	Move 2 (750)	Rotate Right (280)	Rotate Right (220)	U-Turn (50)
meRobot	Move 1 (500)	Back Up (480)	Rotate Left (310)	Move 2 (730)	Rotate Right (160)
Huey	Rotate Right (380)	Move 1 (590)	Rotate Left (130)	Move 1 (520)	Rotate Right (200)
SmaD	Rotate Left (70)	Move 2 (710)	Rotate Right (80)	Move 2 (770)	U-Turn (60)
Dalekbot	Back Up (430)	Rotate Right (180)	Move 1 (610)	Move 2 (690)	Rotate Left (270)

Registers in italics are locked.

Phase 1

Robot Nick moves ahead 1 to A10, meRobot moves ahead 1 to D12, Dalekbot back up to I8, Huey rotates right to face east, GEGS rotates right to face north, and SmaD rotates left to face east. Conveyor belts: GEGS is moved to face H9 and Dalekbot is moved to I7.

Phase 2

Robot Nick moves ahead 2 to A12, SmaD moves ahead 2 to H15, Huey moves ahead 1 to F17, meRobot backs up to D11, GEGS rotates right to face east, and Dalekbot rotates right to face west. Conveyor belts: GEGS is moved to I9 and Dalekbot is moved to I6. The gear rotates GEGS to face north. GEGS shoots Dalekbot.

Phase 3

GEGS moves ahead 3 to I6 pushing Dalekbot to I5, Dalekbot moves ahead 1 to H5, meRobot rotates left to face east, Robot Nick rotates right to face west, Huey rotates left to face north, and SmaD rotates right to face south. Conveyor belt moves GEGS to I5.

Phase 4

SmaD moves ahead 2 hitting a wall at H16, meRobot moves ahead 2 to F11, Dalekbot moves ahead 2 into a pit, Huey moves ahead 1 to F16, Robot Nick rotates right to face north, and GEGS rotates left to face west. Conveyor belt moves GEGS to I4, then the gear rotates it to face south.

Phase 5

Huey rotates right to face east, GEGS rotates left to face east, meRobot rotates right to face south, SmaD makes a U-turn to face north, Robot Nick makes a U-turn to face south. The gear rotates GEGS to face north. Huey shoots SmaD.

Cleanup

Dalekbot reappears at J12 facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		I4>N		2	3
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	A12>S	1	3	1
3	Dave Hooton	meRobot	Orange		F11>S	1	2	3
4	Christopher Hunt	Huey	Green		F16>E		2	1
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	H16>N	1	3	1
6	Andy York	Dalekbot	Black		J12>?		2	2

GEGS is Gyroscopic Enhancement Gains Stability. SmaD is Smash the Destroyer.

Program Cards

Brittany

Turn 8
Turn 9, January 22

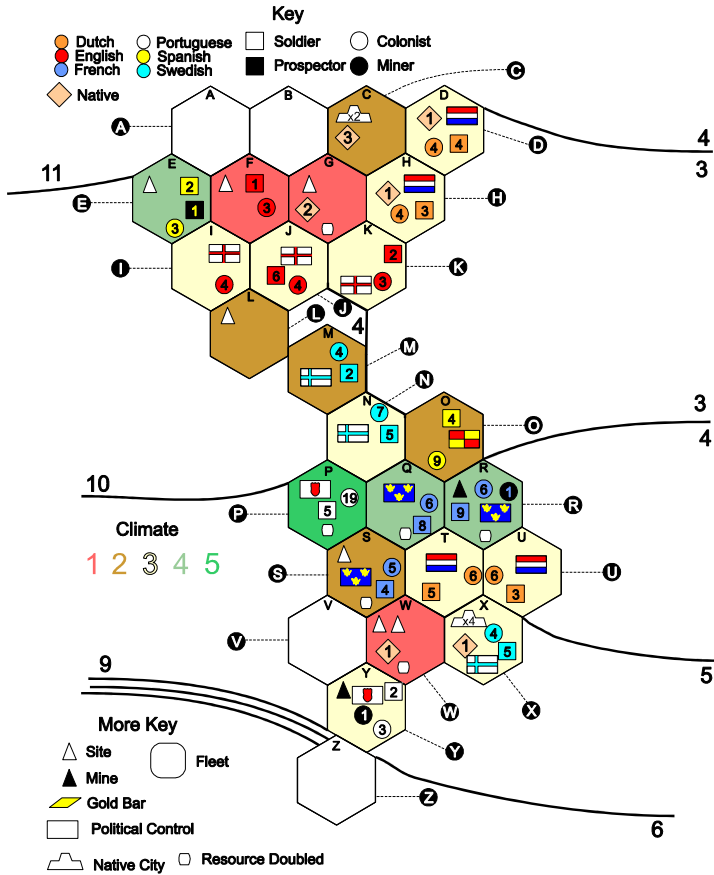
Planning

French maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.
Dutch maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
English maintain 1 ship (\$4), buy 3 ships (\$36) and 4 soldiers (\$40) for \$80.
Portuguese maintain 6 ships (\$24) and buy 5 soldiers (\$50) for \$74.
Swedes maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.
Spanish maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.

Outbound Naval Movement

French Move to R. Dice: 3, 5, 5, 5. No losses.
Dutch Move to U. Dice: 4, 5, 6, 6. No losses.
English Move to K. Dice: 1, 3, 5. Loses 1 ship containing 1 soldier and 1 colonist, plus an additional soldier.
Portuguese Move to Y. Dice: 2, 4, 4, 5, 5. No losses.
Swedes Move to X. Dice: 4, 4, 5, 5, 6. No losses.
Spanish Move to E. Dice: 1, 1, 2, 4, 4, 4, 5, 5, 5, 6. Loses 2 soldiers and 1

colonist.



Mining

Swedes mine 1 gold in Y. Spanish mine 1 gold in O (mine depletes). French mine 1 gold in R.

Exploration

None.

Land Movement

French move 1 gold from R to fleet, 5 soldiers and 5 colonists from Q to S, 8 soldiers and 6 colonists from R to Q, 6 soldiers and 4 colonists from fleet to R.
Dutch move 2 soldiers and 2 colonists from U to T and 5 soldiers and 4 colonists from fleet to U.
English move 3 gold from H to fleet, 4 colonists and 6 soldiers from K to J, 4 colonists from J to F (it is a climate 1 area with 1 site and 1 native), 1 soldier from G to F, 1 soldier from I to F, and 3 colonists and 2 soldiers from fleet to K.
Portuguese move 5 colonists from N to P, 1 soldier from S to P, and 5 soldiers and 4 colonists from fleet to Y.

S.O.B.

Swedes move 1 gold from Y to anchorage dot and 6 soldiers and 4 colonists from fleet to X.
Spanish move 1 gold from O to anchorage point and 3 colonists and 4 soldiers from fleet to E (it is a climate 4 area with 3 natives and 1 site). One soldier prospects.

Native Combat

English: 1 native and 1 soldiers killed in F. **Spanish:** 1 soldier and 3 natives killed in E. **Swedes:** 7 natives and 1 soldier killed in X.

Combat

Dutch attack the Spanish in U. Spanish lose 6 colonists, Dutch lose 3 soldiers. Portuguese attack the Swedes in Y. Portuguese lose 3 soldiers, Swedes lose 2 soldiers, 2 colonists, and 1 miner. Portuguese capture gold and one colonist mines.

Native Uprisings

Climate is a 4. No uprisings.

Survival

Climate is a 5.
 English lose 1 colonist in F. French lose 1 soldier in S.

Political Control

English lose political control of K. French gain political control of S. Dutch gain political control of U. Swedes gain political control of X. Portuguese gain political control of Y.

Homebound Naval Movement

French: Dice: 3, 4, 5, 6. No losses.
Dutch: Dice: 1, 3, 5, 6. Lose 1 ship.
English: Dice: 2, 2, 3. No losses.
Portuguese: Dice: 3, 4, 4, 5, 6. No losses.
Swedes: Dice: 1, 4, 4, 5, 6. Loses 1 ship.
Spanish: Move to O: 1, 4, 4, 5, 5, 5, 6. Loses 2 ships, picks up gold. Dice: 1, 3, 5. No losses.

Income

Dutch: Political Control: \$200, resources: \$60.
English: Political Control: \$160, gold: \$120, resources: \$42.
French: Political Control: \$160, gold: \$40, resources: \$102.
Portuguese: Political Control: \$120, gold: \$40, resources: \$123.
Spanish: Political Control: \$80, gold: \$40, resources: \$36.
Swedes: Political Control: \$160, resources: \$45.

Turn 9 Initiative

Spanish, Dutch, Swedes, Portuguese, French, English
 Spanish attitude is (dr = 7 + 3 = 10) Opportunity.
 Swedes attitude is (dr = 5 + 2 = 7) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Martin Burgdorf	\$395	0	4	4
English	Bob Robles	\$748	9	3	4
French	Andy York	\$512	2	5	4
Portuguese	Dave Hood	\$353	4	6	4
Spanish	Non-player 1	\$498	10	3	6
Swedes	Non-player 2	\$495	5	4	4

Havanese Generation 5 Actions through Generation 9 Actions

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Christopher Hunt	Celestial Joint Viral Holdings (CH)	Virion	Green	9	33
Dave Hooton	Mars Initiative Colonial Culinary Independence – Directed Epicurean Experiences (MICCI-DEEs)	Tharsis Republic	Red	2	33
Chris Geggus	Gloop Enhances Global Stability (GEGS)	Phoblog	Yellow	3	28
Kevin Wilson	Prime Integral Kinetic Energy Systems (PIKE)	Manutec	Black	5	39
Andy York	The EXtraterrestrial Alteration Syndicate (TEXAS)	Mining Guild	Blue	7	35

Passing will go down this list in odd generations, while passing will go up in even generations. Player in bold is current first player

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand
Christopher Hunt	3	42	0	0	1	2	2	0	0	0	0	0
Dave Hooton	15	30	0	0	0	0	0	1	0	0	11	11
Chris Geggus	12	30	0	0	1	0	0	7	0	0	0	1
Kevin Wilson	12	8	1	2	1	1	3	6	3	5	7	22
Andy York	6	33	7	9	2	2	0	6	4	5	0	3

Clockwise passing will go down this list, while counterclockwise passing will go up.

Generation 5

Action Phase

TEXAS spends 5 steel and 3M€ to play Medical Lab, gaining 4M€ production.

CH adds a tarigrade.

MICCI-DEEs spends 8M€ to claim the Mayor milestone.

GEGS spends 10M€ for an Urbanized Area at C4, losing 1 energy production, but gaining 3M€ production, 1 plant, and 2M€. MICCI-DEEs gains 1M€ production. CH gains a pet.

PIKE spends 1 steel and 6M€ for Rover Construction, then spends 11M€ for a Corporate Stronghold at I5, losing 1 energy production, but gaining 3M€ production, 7M€ and 2 plants. CH gains a pet, and MICCI-DEEs and GEGS each gain 1M€ production.

TEXAS spends 8M€ to claim the Builder milestone.

CH uses the Virion special ability to add a tardigrade.

MICCI-DEEs spends 23M€ to place a greenery tile at C6, gaining 2 plants and raising oxygen to 4% and his TR to 25. He then spends 8 plants to place a greenery tile at C3, increasing oxygen to 5% and his TR to 26.

GEGS spends 1 titanium and 8M€ for a Security Fleet, then spends 1 titanium to add a resource to the Security Fleet.

PIKE spends 11M€ to play Cloud Seeding, reducing his M€ production by 1 and MICCI-DEEs heat production by 1, and increasing his plant production by 2 and gaining 2 plants. He then spends 8 plants to place a greenery tile at H5, gaining 2M€, 2 plants, increasing oxygen to 6% and his TR to 22.

TEXAS spends 1 energy production to fire up Equatorial Magnetizers, increasing his TR to 25.

CH spends 6M€ to play Sulphur Eating Bacteria.

MICCI-DEEs spends 8 heat to raise the temperature to -18, increasing his TR to 27.

GEGS passes.

PIKE spends 8 heat to raise the temperature to -16C, increasing his TR to 23. He then spends 1 energy to use the Development Center, gaining 1 card.

TEXAS uses Aerial Mappers to add a floater resource to Forced Precipitation.

CH spends 1 titanium and 7M€ for Deuterium Export.

MICCI-DEEs passes.

PIKE adds a floater resource to Local Shading, then adds a resource to Nitrite

Reducing Bacteria.

TEXAS spends 6M€ for Sponsors, increasing his M€ production by 2.

CH adds a floater resource to Deuterium Export.

PIKE passes.

TEXAS passes.

CH adds a resource to Sulphur Eating Bacteria, then spends 7M€ to use Space Mirrors to increase his energy production by 1.

CH passes.

Production Phase

TEXAS moves 1 energy to heat and gains 29M€ and 5 steel.

CH gains 29M€, 1 steel, and 1 energy.

MICCI-DEEs gains 36M€, 2 plants, and 2 heat.

GEGS moves 1 energy to heat and gains 29M€ and 1 titanium.

PIKE moves 1 energy to heat, gains 25M€, 1 steel, 2 plants, 1 energy, and 3 heat.

Solar Phase

The World Government raises the temperature of Mars to -14C.

Generation 6

Research Phase

CH keeps 4 cards, spending 12M€

MICCI-DEEs keeps 1 card, spending 3M€

GEGS keeps 3 cards, spending 9M€.

PIKE keeps 2 cards, spending 6M€.

TEXAS keeps 3 cards, spending 9M€.

Action Phase

CH spends 4M€ for Symbiotic Fungus, then uses Symbiotic Fungus to add a resource to Sulphur-Eating Bacteria.

MICCI-DEEs spends 23M€ for a greenery tile at A1, gaining 2 steel and 2M€ and increasing oxygen to 7% and his TR to 28. He then spends 8M€ to claim the

Gardener milestone.

GEGS spends 6M€ for Greenhouses, gaining 7 plants. He then spends 8 plants to place a greenery tile at E6, gaining 1 plant, 4M€, and increasing oxygen to 8%, the temperature to -12C and his TR to 25.

PIKE spends 13M€ Zeppelins, gaining 7M€ production and 7M€. He then spends 13M€ for Lunar Beam, losing 2M€ production, and gaining 2 energy production, 2 energy, 2 heat production, and 2 heat.

TEXAS uses Areal Mappers to add a floater resource to Forced Precipitation. He then spends 2 floaters on Forced Precipitation to raise Venus terraforming to 8% and gaining a card.

CH adds a resource to Sulphur-Eating Bacteria, then uses the Virion special ability to cash in 3 resources on Sulphur-Eating Bacteria for 9M€.

MICCI-DEEs passes.

GEGS spends 13M€ for Extreme Cold Fungus.

PIKE spends 1 floater from Local Shading to increase his M€ production by 1 and gain 1M€. He then spends 1 energy to gain a card from Development Center.

TEXAS spends 17M€ on Kelp Farming, gaining 2M€ production, 3 plant production, and 2 plants.

CH spends 12M€ on a Mining Expedition, removing 2 plants from MICCI-DEEs, gaining 2 steel, increasing oxygen to 9% and his TR to 27. He then adds a

CH gains 30M€, 1 titanium, and 3 energy.

MICCI-DEEs gains 37M€, 1 plant, and 2 heat.

GEGS gains 31M€ and 1 titanium.

PIKE moves 4 energy to heat, and gains 32M€, 1

steel, 2 plants, 5 energy, and 5 heat.

TEXAS gains 32M€, 5 steel, and 3 plants.

Production Phase

Solar Phase

The World Government increases Venus terraforming to 10%.

Generation 7

Research Phase

MICCI-DEEs keeps 3 cards, spending 9M€

GEGS keeps 2 cards, spending 6M€.

PIKE keeps 1 cards, spending 3M€.

TEXAS keeps 3 cards, spending 9M€.

CH keeps 2 cards, spending 6M€

Action Phase

MICCI-DEEs spends 2 steel and 16M€ to play Mohole Area at E1, gaining 4 heat production and 4M€.

GEGS uses Extreme Cold Fungus to gain 1 plant, then spends 8 plants to place a greenery tile at F4, gaining 1 plant, 2M€, and increasing the oxygen to 10% and his TR to 26.

PIKE spends 8M€ to fund the Termalist award, then spends 1 energy to use the Development Center to gain a card.

TEXAS spends 10M€ for Atalanta Planitia Lab, gaining 2 cards.

CH places a tardigrade.

MICCI-DEEs spends 9M€ for Robotic Workforce, duplicating the Mohole Area benefit to gain 4 heat production.

GEGS spends 10M€ for Noctis Farming, gaining 1M€ production, 2 plants, and a resource on the Ecological Zone from the plant tag.

PIKE adds resources to Local Shading and Nitrite Reducing Bacteria.

TEXAS spends 13M€ for a Quantum Extractor, gaining 4 energy production, then spends 1 energy production to increase his TR to 27 with the Equatorial Magnetizers.

CH adds a resource to Sulphur-Eating Bacteria.

MICCI-DEEs spends 7M€ for Imported GHG, gaining 1 heat production, 6 heat, and 3M€, then spends 8 heat to raise the temperature to -10C and his TR to 29.

GEGS spends 7M€ on a Bribe Committee, increasing his TR to 28.

PIKE spends 10M€ on a Nuclear Zone in G4, gaining 1 plant and 2M€ and raising the temperature to -6C and his TR to 26. He then spends 8 plants to place a greenery tile at G2, gaining 1 steel and 4M€ and increasing the oxygen level to 11% and his TR to 27.

TEXAS discards 3 cards for 3M€, then spends 10 steel and 5M€ to play Strip Mine, reducing his energy production by 2, increasing his steel production by 2 and his titanium production by 1 and raising the oxygen level to 13% and his TR

MICCI-DEEs gains 38M€ and 11 heat.

GEGS gains 35M€ and 1 titanium.

PIKE moves 4 energy to heat, and gains 38M€, 1 steel, 1 titanium, 2 plants, 5

S.O.B.

Tardigrade.

GEGS spends 12M€ on an Ecological Zone in D6, gaining 2 resources on the card, 1 plant, and 2M€. He then spends 1 titanium to add a resource to Security Fleet.

PIKE spends 1 steel and 2M€ for Biomass Combustors, gaining 2 energy production and 2 energy, and reducing MICCI-DEEs plant production by 1. He then spends 3 resources from Nitrite Reducing Bacteria to increase his TR to 24.

TEXAS passes.

CH spends 2 steel and 2M€ for Windmills, gaining 1 energy production, then spends a resource from Deuterium Export to gain another energy production.

GEGS uses Extreme Cold Fungus to gain a plant.

PIKE passes.

CH spends 4M€ for Power Infrastructure, then uses Power Infrastructure to convert 1 energy to 1M€.

GEGS passes.

CH passes.

to 29.

CH adds a floater resource to Deuterium Export.

MICCI-DEEs passes.

GEGS spends 1 titanium to add a resource to Security Fleet.

PIKE spends 14M€ for Release of Inert Gases, increasing his TR to 29.

TEXAS uses Areal Mappers to add a floater to Forced Precipitation, then spends 2M€ to add another floater to Forced Precipitation.

CH uses Symbiotic Fungus to add a resource to Sulphur-Eating Bacteria.

GEGS spends 1M€ for CEO's Favorite Project, adding a resource to Security Fleet.

PIKE spends 8 heat to raise the temperature to -4 and his TR to 30.

TEXAS passes.

CH uses Power Infrastructure to convert 3 energy to 3M€.

GEGS passes.

PIKE spends 2 steel and 3M€ for a Titanium Mine, gaining 1 titanium production and 1 titanium.

CH spends 10M€ for Birds, reducing TEXAS' plant production by 2. He then spends 2 titanium and 17M€ for Imported Nitrogen, increasing his TR to 28, and gaining 4 plants, 3 microbe resource on Sulphur-Eating Bacteria, and 2 animal resources on Birds.

PIKE passes.

CH uses his special ability to convert the 5 resources on Sulphur-Eating Bacteria to 15M€, then spends 6M€ on Small Animals, reducing MICCI-DEEs plant production by 1.

CH adds a resource to Birds, then spends 8M€ for a Rad-Chem Factory, reducing his energy production by 1 and increasing his TR to 30.

CH adds a resource to Small Animals.

CH passes.

energy, and 5 heat.

TEXAS gains 35M€, 7 steel, 1 titanium, 1 plant, and 1 energy.

CH gains 33M€, 1 titanium, and 2 energy.

Production Phase

Solar Phase

The World Government increases oxygen level to 14%.

Generation 8

Research Phase

GEGS keeps 2 cards, spending 6M€.
PIKE keeps 1 card, spending 3M€.

TEXAS keeps 1 card, spending 3M€.
CH keeps 2 cards, spending 6M€.

MICCI-DEEs keeps 1 card, spending 3M€.

Action Phase

GEGS spends 14M€ to fund the Landlord award, then spends 4M€ for an Industrial Center at B5, gaining 2 plants.
PIKE spends 7M€ for Venus Magnetizers, then spends 1M€ for Fueled Generators, reducing M€ production by 1 and gaining 1 energy production and 1 energy.

TEXAS spends 17M€ on Io Sulphur Research, gaining 3 cards.

CH adds a Tardigrade.

MICCI-DEEs spends 27M€ for a Big Asteroid, raising the temperature to 0C, increasing his TR to 31, and gaining 4 titanium, 3M€ and 3 heat. He then uses 8 heat to raise the temperature to 2C, increasing his TR to 32.

GEGS spends 9M€ for Fish, reducing TEXAS' plant production by 1 and gaining a resource on Ecological Zone. He then adds a resource to Fish.

PIKE spends 1 energy production to use Venus Magnetizers to raise Venus terraforming to 12% and his TR to 31. He then spends 2 titanium and 20M€ for Orbital Reflectors, gaining 2 heat production, 2 heat, and raising Venus terraforming to 16% and his TR to 34.

TEXAS spends 2 floaters from Forced Precipitation to increase Venus terraforming to 18% and his TR to 30, then uses Areal Mappers to place a floater on Forced Precipitation.

CH uses Symbiotic Fungus to add a resource to Sulphur-Eating Bacteria.

MICCI-DEEs discards 2 cards for 2M€, then spends 20M€ to fund the Banker award.

GEGS discards 2 cards for 2M€.

PIKE spends 1 floater from Local Shading to increase M€ production by 1 and gain 1M€, then spends 1 energy to use the Development Center to gain a card.

TEXAS spends 1 energy production to use the Equatorial Magnetizer to increase his TR to 31.

CH adds a Bird.

MICCI-DEEs spends 8 heat to raise the temperature to 4C and his TR to 33.

GEGS spends 1 titanium to add a resource to Security Fleet.

PIKE adds a resource to Nitrite-Reducing Bacteria.

GEGS gains 40M€ and 1 titanium.

PIKE moves 5 energy to heat, gains 43M€, 1 steel, 1 titanium, 2 plants, 5 energy, and 7 heat.

The World Government increases Venus terraforming to 20%.

Production Phase

TEXAS moves 1 energy to heat, gains 39M€, 7 steel, 2 titanium, and 5 energy.

CH gains 36M€, 1 titanium, and 2 plants.

MICCI-DEEs gains 45M€ and 11 heat.

Solar Phase

Generation 9

Research Phase

PIKE keeps 1 card, spending 3M€.
TEXAS keeps 2 cards, spending 6M€.

CH keeps 3 cards, spending 9M€.
MICCI-DEEs keeps 1 card, spending 3M€.

GEGS keeps 2 cards, spending 6M€.

Action Phase

PIKE spends 1 titanium and 28M€ for Nitrogen Rich Asteroid, increasing his plant production by 1, gaining 1 plant, increasing the temperature to 8C, and increasing his TR to 38. Mars is now completely terraformed, so this will be the last generation.

TEXAS uses Areal Mappers to place a floater on Forced Precipitation, then spends 2 floaters from Forced Precipitation to increase Venus terraforming to 22% and his TR to 34.

CH spends 8 plants to place a greenery tile at G8, gaining 1 card.

MICCI-DEEs spends 13M€ for a Tropical Resort, losing 2 heat production and gaining 3M€ production.

TEXAS spends 8M€ for a Mass Converter, gaining 6 energy production.

CH adds a Small Animal.

MICCI-DEEs spends 4 titanium to play Satellites, increasing his M€ production by 3.

GEGS spends 12M€ for Toll Station, increasing his M€ production by 5.

PIKE discards 2 cards for 2M€.

TEXAS spends 1 titanium, 8M€, and a 4M€ discount for Dawn City, increasing his titanium production by 1 and reducing his energy production by 1. CH gains a Pet, GEGS gains 1M€ production from Immigrant City, and PIKE gains 2M€ from Rover Construction.

CH uses Power Infrastructure to convert 2 energy to 2M€.

MICCI-DEEs passes.

GEGS uses Extreme Cold Fungus to gain a plant.

PIKE sells a card for 1M€.

TEXAS sells a card for 1M€, then spends 5 steel and 1M€ for Omnicourt, increasing his TR to 33.

CH adds a floater to Deuterium Export.

GEGS passes.

PIKE spends 9M€ for Sponsored Academies, discarding one card and drawing 3.

All other players draw a card.

TEXAS passes.

CH uses the Virion special ability to use Deuterium Export to consume one floater to increasing his energy production by 1.

PIKE spends 8 heat to increase the temperature to 6C and his TR to 35.

CH spends 5M€ for a Mineral Deposit, gaining 5 steel, then spends 7M€ to use Space Mirrors to increase energy production by 1.

PIKE passes.

CH spends 10M€ and 5 steel for Magnetic Field Generators, losing 4 energy production and gaining 2 plant production and increasing his TR to 33, then adds a resource to Sulphur-Eating Bacteria.

CH passes.

Harrier**Game Start through Turn 3, Phase 6**Initial Bids

Christopher Hunt bids \$1 and takes Barcelona
Dave Hooton bids \$1 and takes Paris

Chris Geggus bids \$0 and takes Venice
Bob Robles bids \$0 and takes Genoa

Initial Token Purchases

Genoa buys 13 tokens

Paris buys 23 tokens

Barcelona buys 16 tokens

Venice buys 11 tokens

Turn 1, Phase 1: Card Draw

Done

Turn 1, Phase 2: Buy Cards

None eligible

Turn 1, Phase 3: Play Cards

Venice passes.

Barcelona plays Famine. All players Misery increases to 40.

Genoa plays St. Benedict (N, E: 10)

Paris plays Dionysus Exiguus (N: 20).

Played Leaders

St. Benedict (N, E: 10) (Genoa only)

Dionysus Exiguus (N: 20) (Paris and one other)

Turn 1, Phase 4: Purchases

Venice buys Urban Ascendancy (V, \$20 spent) and stabilization (\$6).

Barcelona buys Caravan (I, \$20 spent) and stabilization (\$3).

Genoa buys Written Record (N, \$10 discount from St. Benedict, \$20 spent) and stabilization (\$3).

Paris buys Written Record (N, \$20 discount from Dionysus Exiguus, \$10 spent) and stabilization (\$3).

Turn 1, Phase 5: Expansion

Venice expands to Dubrovnik (3), Florence (4), and Vienna (4).

(3), Montpellier (2), Toulouse (1), and Leon (1).

Genoa expands to Lyon (4), Marseilles (5), and Rome (4).

Paris expands to St. Malo (2), Loire (3), Bordeaux (4), Dijon (3), Bourges (3),

Barcelona expands to Valencia (2), Grenada (2), Seville (3), Toledo (3), Basque

Strasbourg (3), and buys a card (3).

Barcelona gains a card.

Turn 1, Phase 6: Income

Venice gains \$31

Genoa gains \$31

Barcelona gains \$43

Paris gains \$43

Surplus of Wool (Barcelona loses \$2), Shortage of Grain.

Turn 1, Phase 7: Buy Tokens

Paris buys 1 token

Genoa buys 7 tokens

Barcelona buys 11 tokens

Venice buys 16 tokens

Turn 2, Phase 1: Draw Cards

Done

Paris declines to buy off a surplus or shortage.

Turn 2, Phase 2: Buy Cards

Venice spends \$10 to buy a card.

Turn 2, Phase 3: Play Cards

Paris plays Cloth/Wine as Wine (Paris gains \$20, Barcelona and Genoa each gain \$5), Stone (Paris gains \$4, Barcelona, Genoa, and Venice each gain \$1), and Stone (Paris gains \$4, Barcelona, Genoa, and Venice each gain \$1).

Genoa passes.

Barcelona passes.

Venice plays Mysticism Abounds. All players increase to 80 Misery.

Turn 2, Phase 4: Purchases

Paris buys Holy Indulgence (F, \$60, Misery increases to 90) and stabilization (\$1).

Barcelona buys Urban Ascendancy (V, \$20) and stabilization (\$10).

Genoa buys Caravan (I, \$20) and a ship upgrade (\$10). Lack of stabilization increases Misery to 90.

Venice buys a ship upgrade (\$10). Lack of stabilization increases Misery to 90.

Turn 2, Phase 5: Expansion

Holy Indulgence: Paris gains 6 tokens, Barcelona, Venice, and Genoa each lose 2 tokens.

Barcelona expands to Lisbon (3) and buys a card (3).

Paris expands to Basel (3), Nuremberg (3), and St. Gali (1).

Venice expands to Budapest (3), Belgrade (2), Milan (3), St. Gali (2, vs. Paris; DR = 2, 4, 3, wins), Salzburg (1), Breslau (1), Durazzo (1), Esseg (1).

Genoa expands to Naples (5).

Venice gains a card.

Turn 2, Phase 6: Income

Paris gains \$51

Genoa gains \$35

Barcelona gains \$43

Venice gains \$43

Shortage of Wine, Shortage of Grain.

Turn 2, Phase 7: Purchase Tokens

Paris buys 4 tokens.

Genoa buys 8 tokens.

Barcelona buys 0 tokens.

Venice buys 28 tokens.

Turn 3, Phase 1: Draw Cards

Done

Barcelona declines to buy off a shortage.

Turn 3, Phase 2: Buy Cards

Venice buys a card for \$10.

Turn 3, Phase 3: Play Cards

Barcelona plays Metal (Barcelona, Genoa, and Paris each gain \$6), Wool (Barcelona gains \$12), and Civil War on Paris (Paris loses 2 tokens, his capital dominance is reduced to a token, and switches order to last at the beginning of expansion).

Paris passes.

Genoa plays Alchemist's Gold on Barcelona (Barcelona loses \$25).

Venice plays Armor, Revolutionary Uprisings (Barcelona Misery increases to 90, Genoa to 100), Charlemagne (W: 20), and The Crusades (Misery increases to 100, places a dominance in Cairo).

Played Leaders

Charlemagne (W: 20, Venice only)

Turn 3, Phase 4: Purchases

Barcelona buys stabilization (\$6).

(\$6).

Paris buys Nationalism (W, \$60) and stabilization (\$3).

Venice passes. Lack of stabilization increases Misery to 125.

Genoa buys a ship upgrade (\$10), Urban Ascendancy (V, \$20), and stabilization

Turn 3, Phase 5: Expansion

Holy Indulgence: Paris gains 6 tokens, Venice and Genoa each lose 2, and Barcelona loses \$2 for lack of tokens.

Paris is moved to last place due to the Civil War.

Barcelona passes.

Genoa expands to Sicily (2) and Tunis (4).

Venice gains a card.

Venice expands to Prague (2), Salonika (2), Alexandria (5), Suez (3), Nuremberg (6, vs. Paris; dr = 1, 6, 5; wins), Strasbourg (6, vs. Paris; dr = 6, 1, 5; wins), Athens (1), Jerusalem (1).

Paris expands to Cologne (4), Toulouse (2, vs. Barcelona; dr = 5, 1, 1; loses),

Toulouse (2, vs. Barcelona; dr = 6, 5, 6; loses).

Turn 3, Phase 6: Collect Income

Barcelona gains \$43.

Genoa gains \$43.

Venice gains \$71.

Paris gains \$43.

Shortage of Wine (Barcelona gains a card). Shortage of Timber (Venice gains a card).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Barcelona	90		\$78		7		4	I, V
Dave Hooton	Paris	90		\$45		7		2	F, N, W
Chris Geggus	Venice	125		\$76		14	2	5	V
Bob Robles	Genoa	100		\$45		7	4	3	I, N, V

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Dave
Stone (2)	1	2	2	1
Wool (3)	2	--	--	--
Timber (4)	--	2	--	1
Grain (5)	1	1	1	1
Cloth (6)	--	2	2	2
Wine (7)	2	1	1	1
Metal (8)	1	1	1	--
Fur (9)	--	--	--	1
Silk (10)	1	1	--	--
Spice (11)	--	1	--	--
Gold (12)	--	2	--	--
Ivory (12)	--	1	--	--

Surplus, Shortage

Hokkaido Game Start through Generation 1 Actions

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Kevin Wilson	Poseidon Interplanetary Kolonization Enterprises (PIKES)	Poseidon Corp.	Black	6	20
Christopher Hunt	Combined Joint Venture Holdings (CJVH)	UNMI	Green	1	24
Dave Hooton	Callisstan Ore, Liquid Oxygen, and Neptunian Yeast (COLONY)	Aridor	Red	8	24
Chris Geggus	Ganymede Expedition Gathers Support (GEGS)	Robinson Industries	Yellow	4	20
Brendan Whyte	Noah & Sons (N&S)	Arklight	Blue	2	20

Passing will go down this list in odd generations, while passing will go up in even generations. Player in bold is current first player

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand
Kevin Wilson	7	18	1	0	0	1	0	1	1	0	0	0
Christopher Hunt	2	21	0	2	0	0	0	2	2	0	0	0
Dave Hooton	1	10	0	0	1	0	0	0	0	0	3	0
Chris Geggus	4	18	0	2	0	3	1	5	0	0	0	0
Brendan Whyte	1	21	0	4	0	0	1	0	3	0	1	0

Clockwise passing will go down this list, while counterclockwise passing will go up.

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Enceladus				N/A
Callisto				2 (2)
Miranda				N/A
Io				2 (3)
Luna	PIKES			2 (2)
Titan				N/A
Ceres				2 (2)
Triton				2 (1)

The numbers in the Resource Marker column indicate the box, numbered from left to right, while the number in parenthesis is the number of resources to be gained from that space. N/A indicates that the marker is not in place because a card that can accept those resources is not in play.

Generation 1

Initial Card and Company Selection

PIKES selects Poseidon Corp and retains 6 cards, paying 18M€.

CJVH selects UNMI and retains 3 cards, paying 9M€.

COLONY selects Andor and retains 5 cards, paying 15M€.

GEGS selects Robinson Industries and retains 7 cards, paying 21M€.

N&S retains Arklight and retains 4 cards, paying 12M€.

Prelude Phase

PIKES plays Martian Industries, gaining 1 energy production, 1 steel production, and 6M€ and Allied Bank, gaining 4M€ production and 3M€.

CJVH plays Donation, gaining 21M€ and Aquifer Turbines, gaining 2 energy production, losing 3M€, and placing an ocean at I9, gaining 2 titanium.

COLONY plays UNMI Contractor, increasing his TR to 23, his M€ production by 1, and drawing a card, and Io Research Outpost, gaining 1 titanium production,

2M€ production, and drawing a card.

GEGS plays Supply Drop, gaining 3 titanium, 8 steel, and 3 plants, and Biofuels, gaining 1 plant production, 1 energy production, and 2 plants.

N&S plays Society Support, losing 1M€ production but gaining 1 plant production, 1 energy production, and 1 heat production, and Supplier, gaining 2 energy production and 4 steel.

Action Phase

PIKES places a free colony on Luna, gaining 3M€ production, and spends 18M€ on Lava Flows at A4, gaining 1 plant and 1 titanium, and increasing the temperature to -26C and his TR to 22.

CJVH spends 8M€ on Corroder Suits, gaining 2M€ production.

COLONY brings the Triton colony into play, then spends 15M€ on Black Polar Dust, losing 2M€ production, but gaining 3 heat production, placing an ocean at F2, gaining 2 cards and increasing his TR to 24.

GEGS spends 4 steel on Rover Construction, then spends 4M€ to increase his M€ production by 1.

N&S spends 8M€ on Mars University, allowing him to discard a card and draw a

new one, then spends 4M€ on a Research Coordinator.

PIKES passes.

CJVH spends 2 titanium and 17M€ for Towing A Comet, gaining 2 plants, increasing the oxygen level to 1%, placing an ocean tile at B1, gaining 2 steel, and increasing his TR to 23.

COLONY passes.

GEGS spends 4 steel and 8M€ for Cupola City at A1, gaining 2 steel, 3M€ production, 4M€ and losing 1 energy production.

Noah & Sons passes.

CJVH spends 3M€ to increase his TR to 24.

Best In Show

This is the partial 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 ¹	Ken Marcinonis
Not Guilty ¹	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 ²	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine
Dogleg	Martin Burgdorf
Rescue Dog	Dave Anderson

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

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
Dogbreath	Andy York
Shaggy Dog	Chris Geggus
Azawakh	Chris Geggus

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis

Name	Winner
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York
Boston Terrier	Dave Hood ¹
Newfoundland	Dave Hood
Foxhound	Bill Scharf

¹ 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
Briard	Chris Geggus

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf
Flea Collar	Chris Geggus
Pateel	Pasquale Giovine
Russian Wolfhound	Bill Scharf
Sly Dog	Bill Scharf

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
Gaspode	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss
Beauceron	Dave Hooton
Boerboel	Martin Burgdorf
Collie	Dave Hooton
Chinook	Dave Hooton

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

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte
Boxer	Howard Bishop

Terraforming Mars

Name	Winner
Eurasier	David Hood

Name	Winner
Great Pyrenees	Dave Hooton

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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. **Caverna:** None so far. **Terra Mystica:** Brad Mrtin. **Terraforming Mars:** Brad Martin, Andy York.

Standby Calls

None this issue!