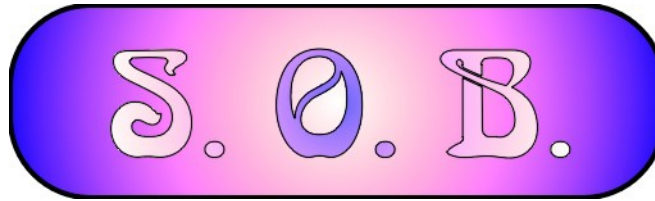


Number 240



March/April, 2019

Notes from Hades

Once again, the big news here is the weather. While the rain has subsided lately, it was quite heavy for a while. And the good news is that apparently the Sierra snow pack is quite good. Lake Tahoe has 27 feet of snow. So, hopefully our drought is over for a while.

Bullmastiff, the Agricola game, started just after the last issue went to post, and concluded just before the deadline. Congratulations to Chris Geggus on his victory. In addition, Brittany has also ended this issue. Congratulations to Andy York on his victory. Jagdterrier, the Catan game, will be starting next time and there is one more space available in it. In addition, there are many other games available and plenty of space in the zine.

The next deadline is **Tuesday, April 2 at 5:00 p.m. Pacific Time.**

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Game Openings

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

Jagdtarrier: 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(\$), Andy York(\$), Kevin Wilson(\$), will take up to 1 more. **Will start next issue with whoever is signed up.**

Jindo: Terraforming Mars. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions available. Will be run by email. Have Andy York (\$), Kevin Wilson, Chris Geggus (\$), 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, Kevin Wilson, will take up to 3 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.

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, Kevin Wilson, will take up to 4 more.

Age of Renaissance: This will be run by email. Will be using the Eurogames rules. Have Chris Geggus, Dave Hooton, Bob Robles, will take up to 3 more.

Robo Rally: Have Chris Geggus, will take up to 5 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, Chris Geggus, will take up to 2 more.

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

History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson, Chris Geggus, will take up to 5 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

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

Borzoi

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

Deadline/Winter-Spring 728 4/2 Tuesday

The Byzantine/Papal alliance gains ground against the Lombard/French alliance.

Summer 727 Retreats

French A Pisa retreats to Florence

Lombard A Milan retreats to garrison

Expenditures

The Lombards spend 9 ducats to cause Naples to rebel. The rebellion is instantly

liberated by the Papal army.

The Papacy borrows 10 ducats for 2 year (15 ducats due Fall 729) and spends 12 ducats to disband French A Florence

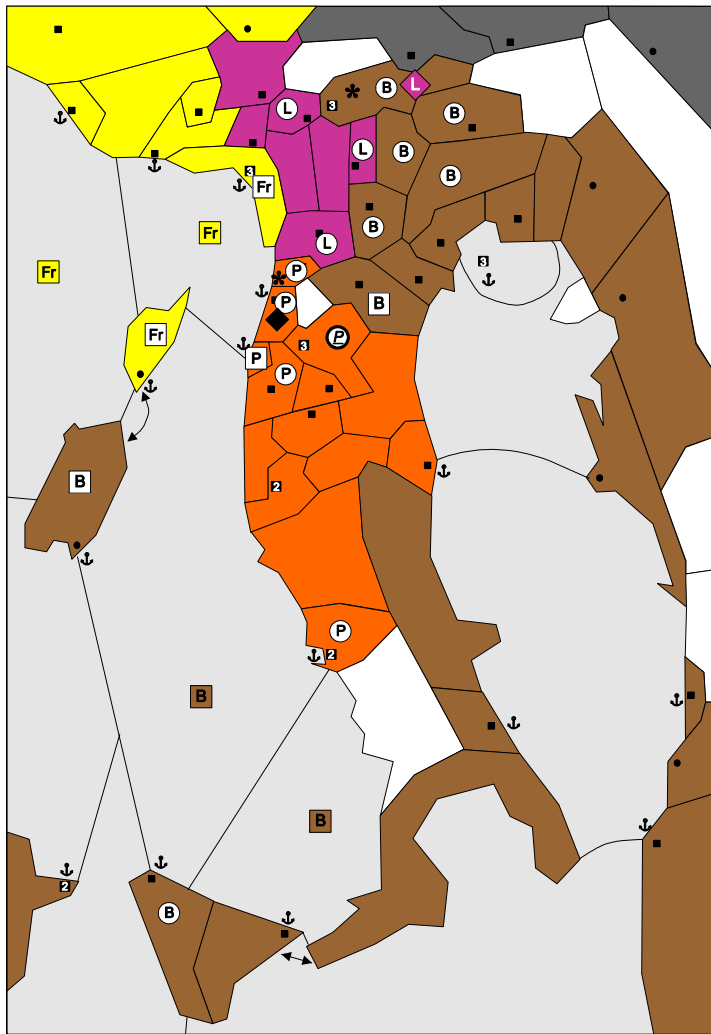
Outstanding Loans

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

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

Fall 729: 15 ducats due from the Papacy (10 ducats borrowed).

Borzo!



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

Orders

BYZANTINES (Wilson): A MILAN besieges, A TRENTO supports A Milan, A Verona to BERGAMO, A Padua to VEONA, A Ferrara to MANTUA, A Salerno to PALERMO, F Upper Adriatic to BOLOGNA, F GULF OF NAPLES transports A Salerno to Palermo, F TYRRHENIAN SEA to Corsica, F Western Mediterranean to SARDINIA

FRANCE (Robles): A Florence to Bologna (nsu), F GENOA holds (u), F LIGURIAN SEA supports F Corsica (cut), F CORSICA supports F Gulf of Lions (cut), F GULF OF LIONS supports F Corsica

LOMBARDS (Burgdorf): A CREMONA supports G Milan convert to A, A Parma to PAVIA, A Mantua to MODENA, A Lucca supports A Mantua to Modena (cut, DISLODGED, retreat Pistoia.

garrison, OTB), G Naples converts to F (destroyed), G MILAN converts to A

PAPACY (Burt): A Modena to LUCCA, A (EP) Bologna to FLORENCE, A PISA supports A Modena to Lucca, A Perugia to SIENNA, A NAPLES besieges, F PIOMBINO to Ligurian Sea

Your treasury:

Spring 728 Famine

Good Year – No Famine!

Spring 728 Income

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

Provinces

BYZ	Milan, Trent, Bergamo, Verona, Mantua, Ferrara, Bologna, Padua, Treviso, Friuli, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Aquila, Bari, Otranto, Messina, Palermo, Tunis, Sardinia	23
FRA	Avignon, Swiss, Marseilles, Provence, Saluzzo, Savoy, Genoa, Corsica	8
LOM	Turin, Montferrat, Pavia, Cremona, Parma, Fornova, Modena	7
PAP	Lucca, Pisa, Florence, Urbino, Ancona, Spoleto, Perugia, Arezzo, Sienna, Piombino, Patrimony, Rome, Capua, Naples	14

Seas

BYZ	Venice, Gulf of Naples, Tyrrhenian Sea	3
FRA	Ligurian Sea, Gulf of Lions	2

Cities

BYZ	Trent, Mantua, Ferrara, Bologna, Padua, Treviso, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Bari, Messina, Palermo, Tunis (2), Sardinia, Venice (3)	21
FRA	Avignon, Swiss, Marseilles, Saluzzo, Savoy, Genoa (3), Corsica	9
LOM	<u>Milan (3)</u> , Turin, Montferrat, Pavia, Cremona, Modena	5
PAP	<u>Lucca</u> , Florence (3), Ancona, Perugia, Arezzo, Sienna, Piombino, Rome (2), Naples (2)	9

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	6	23	3	21	53
FRANCE:	6	8	2	9	25
LOMBARDS:	5	7	0	5	17
PAPACY:	6	14	0	9	29

Game Summary

	725	726	727	728
Byzantines:	10	12	15	18
France:	5	6	7	7
Lombards:	7	9	8	5
Papacy:	4	5	7	8

Affenpinscher

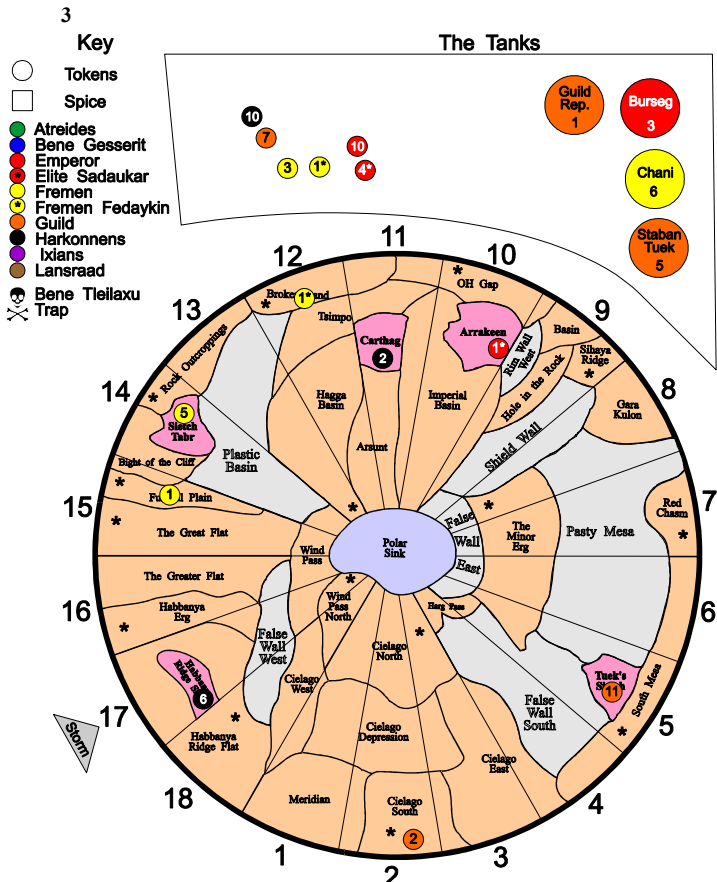
Turn 6 Battle to Turn 7 Nexus

Turn 7 Nexus, April 2

Players

EMPEROR Kevin Wilson
 GUILD Bob Robles
 GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
 HARKONNENS Bill Scharf



Turn 6

Battle Round

Habbanya Ridge Sietch

	Harkonnens	Guild
Leader	Feyd-Rautha (6)	Guild Representative (1)
Offense	Hunter-Seeker	Ellaca Drug
Defense	Snooper	None
Number Dialed	1	4
Spice Paid	1	4
Total	7	4

Guild Representative is killed (1 spice to the Harkonnens). Harkonnens are victorious. Ellaca Drug is discarded, 4 Guild tokens Guild Representative, and 1 Harkonnen tokens go to the tanks.

Arrakeen

The Emperor uses Truthtrance to ask the Harkonnens: Are you playing a poison defense? The answer is yes. The Harkonnens play a Karama card to negate the Elite Sadaukar bonus. Those tokens count as single, not double in this battle.

Traitors

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	Emperor	Harkonnens
Leader	Count Fenring (6)	Beast Rabban (4)
Offense	None	Stunner
Defense	Shield	Snooper
Number Dialed	7	5
Spice Paid	5	4
Total	13	9

Emperor is victorious. 8 Harkonnen tokens, 7 Emperor tokens (2 Elite Sadaukar) go to the tanks. Stunner and Snooper are discarded.

Spice Collection

Emperor collects 8 spice (2 Arrakeen, 6 OH Gap)
 Fremem collect 4 spice (Funeral Plain)
 Guild collect 7 spice (6 Cielago South, 1 Tuek's Sietch)
 Harkonnens collect 2 spice (Carthag)

Turn 7

Storm Movement

The storm moves 5 sectors to sector 17. 2 spice destroyed and 1 Fremem token sent to the tanks in Funeral Plain. Turn 8 storm movement: ____ sectors.

Spice Blow

Worm in OH Gap. 2 Emperor tokens (1 Elite Sadaukar) to the tanks. Nexus occurs! A second worm appears there, which the Fremem can redirect anywhere. A worm also appears in Funeral Plain, which the Fremem can ride anywhere.

Positions

- Empror:** 1 token (Elite Sadaukar) Arrakeen, 14 tokens (4 Elite Sadaukar) and Burseg in the tanks, 5 tokens off-planet
 Spice: 3 cards
- Fremem:** 5 tokens Sietch Tabr, 1 token Funeral Plain, 1 token (Fedaykin) Broken Land (12), 9 tokens (1 Fedaykin) Southern Hemisphere, 4 tokens (1 Fedaykin) and Chani in the tanks
 Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 2 tokens Ceilago South (2), 4 tokens in Habbanya Ridge Sietch, 3 tokens and Staban Tuek in the tanks
 Spice: 0 cards
- Harkonnens:** 2 tokens Carthag, 6 tokens Habbanya Ridge Sietch, 2 tokens off-planet, 10 tokens in the tanks
 Spice: 4 cards

Treachery Cards

Spaniel

Turn 14
Turn 15, April 2
Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 1 (600)	U-Turn (30)	Rotate Right (140)	Rotate Right (340)	Back Up (440)
Robot Nick	Back Up (470)	Move 2 (680)	Back Up (450)	Move 1 (490)	Move 2 (750)
meRobot	Move 1 (630)	Rotate Right (120)	Move 1 (500)	Rotate Right (320)	Move 2 (670)
Huey	Rotate Left (130)	Rotate Left (250)	Move 1 (590)	Back Up (430)	U-Turn (40)
SmaD	Rotate Right (400)	Back Up (460)	Rotate Left (110)	Rotate Right (300)	Rotate Right (180)

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Delekbob	Rotate Right (240)	Move 1 (570)	Rotate Left (350)	Move 1 (580)	Move 2 (780)

Registers in italics are locked. Huey, meRobot, and SmaD announce a shut downs for next turn.

Phase 1

meRobot moves ahead 1 into the wall, GEGS moves ahead 1 to H6, touching flag 1 and relocating its archive, Robot Nick backs up to A13, SmaD rotates right to face west, Dalekbot rotates right to face north, and Huey rotates left to face south. Robot Nick shoots meRobot, destroying it, and Huey (register 4 locked).

Phase 2

Robot Nick moves ahead 2 to C13, Dalekbot moves ahead 1 to L7, SmaD backs up to J16, Huey rotates left to face east, and GEGS makes a U-turn to face north. Robot Nick shoots Huey, locking register 3.

Phase 3

Huey moves ahead 1 to I13, Robot Nick backs up to B13, Dalekbot rotates left to face west, GEGS rotates right to face east, and SmaD rotates left to face south. Robot Nick shoots Huey, locking register 2.

Phase 4

Dalekbot moves ahead 1 to K7, Robot Nick moves ahead 1 to C13, Huey backs up to H13, GEGS rotates right to face south, and SmaD rotates right to face west. Robot Nick shoots Huey, destroying it.

Phase 5

Dalekbot moves ahead 2 to I7, Robot Nick moves ahead 2 to E13, GEGS backs up to H5, and SmaD rotates right to face north. The conveyor belt moves Dalekbot to I6.

Cleanup

meRobot reappears at F6 facing in any desired direction. Huey appears at F18 facing in any desired direction. meRobot, Huey, and SmaD all shut down and are fully repaired.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H5>S	1	2	4
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	E13>E	1	3	3
3	Dave Hooton	meRobot	Orange		F6>?	1	1	0
4	Christopher Hunt	Huey	Green		F18>?		2	0
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	J16>N	1	3	0
6	Andy York	Delekbob	Black		I6>W		2	2

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

Program Cards

Brittany

Turn 10

End of Game Statements, April 2

Planning

English maintain 2 ships (\$8), buy 2 ships (\$24) and 4 soldiers (\$40) for \$72.

Portuguese maintain 5 ships (\$20) and buys 6 soldiers (\$60) for \$80.

Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Spanish maintain 6 ships (\$24) and buy 8 soldiers (\$80) for \$104.

French maintain 2 ships for \$8.

Dutch maintain 2 ships (\$8), buy 3 ships (\$36) and 6 soldiers (\$60) for \$104.

Outbound Naval Movement

English Move to K. Dice: 1, 3, 4. Loses 1 soldier.

Portuguese Move to Y. Dice: 2, 3, 4, 4, 5. No losses.

Swedes Move to X. Dice: 3, 3, 5, 6, 6. No losses.

Spanish Move to L. Dice: 1, 2, 4, 6. Loses 1 soldier and 1 colonist.

French Move to R. Dice: 3, 5, 5, 6. No losses.

Dutch Move to L. Dice: 2, 2, 6, 6. No losses.

Mining

Portuguese mine 1 gold in Y. French mine 1 gold in R. Swedes loot 4 gold in X.

Exploration

No exploration.

Land Movement

English move 4 soldiers and 4 colonists from K to J, 2 soldiers and 3 colonists from J to I, 4 colonists from J to F, 1 soldier and 1 colonist from G to B (it's a climate 3 area with 2 natives), and 4 soldiers and 4 colonists from fleet to K.

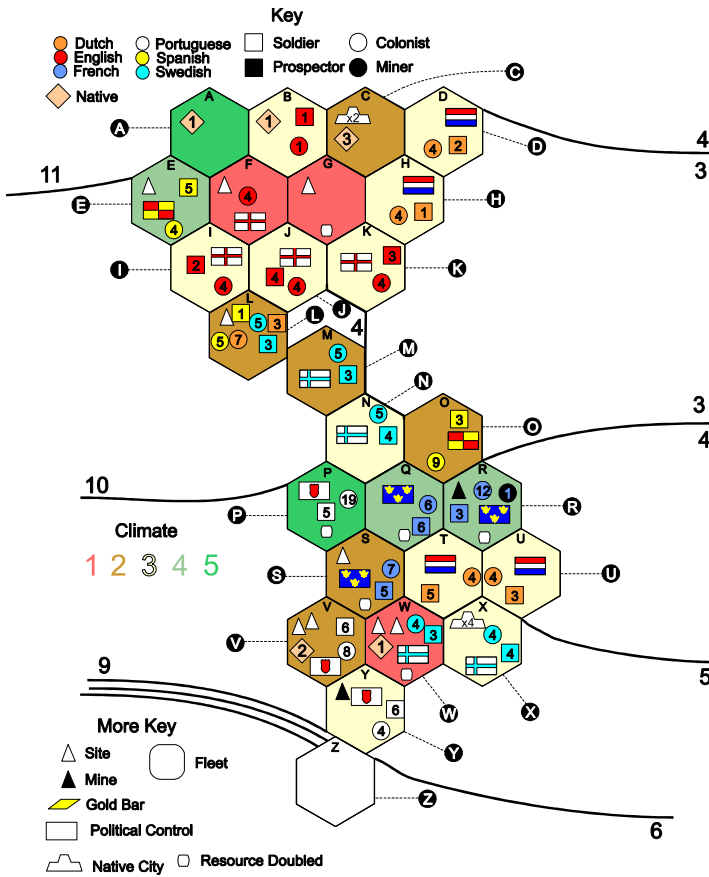
Portuguese move 1 gold from Y to fleet, 6 soldiers and 8 colonists from Y to V (it is a climate 2 area with 2 sites and 2 natives) and 4 colonists and 6 soldiers from fleet to Y.

Swedes move 4 gold from X to fleet, move 3 soldier and 4 colonists from X to W, 1 colonist and 2 soldiers from M to L, 2 colonists and 1 soldier from N to M, and 4 colonists and 4 soldiers from fleet to X.

Spanish move 2 soldiers and 3 colonists from I to L and 7 soldiers and 2 colonists from fleet to L.

French move 1 gold from R to fleet, 3 colonists from O to Q, 2 colonists from O to R, 2 soldiers and 1 colonist from Q to S, 2 soldiers from R to Q and 4 colonists from fleet to R.

Dutch move 2 colonists from U to T, 4 colonists and 1 soldier from T to W, and 4 colonists and 6 soldiers from fleet to L.



Native Combat

English: 1 native killed in B.

Combat

Swedes attack the Spanish and Dutch in L with 2 soldiers each. Spanish lose 2

S.O.B.

soldiers, Dutch lose 2 soldiers, and Swedes lose 1 soldier. Swedes attack Dutch in W. Dutch lose 1 soldier and 4 colonists. Spanish attack the Swedes with 3 soldiers and the Dutch with 4 soldiers in L. Spanish lose 6 soldiers, Dutch lose 1 soldier, and Swedes lose 1 soldier.

Native Uprisings

Climate is a 3. Uprising in V. No losses.

Survival

Climate is a 6.
No losses.

Political Control

English gain political control of F and I. Portuguese gain political control of V. Swedes lose political control of L and gain political control of W.

Homebound Naval Movement

- English:** Dice: 1, 4, 6. No losses.
- Portuguese:** Dice: 1, 4, 6, 6, 6. Loses 1 ship.
- Swedes:** Dice: 1, 3, 3, 5, 6. No losses.
- Spanish:** Dice: 2, 3, 4, 5. No losses.
- French:** Dice: 2, 2, 3, 6. No losses.
- Dutch:** Dice: 1, 2, 3, 6. No losses.

Income

- Dutch:** Political Control: \$200, resources: \$69.
- English:** Political Control: \$200, resources: \$51.
- French:** Political Control: \$160, gold: \$40, resources: \$150.
- Portuguese:** Political Control: \$160, gold: \$40, resources: \$150.
- Spanish:** Political Control: \$120, resources: \$54.
- Swedes:** Political Control: \$200, resources: \$81.

Notes

Congratulations to Andy York on his victory!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Martin Burgdorf	\$812	0	5	4
English	Bob Robles	\$985	4	4	4
French	Andy York	\$1110	2	4	4
Portuguese	Dave Hood	\$854	4	4	4
Spanish	Non-player 1	\$596	0	6	3
Swedes	Non-player 2	\$1081	0	4	4

Harrier

Turn 6, Phase 5 through Turn 9, Phase 5

Turn 6, Phase 5: Expansion

Holy Indulgence: Barcelona and Genoa each lose 4 tokens. Venice gains 4 tokens. Paris gains \$4 due to lack of available tokens.
Genoa expands to Milan (6, vs. Venice; dr = 2, 5, 3; wins).
Venice buys a card (3), India (5), Sarai (2), Prague (1), Budapest (2), Nuremberg (2), Strassbourg (2), Vienna (3), St. Malo (4, vs. Paris; dr = 3, 4, 3; wins).
Paris expands to Erzerum (6, vs. Venice; dr = 1, 3, 6; loses), Erzerum (6, vs.

Venice; dr = 5, 6, 1; wins), Valencia (5, vs. Barcelona; dr = 5, 6, 5; wins), Salonika (6, vs. Venice; dr = 2, 4, 2; wins), Loire (2), Cologne (3), Palma (1).
Barcelona buys a card (6), Angora (4, vs. Venice; dr = 2, 4, 2; wins), Treibizond (8, vs. Venice; dr = 2, 4, 6; loses), Treibizond (8, vs. Venice; dr = 2, 2, 2; loses), Basel (2), Dijon (2).
Venice gains a card.

Turn 6: Phase 6: Income

Genoa gains \$63. Venice gains \$103. Paris gains \$43. Barcelona gains \$55.
Surplus of Gold and Ivory (Venice loses \$4 and Genoa loses \$2), surplus of Metal (Barcelona loses \$3).

Turn 6, Phase 7: Buy Tokens

Barcelona buys 12 tokens Paris buys -1 tokens Venice buys 24 tokens Genoa buys 10 tokens

Turn 7, Phase 1: Draw Cards

Done.
Paris declines to buy off a surplus.

Turn 7, Phase 2: Buy Cards

Paris and Venice buy cards for \$10 each.

Turn 7, Phase 3: Play Cards

Paris plays Silk (Paris gains \$128), Christopher Columbus (30: U, T), Ibn Majid (20: T, Y), Long Bow.

Genoa plays Gunpowder and Prince Henry (20: T, X).

Barcelona plays Civil War on Venice (Venice dominance reduced to token, Venice

discards \$37) and Religious Strife (Misery increases: Paris to 175, Venice to 400, Genoa to 275).

Venice plays Desiderius Erasmus (20: O, Q), Spice (Venice gains \$144), and Cloth/Wine as Cloth (Venice and Genoa each gain \$20, Paris gains \$5).

Played Leaders

Christopher Columbus (30: U, T, Paris only)

Ibn Majid (20: T, Y, Paris and one other)

Prince Henry (20: T, X, Genoa and two others)

Desiderius Erasmus (20: O, Q, all players)

Turn 7, Phase 4: Purchases

Paris buys Patronage (E, 20 credit for Religion, \$10 paid, Misery increases to 200), Industrial Research (X, 50 credit for Civics, 20 credit for Prince Henry, \$30), The Heavens (A, 10 credit for Institutional Research, \$20), Ocean Navigation (T, 40 credit for Exploration, 30 credit for Christopher Columbus, 20 credit for Ibn Majid, 20 credit for Prince Henry, 10 credit for Institutional Research, free), New World (U, 40 credit for Exploration, 30 credit for Christopher Columbus, 10 credit for Institutional Research, \$80), Printed Word (O, 30 credit for Communication, 20 credit for Desiderius Erasmus, 10 credit for Institutional Research, free), Caravan (I, 10 credit for Institutional Research, \$10), a ship upgrade (\$10), and stabilization (\$1).

Genoa buys a ship upgrade (\$10), Holy Indulgence (F, 10 credit from Religion, \$50, Misery increases to 300), Human Body (B, 20 credit for Science, \$40, Misery

reduced to 275), and stabilization (\$10).

Barcelona buys Holy Indulgence (F, \$60, Misery increases to 200. Lack of stabilization increases Misery to 225.

Venice buys a ship upgrade (\$10), Institutional Research (X, 50 credit from Civics, 20 credit from Prince Henry, \$30), New World (U, 60 credit from Exploration, 10 credit from Institutional Research, \$90), Human Body (B, 20 credit from Science, 10 credit from Institutional Research, \$30, Misery reduced to 350), Improved Agriculture (J, 10 credit for Commerce, 10 credit for Institutional Research, \$20, Misery reduced to 300), Printed Word (O, 30 credit for Communication, 20 credit for Desiderius Erasmus, 10 credit for Institutional Research, \$0), and stabilization (\$1). First tier of Misery Relief reduces Misery to 275.

Turn 7, Phase 5: Expansion

Paris passes, having no tokens.

Genoa expands to Belgrade (3, vs. Venice; dr = 4, 3, 5; wins), Dubrovnik (5, vs. Venice; dr = 3, 4, 3; wins).

Barcelona buys a card (3), expands to Strasbourg (6, vs. Venice; dr = 3, 1, 5; fails), St. Gali (1), Adalia (1), Basel (1).

Venice expands to South America (6), Venice (4), Angora (4, vs. Barcelona; dr = 4, 5, 3; wins), Smyrna (4, vs. Barcelona; dr = 6, 3, 4; loses), Smyrna (4, vs. Barcelona; dr = 5, 6, 2; wins), Kaffa (1), Salzburg (1).

Venice gains a card.

Turn 7, Phase 6: Collect Income

Paris gains \$43.

Genoa gains \$71.

Barcelona gains \$47.

Venice gains \$107.

Shortage of Grain (Genoa gains a card, Epoch III begins). Surplus of Wine.

Turn 7, Phase 7: Buy Tokens

Barcelona buys 22 tokens.

Paris buys 24 tokens.

Venice buys 29 tokens.

Genoa buys 14 tokens.

Turn 8, Phase 1: Draw Cards

Done

Genoa declines to buy off a shortage or surplus.

Turn 8, Phase 2: Buy Cards

Barcelona, Paris, and Venice each spend \$10 to buy cards.

Turn 8, Phase 3: Play Cards

Genoa plays Enlightened Ruler, Timber (Genoa gains \$12, Venice and Paris each gain \$3), Wool (Barcelona and Venice each gain \$8, Genoa gains \$2), Cloth (Venice gains \$45, Genoa gains \$20, Paris gains \$5), War! versus Venice (Genoa dr = 5+1; Venice dr = 4+1; Genoa wins, Genoa Misery to 300, Venice Misery to 350, Venice cedes St. Malo to Genoa), Black Death in Area VI.

Barcelona plays Revolutionary Uprisings (Misery Increases: Barcelona to 250, Paris to 225, Venice to 450), Metal (Barcelona gains \$54, Venice gains \$24), and

Johan Gutenberg (O: 30).

Paris plays Mysticism Abounds (Misery increases: Barcelona to 400, Paris to 300, Venice to 600) and Civil War on Venice (Dominance in Venice reduced to token, Venice loses either \$49, Misery to 700).

Venice plays Metal (Barcelona gains \$54, Venice gains \$24), Metal (Barcelona gains \$54, Venice gains \$24), and Stone (Genoa gains \$16, Venice and Barcelona each gain \$1).

Played Leaders

Johan Gutenberg (O: 30, Barcelona only).

Turn 8, Phase 4: Purchases

Genoa buys Overland East (R, \$40), Wind/Wateermill (K, 20 credit for Commerce, \$30), and a ship upgrade (\$10).

Barcelona buys Written Record (N, \$30), Printed Word (O, 30 credit from Johan Gutenberg, \$30), Cathedral (H, 20 credit from Religion, \$100, Misery increases to 450), and stabilization (\$15).

Paris buys Improved Agriculture (J, 10 credit for Commerce, 10 credit for Institutional Research, \$20, Misery reduced to 275), a ship upgrade (\$10), and

stabilization (\$1)

Venice buys a ship upgrade (\$10), Enlightenment (D, 40 credit for Science, 10 credit for Institutional Research, \$70), Master Art (P, 50 credit for Communications, 10 credit for Institutional Research, \$30, discards a card), and Wind/Watermill (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20), Misery reduced to 500 due to Misery Relief.

Turn 8, Phase 5: Expansion

Genoa expands to Cyprus (4, vs. Venice; dr = 3, 3, 2, wins), Alexandria (6, vs. Venice; dr = 6, 6, 1; wins), ans Suez (4, vs. Venice; dr = 3, 2, 6; wins).
Barcelona buys a card (3), Strasbourg (6, vs. Venice; uses Cathedral; wins), Dijon (3, vs. Paris; uses Cathedral; wins), Salzburg (2, vs. Venice; dr = 3, 2, 2; loses), Salzburg (2, vs. Venice; dr = 5, 3, 6; wins), Basel (2, vs. Paris; dr = 4, 4, 6; wins), Smyrna (4, vs. Venice; dr = 1, 5, 1; wins).

Paris expands to China (5), East Indies (5), North America (6), Aleppo (3), Bourges (3), and Paris (2).
Venice expands to Cairo (3), Acre (4), Venice (4), Salonika (4, vs. Paris; dr = 3, 5, 2; wins), Erzerum (6, vs. Paris; dr = 3, 3, 3; loses), West Africa (4, vs. Genoa; dr = 4, 5, 4; wins).
Paris gains a card.

Turn 8, Phase 6: Collect Income

Barcelona gains \$67. Paris gains \$55.
Venice Misery drops to 450 due to Enlightenment.
Surplus of Metal (Barcelona loses \$3), Shortage of Wine.

Venice gains \$91. Genoa gains \$\$83.

Turn 8, Phase 7: Buy Tokens

Barcelona buys 33 tokens. Paris buys 31 tokens. Venice buys 12 tokens. Genoa buys 16 tokens.

Turn 9, Phase 1: Draw Cards

Done.
Venice declines to buy off a shortage or surplus. Genoa does not use Wind/Watermill.

Turn 9, Phase 2: Buy Cards

Venice, Paris, and Barcelona each buy a card for \$10.
Venice discards a card.

Turn 9, Phase 3: Play Cards

Venice plays Alchemist's Gold on Genoa. Genoa loses \$43.
Genoa passes.
Paris play Leonardo Da Vinci (20: P, B, Q) and Stone (Genoa gains \$16, Venice and Barcelona each gain \$1).

Barcelona plays Fur (Venice gains \$28, Paris and Barcelona each gain \$7), Grain (Barcelona and Genoa each gain \$16, Venice and Paris each gain \$4), and Wine (Barcelona and Genoa each gain \$45, Paris gains \$5).

Played Leaders

Leonardo Da Vinci (20: P, B, Q, Paris only)

Turn 9, Phase 4: Purchases

Venice buys Cathedral (H, 30 credit for Religion, \$90, Misery increases to 500) and Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40).

Genoa buys Printed Word (O, 30 credit for Communication, \$30), Seaworthy Vessels (S, 20 credit for Exploration, \$60), and stabilization (\$1).

Paris buys Human Body (B, 20 credit for Science, 20 credit for Leonardo da Vinci, 10 credit for Institutional Research, \$10, Misery reduced to 250), Master Art (P,

50 credit for Communications, 20 credit for Leonardo da Vinci, 10 credit for Institutional Research, \$10), Wind/Watermill (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20), and stabilization (\$3). Misery Relief reduces Misery to 200.

Barcelona buys The Heavens (A, \$30), Improved Agriculture (J, 10 credit for Commerce, \$30, Misery reduced to 400), Master Art (P, 50 credit for Communication, \$40, discards a card), and stabilization (\$10).

Turn 9, Phase 5: Expansion

Venice expands to Belgrade (4, vs. Genoa; uses Cathedral; wins), Sicily (4, vs. Genoa; dr = 6, 2, 4; wins), Smyrna (4, vs. Barcelona; dr = 1, 6, 2; wins).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Barcelona	400	33	\$1	6	12		4	A, F, H, I, J, N, O, P, R, V, W
Dave Hooton	Paris	200	31	\$7	5	10	O-3	2	A, B, E, F, I, J, K, N, O, P, R, S, T, U, V, W, X
Chris Geggus	Venice	500		\$19	1	22	O-3	0	A, B, D, E, F, H, I, J, K, L, N, O, P, R, S, T, U, V, W, X
Bob Robles	Genoa	300	16	\$28	3	15	10	1	A, B, E, F, I, J, K, N, O, R, S, V, W

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Hokkaido

Generation 2 Actions through Generation 5 Solar Phase

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Kevin Wilson	Poseidon Interplanetary Kolonization Enterprises (PIKES)	Poseidon Corp.	Black	4	29
Christopher Hunt	Combined Joint Venture Holdings (CJVH)	UNMI	Green	3	33
Dave Hooton	Callisstan Ore, Liquid Oxygen, and Neptunian Yeast (COLONY)	Aridor	Red	7	27
Chris Geggus	Ganymede Expedition Gathers Support (GEGS)	Robinson Industries	Yellow	9	29
Brendan Whyte	Noah & Sons (N&S)	Arklight	Blue	9	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	12	42	3	3	1	1	0	4	0	0	9	16
Christopher Hunt	6	48	0	2	0	0	0	2	4	4	1	8
Dave Hooton	5	32	1	1	0	0	2	2	1	1	1	17
Chris Geggus	4	33	1	6	3	3	2	4	2	2	1	8
Brendan Whyte	1	21	0	4	0	0	1	4	5	5	1	17

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	4 (3 microbes)
Callisto	CJVH	COLONY	GEGS	5 (7 energy)
Miranda	(1 animal)	(1 animal)	(1 animal)	7 (3 animals)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Luna	PIKES	GEGS	CJVH	5 (10M€)
Titan				N/A
Ceres	(1 steel production)	(1 steel production)	(1 steel production)	4 (4 steel)
Triton	GEGS	(3 titanium)	(3 titanium)	3 (1 titanium)

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 2

Action Phase

CJVH spends 14M€ to increase the temperature to -24C, increasing his TR to 25 and heat production by 1, then spends 3M€ to increase his TR to 26.

COLONY spends 1M€ to play Earth Office and 20M€ to play Earth Catapult.

GEGS spends 5 titanium to play Convoy from Europa, placing an ocean at E5, gaining 1 card and 2 plants, and increasing his TR to 21. He then spends 8 plants to place a greenery tile at B2, gaining 1 steel and 2M€, increasing the oxygen level to 2% and his TR to 22.

N&S spends 11M€ for Restricted Area in B5, gaining 2 plants, then spends 2M€ to use the Restricted Area to draw a card.

PIKES spends 1 steel and 6M€ for a Colonizer Training Camp, then spends 10M€ for Nuclear Power, losing 2M€ production and gaining 3 energy production.

CJVH passes.

COLONY spends 10M€ for Security Fleet, gaining 1M€ production, then spends

1 titanium to add a resource to it.

GEGS spends 4M€ to increase his titanium production by 1, then spends 3 steel and 1M€ for a Titanium Mine, increasing his titanium production by another 1. Noah & Sons spends 10M€ for Refugee Camps, then spends 1M€ production to build a camp.

PIKES spends 25M€ for a Strip Mine, losing 2 energy production, but gaining 2 steel and 1 titanium production and increasing the oxygen level to 4% and his TR to 24.

COLONY passes.

GEGS passes.

N&S passes.

PIKES passes.

Production Phase

CJVH moves 3 energy to heat, gains 28M€, 3 energy, and 1 heat.

COLONY gains 26M€, 1 titanium, and 3 heat.

GEGS gains 26M€, 2 titanium, and 1 plant.

Noah & Sons moves 3 energy to heat, gains 20M€, 1 plant, 3 energy, and 1 heat.

PIKES moves 1 energy to heat, gains 30M€, 3 steel, 1 titanium, and 2 energy.

Solar Phase

The trade marker on all active colonies is moved one to the right.

Generation 3

Research Phase

COLONY buys 2 card for 6M€.

GEGS buys 2 cards for 6M€.

N&S buys 4 cards for 12M€.

PIKES buys 4 cards for 12M€.

CJVH buys 3 cards for 9M€.

Action Phase

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

GEGS spends 3 titanium and 27M€ for a Giant Ice Asteroid. Temperature is increased to -20C, increasing heat production by 1, oceans are placed at D1 and D5, gaining 1 card, 2 plants, and 2M€, TR is increased to 26, and Noah & Sons loses 4 plants.

Noah & Sons passes.

PIKES spends 1M€ for Market Manipulation, moving the Ceres marker on space right and Triton one space left. He then spends 9M€ to trade with Ceres, gaining 6 steel.

CJVH spends 14M€ for Release of Inert Gasses, increasing his TR to 28, then spends 3M€ to increase it to 29.

COLONY spends 19M€ for a Comet, increasing the temperature to -18C, placing an ocean at F5, destroying 3 plants of GECS, gaining 2 plants, 2M€, and

increasing his TR to 26. He then spends 2M€ for Moss, removing 1 plant and gaining 1 plant production and 1M€ production.

GECS spends 4M€ to increase his energy production by 1, then discards a card for 1M€.

PIKES spends 9 steel for Aquifer Pumping, then spends 8M€ to use Aquifer Pumping to place an ocean at G6, gaining 1 plant and 2M€ and increasing his TR to 25.

CJVH passes.

COLONY passes.

GECS passes.

PIKES spends 3M€ for an Investment Loan, losing 1M€ production and gaining 10M€.

PIKES passes.

Production Phase

COLONY gains 29M€, 1 titanium, and 3 heat.

GECS gains 30M€, 2 titanium, 1 plant, 1 energy, and 1 heat.

Noah & Sons moves 3 energy to heat, gains 20M€, 1 plant, 3 energy, and 1 heat.

PIKES moves 2 energy to heat, gains 31M€, 3 steel, 1 titanium, and 2 energy.

CJVH moves 3 energy to heat, gains 31M€, 3 energy, and 1 heat.

Solar Phase

The trade marker on all active colonies is moved one to the right.

Generation 4Research Phase

GECS buys 2 cards for 6M€.

N&S buys 2 cards for 6M€.

PIKES buys 2 cards for 6M€.

CJVH buys 3 cards for 9M€.

COLONY buys 2 card for 6M€.

Action Phase

GECS spends 2 titanium and 14M€ for a Research Colony on Luna, gaining 2M€ production and 2 cards. PIKES gains 1M€ production. He then spends 9M€ to trade with Luna, gaining 12M€. PIKES gains 2M€.

Noah & Sons spends 12M€ on Gene Repair, gaining 2M€ production.

PIKES spends 3 steel and 2M€ for Aquifer Pumping, placing an ocean at H4, gaining 2 plants, and increasing his TR to 26. He then spends 10M€ on Pets, adding a resource to that card. Miranda is now activated.

CJVH spends 8 heat to raise the temperature to -16C and his TR to 30, then spends 3M€ to raise his TR to 31.

COLONY spends 17M€ to place a colony on Callisto, gaining 1 energy production. PIKES gains 1M€ production.

GECS spends 13M€ for Asteroid Mining Consortium, increasing his titanium production by 1 and reducing COLONY's titanium production by 1.

Noah & Sons spends 4M€ for Power Infrastructure.

PIKES spends 15M€ for a Lava Tube Settlement at A3, drawing a card, losing 1 energy production, gaining 2M€ production, and a Pet. GECS gains 2M€.

CJVH spends 12M€ for Jetstream Microscrappers, then spends 4M€ for Venus

Governor, gaining 2M€ production.

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

GECS spends 4M€ to increase his steel production by 1.

Noah & Sons spends 11M€ for Ironworks.

PIKES spends 8M€ for a Rad-Chem Factory, reducing his energy production by 1 and increasing his TR to 28.

CJVH spends 2 steel and 2M€ for Heat Trappers, gaining 1 energy production and costing COLONY 2 heat production.

COLONY spends 2M€ to play Tardigrades, gaining 1M€ production for the microbe tag. Eneceledus is now activated.

GECS passes.

Noah & Sons passes.

PIKES passes.

CJVH passes.

COLONY adds a Tardigrade, then spends 5M€ for Lichen, gaining 1 plant production.

COLONY passes.

Production Phase

GECS moves 1 energy to heat, gains 32M€, 1 steel, 3 titanium, 1 plant, 1 energy, and 1 heat.

Noah & Sons moves 3 energy to heat, gains 22M€, 1 plant, 3 energy, and 1 heat.

PIKES moves 2 energy to heat, gains 38M€, 3 steel, and 1 titanium.

CJVH moves 3 energy to heat, gains 35M€, 4 energy, and 1 heat.

COLONY gains 30M€, 2 plants, 1 energy, and 1 heat.

Solar Phase

The trade marker on all active colonies is moved one to the right.

Generation 5Research Phase

N&S buys 4 cards for 12M€.

PIKES buys 1 card for 3M€.

CJVH buys 1 card for 3M€.

COLONY buys 1 card for 3M€.

GECS buys 2 cards for 6M€.

Action Phase

Noah & Sons spends 5M€ for Conscriptation.

PIKES spends 9M€ to trade with Io, gaining 10 heat, then spends 8 heat to increase the temperature to -14C, increasing his TR to 29.

CJVH spends 15M€ for Steelworks.

COLONY spends 11M€ for Extreme Cold Fungus.

GECS spends 1 titanium and 2M€ for a Minority Refuge, losing 2M€ production and establishing a colony on Callisto, gaining 1 energy production. PIKES gains 1M€ production.

Noah & Sons uses the discount from Conscription to play Arctic Algae, gaining 1 plant and an animal resource on the corporation card.

PIKES spends 3 steel and 14M€ for a Mohole Area at E1, gaining 4M€ and 4 heat production, then spends 8M€ to claim the Builder Milestone.

CJVH spends 4 energy to use Steelworks, gaining 2 steel and increasing the oxygen level to 5% and his TR to 32. He then spends 3M€ to increase his TR to 33.

COLONY spends 8 heat to raise the temperature to -12C and his TR to 27.

GEGS spends 4M€ for Rim Freighters.

Noah & Sons spends 7M€ for Peroxide Power, losing 1M€ production and gaining 2 energy production.

PIKES spends 11M€ and 4 titanium for a Solar Reflector, gaining 5 heat production.

CJVH sells 2 cards for 2M€.

COLONY adds a Tardigrade.

GEGS spends 2 titanium to trade with Triton, gaining 4 titanium.

Noah & Sons passes.

PIKES passes.

CJVH spends 17M€ to place a colony on Luna, gaining 2M€ production. PIKES gains 1M€ production.

COLONY uses Extreme Cold Fungus to add 2 resources to Tardigrades.

GEGS spends 4 titanium and 19M€ to play Deimos Down, gaining 4 steel, increasing the temperature to -6 and his TR to 29, and removing 4 plants from COLONY.

CJVH passes.

COLONY spends 8M€ for House Printing, gaining 1 steel production and 1M€ production for the new tag. He then spends 9M€ to trade with Callisto, gaining 13 energy. CJVH and GEGS each receive 3 energy.

GEGS spends 4M€ to increase his plant production by 1.

COLONY passes.

GEGS passes.

Production Phase

Noah & Sons moves 3 energy to heat, gains 21M€, 1 plant, 5 energy, and 1 heat.

PIKES gains 41M€, 3 steel, 1 titanium, and 9 heat.

CJVH moves 3 energy to heat, gains 39M€, 4 energy, and 1 heat.

COLONY moves 14 energy to heat, gains 32M€, 1 steel, 2 plants, 1 energy, and 1

heat.

GEGS moves 4 energy to heat, gains 33M€, 1 steel, 3 titanium, 2 plants, 2 energy, and 1 heat.

Solar Phase

The trade marker on all active colonies is moved one to the right.

Hamiltonstovare

Epoch I Empire Selection and Sumeria

Deadline, Epoch I Egypt, Minoans, and Indus Valley, April 2

Epoch I Empire Selection

HICK passes to CJVH

RMHS keeps

GEGS passes to Romulus & Remus

Republic of Texas keeps

CJVH passes to GEGS

CUTE keeps

Romulus & Remus passes to HICK

Epoch I

CUTE (Scharf): Plays Hittites. Army and Capital Eastern Anatolia, army and Fort Levant. SUMERIANS: Army, Capital, and Fort Lower Tigris, army Zagros, Middle Tigris. Points: Dominance Middle East (4), 2 Capitals (4) for 8 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
David Hood	Hood's InterContinental Kingdom (red)	0	0
Christopher Hunt	Christian Juvenile Volunteer Host (green)	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	4	8
Chris Geggus	Greco-Etruscan Great Sword (yellow)	0	0
Dave Anderson	Romulus & Remus (orange)	0	0
Andy York	Republic of Texas (blue)	0	0

Positions

CUTE: HITTITES: Army and Capital Eastern Anatolia, army and Fort Levant. SUMERIANS: Army, Capital, and Fort Lower Tigris, army Zagros, Middle Tigris.

Event Cards

Epoch I Empire

Bullmastiff

Complete Game

Round 1

Geggus plays the Perpetual Student occupation for free.

York collects 1 stone, 1 reed, and 1 food.

Hunt collects 3 wood from the 3 wood space.

Hooton spends 1 food to play the Sheep Whisperer occupation. One sheep placed on rounds 5, 8, 10, and 12 for future collection.

Geggus collects 2 wood from the 2 wood space.

York collects 2 clay from the 2 clay space.

Hunt becomes starting player and spends 1 wood to gain a Fishing Rod.

Hooton collects 1 grain.

Round 2

Hunt plays the Wood Distributor occupation for free, gaining 2 wood.

Hooton collects 3 wood from the 3 wood space.

Geggus pays 1 food to play the Dancer occupation.

York collects 1 stone, 1 reed, and 1 food.

Hunt collects 2 reeds from the reed space.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

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

York becomes first player and builds a Corn Storehouse, spending 2 clay and 2 reeds.

Hunt spends 1 food to play the Wood Carver occupation.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

York collects 4 clay and 2 wood from the 1 clay space.

Hunt collects 4 food from Traveling Players.

Hooton uses the Major or Minor Improvement space to spend 2 clay for a Fireplace.

York harvests 1 vegetable.

Geggus uses 4 food

York uses 4 food

No animal pairs.

Hooton gains 1 sheep.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

Geggus spends 2 wood and 2 reeds to add a room to his wooden hut.

York collects 4 clay from the 2 clay space.

Hunt becomes first player and spends 1 reed for a Landing Net.

Hooton spends 3 wood for the Crooked Plow minor improvement.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

Hunt spends 4 wood and 2 reeds to add a room to his wooden hut, then spends 4 wood to build 2 stables.

Hooton collects 6 wood from the 2 wood spot.

Geggus grows his family, then spends 2 wood for a Manger.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

Hunt goes Fishing gaining 3 food and 2 wood.

Hooton sows grain in each of his three fields.

Geggus visits the Traveling Players, gaining 4 food.

York collects 1 grain.

York harvests 1 vegetable. Hooton harvests 3 grain. York uses the Corn Storehouse to sow grain in one field.

Geggus uses 7 food

Hunt uses 4 food

York uses 4 food

Hooton uses 4 food and cooks one

No animal pairs.

Hooton gains 1 sheep.

S.O.B.

Hooton collects 1 grain.

Geggus becomes first player and spends 2 wood to build a Canoe.

York plows a field.

Round 3

Hooton collects 4 clay from the 2 clay spot.

Geggus goes Fishing, collecting 4 food, 1 wood, and 1 reed.

York spends 1 food to play the Hobby Farmer occupation, gaining 1 vegetable and allowing him to sow it immediately.

Hunt collects 4 wood from the 2 wood space.

Hooton collects 1 grain.

Round 4

Geggus becomes first player and spends 1 wood and 1 stone for an Axe.

York collects 2 reed and 2 wood from the reed space.

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

Hooton collects 3 sheep, which he immediately cooks using the Fireplace into 6 food.

Geggus collects 4 wood from the 1 wood space.

Harvest Phase 1

The Field Phase

Feeding the Family

Hunt uses 4 food

Hooton uses 4 food

Breeding

Round 5

Geggus goes Fishing, gaining 3 food, 2 wood, and 1 reed.

York spends 2 clay and 1 reed to renovate to a clay hut, then spends 3 clay for a Fireplace.

Hunt collects 1 stone, 1 reed, and 1 food, plus 1 additional food from the Landing Net.

Hooton plows 3 fields using the Crooked Plow

Round 6

York collects 2 sheep, cooking one for 2 food.

Hunt spends 1 food to play the Animal Dealer occupation.

Hooton collects 2 clay and 2 wood from the 1 clay space.

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

York plows a field.

Round 7

Hunt collects 1 sheep.

Hooton becomes first player and plays Straw-thatched Roof.

Geggus spends 2 wood and 2 reeds on a room.

York collects 2 food as a Day Laborer.

Geggus grows his family.

Harvest Phase 2

The Field Phase

Feeding the Family

sheep for 2 food.

Breeding

Round 8

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to

the 1 clay, 1 reed, and Fishing spaces.

Hooton spends 5 wood to build a room.

Geggus collects 4 wood and 4 reeds from the reed space.

York collects 6 clay from the 2 clay space.

Hunt grows his family and builds a Shepherd's Pipe.

Hooton spends 1 food to play the Cowherd occupation.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

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

York becomes first player and spends 1 wood, 2 clay, 1 reed, and 2 stone for a Water Mill.

Hunt collects 3 wood and 3 clay from the 1 clay space.

Hooton grows his family and spends 2 wood for a Loom.

Geggus visits the Traveling Players, collecting 4 food.

Round 9

York goes fishing, collecting 2 food and 2 wood, and roasts a vegetable for 3 food.

Hunt spends 3 clay for a Fireplace.

Hooton collects 5 wood from the 1 wood space.

Geggus uses the Perpetual Student to gain 3 food and spends 1 food to play the randomly selected Maid occupation.

Hunt collects 2 sheep and cooks one of them for 2 food.

Geggus collects 6 wood from the 2 wood space.

Harvest Phase 3

The Field Phase

York harvests 1 grain. Hooton harvests 3 grain and receives 1 food from the Loom. York uses the Corn Storehouse to sow 1 grain. Hooton uses the Water Mill to convert 1 grain into 3 food, of which York keeps 1.

Geggus uses 8 food.

York uses 4 food.

Hunt gains 1 sheep.

Hooton gains 1 sheep.

Geggus gains 1 food.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces.

York collects 2 wood and 2 reeds from the reed space.

Hunt spends 1 food to play the Weaver occupation.

Hooton spends 3 clay to renovate his house, then spends 3 wood for a Turnwrest Plow.

Geggus grows his family and spends 2 wood on an Animal Pen.

Geggus gains 3 food.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces., and receives 1 food from the Weaver.

York grows his family, then plays the Feed Pellets improvement.

Hunt collects 3 wild boar, pays 1 food to take an additional wild boar, cooks 2 for 4 food, and cooks a sheep for 2 food.

Hooton becomes first player and plays Helpful Neighbors to convert 1 clay to 1 stone. Helpful Neighbors is passed to Geggus.

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

York collects 2 sheep.

Hunt collects 2 clay and 2 wood from the 1 clay space.

Feeding the Family

Hunt uses 6 food.

Hooton cooks 1 sheep into 2 food and uses 5 food.

Breeding

Round 10

York spends 5 clay and 2 reeds to add a room to his house and spends 6 wood to build 3 stables.

Hunt collects 4 clay from the 2 clay space.

Hooton uses the Turnwrest Plow to plow 3 fields.

Geggus collects a vegetable.

Hunt collects 1 stone, 1 reed, and 2 food.

Hooton collects 2 stone from a stone space.

Geggus collects 4 food from Traveling Players.

Geggus fishes, collecting 2 food, 1 wood, and 1 reed.

Round 11

Hooton collects 1 cattle, gaining a second cattle from the Cowherd, and cooks one cattle and the sheep for 5 food.

Geggus collects 2 clay from the 2 clay space.

Hunt collects 4 wood from the 2 wood space.

Hooton spends 3 stone to renovate his clay house to stone, then spends 1 wood for a Yoke, plowing two more fields.

Geggus uses the Perpetual Student to gain 3 food, using 1 to gain a randomly selected occupation, which turns out to be the Master Baker.

Geggus spends 6 wood to fence a 2-space pasture.

Geggus spends 2 stone and 2 reed for a Basketmaker's Workshop.

Harvest Phase 4

The Field Phase

York harvests 2 grain. Hooton harvests 3 grain. York uses the Corn Storehouse to sow 1 grain and the Water Mill to convert 1 grain into 3 food. Geggus uses the Basketmaker's Workshop to convert 1 reed into 3 food.

Geggus uses 10 food.

York uses 5 food.

Hunt uses 6 food.

Hooton uses 6 food.

Feeding the Family

Breeding

York gains 1 sheep. Hunt gains 1 sheep and 1 wild boar, both of which are cooked for 4 food.

Round 12

Hooton gains 1 sheep, which is cooked for 2 food.

Geggus gains 3 food.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to

the 1 clay, 1 reed, and Fishing spaces., and receives 1 food from the Weaver.

Hooton collects 3 wood from the 1 wood space.

Geggus plows a field and sows a vegetable.

York plows a field.

Hunt collects 1 clay and 1 wood from the 1 clay space.

Hooton pays 1 food to play the Scholar occupation.

Geggus visits the Traveling Players, gaining 4 food and using the Animal Trainer, spends 3 food for a cattle.

York cooks one sheep for 1 food and collects 1 cattle.

Hunt spends 3 clay and 1 reed to renovate to a clay hut, then spends 4 clay and 1

Hooton uses the Scholar to spend 1 food to play the Farmer.

Geggus gains 3 food.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces., and receives 1 food from the Weaver.

Hooton grows his family.

Geggus collects 4 clay from the 2 clay space.

York collects 2 wild boar, cooking one of them along with a sheep for 5 food.

Hunt becomes first player and spends 1 wood to build a Flail.

Hooton builds fences, enclosing 2 1-space pastures using 7 wood and gaining 1 wild boar from the Farmer.

Geggus spends 5 clay and 1 reed to renovate to a clay hut, then uses Helpful Neighbors to convert 1 clay to 1 stone. Helpful Neighbors passes to York.

Round 13

York spends 3 stone and 1 wood for a Well.

Hunt collects 3 sheep (paying 1 food to get an extra one through the Animal Dealer) and cooks them all for 6 food.

Hooton plows a field and sows 8 grain.

Geggus takes 3 stone.

York sows a vegetable.

Hunt spends 1 food to play the Yeoman Farmer occupation.

Geggus collects 4 wood from the 2 wood space.

Hunt plows a field.

Geggus goes to Traveling Players, gains 4 food, and spends 2 food to gain a wild boar.

Harvest Phase 5

The Field Phase

Geggus harvests 1 vegetable. York harvests 2 grain and 1 vegetable. Hooton harvests 8 grain. York uses the Corn Storehouse to sow one grain. Hooton uses the Water Mill to convert 1 grain into 3 food, one of which goes to York.

Feeding the Family

Geggus uses 10 food.

Hunt uses 8 food.

York uses 6 food.

Hooton converts 3 grain into 3 food and uses 7 food.

Breeding

York gains 1 sheep, which is cooked for 2 food. Hunt gains 1 sheep and 1 wild boar, each of which are cooked for 4 food total.

Round 14

Hooton uses the Scholar to play the Quarry.

Geggus gains 4 food.

York gains 1 food.

Hunt uses the Wood Distributor to move 1 wood each from the 3 wood space to the 1 clay, 1 reed, and Fishing spaces., and receives 1 food from the Weaver.

Hunt spends 4 stone and 1 reed to renovate to a stone house, then spends 9 wood to fence a 3x2 pasture.

Hooton grows his family.

Geggus spends 5 stone and 1 reed to renovate to a stone house.

York collects 2 cattle and cooks 1 along with 1 sheep for 6 food.

Hunt plows a field using the Plow and Sow action.

Hooton collects a vegetable.

Geggus spends 7 wood to enclose a 2x2 pasture and split his existing pasture.

York plows a field.

Hunt collects 1 sheep and spends 1 food to gain a second.

Hooton sows his vegetable and bakes 1 grain into 2 food.

Geggus goes to the Traveling Players, collects 4 food, and uses 2 food each to gain 1 sheep and 1 wild boar through the Animal Trainer.

York collects 1 grain.

Hunt spends 2 wood to build a stable.

Hooton goes Fishing, gaining 2 wood and 2 food.

Geggus collects 1 wild boar.

Geggus collects 2 wood and 2 reed from the reed space.

Harvest Phase 6

The Field Phase

Geggus harvests 1 vegetable. York harvests 2 grain and 1 vegetable. Hooton harvests 8 grain and 1 vegetable. York uses the Corn Storehouse to sow grain in 3 fields. Hooton uses the Water Mill to convert 1 grain into 3 food, giving 1 food to York.

Feeding the Family

Geggus uses 10 food.

Hunt uses 8 food.

York uses 6 food.

Hooton converts 3 grain into food and uses 9 food.

Breeding

Geggus gains a wild boar. York gains a cattle, which is cooked for 4 food. Hunt gains 1 sheep and 1 wild boar.

Victory Points

	Geggus	York	Hunt	Hooton
Fields	-1	3	1	4
Pastures	3	-1	1	2
Grain	1	4	0	4
Vegetables	2	2	0	2

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reed for a Clay Hut Extension, which passes to Hooton.

Hooton goes Fishing, collecting 2 food and 2 wood.

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

York collects 3 stone.

Hunt grows his family.

Geggus collects 2 wood and 2 reed from the reed space.

Geggus collects 1 grain.

	Geggus	York	Hunt	Hooton
Sheep	1	1	2	-1
Wild Boar	2	1	2	1
Cattle	1	2	0	-1
Empty Spaces	-3	-5	0	-1
Fenced Stables	0	0	0	0
House	10	3	8	6
Family	15	9	12	15
Bonus	9	8	1	5
Total	40	27	27	36

Congratulations to Chris Geggus on his victory!

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Chris Geggus	Purple	5	Stone	Perpetual Student, Dancer, Animal Trainer, Maid, Master Baker, 2 unplayed	Canoe, Axe, Manger, Dovecote, Animal Pen, 2 unplayed	Basketmaker's Workshop	0
Andy York	Blue	3	Clay	Hobby Farmer, 6 unplayed	Corn Storehouse, Water Mill, Feed Pellets, 5 unplayed	Cooking Hearth, Well	0
Christopher Hunt	Green	4	Stone	Wood Distributor, Wood Carver, Animal Dealer, Weaver, Yeoman Farmer, 2 unplayed	Fishing Rod, Landing Net, Shepherd's Pipe, Flail, 2 unplayed	Fireplace	0
Dave Hooton	Red	5	Stone	Sheep Whisperer, Cowherd, Scholar, Farmer, 3 unplayed	Crooked Plow, Straw-thatched Roof, Loom, Turnwrest Plow, Yoke, Quarry, 1 unplayed	Fireplace	0

Player in bold is current first player.

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food
Chris Geggus	2			4	1	2	1	4	1	2
Andy York		2			1 (7)	2	1	1	2	10
Christopher Hunt							5	3		0
Dave Hooton	2				7 (8)	1 (1)		1	1	0

End of Game Statements

Chris Geggus: Thanks to Chris once again for coping so admirably with the vagaries of the four of us and making it run so smoothly.

Nice to win Agricola at long last. My plan seemed to work, only being disrupted a couple of times (lack of second field being a biggie). I don't know what you guys think, but I reckon the Animal Pen is just too strong. Get it out in the first half of the game and you can almost forget the food situation for the rest of the game. Hence why I never needed to buy a Fireplace. I know you need 4 ocs, but, particularly if drafting, you will want your ocs out soonest anyway - so a win/win in my eyes.

Good fun as ever and thanks to everyone for going the distance.

Andy York: Congrats to Chris G for a strong outing, well deserved win. I'm still trying to gain a good understanding of the game and the mechanics, only playing it a few times over the years. So, not sure of the best courses of actions with each set of opening improvements/occupations and how best to decipher what the other players may be working on to try to pick the "hot" spots on the board before someone uses them. Thanks to Chris H. for another excellent game mastering out (and thanks for catching my mistakes!).

Dave Hooton: Congratulations on Chris G. on his victory and thanks to Chris H. for running it. If I had kept closer eye on Chris G.'s position, I would have blocked Traveling Players on the final round to cost him some points, but I also had a couple of good breaks in the last two rounds to get two family members.

I've never seen someone win with a wheat-farming strategy, but since I was dealt two plows and a yoke, along with the Straw Roof, I had to try even though it put me behind in the baby race. Still, the amber waves of grain in round 13 (24 units in the field) was something to see.

Best In Show

This is a paritla 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

Name	Winner
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

Name	Winner
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*

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
Pug	Chris Geggus

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	Jerry Roalstad and Kevin Wilson
Hound Dog	Doug Kent

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
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York

S.O.B.

Name	Winner
Boston Terrier	Dave Hood ¹
Newfoundland	Dave Hood
Foxhound	Bill Scharf
Brittany	Andy York

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.

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott
Akita	Dave Partridge
Golden Retriever	Dave Hooton

¹ GMed by Andy Lewis

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

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*

Agricola

Name	Winner
Working Dog	Dave Hooton
Bergamasco	Christopher Hunt
Bullmastiff	Chris Geggus

Terraforming Mars

Name	Winner
Eurasier	David Hood
Great Pyrenees	Dave Hooton
Havanese	Dave Hooton

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins

Name	Game	Winner
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Portugese Water Dog	Goa	Chris Geggus
Papillon	Diskworld: Ankh-Moorpork	Andy York
Dalmatian	Phoenicia	Andy York
Broholmer	7 Wonders	Dave Hooton

¹ GMed by Andy LewisAddresses

Dave Anderson	Forest Cole	Christopher Hunt	Lynn Mercer	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	christopherhunt487@btinternet.c	hancockfc@yahoo.com	4814 Walnut Grove Ave.
20832 Tuck Rd., Site 32	Houston, TX 7099	om	Ward Narhi	Rosemead, CA 91770
Farmington Hills, MI 48336	simply4est@yahoo.com	Geoff Kemp	521 Moreley	(626) 286-4428
(248) 473-7482	Simply4est@aol.com	geoff.kemp@hotmail.com	Akron, OH 44320	bear-hugs@sbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	Doug Kent	lurkertv@hotmail.com	Mike Scott
andersond4@michigan.gov	96 Cedar St. #4	diplomacyworld@yahoo.com	(330) 835-4013	4040 E. Piedmont Dr.
Howard Bishop	Bangor, ME 04401	Robert Koehler	Walt O'Hara	Space 61
43 Guinions Road	(207) 941-8568	rkoehler@triad.rr.com	hussar@hotmail.com	Highland, CA 92346
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke"	Dave Partridge	mikesmag2@jsbcglobal.net
laties@globalnet.co.uk	Chris Geggus "Davey Boy	16 Gossling Dr.	15 Woodland Drive	(909) 864-4343
John Boardman	Smith"	Lewes, DE 19958	Brookline NH, 03033	Gina Teh
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	Alewis161@hom.com	rebhuhn@rocketmail.com	lone hammy@yahoo.com.sg
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	(302) 644-1984	James Pratt	Richard Weiss
Eric Brosius	Geggus@sky.com	Dane Maslen	prattjames1960@yahoo.com	richardweiss@higherquality.com
53 Bird St.	Ron Fisher	games@dane.me.uk	Berend Renken	Brendan Whyte
Needham, MA	skylark3@charter.net	Michael Longdin	P.O. Box 249	Assistant Map Curator
Public.brosius@comcast.net	Pasquale Giovine	michasel.longdin@virgin.net	Roy, WA 98580-0249	Map Section
Colin Bruce	Via Osanna N.2/e	Michael Lowrey	berend02@aol.com	National Library of Australia
30 Almoners' Avenue	I-89127 Reggio Calabria, Italia	6903 Kentucky Derby Drive	Paul Risner	Paarkes, ACT 2600 Australia
Cambridge, CB1 8PA, England	giovine@unirc.it	Charlotte, NC 28215	10325 NW 63rd Dr.	obiwonfive@hotmail.com
furyofthenorthmen@btopenworl	Dave Hood	Mlowrey@infionline.net	Parkland, FL 33076	Kevin Wilson
d.com	dhood@phd-law.com	(704) 569-4269	goeben@aol.com	4758 Doncaster Ct.
Kevin Burt	Dave Hooton	Brad Martin	Bob Robles "Howler"	Long Grove, IL 60047
kjburt0311@gmail.com	hootond@yahoooc.com	180 Peninsula Road	28 Oakwood Rd.	ckevinw@comcast.net
Dennis Cain "Red Dog"	Dale Horsely	Maylands 6051	Orinda, CA 94563	Andrew York "Greyhound"
1218 N. 3 rd St.	dale.horsely@yahoo.com	Western Australia	Rlrobes5@comcast.net	P.O. Box 201117
Quincy, IL 62301-1727	Tom Howell "Whippet"	Australia	(510) 254-6354	Austin, TX 78720-1117
(217) 223-2284	365 Storm King Road	Westfront@westfront.com.au		wandrew88@gmail.com
iamthedbear@sbcglobal.net	Port Angeles, WA 98363	Jack McHugh		
	off-the-shelf@olympus.net	jwmchughjr@gmail.com		
	(360) 928-9698			

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!

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