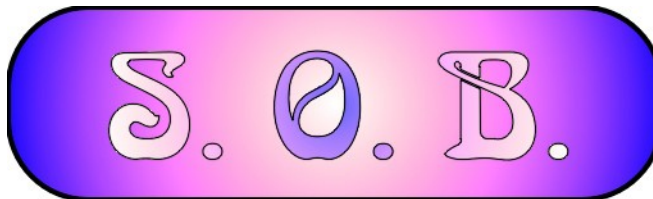


Number 242

June, 2019



Notes from Hades

Well, things have been pretty quiet around here. My sons are quickly approaching the end of their junior year of high school, so college application time will soon be upon us. I'm still coming to grips with that fact.

This issue, we see the conclusion of Jagdterrier, as well as the start and end of Hovawart. Congratulations to Dave Hooton on his victory in Jagdterrier, and to Chris Geggus on his victory in Hovawart. In addition to Hovawart starting, we also started Drever and Jindo. We currently have a number of games close to starting up, so sign up!

The next deadline is **Tuesday, June 11 at 5:00 p.m. Pacific Time.**

Contents

Borzoï	Machiavelli Gamestart	Page 1
Affenpinscher	Dune Gamestart	Page 2
Spaniel	Robo Rally Gamestart	Page 3
Hamiltonstovare	History of the World	Page 3
Jagdterrier	Settlers of Catan	Page 4
Hovawart	Puerto Rico	Page 7
Drever	Terra Mystica	Page 10
Jindo	Terraforming Mars	Page 12

Game Openings

Kai Ken: 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. **Will start next issue with whoever is signed up.**

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

Kishu Ken: 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, Christopher Hunt, will take up to 1 more.

Kromfohrlander: 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(\$), Kevin Wilson(\$), will take up to 2 more.

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

Leonberger: Puerto Rico: This will use the buildings expansion and will be run by email. Have Christopher Hunt, Chris Geggus, Dave Hooton, 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.

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.

Robo Rally: Have Chris Geggus, Brendan Whyte, will take up to 6 more.

New World: Have Chris Geggus, Bob Robles, Andy York, will take up to 3 more.

History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson, Chris Geggus, Christopher Hunt, will take up to 4 more.

Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Have Chris Geggus, will take up to 4 more.

Stellar Conquest: This will be run by email. Have Kevin Wilson, will take up to 3 more.

Settler/Seafarers of Catan: This will be run by email. Have Brendan Whyte, will take up to 5 more.

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

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subscribers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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cerberus@sob-zine.org

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

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

Borzoï

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Standard Victory
 End of Game Statements**

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

The Players

BYZANTINES:

KEVIN WILSON

1ST PLACE

FRANCE: Bob Robles
 LOMBARDS: Martin Burgdorf
 NAPLES: Kevin Burt

3rd place
 4th place
 2nd place

Statements

Kevin Wilson (Byzantines): Seems almost like this scenario with 4 was pre-determined. The Byzantines started with such a large advantage in territory and units that it would take a joint effort from the other 3 to prevent a march to victory. And even with that, I kind of backed into the win. That last season I had no expectation to pick up Bologna, Sardinia and Mantua. Bologna was protecting my ally's back and expected to bounce. It was really intended to keep the others out of his province. Sardinia and Mantua were to tie up opposing units and expected to bounce too. When all three succeeded I told my Papal ally that I was as surprised as the rest probably.

heading west, to get into position to help. That it picked up empty provinces along the way was to simply help with the expenses.

I guess, given the starting advantage and with the lack of a 3-way opposing alliance, if I didn't get to a victory I just would have played poorly. But, I'll take the win. I think it's my first in Mach in the zine.

Thanks to Bob, Martin and Kevin for playing and to Chris for running the game.

Let's do it again.

I had expressed to my Papal ally a desire to promote some gains for him to close the gap between us. That's why the entire Byzantine fleet was

Bob Robles (France): Congratulations to Kevin. The unstoppable Byzantine juggernaut was too much. Well played.

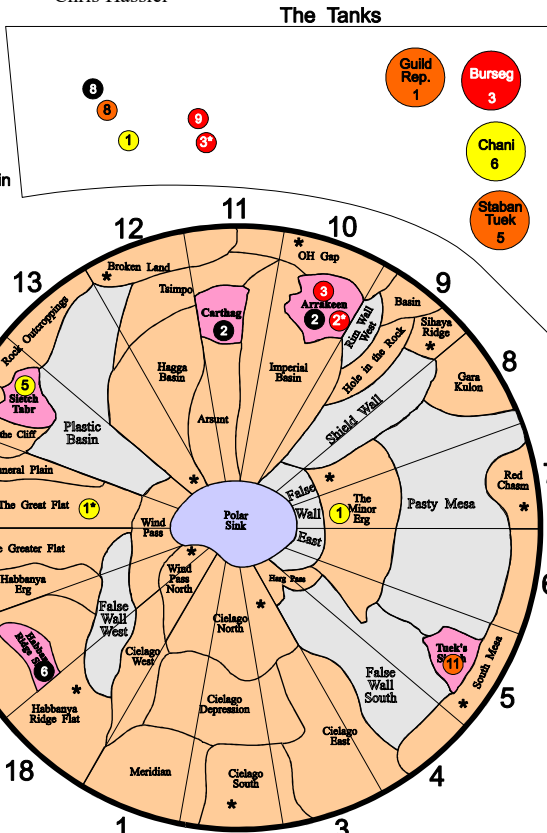
Affenpinscher
Turn 7 Bidding through Battle
Turn 7 Battle, June 11

Players

EMPEROR: Kevin Wilson
 GUILD: Bob Robles
 GAME MASTER: Chris Hassler

FREMEN: Martin Burgdorf
 HARKONNENS: Bill Scharf

- Key**
- Tokens
 - Spice
 - Atreides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremen Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - Bene Tleilaxu
 - ⊗ Trap



Revival

Emperor revives 2 tokens (1 Elite Sadaukar), paying 2 spice.

Fremen revive 3 tokens (1 Fedaykin).

Harkonnens revive 2 tokens.

Guild revive 3 tokens, paying 4 spice.

Shipping

Emperor ships 4 tokens (1 Elite Sadaukar) to Arrakeen (2 spice to the Guild, Guild refunds him 2 spice).

Harkonnens ship 2 tokens to Arrakeen

Movement

Fremen move 1 token (Fedaykin) Broken Land – Plastic Basin – The Great Flat.

Battle Round

There is a battle in Arrakeen between the Emperor and the Harkonnens. Emperor is the aggressor. Eligible leaders: Emperor: Bashar, Caid, Captain Aramsham, Count Fenring. Harkonnens: All.

Positions

- Empror:** 5 tokens (2 Elite Sadaukar) Arrakeen, 12 tokens (3 Elite Sadaukar) and Burseg in the tanks, 3 tokens off-planet
 Spice: 3 cards
- Fremen:** 5 tokens Sietch Tabr, 1 token The Minor Erg (7), 1 token (Fedaykin) Broken Land (12), 12 tokens (2 Fedaykin) Southern Hemisphere, 1 token and Chani in the tanks
 Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 3 tokens off planet, 6 tokens, Guild Representative, and Staban Tuek in the tanks
 Spice: 3 cards
- Harkonnens:** 2 tokens Carthag, 2 tokens Arrakeen, 6 tokens Habbanya Ridge Sietch, 2 tokens off-planet, 8 tokens in the tanks
 Spice: 4 cards

Turn 7

Bidding

- CARD 1 () goes to the Guild for 3 spice.
- CARD 2 () goes to the Guild for 3 spice.
- CARD 3 () goes to the Guild for 3 spice.

Revival and Movement

The Guild choose to move last.

TraitorsTreachery Cards**Spaniel****Turn 16****Turn 17, June 11**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 1 (660)	Move 1 (630)	Move 2 (670)	Move 2 (690)	<i>Back Up (480)</i>
Robot Nick	Rotate Right (180)	Back Up (470)	Rotate Right (380)	Move 1 (520)	Move 1 (590)
meRobot	Move 2 (750)	Rotate Left (230)	Rotate Right (220)	U-Turn (30)	Rotate Right (340)
Huey	Move 2 (740)	Rotate Left (190)	Rotate Right (280)	Move 3 (830)	Rotate Left (370)
SmaD	Rotate Left (410)	Move 1 (600)	Rotate Right (400)	Back Up (450)	Back Up (430)
Dalekbot	Rotate Left (130)	Move 3 (810)	Move 1 (580)	Move 1 (570)	Move 1 (530)

Registers in italics are locked.

Phase 1

DmeRobot moves ahead 2 to F8, Huey moves ahead 2 to F16, GEGS moves ahead 1 to H6, SmaD rotates left to face west, Robot Nick rotates right to face south, and Dalekbot rotates left to face north. They conveyor belt moves meRobot to F9 and rotates it to face east. SmaD shoots Huey.

Phase 2

Dalekbot dashes ahead 3 to K4, GEGS moves ahead 1 into a pit, SmaD moves ahead 1 to I16, Robot Nick backs up to L12, meRobot rotates left to face north, and Huey rotates left to face west. The conveyor belt moves meRobot to G9. SmaD shoots Huey.

Phase 3

Dalekbot moves ahead 1 into a pit, SmaD rotates right to face north, Robot Nick rotates right to face west, Huey rotates right to face north, and meRobot rotates right to face east. The conveyor belt moves meRobot to H9.

Phase 4

Huey dashes ahead 3 into a wall, Robot Nick moves ahead 1 to K12, SmaD backs up to I17, and meRobot makes a U-turn to face west. They conveyor belt moves meRobot to I9, then the gear rotates it to face south. SmaD and meRobot shoot each other and SmaD is shot by the on-board laser.

Phase 5

Robot Nick moves ahead 1 to J12 (archive relocated), SmaD backs up to I18, Huey rotates left to face west, and meRobot rotates right to face west. The gear rotates meRobot to face south. SmaD and meRobot shoot each other.

Cleanup

Robot Nick is repaired one point. GEGS reappears in H6 facing any direction. Dalekbot reappears in any space adjacent to H6 facing any direction unless there is a robot within 3 spaces in the direction being faced.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H6>?	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	J12>W	1	3	2
3	Dave Hooton	meRobot	Orange	Circuit Breaker	I9>S	1	1	2
4	Christopher Hunt	Huey	Green	Radio Control	F16>W		2	2
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	H18>N	1	3	3
6	Andy York	Dalekbot	Black		?>?	1	1	2

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

Program Cards**Hamiltonstovare****Epoch I Babylonians, Shang Dynasty, and Aryans
Deadline, Epoch II Empire Selection and Assyrians, June 11**Epoch I

Romulus & Remus (Anderson): Plays Disaster (Tidal Wave) on Lower Indus (Monument eliminated, Capital reduced to city). BABYLONIANS: Two armies, Fort, and Capital Middle Tigris (Sumerian army retreats to Lower Tigris). Points: Presence Middle East (2) and 1 Capital (2) for 4 points.

Republic of Texas (York): SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chkiang, Si-Kyang. Points: Dominance in China (2), 1 Capital (2) for 4 points.

GEGS (Geggus): ARYANS: Army Turanian Plain (Indus Valley army retreats to Hindu Kush), army Persian Plateau (vs. Indus Valley; A: 6, 5; I: 4, 3; wins), Hindu Kush (vs. Indus Valley; A: 4, 1; I: 3; A: 4, 4; I: 3; wins), Zagros (vs. Sumerians; A: 5, 1; S: 6; loses), Zagros (vs. Sumerians; A: 5, 2; S: 2; wins). Points: Presence in Middle East (2) and India (1) for 3 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	4	8
Christopher Hunt	Christian Juvenile Volunteer Host (green)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	6
Dave Anderson	Romulus & Remus (orange)	4	4
Andy York	Republic of Texas (blue)	4	4
David Hood	Hood's InterContinental Kingdom (red)	5	7
Chris Geggus	Greco-Etruscan Great Sword (yellow)	5	3

Positions

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

HICK: Fleet Red Sea. EGYPT: Army and Capital Nile Delta, army Nubia, Upper Nile, Arabian Peninsula.

RMHS: Fleet Eastern Mediterranean. MINOANS: Army and Capital Crete, army Western Anatolia, Shatt's Plateau.

CJVH: INDUS VALLEY: Army, Capital, and Monument Lower Indus, army Upper Indus, Hindu Kush, Persian Plateau, Turaniann Plain, Tarim Basin.

Romulus & Remus: BABYLONIANS: Two armies, Fort, and Capital Middle Tigris.

Republic of Texas: SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chkiang, Si-Kyang.

GEGS: ARYANS: Armies Zagros, Persian Plateau, Hindu Kush, Turanian Plain.

Event Cards

Epoch II Empire Draw

Jagdterrier

Gamestart through End of Game Statements

Initial Placement

Bill places a settlement at C9 with a road from C9 to B9.

Kevin places a settlement at E9 with a road from E9 to E10.

Dave places a settlement at E11 with a road from E11 to E12.

Andy places a settlement at B7 with a road from B7 to B6.

Chris places a settlement at H5 with a road from H6 to H6.

Chris places a settlement at D8 with a road from D8 to D7 and gains 2 grain and 1 wool.

Andy places a settlement at C4 with a road from C4 to D4 and gains 1 wool, 1

lumber, and 1 ore.

Dave places a settlement at G8 with a road from G8 to H8 and gains 2 brick and 1 ore.

Kevin places a settlement at D3 with a road from D3 to E3 and gains 2 lumber and 1 brick.

Bill places a settlement at F8 with a road from F8 to F7 and gains 1 wool and 2 brick.

Turn 1

Bill: Die roll is 3. No production. Passes.

Kevin: Die roll is 9. Bill and Andy each gain a lumber and Kevin, Dave, and Chris each gain a wool. Kevin trades 1 lumber to Chris for 1 grain then builds a road from E3 to E2. During the special build phase, Bill builds a road from B9 to B10.

Dave: Die roll is 10. Dave and Andy each gain a lumber. Dave trades a brick to Andy for a lumber then builds a road from H8 to H9. During the special build

phase, Andy builds a road from B6 to B5.

Andy: Die roll is 12. Kevin gains 1 lumber and Chris gains 1 grain. Passes.

Chris: Die roll is 4. Bill gains 1 brick, Andy gains 1 lumber, Kevin gains 1 lumber and 1 brick. Chris trades a grain to Bill for a brick and a grain to Dave for an ore. Builds a road from D7 to E7. During the special build phase, Kevin builds a settlement at E2.

Turn 2

Bill: Die roll is 5. Chris gains 1 grain, Dave gains 1 brick, Andy gains 1 wool, and Bill gains 1 grain and 1 brick. Bill trades 1 brick to Andy for 1 lumber and builds a settlement at B10. During the special build turn, Dave builds a settlement at H9. Andy builds a road from B5 to C5. Chris buys a development card.

Kevin: Die roll is 11. Dave gains 2 ore and Andy gains 1 ore. Passes.

Dave: Die roll is 8. Bill gains 2 ore, Dave and Chris each gain 1 brick, and Andy

gains 1 grain. Passes.

Andy: Die roll is 6. Dave gains 1 ore, Chris gains 1 wool, and Kevin gains 2 brick and 1 wool. Passes.

Chris: Die roll is 6. Dave gains 1 ore, Chris gains 1 wool, and Kevin gains 2 brick and 1 wool. Passes.

Turn 3

Bill: Die roll is 12. Kevin gains 1 lumber and Chris gains 1 grain. Passes.

Kevin: Die roll is 6. Dave gains 1 ore, Chris gains 1 wool, and Kevin gains 2 brick and 1 wool. Kevin trades 2 brick to Dave for 2 ore and 1 wool to Bill for 1 grain.

Dave: Die roll is 7. Moves the Robber to the 5 Fields space between C9 and D9 and steals a wool from Chris. Trades 1 wool to Kevin for 1 brick. Trades 4 brick

at the brick port for 2 grain and builds a city at G8.

Andy: Die roll is 3. Kevin gains 1 grain. Buys a development card. During the special build phase, Kevin buys a development card.

Chris: Die roll is 9. Bill and Andy each gain a lumber and Kevin, Dave, and Chris each gain a wool. Trades 3 wool for 1 lumber at the ? port and builds a settlement at E7.

Turn 4

Bill: Die roll is 11. Dave gains 3 ore and Andy gains 1 ore. Passes.

Kevin: Die roll is 6. Dave gains 1 ore, Chris gains 2 wool, and Kevin gains 2 brick and 1 wool. Kevin trades 1 brick to Bill for 1 lumber and builds a settlement at F11.

Dave: Die roll is 11. Dave gains 3 ore, Andy gains 1 ore, and Kevin gains 1

wool. Trades 4 ore for 1 grain and buys a card.

Andy: Die roll is 4. Bill gains 1 grain and 1 brick, Andy gains 1 lumber, Kevin gains 1 lumber and 1 brick. Andy trades 1 lumber to Kevin for 1 brick. Passes.

Chris: Die roll is 8. Bill gains 2 ore, Dave gains 2 brick, Chris gains 1 brick, and Andy gains 1 grain. Passes.

Turn 5

Bill: Die roll is 2. Bill and Chris each gain 1 wool. Trades 4 ore for 1 lumber and builds a road from F7 to F6. Andy builds a settlement at B5. Kevin builds a road from E9 to D9.

Kevin: Die roll is 8. Bill gains 2 ore, Dave gains 2 brick, Chris gains 1 brick, and Andy gains 1 grain. Kevin trades 1 wool to Dave for 1 brick. Plays a Knight, moving the Robber to the 9 forest hex between B8 and C8, stealing an ore from Bill. Builds a road from D9 to D10.

Dave: Die roll is 7. Moves the Robber to the 6 pasture space between D8 and E8

and steals wool from Kevin. Trades 2 ore to Bill for 1 grain and 2 brick for 1 lumber at the brick port. Plays Roadbuilding, placing roads from E11 to D11 and D11 to D10 and builds a settlement at D10.

Andy: Die roll is 7. Moves the Robber to the 9 pasture between D10 and E10 and steals wool from Dave then buys a card.

Chris: Die roll is 6. Dave gains 1 ore, Chris gains 2 wool, and Kevin gains 2 brick and 1 wool. Trades 3 wool for 1 lumber at the port and builds a road from E7 to E6.

Turn 6

Bill: Die roll is 5. Chris gains 1 grain, Dave gains 2 brick and 1 grain, Andy gains 2 wool, and Bill gains 1 grain and 1 brick. Buys a card.

Kevin: Die roll is 9. Bill and Andy each gain a lumber and Chris gains a wool. Trades 2 wool for 1 grain at the wool port and buys a card.

Dave: Die roll is 5. Chris gains 1 grain, Dave gains 2 brick and 1 grain, Andy gains 2 wool, and Bill gains 1 grain and 1 brick. Spends 4 brick for 2 ore at the ore port and upgrades the settlement at E11 to a city. During the special build turn, Bill builds a settlement at F6.

Andy: Die roll is 9. Bill and Andy each gain a lumber and Chris gains a wool.

Plays a Knight moving the Robber to the 6 pasture space between D8 and E8 and steals brick from Kevin, then trades 4 wool for a brick and 1 ore to Chris for 1 grain and builds roads from C5 to C4 and D4 to D5, claiming longest road and also buys a card. During the special build turn, Bill builds a road from B10 to A10.

Chris: Die roll is 10. Bill and Kevin each gain a lumber, Dave and Andy each gains 2 lumber. Trades 3 wool for 1 lumber at the wool port, builds a road from E6 to E5 and buys a card. During the special build turn, Bill builds a road from A10 to A9.

Turn 7

Bill: Die roll is 3. Kevin and Chris each gain 1 grain, Dave gains 1 brick. Passes.

Kevin: Die roll is 9. Bill and Andy each gain a lumber and Kevin and Chris each gain a wool, and Dave gains 3 wool. Kevin trades 1 brick to Bill for 1 ore. Play Invention card to gain 1 ore and 1 grain, then upgrades the settlement at E9 to a city.

Dave: Die roll is 6. Dave gains 2 ore and Kevin gains 2 brick. Trades 1 wool to Kevin for 1 brick. Builds roads from D10 to C10 and C10 to C11.

Andy: Die roll is 8. Bill gains 2 ore, Dave gains 2 brick, Chris gains 1 brick, and Andy gains 1 grain. Plays a Knight, moving the Robber to the 9 pasture space

between D10 and E10 and stealing a wool from Dave. Trades a lumber to Dave in return for a brick. Builds a settlement at D5. During the special build turn, Bill builds a road from A9 to A8.

Chris: Die roll is 5. Chris gains 1 grain, Dave gains 2 brick and 1 grain, Andy gains 2 wool, and Bill gains 1 grain and 1 brick. Plays a Knight, moving the Robber to the Mountain 8 space at C10 and steals a grain from Bill. Trades 2 grain to Dave for 1 ore then buys a card. During the special build turn, Dave builds a settlement at C11.

Turn 8

Bill: Die roll is 10. Bill and Kevin each gain a lumber, Dave and Andy each gains 2 lumber. Plays Invention, gaining 2 grain and upgrades the settlement at C9 to a city and builds a road from A8 to A7. During the special build turn, Dave builds a road from E12 to E13.

Kevin: Die roll is 4. Bill gains 1 grain and 1 brick, Andy gains 1 lumber, Kevin gains 1 lumber and 2 brick. Trades 1 wool to Bill for 1 grain. Builds a road from E3 to E4 and a settlement at E4.

Dave: Die roll is 11. Dave gains 3 ore, Andy gains 1 ore, and Kevin gains 1

wool. Upgrades the settlement at D10 to a city.

Andy: Die roll is 8. Dave gains 2 brick, Chris gains 1 brick, and Andy gains 1 grain. Plays a knight, moving the Robber to the 6 pasture between D8 and E8 and steals a brick from Chris. Gains the Largest Army bonus. Builds a road from D5 to D6 and buys a card.

Chris: Plays a Knight, moving the Robber to the 8 Fields space between A7 and B7 and steals lumber from Andy. Die roll is 6. Dave gains 2 ore, Chris gains 2 wool, and Kevin gains 3 brick and 2 wool. Passes.

Turn 9

Bill: Die roll is 8. Bill gains 3 ore, Dave gains 2 brick and 1 ore, and Chris gains 1 brick. Passes.

Kevin: Die roll is 7. Kevin discards 3 brick and 1 wool. Dave discards 4 ore and 1 brick. Moves the Robber to the 8 mountain spot between B10 and C10 and steals ore from Bill. Passes.

Dave: Die roll is 9. Andy gain a lumber, Bill gains 2 lumber, Chris gains a wool, Kevin gains 2 wool, and Dave gains 4 wool. Trades 2 brick for 1 lumber at the

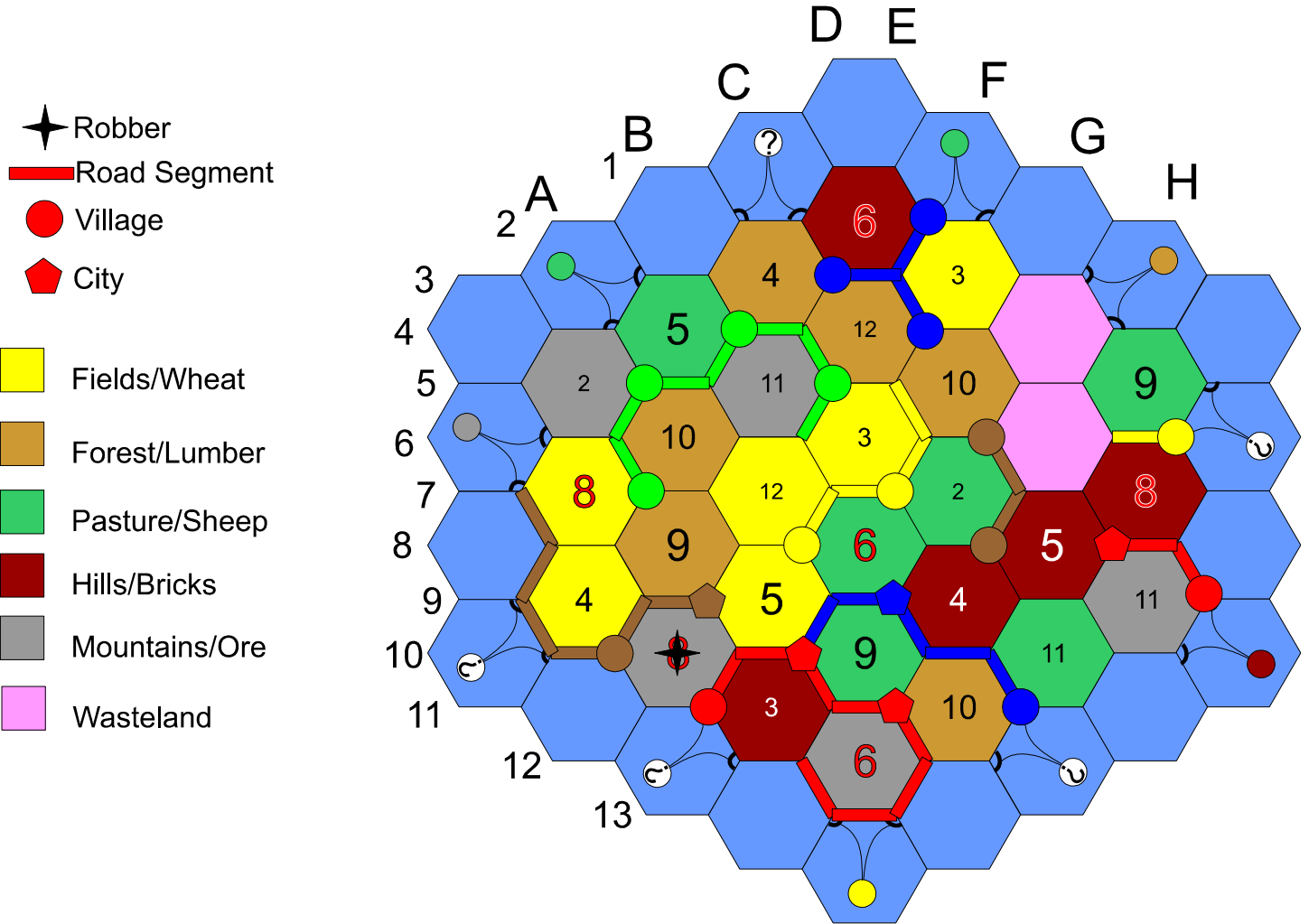
brick port, then builds roads from E13 to D13 and D13 to D12. This gets him the Longest Road, which gives him 10 victory points and the win. Congratulations!

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Bill Scharf	Brown		1	3	1	2	Invention	5
Kevin Wilson	Blue		4	1	1	1	Knight, Invention	6
Dave Hooton	Red		4				Roadbuilding	10 ¹
Andy York	Green		2	3			3 Knights, 1 unplayed	6 ²
Chris Geggus	Yellow		3	1	3		2 Knights, 1 unplayed	3

¹Longest Road

²Largest Army



End of Game Statements

Bill Scharf: Too few eights during the first part of the game killed my chances. Congrats to the winner, condolences to everyone else including me. Wawh, I coulda been a contender.....

Chris Geggus: Ouch, ouch and double ouch! I don't think I have ever done that badly in a game of Settlers. I thought my set-up was okay - not great, but acceptable. Then I was blocked at every turn and was stymied for the rest of the game. Don't fancy 5 players on that map again. I'll definitely be voting for Seafarers next time.

Thanks to Chris and well done to Dave. A 9 turn victory is pretty good with 5.

Kevin Wilson: Like Chris I too felt a little penned in. I was OK with my starting spots, one good one and one OK but then the one that was good is the one that got penned in. That road building play, blocking my planned settlement change the complexion for me and brought home the limited choices remaining. I got some

good rolls early giving me lots to work with but I simply ran out of room. Once I was penned in and decided to go the card route, the rolls eased off a bit and just didn't get the cards needed to trade as I was earlier. Then, a 7 following a pass preventing me from spending some cards to get the count down. Oh well, maybe next time. Congrats to Dave on the win.

Let's go again but with ships this time if we have 5 or more.

Dave Hooton: Thanks to Chris for running it and regards to my fellow players. I managed to start with a promising position, two good brick spaces with a nearby brick port that I could build to. Like others, I was nearly penned in, but I got my breakout move then I got to a good settlement spot ahead of Kevin. From then on, I was getting resources with almost every roll.

Andy York: One of the quickest games I've played, well done on your victory Dave. Chris, thanks for running the game - I had fun and enjoyed the challenge.

Hovawart

Turn 1 through End of Game Statements

Turn 1

Governor Dave selects the settler and gains a Quarry. Christopher selects a tobacco plantation. Chris selects a tobacco plantation. Kevin selects an indigo plantation. New plantations are corn, corn, indigo, sugar, coffee.

Christopher selects the Builder and builds a Hospice (1 doubloon discount for Builder, 3 doubloons spent). Chris builds a Small Market (1 doubloon spent). Kevin builds a Small Indigo Plant (1 doubloon spent). Dave builds a Small Market (1 doubloon spent).

Chris selects the Mayor and places colonists on the Small Market and corn plantation. Kevin places a colonist on the corn plantation. Dave places a colonist on the Quarry. Christopher places a colonist on the Hospice. Four colonists are placed on the Colonist Ship.

Kevin selects the Craftsman and produces 1 corn. Chris produces 1 corn. Kevin produces 1 bonus corn.

Turn 2

Governor Christopher selects the Settler and takes a Quarry with a colonist due to the Hospice. Chris takes a coffee plantation. Kevin selects a corn plantation. Dave selects the other corn plantation. New plantations: corn, corn, indigo, sugar, tobacco.

Chris selects the Trader, gains 1 doubloon, and trades corn for 2 doubloons (0 base, +1 for Small Market, +1 for Trader). No other trades are possible.

Kevin selects the Mayor and places colonists on the Small Indigo Plant and indigo plantation. Dave places a colonist on the corn plantation. Christopher places a colonist on the indigo plantation. Chris places a colonist on the coffee plantation. Four colonists are placed on the Colonist Ship.

Dave selects the Prospector, gaining 2 doubloons.

Turn 3

Governor Chris selects the Builder, gains 1 doubloon, and builds a Coffee Roaster (1 doubloon discount for Builder, 5 doubloons spent). Kevin spends a Construction Hut (2 doubloons spent). Small Indigo Plant (1 doubloon discount for Quarry, 0 doubloons spent). Christopher builds a Small Indigo Plant (1 doubloon discount for Quarry, 0 doubloons spent).

Kevin selects the Craftsman, gain 1 doubloon, and produces 1 corn and 1 indigo. Dave produces 1 corn. Chris produces 1 corn. Kevin produces a bonus indigo.

Dave selects the Captain, gains 2 doubloons, and ships 1 corn on Ship 1 for 2VP. Chris ships 1 corn on Ship 1 for 1VP. Kevin ships 3 corn on Ship 1 for 3VP then 2 indigo on Ship 2 for 2VP. Ship 1 sails.

Christopher selects the Settler and gains a Quarry, with a colonist from the Hospice. Chris takes a corn plantation. Kevin takes a corn plantation. Dave takes the tobacco plantation. New plantations: corn, corn, indigo, sugar, sugar.

Turn 4

Governor Kevin selects the Mayor, gains 1 doubloon, and places colonists on a corn plantation and the Construction Hut. Dave places a colonist on the Small Indigo Plant and moves a colonist from the corn plantation to the indigo plantation. Christopher places a colonist on the Small Indigo Plant. Chris places a colonist on the Coffee Roaster. Four colonists placed on the Colonist Ship.

Dave selects the Builder and builds a Tobacco Storage (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 3 doubloons spent). Christopher passes. Chris buys a Small Indigo Plant (1 doubloon spent). Kevin passes.

Christopher selects the Settler and gains a Quarry with a colonist from the Hospice. Chris takes a sugar plantation. Kevin uses the Construction Hut to take a Quarry. Dave takes a sugar plantation. New plantations: indigo, sugar, sugar, tobacco, coffee.

Chris selects the Craftsman and produces 1 corn and 1 coffee. Kevin produces 2 corn and 1 indigo. Dave produces 1 indigo. Christopher produces 1 indigo. Chris produces a bonus coffee.

Turn 5

Governor Dave selects the Trader, gains 2 doubloons, and trades indigo for 2 doubloons (1 base, +1 for Trader). Chris trades coffee for 5 doubloons (4 base, +1 for Small Market). No other trades are possible.

Christopher selects the Prospector, gaining 3 doubloons.

Chris selects the Builder and builds a Tobacco Storage (1 doubloon discount from the Builder, 4 doubloons spent). Kevin passes. Dave builds a Factory (1 doubloon discount from Quarry, 6 doubloons spent). Christopher builds a Large Market (2 doubloon discount for Quarries, 3 doubloons spent).

Kevin selects the Mayor and places colonists on the Quarry and corn plantation. Dave places a colonist on the corn plantation and moves colonists from the Small Indigo Plant to the Tobacco Storage and the indigo plantation to the tobacco plantation. Christopher places a colonist on the Large Market. Chris places a colonist on the Tobacco Storage and moves a colonist from the Small Market to the tobacco plantation. Nine colonists are placed on the Colonist Ship.

Turn 6

Governor Christopher selects the Captain, gains 2 doubloons, and ships 1 indigo on Ship 2 for 2VP. Chris ships 1 coffee on Ship 1 for 1VP. Kevin ships 2 corn on Ship 3 for 2VP. Chris ships 1 corn on Ship 3 for 1VP. Kevin ships 1 indigo on Ship 2 for 1VP.

Chris selects the Craftsman, gains 1 doubloon, and gains 1 corn, 1 tobacco, and 1 coffee. Kevin gains 3 corn and 1 indigo. Dave gains 1 corn and 1 tobacco. Christopher gains 1 indigo. Chris gains a bonus coffee.

Kevin selects the Settler, gains 1 doubloon, and gains a sugar plantation. Dave takes a tobacco plantation. Christopher takes a coffee plantation, with a colonist from the Hospice. Chris takes an indigo plantation. New plantations: indigo, indigo, indigo, sugar, sugar.

Dave selects the Mayor and places colonists on the Small Market, Factory, Small Indigo Plant, and indigo plantation. Christopher places colonists on the tobacco plantation and San Juan. Chris places colonists on the Small Market and corn plantation. Kevin places colonists on the sugar plantation and San Juan. Six colonists are placed on the Colonist Ship.

Turn 7

Governor Chris selects the Trader, gains 1 doubloon, and trades tobacco (1 doubloon for Trader, 1 doubloon for Small Market, 3 doubloons base for 5 doubloons). Trading house is full.

Kevin selects the Builder, gains 1 doubloon, and builds a Sugar Mill (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 2 doubloons spent). Dave builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent). Christopher builds a Tobacco Storage (3 doubloon discount from Quarries, 2 doubloons spent). Chris builds a Harbour (8 doubloons spent).

Dave selects the Mayor and places colonists on the Small Sugar Mill, sugar plantation, and tobacco plantation. Christopher places both colonists on the Tobacco Storage, and transfers a colonist from San Juan to the Tobacco Storage. Chris places a colonist on the Harbour. Kevin places a colonist on the Sugar Mill and transfers a colonist from San Juan to the Sugar Mill. Seven colonists placed on the Colonist Ship.

Christopher selects the Prospector, gaining 2 doubloons.

Turn 8

Governor Kevin selects the Craftsman, gains 1 doubloon, and produces 2 corn, 1 indigo, and 1 sugar. Dave produces 1 indigo, 1 sugar, and 1 tobacco and gains 2 doubloons from the Factory. Christopher produces 1 indigo and 1 tobacco. Chris produces 1 tobacco and 1 coffee. Kevin produces a bonus sugar.

Dave selects the Trader and trades tobacco for 5 doubloons (3 base, +1 for Trader, +1 for Small Market). Christopher trades indigo for 3 doubloons (1 base, +2 for Large Market). Chris trades coffee for 5 doubloons (4 base, +1 for Small Market). Kevin trades sugar for 2 doubloons (2 base).

Christopher selects the Settler, gains 1 doubloon, and gains a Quarry with a colonist from the Hospice. Chris takes an indigo plantation. Kevin takes a sugar plantation. Dave takes an indigo plantation. New plantations are corn, corn, tobacco, tobacco, coffee.

Chris selects the Captain, gains 1 doubloon, and ships 1 corn on Ship 3 for 3VP. Kevin ships 3 corn on Ship 3 for 3VP (Ship 3 sails). Dave ships 1 indigo on Ship 2 for 1VP. Christopher ships 1 indigo on Ship 2 for 1VP (Ship 2 sails). Chris ships 2 coffee on Ship 1 for 3VP. Kevin discards 2 corn and 2 indigo and Dave discards 1 corn and 1 sugar.

Turn 9

Governor Dave selects the Builder, gains 1 doubloon, and builds a Harbour (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 6 doubloons spent). Christopher builds a Fortress (4 doubloon discount from Quarries, 6 doubloons spent). Chris builds a Small Warehouse (3 doubloons spent). Kevin builds a Small Warehouse (1 doubloon discount from Quarry, 2 doubloons spent).

Christopher selects the Trader and trades tobacco for 6 doubloons (3 base, +1 for Trader, +2 for Large Market). Kevin trades sugar for 2 doubloons. No other trading is possible.

Chris selects the Mayor, gains 1 doubloon, and places colonists on the Small Warehouse, Small Indigo Plant, and an indigo plantation. Kevin places colonists on the Small Warehouse and a sugar plantation. Dave places colonists on the Harbour and an indigo plantation. Christopher places a colonist on the Fortress. Six new colonists are placed on the Colonist Ship.

Kevin selects the Prospector and gains 2 doubloons.

Turn 10

Governor Christopher selects the Builder and builds a City Hall (1 doubloon discount for Builder, 4 doubloon discount for Quarries, 5 doubloons spent). Chris builds a Small Sugar Mill (2 doubloons spent). Kevin builds a Large Warehouse (1 doubloon discount for Quarry, 5 doubloons spent). Dave passes.

Chris selects the Craftsman, gains 1 doubloon, and gains 2 corn, 1 indigo, 1 tobacco, and 1 coffee. Kevin gains 3 corn, 1 indigo, and 2 sugar. Dave gains 1 corn, 1 indigo, 1 sugar, 1 tobacco, and 3 doubloons from the Factory. Christopher gains 1 indigo and 1 tobacco. Chris gains a bonus coffee.

Kevin selects the Captain, gains 1 doubloon, and ships 3 corn on Ship 2 for 4VP. Dave ships 2 tobacco on Ship 3 for 3VP. Christopher ships 1 tobacco on Ship 3 for 1VP. Chris ships 2 tobacco on Ship 3 for 3VP. Dave ships 1 corn on Ship 2 for 2VP. Chris ships 2 corn on Ship 2 for 3VP (Ship 2 sails). Chris ships 2 coffee on Ship 1 for 3VP (Ship 1 sails). Dave discards sugar.

Dave selects the Trader and trades indigo for 3 doubloons (1 base, +1 for Trader, +1 for Small Market). No other trading is possible.

Turn 11

Governor Chris selects the Craftsman and gains 2 corn, 1 indigo, 1 tobacco, and 1 coffee. Kevin gain 3 corn, 1 indigo, and 2 sugar. Dave gains 1 corn, 1 indigo, 1 sugar, 1 tobacco, and 3 doubloons from the Factory. Christopher gains 1 indigo and 1 tobacco. Chris takes a bonus corn.

Kevin selects the Mayor, gains 1 doubloon, and places colonists on the Large Warehouse, Sugar Mill, and San Juan. Dave places 2 colonists on the Tobacco Storage. Christopher places a colonist on the City Hall. Chris places a colonist on the sugar plantation. Four colonists are added to the Colonist Ship.

Dave selects the Settler, gains 2 doubloons, and takes a Quarry. Christopher takes a tobacco plantation, with a colonist from the Hospice. Chris takes a coffee plantation. Kevin uses the Construction Hut to take a Quarry. New plantations are sugar, sugar, sugar, tobacco, coffee.

Christopher selects the Builder and builds a Hacienda (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 0 doubloons spent). Chris passes. Kevin passes. Dave builds a Guild Hall (1 doubloon discount for Quarry, 9 doubloons spent).

Turn 12

Governor Kevin selects the Craftsman and gains 3 corn, 1 indigo, and 2 sugar. Dave gains 1 indigo, 1 sugar, and 1 doubloon from the Factory. Christopher gains 1 indigo. Chris gains 1 coffee. Kevin produces a bonus sugar.

Dave selects the Captain, gains 1 doubloon, and ships 2 sugar on Ship 1 for 4VP. Christopher ships 3 indigo on Ship 2 for 3VP. Chris ships 2 indigo on Ship 2 for 3VP. Kevin ships 3 sugar on Ship 1 for 3VP. Ship 1 sails. Dave ships 1 tobacco on Ship 3 for 2VP. Christopher ships 1 tobacco on Ship 3 for 1VP. Ship 3 sails. Kevin ships 1 indigo on Ship 2 for 1VP. Ship 2 sails. Dave discards 2 indigo and Chris discards 1 tobacco and 1 coffee.

Christopher selects the Prospector, gaining 3 doubloons.

Chris selects the Trader, gains 1 doubloon, and trades coffee for 6 doubloons (4 base, +1 for Trader, +1 for Small Market). No further trading is possible.

Turn 13

Governor Dave selects the Builder, gains 1 doubloon, and builds a Coffee Roaster (1 doubloon discount for the Builder, 1 doubloon discount for a Quarry, 4 doubloons spent). Christopher builds an Office (2 doubloon discount for Quarries, 3 doubloons spent). Chris builds the Customs House (10 doubloons spent). Kevin passes.

Christopher selects the Mayor, gains 1 doubloon, and places colonists on the Hacienda and Office. Chris places a colonist on the Customs House. Kevin places a colonist on the Quarry. Dave places a colonist on the Guild Hall and moves a colonist from the Tobacco Storage to a Quarry. Seven colonists are placed on the Colonist Ship.

Chris selects the Captain and ships 3 corn on Ship 1 for 5VP. Kevin ships 2 indigo on Ship 3 for 2VP. Dave ships 1 corn on Ship 1 for 2VP. Kevin ships 1 corn on Ship 1 for 1VP. Ship 1 sails. Kevin ships 4 sugar on Ship 2 for 4VP.

Kevin selects the Craftsman and produces 3 corn, 1 indigo, and 2 sugar. Dave produces 1 corn, 1 indigo, 1 sugar, and 2 tobacco, and gains 3 doubloons from the Factory. Christopher produces 1 indigo and 2 tobacco. Chris produces 1 corn, 1 indigo, 1 tobacco, and 1 coffee. Kevin produces a bonus sugar.

Turn 14

Governor Christopher selects the Settler, gains 2 doubloons, draws a coffee plantation with the Hacienda, then selects a tobacco plantation, with a colonist from the Hospice. Chris takes a coffee plantation. Kevin and Dave each take a sugar plantation. New plantations are: indigo, tobacco, tobacco, tobacco, coffee.

Chris selects the Captain and ships 1 coffee on Ship 1 for 3VP. Kevin ships 1 indigo on Ship 3 for 1VP. Dave ships 1 sugar on Ship 2 for 2VP. Christopher ships 1 indigo on Ship 3 for 1VP. Chris ships 1 indigo on Ship 3 for 2VP. Kevin ships 1 sugar on Ship 2 for 1VP (Ship 2 sails). Dave ships 1 indigo on Ship 3 for 2VP. No further shipping is possible. Dave discards 1 corn and 1 tobacco, Christopher discards 1 tobacco.

Kevin selects the Trader, gains 1 doubloon, and trades sugar for 3 doubloons (2 base, +1 for Trader). Dave trades tobacco for 4 doubloons (3 base, +1 for Small Market). Christopher uses the Office to trade tobacco for 5 doubloons (3 base, +2 for Large Market). Chris trades corn for 1 doubloons (0 base, +1 for Small Market).

Dave takes the Builder and builds a Residence (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 7 doubloons spent). Christopher builds a University (3 doubloon discount from Quarries, 5 doubloons spent). Chris can't build. Kevin builds a University (2 doubloon discount for Quarries, 6 doubloons spent).

Turn 15

Governor Chris selects the Captain and ships 1 tobacco on Ship 2 for 3VP. No further shipping is possible.

Kevin selects the Mayor, gains 1 doubloon and places colonists on the University, sugar plantation and San Juan. Dave puts colonists on the sugar plantation and the Residence. Christopher places colonists on the University and the coffee plantation. Chris places a colonist on a coffee plantation and moves a colonist from a corn plantation to the Coffee Roaster. Three colonists are placed on the Colonist Ship, exhausting the colonist stock and signaling that this is the last turn.

Dave selects the Builder and builds an Indigo Plant (1 doubloon discount from the Builder, 2 doubloon discount from Quarries, 0 doubloons paid). Christopher builds a Factory (3 doubloon discount from Quarries, 4 doubloons spent) with a colonist from the University. Chris cannot build. Kevin builds an Office (2 doubloon discount from Quarries, 3 doubloons spent) and gains 1 colonist from the University.

Christopher selects the Prospector, gaining 3 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Hooton	Builder	Indigo, Quarry, Corn, Tobacco, Sugar, Tobacco, Indigo, Quarry, Sugar	Small Market, Small Indigo Plant, Tobacco Storage (x2), Factory, Small Sugar Mill, Harbour, Guild Hall, Coffee Roaster, Residence, Indigo Plant		3		20
Christopher Hunt	Prospector	Indigo, Tobacco, Quarry, Quarry, Quarry, Coffee, Quarry, Tobacco, Coffee, Tobacco	Hospice, Small Indigo Plant, Large Market, Tobacco Storage (x3), Fortress, City Hall, Hacienda, Office, University, Factory		3		9
Chris Geggus	Captain	Corn, Tobacco, Coffee, Corn, Sugar, Indigo, Indigo, Coffee, Coffee	Small Market, Coffee Roaster (x1), Small Indigo Plant, Tobacco Storage (x2), Harbour, Small Warehouse, Small Sugar Mill, Customs House		1		34
Kevin Wilson	Mayor	Corn, Indigo, Corn, Corn, Quarry, Sugar, Sugar, Quarry, Sugar	Small Indigo Plant, Construction Hut, Sugar Mill (x3), Small Warehouse, Large Warehouse, University, Office	2	3	8 corn, 1 sugar.	28

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

Available Items

Colonists: Supply: 0

Colonist Ship: 1

Trading House:

Cargo Ships: Ship 1 (capacity 5): 1 coffee Ship 2 (capacity 6): 1 tobacco Ship 3 (capacity 7): 6 Indigo

Victory Points: 9

Commodities

Corn: 2

Indigo: 5

Sugar: 10

Tobacco: 8

Coffee: 8

Buildings

Column 1	Column 2	Column 3	Column 4
	Indigo Plant (x2, 3d, 2vp)		
Small Sugar Mill (x2, 2d, 1vp)	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (6d, 3vp)	
	Hospice (4d, 2vp)	Factory (7d, 3vp)	
Hacienda (2d, 1vp)		University (8d, 3vp)	
Construction Hut (2d, 1vp)	Large Market (5d, 2vp)		
	Large Warehouse (6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

~~Builder, Captain~~, Craftsman(1d), ~~Mayor~~, ~~Prospector~~, Settler, Trader

Plantations

Sugar, Indigo, Tobacco, Tobacco, Tobacco, Coffee

Discard Pile:

Victory Points

	Dave	Christopher	Chris	Kevin
Victory Point Chits	20	9	34	28
Buildings	25	25	17	12
Bonus	11	15	8	0
Total	56	49	59	40

Congratulations to Chris on his victory!

End of Game Statements

Dave Hooton: Congratulations to Chris G. for winning and thanks to Chris H. for running it.

I was tempted to take Customs House rather than Guild Hall to keep it away from the big shippers, but Chris G. would have done almost as well with the Guild Hall.

Chris Geggus: Ooooh - that was hard work. First time I have tried a denial strategy, but rather forced on me by Kevin hoarding the goods by crafting just after me in the order of play. I had no option other than to block Kevin and keep other shippers from moving goods. If I had let Kevin ship he would have won by a street (sorry Kev). I worried that I might be a point or two short by not buying in the last 2 rounds, but got away with it - just.

Thanks Chris yet again and I'm sure we all hope Kevin's hangover is clearing slowly.

Kevin Wilson: I'm not sure why Chris was so worried about me. Yes, I was trying to max out the shipping VP but that was because I had missed the shift to income and never had a shot to get income to buy enough buildings to put me in place to compete for the big VP buildings; and the final score reflects that. 0 for bonus! That and missing out on the first batch of bigger income plantations. Oh well.

I was rusty. I haven't played Puerto Rico in a while and the last time was in a zine not by email so you had to anticipate more of what might happen so it wasn't as true to the game. I like the play-by-email form. It's truer to the game. Next time I'll have a better feel for when you PR pirates make the shift. Sign me up for the next one.

Thank you Chris H for running the game. Thanks to the rest of you for playing.

And, thank all of you for being patient. It was a fun weekend. Good friends, good food, good drinks and not bad golf. I didn't play that well but played well enough to win 1 skin (tough with 16 players) and my team won the day-two afternoon scramble. Unfortunately we got rained out on Sunday so only 81 holes over 3 days. But we did play some nice courses. This year was the North Carolina/ACC swing playing courses at Uni of NC, NC State and Duke.

DreyerGamestart through Turn 3 ActionsThe Players

Player	Order	Faction	Cash	Workers	Priests	Power: Bowl I	Power Bowl: II	Power: Bowl III
Martin Burgdorf	4	Nomads	8	6	0	1	9	2
Chris Geggus	1	Witches	2	1	0	0	3	2
Kevin Wilson	2	Giants	7	2	1	2	4	1
Christopher Hunt	3	Cultists	8	3	1	3	3	0

Faction Selection

Martin selects the Nomads.

Chris selects the Witches

Kevin selects the Giants.

Christopher selects the Cultists.

Initial Dwelling Placement

The **Nomads** place a dwelling at E1.

The **Cultists** place dwellings at M6 and H5.

The **Nomads** place dwellings at H6 and I2.

The **Witches** place a dwelling at M5.

The **Giants** place a dwelling at E5.

The **Giants** place a dwelling at H4.

The **Witches** place a dwelling at C1.

Bonus Tile Selection

The **Cultists** select the "Gain 1 Priest" tile.

The **Witches** select the "Gain 3 power/Gain 1 worker" tile.

The **Giants** select the "Gain 6 coins" tile.

The **Nomads** select the "One Shovel/Gain 2 coins" tile.

Turn 1Income Phase

The **Nomads** gain 4 workers and 2 coins.
The **Witches** gain 4 workers and 3 power.

The **Giants** gain 3 workers and 6 coins.
The **Cultists** gain 3 workers and 1 priest.

Action Phase

The **Nomads** use the bonus tile shovel to transform E2 to desert, then spend 1 worker and 2 coins to place a dwelling there.
The **Witches** burn 3 power and use 3 power to take the Gain a Priest action.
The **Giants** spends 2 workers and 3 coins to upgrade the dwelling at H4 to a Trading Post. The **Cultists** gain 1 power.
The **Cultists** commit their priest to the earth cult, gaining 3 spaces on the track and 1 power.
The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling at H6 to a Trading Post. The **Cultists** gain 1 power.
The **Witches** commit their priest to the air cult, gaining 3 spaces on the track and 3 power.
The **Giants** spend 4 workers and 6 coins to upgrade the Trading Post at H4 to a Stronghold. The **Cultists** gain 1 power.
The **Cultists** spend 2 workers and 3 coins to upgrade the settlement at M6 to a Trading House. The **Witches** gain 1 power. The **Cultists** gain 1 space on the Earth cult track, gaining 2 power.
The **Nomads** spend 2 workers and 5 coins to upgrade the Trading House at H6 to a Temple, gaining the boon that increases the standing in the Earth cult by 2, gaining 1 power. The **Cultists** gain 1 power.
The **Witches** spend 2 workers and 3 coins to upgrade the dwelling in M5 to a Trading House. The **Cultists** spend 1 VP to gain 2 power.
The **Giants** burn 3 power to gain 1 worker, user their Stonghold ability to gain 2

shovels to convert I5 to wasteland, and use 1 worker and 2 coins to build a dwelling at I5. The **Cultists** gain 1 power.
The **Cultists** spend 4 power to collect 7 coins.
The **Nomads** pass, taking the bonus tile “Gain 3 power/+1 Shipping” and gaining 1 coin.
The **Witches** burn 4 power, gaining 2 workers.
The **Giants** pass, taking the bonus tile “Gain 2VP per Trading House/Gain 1 worker” and gaining 1 coin.
The **Cultists** spend 2 workers and 5 coins to upgrade the Trading House at M6 to a Temple, gaining the boon that gives him 2 status in the Water cult and an action to gain 1 status in the cult of his choice. The **Witches** spend 1VP to gain 2 power.
The **Cultists** gain 1 standing in the Earth cult.
The **Witches** spend 4 workers and 6 coins to upgrade their Trading Post into a Stronghold. The **Cultists** spend 1 VP to gain 2 power.
The **Cultists** pass, taking the bonus tile “Gain 1 VP per dwelling/Gain 2 coins” and gaining 1 coin.
The **Witches** use Witches Ride to place a dwelling at I6. The **Giants** and **Cultists** each gain 1 power. The **Nomads** spend 1 VP for 2 power.
The **Witches** spend 2 workers and 3 coins to upgrade the dwelling at I6 to a Trading House. The **Giants** and **Cultists** each gain 1 power. The **Nomads** spend 1 VP for 2 power.
The **Witches** pass, taking the “Gain 6 coins” bonus tile.

Cult Bonuses and Cleanup Phase

The **Cultists** gain a free shovel, which they use to convert N7 to farmland.

Turn 2Income Phase

The **Nomads** gain 5 workers, 4 power, and 1 priest.
The **Giants** gain 4 workers and 4 power.

The **Cultists** gain 2 workers, 2 coins, and 1 priest.
The **Witches** gains 2 workers, 8 coins, and 3 power.

Action Phase

The **Nomads** spend 1 worker and 2 coins to build a dwelling in E4. The **Giants** gain 1 power.
The **Giants** spend 2 workers and 3 coins to upgrade the dwelling at E5 to a Trading House. The **Nomads** gain 1 power.
The **Cultists** spend 1 power and burn 5 more to gain 2 shovels, gaining 4VP, which they use to convert G5 and M7 to farmland, then they spend 1 worker and 2 coins to build a dwelling at G6. The **Nomads** spend 1VP to gain 2 power. The **Cultists** gain 1 space in the Earth cult, gaining 2 power.
The **Witches** use Witches Ride to place a dwelling in K7.
The **Nomads** commit their priest to the Fire cult, gaining 3 spaces and 1 power.
The **Giants** spend 2 workers and 5 coins to upgrade the Trading House at D5 to a Temple, gaining the 2 Air Cult/Gain 4 Power Boon. The **Nomads** gain 1 power. The **Giants** gain 2 spaces in the Air cult, gaining 1 power.
The **Cultists** spend 1 worker and 2 coins to build a dwelling at N7.
The **Witches** spend 2 workers and 5 coins to upgrade the Trading House in I6 to a Temple, gaining the 2 Fire Cult/City Needs 6 Points Boon. The **Giants** and **Cultists** each gain 1 power.
The **Nomads** spend 4 power to gain 1 shovel, gaining 2VP, then use it to convert

F1 to desert.
The **Giants** spend 1 power and burn 2 power to gain 1 worker, then use their Stronghold power to gain 2 shovels to transform F5 to wasteland, gaining 4VP, and spend 1 worker and 2 coins for a dwelling. The **Nomads** and **Cultists** each gain 1 power.
The **Cultists** spend 1 worker and 2 coins to place a dwelling at M7.
The **Witches** pass, taking the “Gain 1 shovel/Gain 2 coins” bonus tile, along with 1 coin.
The **Nomads** spend 3 power to gain a priest.
The **Giants** pass, taking the “Gain 1 Priest” bonus tile along with 1 coin.
The **Cultists** spend 1 worker and 2 coins on a dwelling at O8.
The **Nomads** spend 1 priest, 2 workers, and 5 coins to reduce the cost of shovels, gaining 6VP.
The **Cultists** use their Boon token action to advance one space in the Earth cult.
The **Nomads** convert 2 workers to 1 shovel and conveert G1 to desert, gaining 2VP.
The **Cultists** pass, taking the “Gain 3 power/Gain 1 worker” bonus tile and 1 coin.
The **Nomads** pass, taking the “Gain 6 coins” bonus tile.

Cult Bonuses and Cleanup Phase

The **Cultists** gain 8 coins and the **Nomads** gain 3 coins.

Turn 3Income Phase

The **Witches** gain 3 workers, 2 coins, 2 power, and 1 priest.
The **Giants** gain 3 workers, 8 power, and 2 priests.

The **Cultists** gain 7 workers, 3 power, and 1 priest.
The **Nomads** gain 6 workers, 6 coins, 1 power, and 1 priest.

Action Phase

The **Witches** use Witches' Flight to place a dwelling in P9, gaining 2VP. The Cultists gain 1 power.

The **Giants** spend 4 power to gain 7 coins.

The **Cultists** spend 1 priest, 2 workers, and 5 coins to reduce the cost of shovels, gaining 6VP.

The **Nomads** spend 1 worker and 2 coins for a dwelling in F1, gaining 2VP.

The **Witches** use the shovel from the bonus tile to transform D1 into forest, then spend 1 worker and 2 coins for a dwelling there, gaining 2VP. The Nomads spend 1VP for 2 power.

The **Giants** use their Stronghold ability to gain 2 shovels, converting D4 to

wasteland and spending 1 worker and 2 coins for a dwelling, gaining 2VP. The Nomads gain 1 power.

The **Cultists** spend 2 power and burn 1 power to gain a priest using the power action on the board.

The **Nomads** commit their priest to the Water cult, gaining 3 spaces and 1 power.

The **Witches** spend 1 priest, 2 workers, and 5 coins to reduce the cost of shovels, gaining 6VP.

The **Giants** commit a priest to the Air cult, gaining 2 spaces and 2 power.

The **Cultists** spend 1 priest, 2 workers, and 5 coins to reduce the cost of shovels, gaining 6VP.

JindoGamestart through Generation 3 ActionsThe Players

Player	Name	Company	Color	Cards	Terraform Rating
Bill Scharf	HOT (High Operational Temperature)	Helion	Red	11	20
Andy York	T-Cubed (Texas Terraform Technologies)	Cheung Shing Mars	Blue	4	22
Dave Hooton	WZR (Will, Zachary, and Robot)	Robinson Industries	Green	3	23
Chris Geggus	GEGS (Guilds Ensure Global Stability)	Teractor	Yellow	3	25
Kevin Wilson	PIKES (Puerile Inept Kleptocratic Embezzling Simpleton)	Valley Trust	Black	5	25

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
Bill Scharf	5	0	0	0	0	1	0	0	2	0	6	15
Andy York	18	0	0	0	0	0	2	3	2	1	4	4
Dave Hooton	6	15	2	0	0	1	0	4	3	0	3	3
Chris Geggus	7	2	0	0	0	6	2	6	5	3	2	4
Kevin Wilson	1	14	0	0	0	3	3	7	0	0	2	2

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	4 (3 microbe)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Europa	WZR	GEGS	(1 ocean)	4 (1 energy production)
Triton	HOT	GEGS	(3 titanium)	3 (1 titanium)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	3 (1 floaters)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	2 (1 plants)
Luna	T-Cubed	WZR	GEGS	4 (7M€)

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 1Initial Card and Company Selection

HOT selects Helion and retains 4 cards, paying 12M€.

T-Cubed selects Cheung Shing Mars and retains 5 cards, paying 15M€.

WZR selects Robinson Industries and retains 4 cards, paying 12M€.

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

PIKES retains Valley Trust and retains 6 cards, paying 18M€.

Prelude Phase

HOT plays Mohole, gaining 3 heat production and 3 heat, and Research Network, gaining 1M€ production and 3 cards.

T-Cubed plays Dome Farming, gaining 1 plant production and 2M€ production, and Business Empire, gaining 6M€ production and losing 6M€.

WZR plays Mining Operations, increasing his steel production by 2 and gaining 4 steel, and Metal-Rich Asteroid, increasing the temperature to -28C, increasing his

TR to 21, and gaining 4 steel and 4 titanium.

GEGS plays Polar Industries, placing an ocean at I9, gaining 2 titanium and increasing his TR to 21, and gaining 2 heat production, and Allied Bank, gaining 4M€ production and 3M€.

PIKES plays Donations, gaining 21M€, and Supply Drop, gaining 8 steel, 3 titanium, and 3 plants.

Action Phase

HOT spends 17M€ for a colony on Triton, gaining 3 titanium, then spends 3M€ for Search for Life.

T-Cubed spends 23M€ for Ice Moon Colony, placing a colony on Luna, gaining 2M€ production, and placing an ocean at F2, gaining 2 cards and increasing his TR to 21.

WZR spends 17M€ for a colony on Luna, gaining 2M€ production.

GEGS spends 9M€ for an Interplanetary Colony Ship, placing a colony on Luna and gaining 2M€ production.

PIKES plays Self-Sufficient Settlement, placing a city tile at G5, gaining 2 plants, and 2M€ production. He then spends 15M€ for Black Polar Dust, losing 2M€,

gaining 3 heat production, and placing an ocean at F5, gaining 2 plants and increasing his TR to 21.

HOT spends 1M€ to use Search for Life, drawing Power Plant (no success).

T-Cubed passes.

WZR spends 3 titanium to trade with Luna, gaining 9M€. T-Cubed and GEGS each receive 2M€. He then spends 2M€ for an Invention Contest, drawing 3 cards and keeping 1.

GEGS spends 10M€ for Cryo-Sleep.

PIKES passes.

HOT passes.

WZR spends 4M€ to increase his energy production by 1, then spends 8 steel and

HOT gains 21M€ and 6 heat.

T-Cubed gains 34M€ and 1 plant.

WZR gains 28M€ and 2 steel.

GEGS gains 27M€, 4 energy, and 2 heat.

PIKES gains 21M€ and 3 heat.

Production Phase

Solar Phase

All active colonies advance their trade markers one space to the right.

Generation 2

Research Phase

T-Cubed takes 2 cards, spending 6M€.

WZR takes 2 cards, spending 6M€.

GEGS takes 3 cards, spending 9M€.

PIKES takes 3 cards, spending 9M€.

HOT takes 2 cards, spending 6M€.

Action Phase

T-Cubed spends 5M€ for Technology Demonstration, gaining 2 cards.

WZR spends 18M€ for Titan Floating Launch Pad, which activates Titan, places the 2 free floater resources on it, then uses one of the resources to trade with Luna, gaining 12M€. GEGS and T-Cubed each gain 2M€.

GEGS spends 12M€ for Arctic Algae, gaining 1 plant.

PIKES spends 8 steel and 2M€ for Aquifer Pumping, then spends 8M€ to use Aquifer Pumping, placing an ocean at E5, gaining 2M€, 2 plants and increasing his TR to 22. GEGS gains 2 plants.

HOT spends 3 titanium and 22M€ for Immigration Shuttles, gaining 5M€ production. He then spends 1M€ on Search for Life, drawing Tropical Resort (failure).

T-Cubed spends 5M€ for a Mineral Deposit, gaining 5 steel.

WZR spends 17M€ for a colony on Europa, placing an ocean at D5, gaining 2 plants and 2M€ and increasing his TR to 23. GEGS gains 2 plants from Arctic Algae.

GEGS spends 2M€ for Conscripton, getting a 16M€ discount on his next card, which is Space Port Colony, which costs him a net of 2 titanium and 5M€, gaining a colony on Europa and a second trade fleet. The colony on Europa gives him an ocean at G6, gaining 3 plants and 2M€ and increasing his TR to 24.

PIKES spends 15M€ for Atmo Collectors, gaining 2 floater resources on the card.

T-Cubed gains 34M€, 2 plants, 1 energy, and 4 heat.

WZR gains 29M€, 2 steel, and 3 heat.

GEGS gains 29M€, 5 energy, and 2 heat.

PIKES gains 23M€ and 3 heat.

HOT gains 26M€ and 6 heat.

Production Phase

Solar Phase

All colonies advance their trade markers one space to the right.

Generation 3

Research Phase

WZR takes 3 cards, spending 9M€.

GEGS takes 3 cards, spending 9M€.

PIKES takes 2 cards, spending 6M€.

HOT takes 4 cards, spending 12M€.

T-Cubed takes 3 cards, spending 9M€.

Action Phase

WZR spends 5M€ for Protected Habitats, then expends a floater from Titan Floating Launch Pad to trade with Luna, gaining 12M€. GEGS and T-Cubed each gain 2M€.

GEGS spends 17M€ for a colony on Triton, gaining 3 titanium, then spends 2 energy to trade with Triton, gaining 3 titanium. HOT gains 1 titanium.

PIKES spends 8M€ to use Aquifer Pumping, placing an ocean at H4, gaining 2

6M€ to play Space Port, reducing his energy production by 1 and increasing 4M€ production, placing a city at E4, gaining 2 plants and 2M€.

GEGS spends 4M€ on a Bribe Committee, increasing his TR to 23, then spends 10M€ on Nuclear Power, reducing his M€ production by 2 and increasing his energy production by 3.

WZR spends 11M€ for Nitrite Reducing Bacteria, which comes with 3 microbe resources and activates Enceladus. He then spends 3 microbe resources from Nitrite Reducing Bacteria to increase his TR to 22.

GEGS spends 8M€ for Wave Power, gaining 1 energy production.

WZR passes.

GEGS passes.

HOT passes.

T-Cubed spends 12M€ for Artificial Photosynthesis, gaining 2 energy production.

WZR spends 4M€ to raise his energy production by 1, then spends 2M€ and 2 steel for Carbonate Processing, reducing his energy production by 1 and increasing his heat production by 3.

GEGS spends 8 plants to place a greenery tile at F6, gaining 6M€, 1 plant, and increasing the oxygen level to 1% and his TR to 25.

PIKES spends 1 floater from Atmo Collectors to gain 3 energy, then spends 3 energy to trade with Io, gaining 4 heat.

T-Cubed spends 9M€ for Adapted Lichen, gaining 1 plant production.

WZR adds a microbe resource to Nitrite Reducing Bacteria.

GEGS spends 2 energy to trade with Europa, gaining 1 energy production and 1M€. WZR gains 1M€.

PIKES passes.

T-Cubed spends 4 steel and 1M€ for GHG Factories, losing 1 energy production and gaining 4 heat production.

WZR passes.

GEGS spends 2 energy to trade with Ganymede, gaining 2 plants.

T-Cubed passes.

GEGS passes.

plants, and increasing his TR to 23. GEGS gains 2 plants from Arctic Algae.

PIKES then spends 8 plants for a greenery tile at H5, gaining 2M€, 2 plants, increasing the oxygen level to 2% and his TR to 24.

HOT spends 7M€ for Business Contacts, drawing 4 cards and keeping 2 of them. He then spends 7M€ on Peroxide Power, losing 1M€ production and gaining 2 energy production.

T-Cubed spends 11M€ for Deep Well Heating, gaining 1 energy production and increasing the temperature to -26C and his TR to 22.

WZR spends 4M€ to increase his energy production by 1.

GEGS spends 7M€ for Acquired Company, increasing M€ production by 3.

PIKES spends 17M€ for Kelp Farming, gaining 2M€ production, 3 plant production, and 2 plants.

HOT spends 1M€ on Search For Life, and draws Psychrophiles, gaining 1 resource on the card.

T-Cubed spends 8M€ for a Spin-Off Department, gaining 2M€ production.

WZR spends 9M€ to trade with Europa, gaining 1M€ and 1 energy production. GEGS also gains 1M€. WZR then spends 2 steel and 2M€ for Heat Trappers, gaining 1 energy production and causing PIKES to lose 2 heat production.

GEGS spends 10M€ for Algae, gaining 2 plant production and 1 plant.

PIKES spends 3M€ for an Investment Loan, losing 1M€ production and gaining 10M€, then spends 8 heat to increase the temperature to -24C and his TR to 25. HOT passes.

T-Cubed sells 1 card for 1M€, then spends 1 steel and 9M€ for a Medical Lab, gaining 3M€ production.

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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 Martin. **Terraforming Mars:** Brad Martin, Andy York.

Standby Calls

None this issue!

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