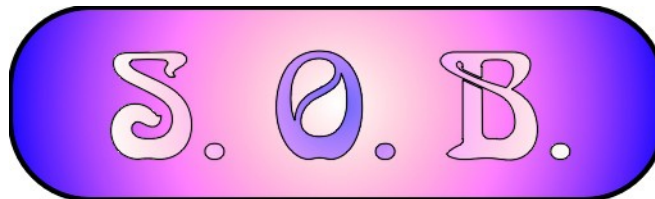


Number 243



July, 2019

Notes from Hades

Summer is here, and the boys have finished their junior year of high school. It seems weird to think that they are seniors now and will be heading off to college next year.

This issue sees the completion of Jindo. Congratulations to Chris Geggus on his victory. That takes us down to 5 games with Kai Ken starting up. We do have a few more games nearly ready, however. For Keeshond (Age of Renaissance), Kromfohrlander (Power Grid), and Leonberger (Puerto Rico), I will give it a couple more weeks and start with whoever has signed up at that time, so if you are interested, please let me know ASAP. A number of other games just need a few more sign ups, so sign up and we can start them.

The next deadline is **Tuesday, July 16 at 5:00 p.m. Pacific Time.**

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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. **Starts this issue!**

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. **Will start before next issue with whoever is signed up.**

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. **Will start before next issue with whoever is signed up.**

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

Lowchen. Puerto Rico: This will use the Nobles expansion and will be run via email. Have Dave Hooton, Christopher Hunt, Kevin Wilson(\$), will take up to 2 more.

Maltese. Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton, Andy York(\$), Bill Scharf(\$). **Will start as soon as game fees are received.**

Mudi. Settler/Seafarers of Catan: This will be run by email. Have Brendan

Whyte(\$), Kevin Wilson(\$), Dave Hooton, Andy York(\$), will take up to 1 more.

Norrbotenspets: History of the World: Will start after Hamiltonstovare ends.

Have Kevin Wilson, Chris Geggus, Christopher Hunt, Andy York(\$), will take up to 3 more.

Otterhound: Stellar Conquest: This will be run by email. Have Kevin Wilson, Bob Robles(\$), Bill Scharf(\$), will take up to 1 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.

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., Dave Hooton will take up to 5 more.

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

Gunboat Machiavelli: Scenario to be decided by player vote on game start. Will take up to 7.

Machiavelli: Scenario to be decided by player vote on game start. Will take up to 7.

Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Will take up to 5.

Puerto Rico: This will be the base game and will be run by email. Will take up to 5.

Terra Mystica: 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-subbers.

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

Chris Hassler a.k.a. Cerberus
11492 Harrisburg Road
Rossmoor, CA 90720
Phone: (562) 690-7827
cerberus@sob-zine.org

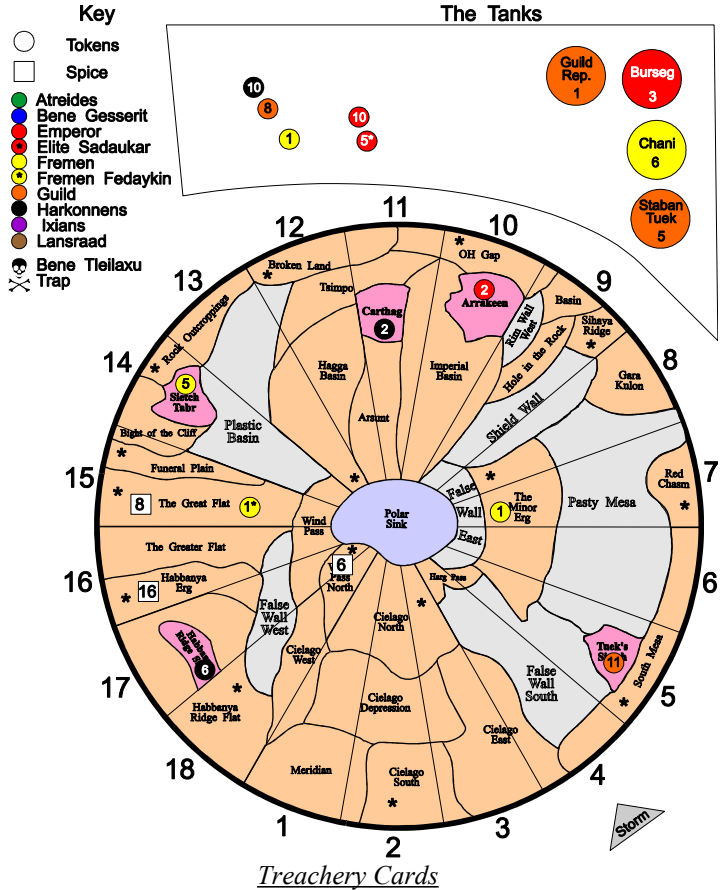
On the Web at: <http://www.sob-zine.org>

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

Positions

- Empror:** 2 tokens Arrakeen, 15 tokens (5 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, 6 tokens Habbanya Ridge Sietch, 2 tokens off-planet, 10 tokens in the tanks
Spice:
 4 cards

S.O.B.



Traitors

Spaniel

Turn 17

Turn 18, July 16

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (760)	Rotate Left (210)	Move 1 (630)	Move 3 (820)	Rotate Left (330)
Robot Nick	Back Up (480)	U-Turn (60)	Move 1 (560)	<i>Rotate Right (380)</i>	<i>Move 1 (570)</i>
meRobot	Move 2 (680)	Move 3 (840)	Rotate Right (160)	Move 1 (620)	<i>Rotate Left (270)</i>
Huey	Move 1 (500)	Rotate Right (220)	Move 2 (710)	Move 2 (700)	Rotate Right (180)
SmaD	Back Up (460)	U-Turn (10)	Move 1 (640)	<i>Move 1 (530)</i>	<i>Rotate Left (190)</i>
Dalekbot	Move 3 (800)	Move 1 (580)	Rotate Right (340)	Move 3 (790)	Move 2 (770)

Registers in italics are locked. GEGS reappears facing west. Dalekbot reappears in H5 facing west.

Phase 1

Dalekbot dashes ahead 3 to K5, GEGS moves ahead 2 to J6, meRobot moves ahead 2 to I11, Huey moves ahead 1 to E16, Robot Nick backs up to K12, and SmaD backs up to I19. The conveyor belt moves GEGS to J7. SmaD and meRobot shoot each other.

Phase 2

meRobot dashes ahead 3 to I14, Dalekbot moves ahead 1 to L5, Huey rotates right to face north, GEGS rotates left to face north, Robot Nick makes a U-turn to face east, and SmaD makes a U-turn south. SmaD and meRobot shoot each other. The conveyor belt moves GEGS to I8. SmaD's register 5 is locked.

Phase 3

Huey moves ahead 2 to E14, SmaD moves ahead 1 to I20, GEGS moves ahead 1 to I7, Robot Nick moves ahead 1 to L12, Dalekbot rotates right to face south, meRobot rotates right to face west. The conveyor belt moves GEGS to I8. SmaD shoots meRobot (register 5 locked), Dalekbot shoots Robot Nick, and the on-board laser shoots SmaD (register 4 locked).

Phase 4

GEGS dashes ahead 3 to I5, Dalekbot dashes ahead 3 to L8, Huey moves ahead 2, hitting a wall at E13, meRobot moves ahead 1 to H14, SmaD moves ahead 1 in I21, and Robot Nick rotates right to face south. The conveyor belt moves GEGS to J6. Dalekbot shoots Robot Nick.

Phase 5

Dalekbot moves ahead 2 to L10, Robot Nick moves ahead 1 to L13, GEGS rotates left to face west, meRobot rotates left to face south, SmaD rotate left to face east, and

Huey rotates right to face east. The conveyor belt moves GEGS to J7. Huey and Dalekbot shoot Robot Nick (registers 4 and 5 locked).

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		J7>W	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L13>S	1	3	6
3	Dave Hooton	meRobot	Orange	Circuit Breaker	H14>S	1	1	5
4	Christopher Hunt	Huey	Green	Radio Control	E13>E		2	2
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	I21>E	1	3	6
6	Andy York	Delekbob	Black		L10>S	1	1	2

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

Program Cards

Hamiltonstovare

Epoch II Empire Selection and Assyrians

Deadline, Epoch II Chou Dynasty, Vedic City States, Greek City States, July 16

Epoch II Empire Selection

CUTE (Scharf) gives to HICK.

CJVH (Hunt) keeps.

RMHS (Wilson) keeps.

Romulus and Remus (Anderson) keeps.

Republic of Texas (York) pass to CUTE.

HICK (Hood) passes to Republic of Texas.

GEGS (Geggus) keeps.

Epoch II

GEGS (Geggus): Plays Civil War on the Minoans. Army Western Anatolia (vs. Minoans; C: 5, 2; M: 1; wins), army Crete (vs. Minoans; C: 4, 2; M: 5; loses), army Shatts Plateau (vs. Minoans; C: 6, 2; M: 1; wins). ASSYRIANS: Army and Capital Upper Tigris, army Middle Tigris (vs. Babylonians; plays Treachery; wins, Capital reduced to city), Zagros (vs. Aryans; wins), Persian Salt Desert, Lower Indus (vs. Indus Valley; A: 3, 3; I: 3; A: 6, 3; I: 4; wins, city eliminated), Western Deccan, Eastern Anatolia (vs. Hittites; A: 6, 5; H: 3; wins, Capital reduced to city), Levant (vs. Hittites; A: 6, 2; H: 1+1; wins). Builds Monument Upper Tigris. Points: Dominance in Middle East (6) and India (4), Presence North Africa (2), 1 Monument (1) and 1 Capital (2) for 15 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)	13	18

Positions

CUTE: 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.

CJVH: INDUS VALLEY: Army Upper Indus, Tarim Basin.

Romulus & Remus: None.

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

GEGS: ARYANS: Armies Persian Plateau, Hindu Kush, Turanian Plain. CIVIL WAR: Armies Western Anatolia, Shatts Plateau. ASSYRIANS: Army, Capital, and Monument Upper Tigris, army and city Eastern Anatolia, Middle Tigris, armies Levant, Zagros, Persian Plateau, Lower Indus, Western Deccan.

Event Cards

Epoch II Empire

Drever**Turn 3 Actions through Turn 6 Actions***The Players*

Player	Order	Faction	Cash	Workers	Priests	Power: Bowl I	Power Bowl: II	Power: Bowl III
Martin Burgdorf	1	Nomads	11	7	1	1	10	1
Chris Geggus	3	Witches	3	6	2	0	3	2
Kevin Wilson	2	Giants	0	1	2	0	0	7
Christopher Hunt	4	Cultists	2	3	3	6	0	0

Turn 3*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.

The **Nomads** spend 1 worker and 2 coins for a dwelling at G1, gaining 2VP.

The **Witches** spend 2 workers for a shovel and convert K8 to forest.

The **Giants** spend 2 workers and 3 coins to upgrade the dwelling in I5 to a Trading House. The Witches spend 1VP to gain 2 power and the Cultists gain 1 power.

The **Cultists** use their Boon action to gain 1 space in the Fire cult.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling in E2 to a trading house. The Witches gain 1 power.

The **Witches** spend 3 power to build a bridge from I6 to K7.

The **Giants** commit their priest to the Air cult, gaining 2 steps and 2 power.

The **Cultists** commit their priest to the Fire cult, gaining 2 spaces and 1 power.

The **Nomads** pass, taking the bonus tile that gives VP for dwellings and 2 coins of income, and gains 1 coin.

The **Witches** pass, taking the gain 6 coins of income bonus tile.

The **Giants** pass, taking the bonus tile that gives VP for trading houses and 1 worker of income, and gains 1 coin.

The **Cultists** pass, taking the bonus tile that provides 3 power and 1 shipping, and gains 1 coin.

Cleanup Phase and Cult Bonuses

The Nomads and Cultists each gain 4 power.

Turn 4*Income Phase*

The **Nomads** gain 7 workers, 4 coins, 1 priest, and 2 power.

The **Witches** gain 5 workers, 6 coins, 1 priest, and 2 power.

The **Giants** gain 4 workers, 2 coins, 1 priest, and 6 power.

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

Action Phase

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

The **Witches** spend 4 workers and 6 coins to convert the temple at I6 to a sanctuary, gaining 5VP and taking the boon that provides 2 spaces in the water cult and an action to gain one space in the cult of his choice. The Nomads spend 1VP to gain 2 power.

The **Giants** spend 4 power to gain 2 workers.

The **Cultists** spend 3 power to gain 1 priest.

The **Nomads** spend 4 workers and 6 coins to upgrade the temple in H6 to a sanctuary, gaining 5VP and taking the boon that provides 2 spaces in the Fire cult and allows a city with 6 points, gaining 2 power. The Cultists spend 1VP to gain 2 power and the Witches spend 2VP to gain 3 power.

The **Witches** use Witches' Flight to place a dwelling in K8.

The **Giants** use their Stronghold ability to gain 2 shovels and use them to convert I4 to wasteland, then spend 1 worker and 2 coins to place a dwelling there.

The **Cultists** use their boon action to increase their standing in the Fire cult by 1, gaining 2 power.

The **Nomads** spend 4 workers and 8 coins to upgrade the trading house in E2 into a stronghold, gaining 5VP and founding a city, gaining an additional 5VP and 6 coins. The Witches gain 1 power.

The **Witches** spend 4 power for a shovel, converting N6 to forest and spending 1 worker and 2 coins for a dwelling there. The Cultists spend 2VP for 2 power.

The **Giants** spend 2 workers and 3 coins to upgrade the dwelling in D4 to a trading house. The Nomads gain 1 power.

The **Cultists** convert 6 power into 6 coins, then spend 1 worker for a shovel and convert L8 into farmland then 1 worker and 2 coins to build a dwelling there. The Witches spend 1VP for 2 power, and the Cultists move forward 1 space on the Fire cult.

The **Nomads** create a Sandstorm in D3, converting it to desert, then spend 1 worker and 2 coins to place a dwelling there. The Giants spend 1VP to gain 2 power.

The **Witches** use their boon action to advance 1 space in the Water cult, gaining 1 power.

The **Giants** convert 3 power into 3 coins and spend 2 workers and 5 coins to upgrade the trading house in I5 to a temple, gaining the Boon tile that grants 2 spaces in the Fire cult and allows a town to be built with 6 points of buildings, gaining 1 power. The Cultists gain 1 power and the the Witches spend 2VP to gain 3 power.

The **Cultists** spend 1 worker and 2 coins to place a dwelling at L9. The Witches gain 1 power and the Cultists gain 1 more space in the Fire cult, gaining 2 power.

The **Nomads** spend 3 power to build a bridge from D3 to B2.

The **Witches** spend 2 power for 2 coins.

The **Giants** commit their priest to the Air cult, gaining 2 steps.

The **Cultists** spend 1 worker for a shovel and convert K9 to farmland, then spend 1 worker and 2 coins to build a dwelling there. The Witches gain 1 power and the Cultists gain 1 space in the Fire cult.

The **Nomads** spend 1 worker and 2 coins to place a dwelling at B2.

The **Witches** commit their priest to the Water cult, gaining 2 spaces and 2 power.
 The **Giants** pass. They gain 2VP for their one trading house from their current bonus tile, and take the tile that provides 1 shovel and 2 coins, plus they gain 1 coin.
 The **Cultists** spend 2 workers and 3 coins to convert the dwelling at K9 into a trading house. The Witches gain 1 power and the Cultists gain 1 standing in the

Cleanup Phase and Cult Bonuses

The Nomads and Cultists each gain 4 workers and the Giants and Witches each gain 1 worker.

Turn 5

Income Phase

The **Giants** gain 3 workers, 4 coins, 2 priests, and 9 power.
 The **Witches** gain 7 workers, 2 priests, and 1 power.

The **Cultists** gain 8 workers, 8 coins, 1 priest, and 1 power.
 The **Nomads** gain 10 workers, 1 priest, and 3 power.

Action Phase

The **Giants** spend 4 power to gain 7 coins.
 The **Witches** spend 2 workers and 3 coins to upgrade the dwelling in K8 to a trading house, gaining 3VP and creating a town and gaining 10VP and 6 coins.
 The **Cultists** spend 3 workers to convert J9 to farmland, then spend 1 worker and 2 coins to place a dwelling there.
 The **Nomads** commit their priest to the Fire cult, gaining 2 spaces and 3 power.
 The **Giants** use their stronghold power for 2 shovels, converting J5 to wasteland and spending 1 worker and 2 coins for a dwelling, which creates a town gaining 7VP and 2 workers.
 The **Witches** spend 4 power to gain a shovel, which they use to convert O7 to forest, then they spend 1 worker and 2 coins to build a dwelling there. The Cultists spend 1VP to gain 2 power.
 The **Cultists** spend 1 worker for a shovel and convert P8 to forest.
 The **Nomads** create a sandstorm in B1, converting it to desert, then spend 1 worker and 2 coins to build a dwelling there. The Witches gain 1 power.
 The **Giants** spend 4 workers and 6 coins to convert the temple at E5 to a sanctuary, gaining the boon that gives 2 advances in the water cult and an action to advance in the cult of your choice. They also establishes a town, gaining 8VP and advancing 1 space in each cult, gaining 4 power. The Nomads gain 1 power.
 The **Witches** use Witches Flight to place a dwelling in P8, establishing a town, gaining 13VP and one space in each cult, including 1 power. The Cultists gain 1 power.
 The **Cultists** commit a priest to the Water cult, gaining 2 steps and 1 power.
 The **Nomads** convert 2 power into coins, then spend 2 workers and 3 coins to upgrade the dwelling at B1 to a trading house, gaining 3VP. The Witches gain 1 power.
 The **Giants** commit a priest to the Water cult, gaining 2 steps and 2 power.
 The **Witches** spend 2 workers and 3 coins to convert the dwelling at D1 to a trading house, gaining 3VP. The Nomads spend 3VP to gain 4 power.
 The **Cultists** spend 2 workers and 3 coins to convert the dwelling at O8 to a trading house, gaining 3VP. The Witches spend 2VP to gain 3 power. The Cultists gain 1 space in the Air cult.
 The **Nomads** convert 3 power into coins, then spend 2 workers and 3 coins to upgrade the dwelling in D4 to a trading house, gaining 3VP and establishing a town, gaining 8 power and 6VP.
 The **Giants** use their boon action to advance 1 space in the Water cult.
 The **Witches** commit a priest to the Earth cult, gaining 2 spaces and 1 power.
 The **Cultists** commit a priest to the Earth cult, gaining 1 space.
 The **Nomads** convert 3 power to coins, then spend 2 workers and 3 coins to

Fire cult.
 The **Nomads** commit their priest to the Fire cult, gaining 2 spaces and 2 power.
 The **Witches** pass, taking the bonus tile that gives 1 priest as income, and 1 coin.
 The **Cultists** pass, taking the bonus tile that gives 6 coins income.
 The **Nomads** pass, gaining 8VP from their current bonus tile, and taking the bonus tile that gives 2VP per trading house and 1 worker as income.

upgrade the dwelling in D1 to a trading house, gaining 3VP. The Witches spend 1VP for 1 power.
 The **Giants** spend 2 workers and 3 coins to convert the dwelling at F5 into a trading house, gaining 3VP. The Nomads spend 1VP to gain 2 power and the Cultists gain 1 power.
 The **Witches** convert 4 power to coins and spend 2 workers and 5 coins to convert the trading house at D1 to a temple, gaining the boon that grants 3 spaces in the water cult, which gives them 2 power. The Nomads spend 4VP to gain 5 power.
 The **Cultists** spend 2 workers and 3 coins to upgrade the dwelling at N9 to a trading post, gaining 3VP and establishing a town, gaining a priest and 9VP. The Witches spend 1VP to gain 2 power. The Cultists gain 1 space in the Air cult.
 The **Nomads** spend 3 power to gain 1 priest.
 The **Giants** send a priest to support the Water cult, advancing 1 step in the cult and gaining 2 power. The priest is returned to the pool.
 The **Witches** commit their priest to the Earth cult, gaining 2 steps and 2 power.
 The **Cultists** use their boon action to advance one space in the Earth cult, gaining 3 power, then converting 2 power into coins.
 The **Nomads** convert 3 power into coins and spend 2 workers and 3 coins to convert the dwelling in D3 to a trading house, gaining 3VP. The Giants spend 1VP to gain 2 power.
 The **Giants** spend 4 power to gain 2 workers.
 The **Witches** convert 3 power into coins then use their boon action to advance one space in the Water cult, gaining 3 power.
 The **Cultists** spend 2 workers and 3 coins to convert the dwelling at L8 into a trading post, gaining 3VP.
 The **Nomads** pass, gaining 8VP from their current bonus tile, and select the bonus tile that gives 1VP per dwelling on passing and 2 coins of income plus 1 coin.
 The **Giants** pass, taking the bonus tile that gives 3 power income and +1 shipping, plus 1 coin.
 The **Witches** pass, taking the bonus tile that gives 1 shovel action and 2 coins of income.
 The **Cultists** spend 2 workers to convert I9 into farmland, then spend 1 worker and 2 coins to place a dwelling there, establishing a town and gaining 9VP and 1 priest.
 The **Cultists** convert 1 power to a coin, then spend 1 priest and 4 coins to increasing their shipping to 1, gaining 2VP.
 The **Cultists** pass, taking the bonus tile with 3 power income and 1 worker income, with 2 coins.

Cleanup Phase and Cult Bonuses

The Giants gain 2 shovels and use them to convert G7 to wasteland. The Witches gain 1 and use it to convert O9 to forest.

Turn 6

Income Phase

The **Nomads** gain 6 workers, 13 coins, 1 priest, and 7 power.
 The **Giants** gain 3 workers, 4 coins, 2 priests, and 8 power.

The **Witches** gain 7 workers, 4 coins, 2 priests, and 3 power.
 The **Cultists** gain 8 workers, 8 coins, 1 priest, and 6 power.

Action Phase

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

The **Giants** use their stronghold action for two shovels, which they use to convert F3 to wasteland, then spend 1 worker and 2 coins to build a dwelling there. The Nomads spend 2VP to gain 3 power.

The **Witches** spend 1 worker and 2 coins to build a dwelling on O9.

The **Cultists** spend 2 workers for 2 shovels and convert G7 to farmland, then convert 2 power to coins and spend 1 worker and 2 coins to build a dwelling in G7.

The **Nomads** spend 2 workers and 5 coins to convert the trading house in E4 into a temple, taking the boon that gives 1 space in the Earth cult and 2VP per dwelling built.

The **Giants** spend 1 workers and 2 coins for a dwelling at K4.

The **Witches** use their bonus tile action for a shovel to convert N8 to forest then spend 1 worker and 2 coins to build a dwelling there.

The **Cultists** spend 4 power to gain 2 workers.

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

The **Giants** spend 1 worker and 2 coins to place a dwelling in M4. The Witches spend 2VP to gain 2 power.

The **Witches** spend 3 power to build a bridge from N8 to M9.

The **Cultists** spend 4 workers and 8 coins to upgrade the trading house in O8 to a stronghold, gaining 7VP. The Witches spend 4VP to gain 5 power. The Cultists gain 1 space in the Water cult.

Jindo**Generation 3 Actions through End of Game Statements**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Bill Scharf	HOT (High Operational Temperature)	Helion	Red	0	25
Andy York	T-Cubed (Texas Terraform Technologies)	Cheung Shing Mars	Blue	0	29
Dave Hooton	WZR (Will, Zachary, and Robot)	Robinson Industries	Green	0	33
Chris Geggus	GEGS (Guilds Ensure Global Stability)	Teractor	Yellow	0	40
Kevin Wilson	PIKES (Puerile Inept Kleptocratic Embezzling Simpleton)	Valley Trust	Black	0	35

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Producti on	On Hand	Producti on	On Hand	Producti on	On Hand	Prod	On Hand	Producti on	On Hand	Producti on	On Hand
Bill Scharf	22	50	1	3	1	2	1	0	1	1	8	10
Andy York	24	55	2	2	2	6	1	4	9	9	5	14
Dave Hooton	10	47	7	12	4	4	1	1	2	2	5	10
Chris Geggus	10	52	1	1	0	2	2	5	2	2	2	7
Kevin Wilson	10	47	0	0	0	0	8	5	0	0	2	6

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)	1 (0 microbes)
Io	HOT	(1 heat production)	(1 heat production)	3 (4 heat)
Europa	WZR	GEGS	(1 ocean)	4 (1 energy production)
Triton	HOT	GEGS	WZR	4 (2 titanium)
Titan	PIKES	(3 floaters)	(3 floaters)	4 (2 floaters)
Ganymede	PIKES	(1 plant production)	(1 plant production)	2 (1 plant)
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 3Action 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 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. WZR adds a microbe resource to Nitrite Reducing Bacteria.

GEGS spends 2 energy to trade with Io, gaining 3 heat. PIKES spends 1 floater from Atmo Collectors to gain 4 heat. T-Cubed passes. WZR spends 14M€ to play Release of Inert Gasses, increasing his TR to 25. GEGS passes. PIKES spends 12M€ for a Food Factory, losing 1 plant production and gaining 4M€ production. WZR passes. PIKES passes.

Production Phase

WZR produces 31M€, 2 steel, 3 energy, and 3 heat. GEGS moves 1 energy to heat and produces 32M€, 2 plants, 5 energy, and 2 heat. PIKES produces 30M€, 2 plants, and 2 heat.

HOT produces 25M€, 2 energy, and 6 heat. T-Cubed moves 1 energy to heat and produces 40M€, 2 plants, 2 energy, and 4 heat.

Solar Phase

All trade fleets are returned to the pool and the trade markers on all colonies are moved one space to the right.

Generation 4

Research Phase

GEGS takes 2 cards, spending 6M€. PIKES takes 3 cards, spending 9M€.

HOT takes 3 cards, spending 9M€. T-Cubed takes 3 cards, spending 9M€.

WZR takes 3 cards, spending 9M€.

Action Phase

GEGS spends 2 energy to trade with Luna, gaining 12M€. T-Cubed and WZR each gain 2M€. GEGS then spends 8 plants to place a greenery tile at E6, gaining 4M€, 1 plant, increasing the oxygen level to 3% and his TR to 26. PIKES spends 8M€ to use Aquifer Pumping, placing an ocean tile at H6, gaining 1 plant and 2M€ and increasing his TR to 26. GEGS gains 2 plants. He then spends 8 plants for a greenery tile at G4, gaining 1 plant, 2M€, and increasing the oxygen level to 4% and his TR to 27. HOT spends 8 heat to raise the temperature to -22C and his TR to 21, then spends 8 more heat to raise the temperature to -20C and his TR to 22, and to gain 1 heat production. T-Cubed spends 23M€ for a Strip Mine, losing 2 energy production, and gaining 2 steel production, 1 titanium production, and increasing the oxygen level to 6% and his TR to 24. He also gains a card from the Spin-Off Department. WZR spends 17M€ to place a colony on Triton, gaining 3 titanium, then spends 3 energy to trade with Triton, gaining 3 titanium. HOT and GEGS each gain 1 titanium. GEGS spends 23M€ to place a greenery tile at D6, gaining 1 plant and 2M€ and increasing the oxygen level to 7% and his TR to 27. He then spends 8M€ to claim the Gardener milestone. PIKES spends 8 heat to increase the temperature to -18C and his TR to 28, then spends 1 titanium and 2M€ for Minority Refuge, losing 2M€ production and placing a colony on Titan, gaining 3 floaters on Atmo Collectors. HOT spends 6M€ for Archaeobacteria, gaining 1 plant production, then 10M€ on

Urbanized Area, placing a city tile at F4, gaining 1 plant and 2M€. T-Cubed spends 8 heat to raise the temperature to -16C, increasing his TR to 25. WZR spends 3 titanium to trade with Enceladus, gaining 4 microbes on the Nitrite Reducing Bacteria card, then spends 3 microbes off that card to increase his TR to 26. GEGS spends 11M€ on a Restricted Area in D4, gaining 1 plant and 4M€, then spends 2M€ to use the Restricted Area to draw a card. PIKES spends 1 floater from Atmo Collectors to gain 3 energy, then spends 3 energy to trade with Europa, gaining 1 energy production. WZR and GEGS each gain 1M€. HOT passes. T-Cubed spends 9M€ for Geothermal Power, gaining 2 energy production. WZR spends 2 steel to play a Mine, increasing steel production by 1. GEGS spends 2 energy to trade with Ganymede, gaining 2 plants. PIKES spends 1M€ for Sabotage, removing 3 titanium from GEGS. T-Cubed passes. WZR adds a floater resource to Titan Floating Launch Pad. GEGS spends 8 heat to raise the temperature to -14C and his TR to 28. PIKES passes. WZR spends 3 titanium for Import of Advanced GHG, gaining 2 heat production. GEGS passes. WZR spends 4M€ to increase his titanium production by 1.

Production Phase

GEGS moves 1 energy to heat and produces 35M€, 2 plants, 5 energy, and 2 heat. PIKES produces 31M€, 2 plants, 1 energy, and 2 heat. HOT moves 1 energy to heat and produces 29M€, 1 plant, 1 energy, and 7 heat.

T-Cubed moves 2 energy to heat and produces 41M€, 2 steel, 1 titanium, 2 plants, 2 energy, and 4 heat. WZR produces 32M€, 3 steel, 1 titanium, 3 energy, and 5 heat.

Solar Phase

All trade fleets are returned to the pool and the trade markers on all colonies are moved one space to the right.

Generation 5

Research Phase

PIKES takes 1 card, spending 3M€. HOT takes 2 cards, spending 6M€.

T-Cubed takes 2 cards, spending 6M€. WZR takes 2 cards, spending 6M€.

GEGS takes 4 cards, spending 12M€.

Action Phase

PIKES spends 8M€ for Aquifer Pumping, placing an ocean tile at I6, gaining 1 plant and 2M€ and increasing his TR to 29. GEGS gains 2 plants. PIKES then spends 24M€ for a Domed Crater, placing a city at G3, gaining 3 plants, 1 steel, 4M€, and 3M€ production and losing 1 energy production.

HOT spends 1M€ for Market Manipulation, moving the Luna marker one space to the left and the Triton marker one space to the right, then spends 9M€ to trade with Triton, gaining 5 titanium. WZR and GEGS each gain 1 titanium. T-Cubed spends 8M€ to claim the Builder milestone, then 8M€ to fund the Banker

award.
 WZR spends 1 resource from Titan Floating Launch-Pad to trade with Luna, gaining 9M€. T-Cubed and GEGS each gain 2M€. WZR then spends 3 energy to trade with Titan, gaining 3 floater resources on Titan Floating Launch-Pad. PIKES gains a floater resource on Atmo Collectors.
 GEGS spends 8 plants to place a greenery tile at C4, gaining 1 plant, 2M€, and raising the oxygen level to 8% and his TR to 29. The increase in oxygen level raises the temperature to -12C, which further increases his TR to 30. He then spends 2 energy to trade with Io, gaining 4 heat.
 PIKES spends 8 plants for a greenery tile at I5, gaining 2 plants, 4M€, increasing the oxygen to 9% and his TR to 30.
 HOT spends 6 titanium and 2M€ for a Mining Colony, gaining 1 titanium production and placing a colony on Io, gaining 1 heat production. He then plays Productive Outpost, gaining 2 heat and 1 titanium.
 T-Cubed spends 1 titanium, 1 steel, and 20M€ for a Space Elevator, gaining 1 titanium production and 1 card from the Spin-Off Department. He then spends 1 steel to use the Space Elevator, gaining 5M€.
 WZR spends 3 titanium and 34M€ for Earth Elevator, increasing his titanium production by 3.
 GEGS spends 2M€ to use the Restricted Area to buy a card, then spends 8 heat to raise the temperature to -10C and his TR to 31.
 PIKES plays Indentured Workers, then spends 1 steel for Noctis Farming, gaining 1M€ production and 2 plants.
 HOT spends 13M€ and 5 heat for a Research Outpost at B2, gaining 1 steel, then spends 1 steel and 1 heat for a Mining Area at A1, gaining 2 steel and 1 steel production.
 T-Cubed spends 1M€ for Earth Office.

PIKES produces 40M€, 2 plants, and 2 heat.
 HOT moves 1 energy to heat and produces 34M€, 1 steel, 1 titanium, 1 plant, 1 energy, and 8 heat.
 T-Cubed moves 2 energy to heat and produces 44M€, 2 steel, 2 titanium, 2 plants,

Production Phase

2 energy, and 5 heat.
 WZR produces 34M€, 3 steel, 4 titanium, 1 plant, 3 energy, and 5 heat.
 GEGS moves 1 energy to heat and produces 44M€, 2 plants, 5 energy, and 2 heat.

Solar Phase

All trade fleets are returned to the pool and the trade markers on all colonies are moved one space to the right.

Generation 6

Research Phase

HOT takes 1 card, spending 3M€. WZR takes 1 card, spending 3M€. PIKES takes 1 card, spending 3M€.
 T-Cubed takes 2 cards, spending 6M€. GEGS takes 3 cards, spending 9M€.

Action Phase

HOT spends 25M€ for the Build a City standard project at F7, gaining 1M€ production, then spends 6M€ and 2 heat to claim the Mayor milestone.
 T-Cubed spends 7M€ for Pets, gaining a resource on the card, then spends 8 heat to raise the temperature to 0C and his TR to 27.
 WZR spends a floater from Titan Floating Launch-Pad to trade with Luna, gaining 12M€. T-Cubed and GEGS each receive 2M€. WZR then spends 14M€ to fund the Miner award.
 GEGS spends 2 energy to trade with Triton, gaining 4 titanium. HOT and WZR each gain 1 titanium. GEGS then spends 20M€ to fund the Scientist award.
 PIKES spends 1 floater resource from Atmo Collectors to gain 2 titanium, then spends 2 titanium and 25M€ to play Nitrogen-Rich Asteroid, gaining 4 plant production, increasing the temperature to 2C and his TR to 34.
 HOT spends 3 steel and 1 heat for a Rad-Chem Factory, reducing his energy production by 1 and increasing his TR to 24.
 T-Cubed spends 8 plants to place a greenery tile at D8, gaining 2 steel and increasing the oxygen level to 11% and his TR to 28, then uses Space Elevator to exchange 1 steel for 5M€.
 WZR spends 6 steel and 6M€ to play an Underground City at C6, gaining 2 plants and 2 steel production and losing 2 energy production. T-Cubed gains a resource on Pets. WZR then spends 8 heat to raise the temperature to 4C and his TR to 29. GEGS spends 2 energy to trade with Io, gaining 4 heat. HOT gains 2 heat. GEGS then spends 8 heat to raise the temperature to 6C and his TR to 35.
 PIKES spends 16M€ for Tundra Farming, gaining 1 plant production, 2M€ production and 1 plant, then spends 8 heat to raise the temperature to 8C and his TR to 35.
 HOT spends 3 titanium and 9 heat to play Lunar Exports, gaining 5M€ production.
 T-Cubed spends 8M€ and 1 steel for Physics Complex, then spends 17M€ for Red Spot Observatory, gaining 2 cards.
 WZR spends 4M€ to increase his energy production by 1, then spends 3 energy to trade with Europa, gaining 1 energy production and 1M€. GEGS also gains 1M€. GEGS spends 7M€ for Olympus Conference, gaining a science resource on the card.
 PIKES passes.
 HOT passes.
 T-Cubed adds a floater resource to Red Spot Observatory.
 WZR spends 3 titanium and 1M€ for a Space Station.
 GEGS uses Equatorial Magnetizer to reduce his energy production by 1 and increase his TR to 36.
 T-Cubed spends 15M€ for Energy Savings, increasing his energy production by 7.
 WZR adds a microbe resource to Nitrite Reducing Bacteria.
 GEGS sells 1 card for 1M€.
 T-Cubed spends 2 steel for Windmills, gaining 1 energy production.

S.O.B.

WZR spends 8 heat to raise the temperature to -8C and his TR to 27.
 GEGS spends 3M€ for Media Group, then spends 18M€ for Lava Flows, placing a volcano at A5, gaining 2 plants, and increasing the temperature to -4C and his TR to 33, then receiving 3M€ from Media Group.
 PIKES spends 6M€ for Greenhouses, gaining 5 plants, then spends 8 plants to place a greenery tile at F3, gaining 2M€ and increasing the oxygen level to 10% and his TR to 31.
 HOT spends 1 titanium and 8 heat for a Toll Station, gaining 5M€ production.
 T-Cubed spends 4M€ for Imported GHG, gaining 1 heat production and 3 heat, then spends 8 heat to increase the temperature to -2C and his TR to 26.
 WZR spends 3 microbe resources from Nitrite Reducing Bacteria to increase his TR to 28.
 GEGS spends 2 energy to trade with Europa, gaining 1 energy production and 1M€. WZR also receives 1M€.
 PIKES spends 1 floater resource from Atmo Collectors to gain 4 heat.
 HOT passes.
 T-Cubed passes.
 WZR spends 4M€ to increase his plant production by 1.
 GEGS spends 11M€ for Equatorial Magnetizers, then spends 1 energy production to use Equatorial Magnetizers to increase his TR to 34.
 PIKES spends 9M€ for a Development Center, then spends 1 energy to use the Development Center, gaining 1 card.
 WZR passes.
 GEGS passes.
 PIKES spends 2 titanium and 4M€ for Satellites, gaining 2M€ production.
 PIKES passes.

WZR spends 11M€ for Molecular Printing, gaining 17M€.

GEGS sells 1 card for 1M€.

T-Cubed passes.

WZR spends 25M€ for a city at E2, gaining 1M€ production and 2M€.

GEGS spends 13M€ for Regolith Eaters, and spends a science resource from Olympus Conference to draw a card.

WZR spends 1 titanium and 1M€ for a Trans-Neptune Probe.

GEGS sells 1 card for 1M€.

WZR passes.

GEGS sells 1 card for 1M€, then spends 2M€ to use Restricted Area to draw a

Production Phase

HOT moves 1 energy to heat and produces 42M€, 1 steel, 1 titanium, 1 plant, and 8 heat.

T-Cubed moves 2 energy to heat and produces 46M€, 2 steel, 2 titanium, 2 plants, 10 energy, and 5 heat.

card.

GEGS spends 7 titanium for Imported Nitrogen, increasing his TR to 37 and gaining 4 plants, 3 microbes on Regolith Eaters, and 3M€ from Media Group. He then spends 2 titanium and 3M€ for Lagrange Observatory, gaining 1 card.

GEGS spends 2 microbe resources from Regolith Eaters to increase the oxygen level to 12% and his TR to 38. He then spends 8 plants to place a greenery tile at A4, gaining 1 plant and 1 titanium, and increasing the oxygen level to 13% and his TR to 39.

GEGS passes.

WZR produces 36M€, 35steel, 4 titanium, 1 plant, 3 energy, and 5 heat.

GEGS moves 1 energy to heat and produces 46M€, 2 plants, 4 energy, and 2 heat.

PIKES produces 46M€, 7 plants, and 2 heat.

Solar Phase

All trade fleets are returned to the pool and the trade markers on all colonies are moved one space to the right.

Generation 7

Research Phase

T-Cubed takes 2 cards, spending 6M€.

WZR takes 2 cards, spending 6M€.

GEGS takes 1 cards, spending 3M€.

PIKES takes 1 card, spending 3M€.

HOT takes 1 card, spending 3M€.

Action Phase

T-Cubed spends 3 energy to trade with Luna, gaining 12M€. WZR and GEGS each receive 2M€. T-Cubed then spends 23M€ to place a greenery tile at E9, gaining 1 steel and raising the oxygen level to 14% and his TR to 29.

WZR spends 8 plants to place a greenery tile at E3, then spends a floater from Titan Floating Launch-Pad to trade with Triton, gaining 4 titanium. HOT and GEGS each receive 1 titanium.

GEGS spends 11M€ for Research, gaining 2 cards. The 2 science tags allow GEGS to add and then use a resource on Olympus Conference, gaining another card.

PIKES spends 25M€ for a city at A3, gaining a card and 1M€ production. T-Cubed gains a resource on Pets. He then spends 8 plants to place a greenery tile at B4, gaining 1 plant.

HOT spends 2M€ for Caretaker Contract and 10M€ for Solar Wind Power, gaining 1 energy production and 2 titanium.

T-Cubed spends 2 steel and 15M€ for AI Central, losing 1 energy production, then uses AI Central to draw 2 cards, gaining a third card from Spin-Off Department.

WZR spends 3 energy to trade with Enceladus, gaining 3 microbes on Nitrite-Reducing Bacteria.

GEGS spends 18M€ for Noctis City, losing 1 energy production and gaining 2 plants, 3M€ production, and 2M€. T-Cubed gains a resource on Pets. GEGS then spends 8 plants for a greenery tile at B5, gaining 2 plants.

PIKES spends a resource from Atmo Collectors to gain 3 energy, then spends 1 energy to use Development Center to draw a card.

HOT spends 3 titanium to trade with Ganymede, gaining 3 plants, and then spends 1 steel and 21M€ to play Protected Valley, gaining 2M€ production and placing a greenery tile at B1, gaining 2 steel.

T-Cubed spends a floater from Red Spot Observatory to draw a card, then uses Space Elevator to convert 1 steel into 5M€.

WZR spends 3 microbe resources from Nitrite-Reducing Bacteria to increase his TR to 30.

GEGS uses Equatorial Magnetizers, losing 1 energy production and increasing his TR to 40.

PIKES spends 7M€ for SF Memorial, drawing 1 card.

HOT uses the Caretaker Contract to spend 8 heat to increase his TR to 25, then sells 3 cards for 3M€.

T-Cubed spends 6 energy to add a science resource to Physics Complex.

WZR spends 7 titanium and 1M€ for Callisto Penal Mines, gaining 3M€ production.

GEGS spends 2M€ for Floater Prototype, gaining 1 resource on Olympus Conference and 3M€ from Media Group, then spends 11M€ on Breathing Filters, using a resource from Olympus Conference to draw a card.

PIKES sells 3 cards for 3M€, then spends 13M€ for Pioneer Settlement, losing 2M€ production and placing a colony on Ganymede and gaining 1 plant production.

HOT spends 9M€ for Robotic Workforce, duplicating the 2M€ production increase from Protected Valley, then sells a card for 1M€.

T-Cubed sells 2 cards for 2M€.

WZR spends 25M€ and 2 titanium to play Terraforming Ganymede, increasing his TR to 33.

GEGS spends 2M€ to use Restricted Area to draw a card.

PIKES passes.

HOT passes.

T-Cubed spends 6M€ for Mars University, using its science tag to discard a card and draw a new one, then sells 3 cards for 3M€.

WZR spends 6M€ to play Building Industries, losing 1 energy production and gaining 2 steel production.

GEGS sells 6 cards for 6M€ then spends 10M€ to play House Printing, gaining 1 steel production.

T-Cubed spends 13M€ for Livestock, losing 1 plant production and gaining 2M€ production, then adds an animal resource to Livestock.

WZR passes.

GEGS passes.

T-Cubed spends 5M€ for Cartel, gaining 4M€ production, then sells 2 cards for 2M€.

T-Cubed passes.

Production Phase

T-Cubed moves 1 energy to heat and produces 53M€, 2 steel, 2 titanium, 1 plant, 9 energy, and 5 heat.

WZR produces 43M€, 7 steel, 4 titanium, 1 plant, 2 energy, and 5 heat.

GEGS moves 4 energy to heat and produces 50M€, 1 steel, 2 plants, 2 energy, and 2 heat.

PIKES moves 2 energy to heat and produces 45M€, 8 plants, and 2 heat.

HOT produces 47M€, 1 steel, 1 titanium, 1 plant, 1 energy, and 8 heat.

Solar Phase

All global parameters are at maximum, so the game ends.

Final Greenery Placement

PIKES spends 8 plants to place a greenery tile at B3 and HOT spends 8 plants to place a greenery tile at G7 gaining 2M€.

Victory Points

Awards

Banker: Megacredit production. T-Cubed has 24, HOT has 22, WZR, GEGS, and PIKES each have 10. T-Cubed gains 5 and HOT gains 2.

Scientist: Science tags. GEGS has 8, T-Cubed has 6, HOT has 4, WZR has 2, and PIKES has 1. GEGS gains 5 and T-Cubed gains 2.

Miner: Steel and titanium resources. WZR has 16, T-Cubed has 9, HOT has 4, GEGS has 3 and PIKES has 0. WZR gains 5 and T-Cubed gains 2.

Milestones

Mayor goes to HOT. **Gardener** goes to GEGS. **Builder** goes to T-Cubed.

	HOT	T-Cubed	WZR	GEGS	PIKES
Terraform Rating	25	29	33	40	35
Awards	2	9	5	5	0
Milestones	5	5	0	5	0
Map	10	2	6	10	13
Cards	6	13	11	10	8
Total	48	58	55	70	56

GEGS wins. Congratulations to Chris Geggus on his victory!

End of Game Statements

Andy York (T-Cubed): Wow, much better than I thought...and, of course, we knew who was going to walk away with the game. Great job Chris G. and thanks, as always, to Chris H. for a superlatively run game (even kindly handling all of my slips and errors).

As for the game itself, I'm still a bit overwhelmed with all of the options and choices - my entire experience being two FTF games against one other person and a previous Email game here. I know I did not even try to incorporate the Colonies in my strategy except when plays required it or I received kind tips from other players about a potential play (thanks!). So. my hats off to the others that have this all figured out! Looking forward to the next game and more tough competition!

Bill Scharf (HOT): Well, after my first email game, and my first game with so many players, I have a much better idea on how the game plays....which is quite different than I'm used to. I'll do much better next time. Another game anyone?

Chris Geggus (GEGS): Thanks Chris. Love the game and your attention and time make it all the more enjoyable.

I am really surprised at the margin. I thought it was much tighter than that. No-one seemed to get any engine going, so few extra points accumulated. That is the second game ending in 7 turns and was almost 6 turns! Obviously Prelude speeds things up, but are we getting more efficient or are the cards just falling differently? It did seem that all of us were moving the tracks along every turn and I guess that everyone was looking to gain points asap before the tracks ran out. Be interesting to see what happens next time (hint, hint).

It's also the first time that I've seen table position so important. I know I winge a lot, but I only took Luna once against Dave's 3 or 4 times. That's 40 extra cash that Dave grabbed before me. Could have been decisive, but I guess that's the luck of the draw and, maybe, I should pay more attention elsewhere.

Thanks to all, good fun and a pleasure to play. Anyone looking to try a Steam game?

Kevin Wilson (PIKES): As always, thank you to Chris for running this game. Consider me a permanent sign up for any play, any expansion, any combo of players, any time.

Thank you to my fellow players for helping keep a venue to play.

I was tracking VP starting around Gen3 and definitely with Gen4 and already then felt it was a race for one of us to catch Chris. Even if someone else kept grabbing all that cash at Luna, Chris kept grabbing TR. A nice balanced win for him with points in all categories. Certainly made the math easy for Chris H that everything was a multiple of 5! :-)

I too felt always a bit behind and shy of just what I needed when I needed it. Looking back at my cards, it started with a poor corporation choice. The stats suggested Valley Trust was a good play but Ecoline was a choice I had too. I had a couple of plant based cards but not a bunch so I didn't take Ecoline. Then it was plan tag after plant tag coming my way. Combined with Aquifer Pumping I likely could have pushed the O2 track and Oceans to complete in Gen6. Assuming the temperature did as we saw, finishing in Gen6 might have given us a better shot to catch Chris but once it was clear we were going into Gen7 I didn't feel I could.

I did think for a bit we might finish in Gen6. If I recall we were done with the oceans and only 3 or 4 spots away on both the temp and O2 tracks. I played as if it could and then, when it didn't, didn't have a lot of cards to work with in Gen7.

Still haven't tried a game on Steam yet. I thought I'd give a few solos a try there when time permits but I haven't had a chance to do so yet.

Still lots of fun and looking forward to the next.

Dave Hooton (WZR): Thanks to Chris H. for running the game and congratulations to Chris G. for his clear win.

TM remains my favorite non-18xx game.

Unfortunately this time, I was dealt no synergies, so I went with generalist corporation and kept two colony-related cards and Inert Gasses. Until I was finally able to create a titanium-based engine late in the game, the extra colony trades were the only thing keeping me competitive. My engine was able to get me back withing 5 VPs of second place, but even then I had to keep wary of GEGS using its big pile of titanium from stealing the Miner award from me.

Addresses

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	rkhoeler@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
latics@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	Rlrobles5@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!