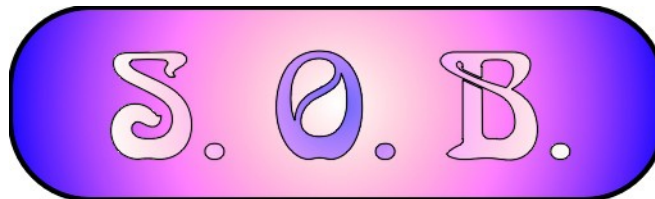


Number 245



September, 2019

Notes from Hades

As I write this, it is mid August, but my sons have already been in school for a couple weeks. Last year, our school district shifted the school year earlier in the year, so that AP testing would happen closer to the end of the school year. This gave the teachers and students more time to prepare for the tests and eliminated the post-test dead time. Last summer was particularly short since the school year ended in mid June and started in early August. This year, they got out in late May, so summer didn't feel quite so short. The truly scary thing about this year, though, is that it is their senior year, so college is up next. Yikes.

No games ended this time around, but several are likely to before the next issue. I do have a new game offering – Gaia Project – which looks like a good one, especially if you like Terra Mystica. It's mechanics are based on Terra Mystica's, but the setting is science fiction rather than fantasy.

The next deadline is **Tuesday, September 24 at 5:00 p.m. Pacific Time.**

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Game Openings

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(\$), Christopher Hunt(\$), will take up to 2 more.

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.

Mudi. Settler/Seafarers of Catan: This will be run by email. Have Brendan Whyte(\$), Kevin Wilson(\$), Dave Hooton(\$), Andy York(\$), Chris Geggus(\$), **will start shortly!**

Norrbottenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), will take up to 2 more.

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

Pekingese: New World: Have Chris Geggus, Bob Robles(\$), Andy York(\$), Martin Burgdorf(\$), will take up to 2 more.

Plott: Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Have Christopher Hunt(\$), Andy York(\$), Martin Burgdorf(\$), Chris Geggus(\$), Kevin Wilson(\$), **will start shortly!**

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

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

Wish List

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

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, Martin Burgdorf, will take up to 4 more.

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

Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 1, will take up to 6 more.

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

Puerto Rico: This will be the base game and will be run by email. Have Christopher Hunt, Martin Burgdorf, will take up to 3 more.

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

Gaia Project: A science fiction-based game with mechanics based on Terra Mystica. Will be run by email. Will take up to 4.

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

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

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

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cerberus@sob-zine.org

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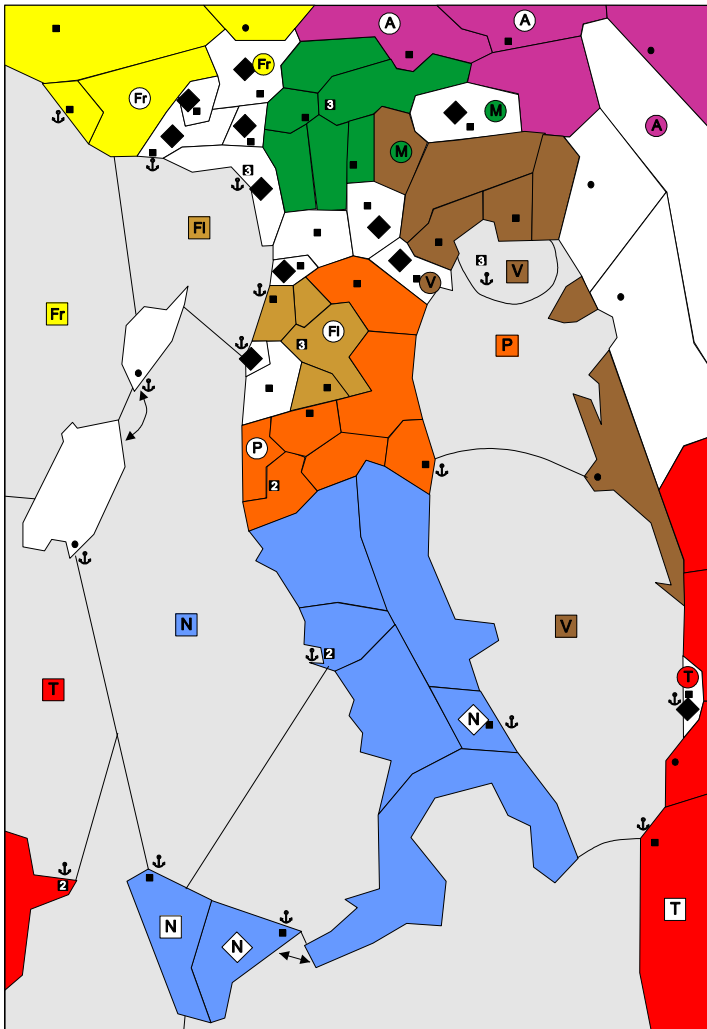
Kai Ken

Gamestart

Deadline/Summer 1454 9/24 Tuesday

Austria moves south, but stays on the defensive. France moves south and Milan makes a strong move against Venice. Florence and the Pope expand north, while Naples adopts an all naval strategy and but heads with the Turks.

Kai Ken



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

Orders

- AUSTRIA (Wilke): A AUSTRIA supports A Tyrolea, A Hungary to SLAVONIA, A TYROLEA holds
- FLORENCE (Robles): A Arezzo to FLORENCE, A Florence to PISTOIA, F Pisa to LIGURIAN SEA
- FRANCE (Wilson): A Avignon to PROVENCE, A Swiss to TURIN, F Marseilles to GULF OF LIONS
- MILAN (Wilson): A Pavia to PARMA, A Cremonoa to BERGAMO, A Milan to TRENTO
- NAPLES (Anderson): A BARI converts to G, A MESSINA converts to G, F Naples to TYRRHENIAN SEA, F PALERMO to Ionian Sea
- PAPACY (Robles): A Rome to PATRIMONY, A Perugia to SIENNA, A Bologna to MODENA, F Ancona to UPPER ADRIATIC
- TURKS (Wilke): A Albania to RAGUSA, F DURAZZO to Ionian Sea, F Tunis to WESTERN MEDITERRANEAN SEA
- VENICE (Anderson): A Padua to FERRARA, A Treviso to FRIULI, F Dalmatia to LOWER ADRIATIC, G VENICE convert to F
- Your treasury:

Notes

Thanks to Dave Partridge for his unused standby orders.

Summer 1454 Plague

Poor Year – Column Only: Friuli (Venice A destroyed), Sienna (Papal A and autonomous garrison destroyed), Albania, Modena (Papal A and autonomous garrison destroyed), Parma (Milan A destroyed), Urbino, Pistoia (Florence A destroyed)

Press

Venice to World: Naples and Venice have jointly converted to The Holy Sea -- a slightly different religion from the one you would expect. Come and see what you is in store for you.

Affenpinscher

**Turn 9 Nexus through Bidding
Turn 9 Bidding and Movement, September 24**

Players

EMPEROR Kevin Wilson
GUILD Bob Robles
GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
HARKONNENS Bill Scharf

Turn 9

Nexus

The Emperor abandons his alliance with the Guild and instead allies with the Harkonnens.

Spice Blow

10 spice in The Great Flat
12 spice in Cielago South

Bidding Round

CHOAM Charity recipients: None.

Three cards are up for bid. Eligible bidders are: Emperor (3 cards), Guild (3 cards), and Harkonnens (3 cards).

Notes

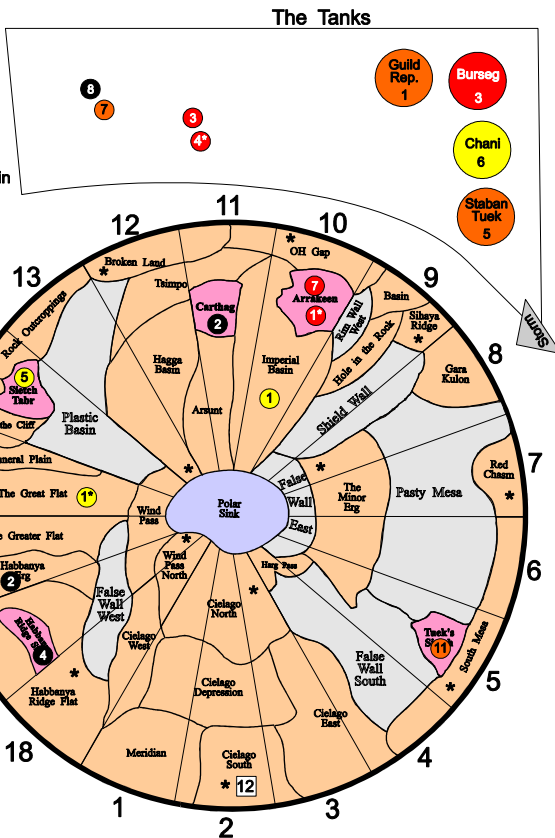
Thanks to Andy York for his unused standby orders.

Positions

Empror: 8 tokens (1 Elite Sadaukar) Arrakeen, 7 tokens (4 Elite Sadaukar) and Burseg in the tanks, 5 tokens off-planet
Spice:
3 cards

Fremen: 5 tokens Sietch Tabr, 1 token Imperial Basin (10), 1 token (Fedaykin) The Great Flat (15), 13 tokens (2 Fedaykin) Southern Hemisphere, Chani in the tanks
Spice:
4 cards

- Key**
- Tokens
 - Spice
 - Atrides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremmen
 - Fremmen Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - ☠ Bene Tleilaxu
 - ☠ Trap



S.O.B.

Guild:

11 tokens Tuek's Sietch, 2 tokens off planet, 7 tokens, Guild Representative, and Staban Tuek in the tanks
Spice:
 3 cards

Harkonnens:

2 tokens Carthag, 4 tokens Habbanya Ridge Sietch, 2 tokens Habbanya Erg (16), 4 tokens off-planet, 8 tokens in the tanks
Spice:
 4 cards

Traitors

Treachery Cards

Spaniel

Turn 17

Turn 18, July 16

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (750)	Move 2 (710)	Rotate Right (160)	Move 3 (820)	Move 1 (560)
Robot Nick	Rotate Right (280)	<i>Rotate Right (240)</i>	<i>Rotate Left (330)</i>	<i>Rotate Right (380)</i>	<i>Move 1 (570)</i>
meRobot	Shut down				
Huey	Move 1 (520)	Move 1 (490)	Rotate Right (360)	Rotate Right (340)	Rotate Left (210)
SmaD	Shut down				
Dalekbot	Move 1 (630)	Move 1 (530)	Move 1 (620)	Move 2 (780)	Move 1 (610)

Registers in italics are locked. Robot Nick schedules a shut down for next turn.

Phase 1

GEGS moves ahead 2 to J12 (archive relocated), Dalekbot moves ahead 1 to J14, Huey moves ahead 1 to D10, and Robot Nick rotates right to face north. Conveyor belts: Robot Nick is moved to K14 and Huey is moved to C10. The gear rotates Huey to face south.

Phase 2

GEGS moves ahead 2 to L12, Dalekbot moves ahead 1 to J15, Huey moves ahead 1 into a pit, and Robot Nick rotates right to face east. Conveyor belt moves Robot Nick to K13.

Phase 3

Dalekbot moves ahead 1 to J16, Robot Nick rotates left to face north, and GEGS rotates right to face south. Conveyor belt moves Robot Nick to K12.

Phase 4

GEGS dashes ahead 3 to L15, Dalekbot moves ahead 2 to J17, and Robot Nick rotates right to face east. The on-board laser shoots Dalekbot.

Phase 5

Dalekbot moves ahead 1 to J18, Robot Nick moves ahead 1 to L12, and GEGS moves ahead 1 to L16. The pusher pushes Dalekbot to K18.

Cleanup

Robot Nick shuts down, repairing all damage. Huey reappears at F18 facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		L16>S	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L12>E	1	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker	H14>E	1	1	0

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
4	Christopher Hunt	Huey	Green	Radio Control	F18>?		1	2
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	I19>N	1	3	0
6	Andy York	Delekbot	Black		K18>S	1	1	3

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

Program Cards

Hamiltonstovare

Epoch II Scytheans, Carthagina, and Persia Deadline, Epoch III Empire Selection and Celts, September 24

Epoch II

CUTE (Scharf): Plays Sub-Saharan Migrants. Armies Central Africa and East Africa. SCYTHEANS: Army Caucasus, Western Steppe, Eastern Steppe, Wei River (vs. Rebellion, plays Surprise Attack; S: 5, 3; R: 4; wins, city eliminated), Turanian Plain (vs. Aryans; S: 4, 1; A: 6; loses), Turanian Plain (vs. Aryans; S: 6, 1; A: 5; wins), Hindu Kush (vs. Aryans; S: 5, 1; A: 5, 2; S: 4, 4; A: 2, 1; wins). Builds Monument Wei River. Points: Presence Middle East (3), China (2), India (2), 1 Capital (2), and 1 Monument (1) for 10 points.

HICK (Hood): Plays North American Migrants. Armies West Indies and Great Plains. CARTHAGINIA: Army and Capital Shatts Plateau (Civil War army eliminated), armies Southern Iberia, Pyrenees, Western Iberia, fleet Western Mediterranean (vs. CJVH; H: 5, 1; C: 3; wins), army Pindus, Morea (vs. Greek City States; C: 6, 3; G: 4; wins, Capital reduced to city), fort Shatts Plateau. Points: Dominance in North Africa (4) and Southern Europe (4), Presence in Middle East (3), 2 Capitals (4), 2 Seas (2), and 1 city (1) for 18 points.

RMHS (Wilson): PERSIA: Army and Capital Persian Plateau (Aryan army eliminated), army Persian Salt Desert (vs. Assyrians; P: 4, 3; A: 3; wins), Lower Indus (vs. Assyrians; P: 3, 2; A: 6; loses), Lower Indus (vs. Assyrians; P: 6, 1; A: 2; wins), Upper Indus (vs. Vedic City States; P: 3, 2; V: 5; loses), Upper Indus (vs. Vedic City States; P: 5, 1; V: 2; wins, Capital reduced to city), plays Elite Troops, army Western Deccan (vs. Assyrians; P: 5, 4, 2; A: 4; wins), Eastern Deccan (vs. Vedic City States; P: 5, 5, 3; V: 2; wins), Zagros (vs. Assyrians; P: 6, 2, 1; A: 3; wins), Upper Tigris (vs. Phoenicia; Pe: 5, 5, 3; Ph: 5; Pe: 6, 6, 5; Ph: 6; Pe: 6, 4, 1; Ph: 4; wins, city eliminated), Levant (vs. Phoenicia; Pe: 6, 4, 1; Ph: 6; Pe: 5, 5, 5; Ph: 6; loses, Elite Troops lost), Levant (vs. Phoenicia; Pe: 6, 3; Ph: 3; wins, Capital reduced to city), plays Naval Supremacy, fleet Eastern Mediterranean (vs. CJVH; R: 6+1, 5+1, 5+1; C: 1; wins, CJVH fleet Black Sea unsupported), Black Sea. Builds Monument Persian Plateau. Points: Dominance in Middle East (6) and India (4), 1 Capital (2), 2 Seas (3), 2 cities (2), and 3 Monuments (3) for 20 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	10	21
Dave Anderson	Romulus & Remus (orange)	10	15
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	11	18
Christopher Hunt	Christian Juvenile Volunteer Host (green)	13	27
David Hood	Hood's InterContinental Kingdom (red)	13	25
Chris Geggus	Greco-Etruscan Great Sword (yellow)	13	18
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	26

Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Army and Monument Wei River, armies Caucasus, Western Steppe, Eastern Steppe, Turanian Plain, Hindu Kush.

HICK: Fleets Red Sea, Western Mediterranean. EGYPT: Army and Capital Nile Delta, two armies Nubia, army Arabian Peninsula. NORTH AMERICAN MIGRANTS: Armies West Indies and Great Plains. CARTHAGINIA: Army, Capital, and Fort Shatts Plateau, army and city Morea, armies Southern Iberia, Western Iberia, Pyrenees, Pindus.

RMHS: Fleets Eastern Mediterranean, Black Sea. PERSIA: Army, Capital, and Monument Persian Plateau, army, city, and Monument Upper Indus, army and city Levant, army and Monument Upper Tigris, armies Persian Salt Desert, Zagros, Lower Indus, Eastern Deccan, Western Deccan, Western Ghats.

CJVH: GREEK CITY STATES: Army and city Crete, armies Central Massif, Libya, Palestine.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. CHOU DYNASTY: Army and city Yellow River, armies Tarim Basin, Great Plain of China, Chekiang.

Republic of Texas: SHANG DYNASTY: Army Si-Kyang. VEDIC CITY STATES: Armies Ganges Valley, Ganges Delta, Eastern Ghats, and Ceylon.

GEGS: CIVIL WAR: Armies Western Anatolia. ASSYRIANS: Army and city Eastern Anatolia, Middle Tigris.

Event Cards

Epoch III Empire Draw

Keeshond**Turn 1, Phase 3 through Turn 4, Phase 2**Turn 1, Phase 3: Play Cards

Paris passes. Venice plays Rashid ad Din (10: N, R) Genoa passes. Barcelona passes.

Played Leaders

Rashid ad Din (10: N, R) – Venice only.

Turn 1, Phase 4: Purchases

Paris buys Caravan (I, \$20 paid) and stabilization (\$6). Genoa buys Caravan (I, \$20 spent) and stabilization (\$6).
 Venice buys Written Record (N, \$10 discount from Rashid ad Din, \$20 spent) and stabilization (\$3). Barcelona upgrades its ships (\$10) and buys stabilization (\$6).

Turn 1, Phase 5: Expansion

Paris expands to Lyons (4), Nuremberg (3), and Basel (3).
 Venice expands to Milan (3), Vienna (4), Dubrovnik (3), Salzburg (1), and St. Gali (2).
 Genoa expands to Marseilles (5), Florence (4), and Rome (4).
 Barcelona expands to Montpellier (2), Toledo (3), Grenada (2), Basque (2), Valencia (2), and buys a card (3).
 Barcelona gains the expansion bonus card.

Turn 1, Phase 6: Collect Income

Paris gains \$31. Venice gains \$31. Genoa gains \$31. Barcelona gains \$39.
 Surplus of Metal (Paris loses \$2), Shortage of Stone (Venice gains a card).

Turn 1, Phase 7: Buy Tokens

Barcelona buys 18 tokens. Venice buys 13 tokens. Paris buys 20 tokens. Genoa buys 10 tokens.

Turn 2, Phase 1: Draw Cards

Done

Turn 2, Phase 2: Buy Cards

None eligible.

Turn 2, Phase 3: Play cards

Genoa plays Spice (no payout) and Alchemist's Gold on Barcelona (Barcelona loses \$15).
 Venice plays Stone (Barcelona, Paris, and Genoa each gain \$4, Venice gains \$9, shortage removed).
 Barcelona plays Revolutionary Uprisings (Paris and Genoa Misery increases to 10), Pirates/Vikings on Marseilles, and Wool (Barcelona gains \$8).
 Paris plays Mysticism Abounds (Misery increases: Barcelona and Venice to 40, Paris and Genoa to 50) and Fur (Paris gains \$7).

Turn 2, Phase 4: Purchases

Genoa buys a ship upgrade (\$10) and stabilization (\$3). Barcelona buys a ship upgrade (\$10) and stabilization (\$6).
 Venice buys Caravan (I, \$20) and a ship upgrade (\$10). Lack of stabilization increases Misery to 50. Paris buys stabilization (\$3).

Turn 2, Phase 5: Expansion

Genoa expands to Marseilles (4) and Naples (5).
 Venice expands to Strassourg (3), Prague (2), Budapest (3), Belgrade (2), and Dijon (3).
 Barcelona expands to St. Malo (2), Bordeaux (4), Toulouse (1), Seville (3), Fez (2), Algiers (2), and Tunis (4).
 Paris expands to Dijon (6, vs. Venice; dr = 5, 4, 5; fails), Dijon (6, vs. Venice; dr = 3, 4, 4; fails), Dijon (6, vs. Venice; dr = 3, 3, 1; succeeds), Loire (2).
 Barcelona gains a card.

Turn 2, Phase 6: Income

Genoa gains \$35. Venice gains \$47. Barcelona gains \$63. Paris gains \$35.
 Shortage of Metal (Paris gains a card). Shortage of Wine.

Turn 2, Phase 7: Buy Tokens

Paris buys 12 tokens. Venice buys 9 tokens. Genoa buys 17 tokens. Barcelona buys 8 tokens.

Turn 3, Phase 1: Draw Cards

Done

Turn 3, Phase 2: Buy Cards

None eligible.

Turn 3, Phase 3: Play Cards

Barcelona plays Enlightened Ruler, Timber (Barcelona gains \$12, Venice gains \$3), and Armor.
 Venice plays Stone (Barcelona, Genoa, and Venice each gain \$4, Paris gains \$1) and Dionysus Exiguus (20: N).
 Paris plays Metal (Paris gains \$54, Barcelona gains \$24, shortage removed), Famine (Misery Increases: Barcelona to 70, Venice to 80, Paris to 80, and Genoa to 90), and Cloth/Wine as Wine (Barcelona, Venice, and Genoa each gain \$20, shortage removed).
 Genoa play Civil War on Paris. Paris loses either 6 tokens.

Played Leaders

Dionysus Exiguus (20: N) – Venice only.

Turn 3, Phase 4: Purchases

Barcelona buys Written Record (N, \$30), The Heavens (A, \$30), Urban Ascendancy (V, \$20), Overland East (R, \$40), and stabilization (\$3).

Venice buys a ship upgrade (\$10), Patronage (E, \$30, Misery increases to 90), Urban Ascendancy (V, \$20), and stabilization (\$3).

Paris buys Patronage (E, \$30, Misery increases to 90), Improved Agriculture (J, 10 discount for Commerce, \$30, Misery reduced to 80), and stabilization (\$1).

Genoa buys The Heavens (A, \$30), Urban Ascendancy (V, \$20), and stabilization (\$3).

Turn 3, Phase 5: Expansion

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

Barcelona expands to West Africa (2), Tripoli (2), and Cairo (4).

Venice expands to Salonika (2), Crete (3), Sicily (2), Bari (1), and Athens (1).

Genoa expands to Montpellier (6, vs. Barcelona; dr = 3, 3, 2; wins), Milan (7, vs. Venice; dr = 6, 4, 5; wins), Cagliari (1), and buys a card (3).

Paris expands to Loire (1), Paris (3), Amsterdam (1), Cologne (4).

Barcelona gains a card.

Turn 3, Phase 6: Income

Barcelona gains \$71.

Venice gains \$55.

Genoa gains \$43.

Paris gains \$39.

Shortage of Stone (Genoa gains a card). Shortage of Fur (Paris gains a card).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	70		\$73		14	4	3	A, N, R V
Bob Robles	Venice	90		\$59		10	4	2	E, I, N, V
Christopher Hunt	Paris	80		\$77		6		2	E, I, J
Chris Geggus	Genoa	90		\$45		7	2	4	A, I, V

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage**Kromfohrlander****Turn 2 through Turn 10 Bidding****Turn 2**Bidding

TRC bids 10 for power plant 10. BWPC bids 11. GEGS passes. Tegtmeier bids 12. TRC bids 13. BWPC passes. Tegtmeier bids 15. TRC passes. Power plant 12 is moved to the current market and power plant 14 is added to the future market. TRC bids 12 on power plant 12. BWPC bids 13. GEGS passes. TRC bids 14.

BWPC bids 15. TRC bids 16. BWPC passes. Power plant 13 is moved to the current market and power plant 40 is added to the future market.

BWPC bids 13 on power plant 13. GEGS passes. Power plant 14 is moved to the current market and power plant 38 is added to the future market.

GEGS spends 3 for power plant 3. Power plant 16 is moved to the current market and power plant 37 is added to the future market.

Fuel Purchases

GEGS buys 4 coal for 7 Elektros and 2 oil for 6 Elektros.

Tegtmeier buys 2 coal for 6 Elektros.

TRC moves the 2 coal to power plant 12 but does not buy any new fuel.

BWPC buys 3 oil for 12 Elektros.

Grid Connections

GEGS connects to Offenburg for 18 Elektros.

Tegtmeier passes.

TRC connects to Heilbronn for 16 Elektros.

BWPC connects to Böblingen for 14 Elektros.

Bureaucracy PhasePower Cities

BWPC spends 3 oil to power 3 cities, gaining 44 Elektros.

TRC spends 2 coal to power 2 cities, gaining 33 Elektros.

Tegtmeyer spends 2 coal to power 2 cities, gaining 33 Elektros.

GEGS spends 3 coal and 2 oil to power 3 cities, gaining 44 Elektros.

Adjust Power Plant Market

Power plant 40 is moved to the bottom of the deck and power plant 25 is added to the future market.

Turn 3

Bidding

BWPC bids 16 for power plant 16. TRC passes. Tegtmeyer passes. GEGS passes. Power plant 20 is added to the current market.

TRC bids 6 for power plant 06. Tegtmeyer passes. GEGS passes. Power plant 11 is added to the current market.

Tegtmeyer passes.

GEGS buys power plant 20 for 20. Power plant 22 is moved to the current market and power plant 39 is added to the future market.

Fuel Purchases

Tegtmeyer buys 4 coal for 9 Elektros and 1 oil for 4 Elektros.

BWPC buys 2 oil for 8 Elektros.

TRC buys 1 trash for 5 Elektros and 2 coal for 8 Elektros.

GEGS buys 3 coal for 12 Elektros.

Grid Connections

Tegtmeyer connects to Donaueschingen for 23 Elektros.

BWPC connects to Pforzheim for 17 Elektros.

TRC connects to Schwäbisch Hali for 19 Elektros.

GEGS passes.

Bureaucracy Phase

Power Cities

GEGS spends 3 coal to power 3 cities, gaining 44 Elektros.

TRC spends 2 coal and 1 trash to power 3 cities, gaining 44 Elektros.

BWPC spends 2 oil to power 4 cities, gaining 54 Elektros.

Tegtmeyer spends 2 coal and 1 oil to power 3 cities, gaining 44 Elektros.

Adjust Power Plant Market

Power plant 39 is moved to the bottom of the deck and power plant 33 is added to the future market.

Turn 4

Bidding

GEGS bids 22 on power plant 22. BWPC passes. TRC passes. Tegtmeyer passes. GEGS discards power plant 03. Power plant 25 is moved to the current market and power plant 50 is added to the future market.

BWPC bids 25 on power plant 25. TRC bids 26. Tegtmeyer bids 27. BWPC bids 28. TRC bids 29. Tegtmeyer bids 30. BWPC bids 31. TRC passes. Tegtmeyer bids 32. BWPC bids 33. Tegtmeyer bids 35. BWPC bids 36. Tegtmeyer passes. BWPC discards power plant 07. Power plant 30 is added to the current market.

TRC passes.

Tegtmeyer buys power plant 05 for 5. Power plant 33 is moved to the current market and power plant 34 is added to the future market.

Fuel Purchases

Tegtmeyer buys 5 coal for 18 Elektros and 1 oil for 4 Elektros.

BWPC buys 2 oil for 10 Elektros.

TRC buys 2 oil for 8 Elektros, 3 coal for 15 Elektros, and 1 trash for 5 Elektros.

GEGS buys 2 coal for 12 Elektros.

Grid Connections

Tegtmeyer connects to Tuttlingen for 16 Elektros.

BWPC passes.

TRC connects to Heidelberg for 15 Elektros.

GEGS connects to Mannheim for 24 Elektros.

Bureaucracy Phase

Power Cities

GEGS spends 3 coal to power 4 cities, gaining 54 Elektros.

TRC spends 2 coal, 2 oil, and 1 trash to power 4 cities, gaining 54 Elektros.

BWPC spends 2 oil to power 4 cities, gaining 54 Elektros.

Tegtmeyer spends 4 coal and 1 oil to power 4 cities, gaining 54 Elektros.

Adjust Power Plant Market

Power plant 50 is moved to the bottom of the deck and power plant 15 is added to the current market, pushing power plant 33 back to the future market.

Turn 5

Bidding

GEGS passes.

transferring the coal to power plant 15. Power plant 26 is added to the current market.

BWPC passes.

TRC bids 15 on power plant 15. Tegtmeyer passes. TRC discards power plant 04, Tegtmeyer passes.

Fuel Purchases

Tegtmeyer buys 3 coal for 15 Elektros and 2 oil for 9 Elektros.

BWPC buys 2 coal for 14 Elektros.

GEGS buys 3 coal for 18 Elektros.

TRC buys 1 coal for 7 Elektros, 2 oil for 10 Elektros, and 1 trash for 5 Elektros.

Grid Connections

Tegtmeyer connects to Lorrach for 20 Elektros.

TRC connects to Tauberbischofsheim for 23 Elektros.

GEGS connects to Reutlingen for 32 Elektros.

Step 2 begins: Power plant 11 is discarded, and power plant 18 is added to the current market.

BWPC connects to Göppingen for 18 Elektros and Ellwangen for 20 Elektros.

Bureaucracy Phase

Power Cities

TRC spends 1 trash, 2 oil, and 2 coal to power 6 cities, gaining 73 Elektros.

BWPC spends 2 coal to power 6 cities, gaining 73 Elektros.

GEGS spends 3 coal to power 5 cities, gaining 64 Elektros.

Tegtmeyer spends 3 coal and 1 oil to power 4 cities, gaining 54 Elektros.

Adjust Power Plant Market

Power plant 38 is moved to the bottom of the deck and power plant 32 is added to the future market.

Turn 6

Bidding

TRC bids 30 on power plant 30. BWPC bids 31. GEGS passes. Tegtmeyer passes. TRC bids 32. BWPC bids 33. TRC bids 34. BWPC bids 35. TRC bids 36. BWPC bids 37. TRC bids 38. BWPC bids 39. TRC passes. BWPC discards power plant 16. Power plant 29 is added to the current market. TRC bids 29 on power plant 29. GEGS passes. Tegtmeyer passes. TRC discards power plant 06. Power plant 32 is moved to the current market and power plant 46 is added to the future market.

GEGS bids 26 on power plant 26. Tegtmeyer bids 27. GEGS passes. Tegtmeyer moves 1 coal to power plant 10 and discards power plant 05. Power plant 33 is moved to the current market and power plant 36 is added to the future market. GEGS bids 33 on plant 33 then discards plant 08. Power plant 19 is added to the current market.

Turn order adjusted.

Fuel Purchases

Tegtmeyer buys 2 oil for 9 Elektros.

TRC buys 2 coal for 10 Elektros and 1 oil for 5 Elektros.

GEGS passes.

BWPC buys 3 trash for 13 Elektros.

Grid Connections

Tegtmeyer connects to Waldshut-Tiengen for 19 Elektros and Sigen for 17 Elektros.

TRC connects to Pforzheim for 21 Elektros.

BWP connects to Heilbronn for 20 Elektros.

GEGS connects to Karlsruhe for 19 Elektros and Lahr for 18 Elektros.

Bureaucracy Phase

Power Cities

BWPC uses 3 trash to power 7 cities, gaining 82 Elektros.

TRC uses 2 coal and 1 oil to power 7 cities, gaining 82 Elektros.

GEGS powers 6 cities, gaining 73 Elektros.

Tegtmeyer uses 2 coal and 2 oil to power 7 cities, gaining 82 Elektros.

Adjust Power Plant Market

Power plant 46 is placed on the bottom of the deck, and power plant 28 is added to the current market, pushing power plant 32 to the future market.

Turn 7

Bidding

BWPC passes.

Tegtmeyer buys power plant 18 for 18. One oil is moved from power plant 09 to

TRC bids 28 on power plant 28. GEGS passes. Tegtmeyer passes. TRC discards power plant 12. Power plant 27 is added to the current market.

26 and power plant 09 is discarded. Power plant 31 is added to the current market.

Turn order adjusted.

GEGS passes.

Fuel Purchases

Tegtmeyer buys 1 coal for 4 Elektros and 3 oil for 13 Elektros.

BWPC buys 4 coal for 25 Elektros and 3 trash for 13 Elektros.

TRC buys 1 uranium for 3 Elektros and 3 coal for 15 Elektros.

GEGS buys 3 coal for 22 Elektros.

Grid Connections

Tegtmeyer connects to Offenburg for 18 Elektros and Baden-Baden for 23 Elektros.

BWPC connects to Sinsheim for 21 Elektros and Heidelberg for 20 Elektros.

GEGS connects to Strasbourg for 20 Elektros and Stuttgart for 24 Elektros.

TRC connects to Mannheim for 19 Elektros and Ludwigshafen for 15 Elektros.

Bureaucracy

Power Cities

GEGS spends 3 coal to power 9 cities for 98 Elektros.

TRC spends 1 coal and 1 uranium to power 8 cities for 90 Elektros.

BWPC spends 2 coal and 3 trash to power 9 cities for 98 Elektros.

Tegtmeyer spends 2 coal and 2 oil to power 9 cities for 98 Elektros.

Adjust Power Plant Market

Power plant 37 is moved to the bottom of the deck and power plant 17 is added to the current market, pushing power plant 31 to the future market.

Turn 8

Bidding

GEGS passes.

Tegtmeyer bids 27 for power plant 27. Power plant 10 is discarded. Power plant

BWPC passes.

23 is added to the current market.

TRC passes.

Turn order is adjusted.

Fuel Purchases

Tegtmeyer buys 2 oil for 8 Elektros.

BWPC buys 2 coal for 12 Elektros and 3 trash for 13 Elektros.

TRC buys 1 oil for 5 Elektros and 1 uranium for 1 Elektro.

GEGS buys 3 coal for 21 Elektros.

Grid Connections

Tegtmeyer connects to Rastatt for 17 Elektros, Böblingen for 23 Elektros, and Basel for 17 Elektros.

TRC connects to Goppingen for 26 Elektros and Ruetlingen for 25 Elektros.
 BWPC connect to Schwäbisch Hall for 23 Elektros, Tuttlingen for 40 Elektros, and Donaueschingen for 21 Elektros.
 GEGS connects to Freiburg for 23 Elektros and Ludwigsburg for 17 Elektros.

Bureaucracy

Power Cities

GEGS spends 3 coal to power 11 cities for 112 Elektros. TRC spends 2 coal, 1 uranium, and 1 oil to power 11 cities for 112 Elektros.
 BWPC spends 2 coal and 3 trash to power 12 cities for 118 Elektros. Tegtmeier spends 2 oil to power 10 cities for 105 Elektros.

Adjust Power Plant Market

Power plant 36 goes to the bottom of the deck and power plant 24 is added to the future market.

Turn 9

Bidding

GEGS passes. Tegtmeier bids 23 for power plant 23. Power plant 18 is discarded. Power plant 21 is added to the current market.
 BWPC passes. Turn order adjusted.
 TRC passes.

Fuel Purchases

TRC buys 4 coal for 25 Elektros, 1 uranium for 1 Elektro, and 1 oil for 3 Elektros. Tegtmeier buys 1 uranium for 2 Elektros and 2 oil for 8 Elektros.
 GEGS buys 5 coal for 38 Elektros. BWPC buys 3 trash for 13 Elektros.

Grid Connections

TRC connects to Ellwangen for 23 Elektros and Nürnberg for 33 Elektros. 42 is added to the future market, pushing power plant 24 into the current market.
 GEGS connects to Lorrach for 25 Elektros. Waldshut-Eingen for 24 Elektros, and Tegtmeier passes.
 Singen for 33 Elektros. Power plant 14 is removed from the market, power plant BWPC passes.

Bureaucracy

Power Cities

BWPC spends 2 coal and 3 trash to power 12 cities for 118 Elektros. GEGS spends 3 coal to power 11 cities for 112 Elektros.
 Tegtmeier spends 1 uranium and 2 oil to power 11 cities for 112 Elektros. TRC spends 2 coal, 1 uranium, and 1 oil to power 11 cities for 112 Elektros.

Adjust Power Plant Market

Power plant 42 is moved to the bottom of the deck and power plant 44 is added to the future market.

Turn 10

Bidding

BWPC bids 21 on power plant 21. Tegtmeier passes. GEGS passes. TRC passes. BWPC discards power plant 13. Step 3 is drawn, pushing power plant 31 to the current market. Step 3 will begin after the conclusion of bidding.
 Tegtmeier bids 24 for power plant 24. GEGS passes. TRC passes. Tegtmeier discards power plant 23. Power plant 35 is added to the future market, pushing power plant 32 to the current market.
 GEGS bids 32 on power plant 32. TRC passes. GEGS discards power plant 22. Power plant 46 is added to the future market and power plant 34 is moved to the current market.
 TRC bids 34 on power plant 34. 2 coal are moved from power plant 15 to 29 and power plant 15 is discarded. Power plant 37 is added to the future market, pushing power plant 35 to the current market.
 Turn order is adjusted.
 Step 3 begins. Power plant 17 is discarded.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
4	Bill Scharf	Tegtmeier	Green	24 Trash 2→4, 26 Oil 2→5 (2), 27 Eco X→3	12	204
1	Chris Geggus	GEGS	Yellow	20 Coal 2→4 (2), 32 Oil 3→6, 33 Eco X→4	14	121
3	Dave Hooton	BWPC	Orange	21 Hybrid 2→4, 25 Coal 2→5, 30 Trash 3→6	12	250
2	Andy York	TRC	Blue	28 Nuclear 1→4, 29 Hybrid 1→4 (2c), 34 Nuclear 1→5	13	176

GEGS is Gosh – Electricity Generates Steam! BWPC is Baden Wurst Power Company. TRC is the Texas Railroad Commission.

Power Plant Market

Market

19 Trash 2→3 31 Coal 3→6 35 Oil 1→5 37 Eco X→4 44 Eco X→5 46 Hybrid 4→7

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium	1	1	1	1	1	1	1	1	1	1	1	1
Trash				2	3	3	3	3				
Oil			2	3	3	3	3	3				
Coal							3	3				

Kuvasz**Turn 5 through Harvest Phase 5****Turn 5**

Hooton spends 1 food to play the Wet Nurse occupation.

York collects 3 clay from the 1 clay space.

Hunt collects 6 wood from the 3 wood space, also gaining 1 food from the Berry Picker.

Geggus collects 4 wood from the 2 wood space.

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

York spends 3 clay for a Fireplace.

Hunt grows his family, then spends 2 wood to build a Harrow.

Geggus collects 3 sheep, slaughtering and cooking 2 of them for 4 food.

Turn 6

Hooton spends 5 wood and 1 reed to add a room to his wooden hut, then pays 1 food to grow his family.

York collects 4 clay from the 2 clay space.

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

Geggus collects 4 wood from the 1 wood space.

Hooton goes fishing, collecting 3 food.

York spends 2 clay and 1 reed to renovate his wooden hut into a clay hut, and

upgrades his Fireplace into a Cooking Hearth.

Hunt spends 2 wood and 2 stone for Joinery.

Geggus becomes first player and spends 5 wood and 1 reed for a Wooden Hut Extension, which then goes to Hooton.

Hunt collects 3 wood from the 3 wood space.

Turn 7

Geggus grows his family by 1.

Hooton visits the Traveling Players, gaining 3 food.

York collects 2 sheep, cooking 1 for 2 food.

Hunt collects 4 wood from the 2 wood space, gaining 1 food from the Berry Picker.

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

Hooton spends 5 clay for a Cooking Hearth.

York spends 1 food to play the Greengrocer occupation.

Hunt becomes first player and spends 2 wood for a Ladder.

Hooton collects 3 wood from the 3 wood space.

Hunt becomes a Day Laborer and collects 2 food.

Harvest Phase 2**The Field Phase**

York harvests 1 vegetable.

Feeding the Family

Hunt uses Joinery to convert 1 wood into 2 food and uses 6 food.

Geggus uses 5 food

Hooton uses 6 food

York cooks a vegetable into 3 food and uses 4 food.

Breeding

No animal pairs.

Turn 8

Hunt spends 1 food to play the Clay Mixer occupation.

Geggus collects 4 clay from the 2 clay space.

Hooton collects 2 stone from the 1 stone space.

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

Hunt collects 3 clay from the 1 clay space, gaining in addition 2 clay from the Clay Mixer and 1 clay from the Resource Seller.

Geggus collects 1 wild boar, 1 grain from the Outrider, and cooks his sheep for 2 food.

Hooton becomes first player and spends 2 wood for a Wildlife Reserve.

York spends 1 wood and 3 stone for a Well.

Geggus collects 3 wood from the 3 wood space.

Hooton collects 4 reed from the reed space.

Turn 9

York collects 1 food from the Well.

Hooton spends 2 stone and 2 reeds for a Basketmaker's Workshop.

York collects 1 grain and gains 1 vegetable from the Greengrocer.

Hunt collects 1 stone, 1 reed, and 1 food, then gains 1 reed from the Resource Seller.

Geggus spends 5 wood and 2 reeds to expand his hut and 2 wood for a stable.

Hooton collects 4 wood from the 2 wood space.

York becomes first player, then spends 2 clay and 2 reed for a Corn Storehouse.

Hunt collects 1 stone from the 1 stone space.

Geggus collects 2 sheep, cooking 1 for 2 food.

Hooton collects 1 vegetable.

Hunt spends 3 clay to renovate his wooden hut into a clay hut, then spends 2 clay and 2 stone for Pottery.

Geggus grows his family, then spends 2 clay and 2 stone for a Slaughterhouse.

Harvest Phase 3**The Field Phase**

No harvesting.

Feeding the Family

York cooks a vegetable for 3 food and uses 4 food. He then sows grain on his field via the Corn Storehouse.

Hunt converts 1 wood to 2 food with Joinery and 1 clay to 2 food with Pottery, then uses 6 food.

Hooton cooks a vegetable for 3 food and converts 1 reed to 3 food with Basketmaker's Workshop, then uses 6 food.

Geggus cooks 1 sheep for 2 food and uses 7 food.

Breeding

No animal pairs.

Turn 10

York collects 1 food from the Well.

York collects 6 wood from the 3 wood space.

Hunt collects 4 clay from the 2 clay space, then gets 1 clay from the Resource Seller and 2 more clay from the Clay Mixer.

Geggus goes fishing, collecting 4 food.

Hooton collects 2 wild boar, placing one on the Wildlife Reserve.

York builds a Goose Pond.

Hunt visits the Traveling Players, gaining 3 food.

Geggus spends 1 food to play the Slaughterman occupation.

York collects 1 food from the Well and 1 from the Good Pond.

Geggus uses the Guest to collect 4 wood from the 2 wood space.

Hooton plows a field, paying 2 food to Hunt to use the Harrow to plow a second field. Geggus gets to plow a field with the Punner.

York collects 2 stone.

Hunt spends 5 clay and 1 reed to add a room, then spends 6 wood on 3 stables.

Geggus collects 1 cattle, gaining 1 grain from the Outrider.

Hooton cooks a pig for 3 food (Geggus receives 2 food) and spends 1 food to play the Fieldsman occupation.

Hooton harvests 1 vegetable and York harvests 1 grain.

Hooton cooks 2 sheep into 4 food (Geggus receives 2 food), uses the Basketmaker's Workshop to convert 1 reed into 3 food, then uses 8 food.

York uses 4 food.

No animal pairs.

York collects 3 food.

Geggus plows a field, gaining 1 grain from the Outrider, and sows 1 grain and 1 vegetable.

Hooton gains 6 wood from the 3 wood space.

York gains 2 wood from the 2 wood space.

Hunt spends 1 wood and 3 stone for a Well.

Geggus collects 4 clay from the 2 clay space.

Dave collects 4 reeds.

York collects 2 wood from the 1 wood space.

Hunt collects 1 cattle.

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

York gains 3 food and **Hunt** gains 1 food.

Hooton plows a field and sows 1 vegetable, gaining 2 extra vegetables from the Fieldsman.

York collects 3 wood.

Hunt grows his family.

Geggus collects 2 clay from the 2 clay space, and pays the Piecemaker 1 food to gain an additional clay.

Hooton collects 2 sheep, placing 1 in the stable and 1 in the Wildlife Reserve.

York builds fences, spending 14 wood.

Hunt collects 2 wood from the 2 wood space.

Geggus harvests 1 grain and 1 vegetable, Hooton harvests 2 vegetables and York harvests 1 grain.

Hooton cooks 1 sheep into 2 food (Geggus receives 2 food), 2 vegetables into 8 food, then uses 10 food.

York uses 4 food, then uses the Corn Storehouse to sow 1 grain.

S.O.B.

Hooton spends 5 wood and 1 reed to build a room, slaughters and cooks 1 wild boar for 3 food (Geggus gains 2 food) and pays the Wet Nurse 1 food to grow his family.

Hunt collects 4 wood from the 1 wood space and 1 food via the Berry Picker.

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

Hooton collects a vegetable.

Geggus becomes first player and spends 2 food for a Guest. The Guest card goes to Hooton.

Turn 11

York spends 2 stone and 1 reed to upgrade to a stone house, then exchanges the Well for a Village Well.

Hunt grows his family then spends 3 wood for a Wooden Crane.

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

Hooton sows 1 vegetable, gaining 2 additional from the Fieldsman.

Hunt collects 2 stone, gaining a third stone with the Crane.

Geggus collects 3 clay from the 1 clay space.

Hooton collects 2 sheep, placing 1 in the Wildlife Reserve.

Geggus collects a vegetable.

Harvest Phase 4

The Field Phase

Feeding the Family

Hunt uses Joinery to convert 1 wood into 2 food and Pottery to convert 1 clay into 2 food, then uses 7 food.

Geggus uses 8 food.

Breeding

Turn 12

1 stone for a Clay Oven and immediately bakes bread, converting 1 grain into 5 food.

Hooton spends 5 wood and 1 reed to add a room and 2 wood for a stable, then pays 1 food to the Wet Nurse to add a family member.

Hunt collects 1 stone, 1 reed, and 1 food, plus another stone from the Resource Seller.

Geggus collects 2 wild boar, cooking both for 4 food.

Hooton becomes first player and exchanges a Cooking Hearth for the Cooking Corner.

Hunt collects 1 vegetable.

Turn 13

Geggus collects 1 stone, 1 reed, and 1 food, and pays 1 food to the Piecemaker to gain an additional stone.

Hooton collects 1 wild boar, placing it on the Wildlife Reserve.

Hunt goes fishing for 3 food.

Geggus spends 5 clay and 2 reeds to add a room.

Hooton collects 1 cattle, placing it on the Wildlife Reserve.

Hunt collects 2 stone.

Geggus grows his family.

Hooton collects 1 grain.

Harvest Phase 5

The Field Phase

Feeding the Family

Hunt uses Joinery to convert 1 wood into 2 food and Pottery to convert 1 clay into 2 food, then uses 9 food.

Geggus uses 9 food.

Breeding

No animal pairs.

Turn 14

York receives 2 food and **Hunt** receives 1 food.

York uses the Taster to pay 1 food to Hooton to take the first action.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Christopher Hunt	Green	5	Clay	Berry Picker, Resource Seller, Hut Builder, Clay Mixer	Harrow, Ladder, Wooden Crane	Joinery, Pottery, Well	0
Chris Geggus	Purple	5	Clay	Pieceworker, Outrider, Slaughterman	Punner, Slaughterhouse	Fireplace, Clay Oven	0
Dave Hooton	Red	5	Wood	Thatcher, Wet Nurse, Fieldsman	Clay Path, Wildlife Reserve, Cooking Corner	Basketmaker's Workshop	0
Andy York	Blue	2	Stone	Hobby Farmer, Taster, Greengrocer	Wooden Path, Corn Storehouse, Goose Pond, Village Well	Cooking Hearth	0

Player in bold is current first player.

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

Maltese**Generation 2 Actions through Generation 6 Research**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Bill Scharf	Volatile	Tharsis Republic	Red	9	29
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	7	26
Kevin Wilson	PIKES (Pilfering Insecure Know-nothing Embarrassing Slimeball)	Robinson Industries	Black	5	28
Dave Hooton	Cyclopæn	Polyphemos	Green	4	26
Chris Geggus	GEGS (Galaxy Eating Giant Sasquatch)	Poseidon	Yellow	6	28

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Bill Scharf	6	35	0	0	0	0	1	5	1	1	0	4
Andy York	18	42	0	0	8	8	0	2	5	5	5	9
Kevin Wilson	9	33	1	1	2	7	9	12	1	1	1	1
Dave Hooton	12	34	0	0	2	2	0	0	9	9	3	10
Chris Geggus	8	30	1	1	1	1	6	7	4	4	3	8

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
Miranda	(1 animal)	(1 animal)	(1 animal)	4 (2 animals)
Callisto	GEGS	Cyclopæn	(1 energy production)	4 (5 energy)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	4 (2 floater)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Pluto	(2 cards)	(2 cards)	(2 cards)	3 (2 cards)
Triton	(3 titanium)	(3 titanium)	(3 titanium)	2 (1 titanium)
Luna	GEGS	PIKES	TTT	5 (10M€)

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 2Action Phase

TTT plays Earth Office, gaining a card, then adds a microbe to Nitrite-Reducing Bacteria.

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

Cyclopæn spends 9M€ and 1 titanium for a Security Fleet, then spends 1 titanium to add a resource to Security Fleet.

GEGS spends 10M€ on a Nuclear Zone in E8, gaining 1 card and raising the temperature to -20C, increasing his TR to 24 and gaining 1 heat production.

Volatile spends 16M€ for Imported Hydrogen, gaining 3 plants and placing an ocean at A2, increasing his TR to 23 and gaining 2 more plants and 2M€.

TTT spends 8M€ for Advanced Alloys.

PIKES spends 8M€ and 1 titanium for Solar Wind Power, gaining 2 titanium and 1 energy production.

Cyclopæn spends 3 steel and 1M€ for Peroxide Power, losing 1M€ production and gaining 2 energy production.

GEGS spends 3 titanium for Import of Advanced GHG, gaining 2 heat production.

Volatile spends 8 plants to place a greenery tile at B3, increasing the oxygen level

to 3% and his TR to 24 and gaining 1 plant and 2M€.

TTT spends 4M€ for a Mineral Deposit, gaining 5 steel, then spends 2 steel and 2M€ for a Natural Preserve at D4, gaining 2 steel and 1M€ production.

PIKES spends 11M€ for a Restricted Area in C6, gaining 2M€.

Cyclopæn passes.

GEGS spends 8M€ to claim the Polar Explorer milestone.

Volatile spends 1M€ production to add a resource to Refugee Camps.

TTT spends 3 steel for Noctis Farming, gaining 1M€ production and 2 plants.

PIKES spends 2M€ and 1 steel for a Mining Area at B6, gaining 1 titanium, 1 titanium production, and 2M€.

GEGS passes.

Volatile passes.

TTT passes.

PIKES spends 1 titanium for Space Mirrors, then spends 7M€ to use Space Mirrors to increase his energy production by 1.

PIKES passes.

Production Phase

TTT moves 2 energy to heat and gains 30M€, 1 titanium, 2 energy, and 2 heat.

PIKES gains 26M€, 1 steel, 2 titanium, 3 energy, and 1 heat.

Cyclopæn moves 2 energy to heat and gains 29M€, 2 titanium, and 4 energy.

GEGS moves 1 energy to heat and gains 29M€, 1 steel, 1 titanium, 1 energy, and 3 heat.

Volatile gains 27M€ and 1 plant.

Solar Phase

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

Generation 3Research Phase

PIKES takes 2 cards, spending 6M€.

Cyclopæn takes 2 cards, spending 10M€.

GEGS takes 4 cards, spending 12M€.

Volatile takes 3 cards, spending 9M€.

TTT takes 3 cards, spending 9M€.

Action Phase

PIKES spends 3 energy to trade with Luna, gaining 12M€. GEGS gains 2M€.

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

Cyclopæn spends 2 titanium and 12M€ for a Trading Colony on Callisto, gaining 1 energy production. GEGS gains 1M€ production. Cyclopæn then spends 3 energy to trade with Triton, gaining 3 titanium.

GEGS spends 2M€ for Dust Seals.

Volatile spends 36M€ for a Giant Ice Asteroid, raising the temperature to -16C, placing oceans at A3 and A4, gaining 2 plants and 4M€, and raising his TR to 28. He then spends 1M€ production to add a resource to Refugee Camps.

TTT spends 19M€ for Earth Catapult, gaining 1 card, then plays Search for Life for free.

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

Cyclopæn spends 11M€ for the Power Plant standard project, gaining 1 energy production, then spends 8M€ to claim the Energizer milestone.

GEGS spends 4M€ for Special Design then 17M€ for Kelp Farming, gaining 2M€ production, 3 plant production, and 2 plants.

Volatile passes.

TTT spends 1M€ and 2 titanium for Miranda Resort, gaining 7M€ production, then spends 8M€ to claim the Diversifier milestone.

PIKES spends 6M€ and 1 steel for a Rad-Chem Factory, losing 1 energy production but increasing his TR to 25, then spends 8M€ for Wave Power, gaining 1 energy production.

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

GEGS passes.

TTT adds a microbe resource to Nitrite-Reducing Bacteria.

PIKES spends 3 titanium and 1M€ for Satellites, gaining 4M€ production.

Cyclopæn passes.

TTT sells 2 cards for 2M€, then spends 2 steel and 2M€ for Solar Power, increasing his energy production by 2.

PIKES passes.

TTT passes.

Production Phase

PIKES gains 32M€, 1 steel, 2 titanium, 1 plant, 3 energy, and 1 heat.

Cyclopæn moves 1 energy to heat and gains 29M€, 2 titanium, and 6 energy.

GEGS moves 1 energy to heat and gains 32M€, 1 steel, 1 titanium, 3 plants, 1

energy, and 3 heat.

Volatile gains 30M€ and 1 plant.

TTT moves 2 energy to heat and gains 37M€, 1 titanium, 3 energy, and 2 heat.

Solar Phase

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

Generation 4Research Phase

Cyclopæn takes 1 card, spending 5M€.

GEGS takes 3 cards, spending 9M€.

Volatile takes 3 cards, spending 9M€.

TTT takes 3 cards, spending 9M€.

PIKES takes 3 cards, spending 9M€.

Action Phase

Cyclopæn spends 3 energy to trade with Callisto, gaining 13 energy. GEGS gains 3 energy.

GEGS spends 3 energy to trade with Luna, gaining 9M€. PIKES gains 2M€.
 GEGS then spends 8 heat to raise the temperature to -14C and his TR to 25.
 Volatile spends 15M€ for Atmo Collectors, gaining 2 floater resources on the card.
 Titan activates.
 TTT spends 3 energy to trade with Io, gaining 8 heat.
 PIKES spends 1 steel and 9M€ for a Corporate Stronghold at B4, gaining 3M€ production, 1 plant, and 4M€ and losing 1 energy production. Volatile gains 1M€ production and GEGS gains 2M€. PIKES then spends 8M€ to fund the Magnate award.
 Cyclopæn spends 1 steel and 11M€ for an Ore Processor, then spends 4 energy to use the Ore Processor, gaining 1 titanium and increasing the oxygen level to 4% and his TR to 21.
 GEGS spends 4M€ on Business Network, losing 1M€ production, then spends 5M€ on Conscription.
 Volatile spends 6M€ for Greenhouses, gaining 2 plants, then spends 8 plants for a greenery tile at C2, gaining 1 plant and raising the oxygen level to 5% and his TR to 29.
 TTT spends 1M€ on a Search for Life and draws Airliners (failure), then adds a microbe resource to Nitrite-Reducing Bacteria.
 PIKES spends 3 energy to trade with Pluto, gaining 3 cards, then spends 12M€ for Arctic Algae, gaining 1 plant.
 Cyclopæn spends 4 titanium and 20M€ for Beam from a Thorium Asteroid, gaining 3 energy production and 3 heat production, then spends 1 titanium to add a resource to Security Fleet.
 GEGS spends 1 steel for a Research Outpost, placing a city at G3 and gaining 1 plant, 1 card, and 2M€. Volatile gains 1M€ production.

Volatile adds a floater to Atmo Collectors.
 TTT spends 5M€ for Lunar Mining, gaining 4 titanium production and 1 card.
 PIKES spends 7M€ to use Space Mirrors to gain 1 energy production.
 Cyclopæn passes.
 GEGS spends 10M€ for Grass, gaining 1 plant production and 3 plants, then spends 8 plants for a greenery tile at F3, gaining 2 plants, raising the oxygen level to 6% and his TR to 26.
 Volatile spends 1M€ production to add a resource to Refugee Camps.
 TTT spends 3M€ for Small Animals, reducing GEGS' plant production by 1, then places an animal resource on it. Miranda activates.
 PIKES spends 4M€ to increase his plant production by 1.
 GEGS spends 3 steel and 5M€ for Martian Zoo, then spends 3M€ for Moss, losing 1 plant and gaining 1 plant production.
 Volatile passes.
 TTT spends 17M€ for a Mohole Area in H6, gaining 1 steel and 4 heat production.
 PIKES passes.
 GEGS draws a card with Business Network, discarding it.
 TTT spends 1 steel and 1M€ for a Titanium Mine, increasing his titanium production by 1, then spends 1M€ for a Power Plant, increasing his energy production by 1.
 GEGS spends 5M€ for Rad Suits, gaining 1M€ production.
 TTT spends 8 heat to raise the temperature to -12C and his TR to 22, then spends 8 more heat to raise the temperature to -10C and his TR to 23.
 GEGS passes.
 TTT passes.

Production Phase

Cyclopæn moves 12 energy to heat and gains 30M€, 2 titanium, 9 energy, and 3 heat.
 GEGS moves 1 energy to heat and gains 34M€, 1 steel, 1 titanium, 4 plants, 1 energy, and 3 heat.

Volatile gains 32M€ and 1 plant.
 TTT gains 39M€, 6 titanium, 4 energy, and 6 heat.
 PIKES gains 35M€, 1 steel, 2 titanium, 2 plants, 3 energy, and 1 heat.

Solar Phase

All active colonies advance their trade markers one space to the right and trade fleets are returned.

Generation 5

Research Phase

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

TTT takes 4 cards, spending 12M€.
 PIKES takes 1 card, spending 3M€.

Cyclopæn takes 1 card, spending 5M€.

Action Phase

GEGS spends 4M€ for Protected Habitats, then spends 3 titanium to trade with Luna, gaining 9M€. PIKES gains 2M€.
 Volatile spends 12M€ for Artificial Photosynthesis, gaining 2 energy production, then spends 16M€ for a Cupola City at C1, losing 1 energy production but gaining 4M€ production, 3M€, and 2 plants. GEGS gains 2M€ from Rover Construction.
 TTT spends 3 titanium for Convoy from Europa, gaining a card and placing an ocean at F5, gaining a second card and increasing his TR to 24. PIKES gains 2 plants. He then spends 1M€ for Business Contacts, drawing 4 cards and keeping 2, plus gaining an additional card for the Earth tag.
 PIKES spends 1M€ for Market Manipulation, reducing Callisto and increasing Io, then spends 3 energy to trade with Io, gaining 4 heat.
 Cyclopæn spends 4 energy to use Ore Processor, gaining 1 titanium and increasing the oxygen level to 7% and his TR to 22, then spends 3 energy to trade with Triton, gaining 2 titanium.
 GEGS spends 9M€ for Bushes, increasing his plant production by 2 and gaining 2 plants, then spends 8 plants for a greenery tile at H4, gaining 1 plant, increasing the oxygen percentage to 8%, which increases the temperature to -8C and his TR by to 28.
 Volatile spends 1 floater from Atmo Collectors to gain 4 heat.
 TTT spends 4M€ for SF Memorial, gaining 1 card, then spends 4 titanium and 6M€ for Phobos Space Haven, gaining 1 titanium production. GEGS gains 2M€ from Rover Connection.

PIKES spends 8 heat to raise the temperature to -6C and his TR to 26, then spends 6M€ for Heather, gaining 1 plant production and 1 plant.
 Cyclopæn spends 8 heat to raise the temperature to -4C and his TR to 23.
 GEGS spends 14M€ to fund the Cultivator award, then spends 8M€ for a Lagrange Observatory, gaining 1 card.
 Volatile spends 1M€ production to add a resource to Refugee Camps.
 TTT spends 2M€ for Media Archives, gaining 11M€ and 1 card, then spends 3 microbes from Nitrite-Reducing Bacteria to increase his TR to 25.
 PIKES spends 13M€ for Trees, gaining 3 plant production and 1 plant.
 Cyclopæn spends 8 heat to increase the temperature to -2C and his TR to 24, then spends 14M€ for the Asteroid standard project, increasing the temperature to 0C and his TR to 25 and placing an ocean tile at G5, gaining 3 heat, 2M€, and increasing his TR to 26. PIKES gains 2 plants.
 GEGS uses Business Network to draw a card, paying 3M€ to keep it, then spends 5M€ for Media Group, gaining a resource on Martian Zoo.
 Volatile passes.
 TTT spends 17M€ to play a Mining Colony on Luna, gaining 2M€ production and 1 titanium production. GEGS gains 1M€ production. TTT then adds an animal resource to Small Animals.
 PIKES spends 11M€ for Cloud Seeding, losing 1M€ production but gaining 2 plant production. TTT loses 1 heat production.
 Cyclopæn spends 1 titanium to add a resource to Security Fleet then spends 4

titanium and 12M€ for Callisto Penal Mines, gaining 3M€ production.
 GEGS plays CEO's Favorite Project and adds a resource to Martian Zoo and gains 3M€ from Media Group, then spends 2M€ for an Investment Loan, losing 1M€ production but gaining 10M€, adding a resource to Martian Zoo, and gaining an additional 3M€ from Media Group.
 TTT spends 1M€ on a Search for Life (card drawn is Pets – no microbe tag), then spends 3M€ on Windmills, gaining 1 energy production.
 PIKES spends 1 steel and 3M€ for a Magnetic Dome, losing 2 energy production but gaining 1 plant production and increasing his TR to 27.

Cyclopæen passes.
 GEGS spends 1 steel and 15M€ for Tectonic Stress Power, gaining 3 energy production, then uses Martian Zoo to gain 3M€.
 TTT spends 8 heat to raise the temperature to 2C, increasing his TR to 26.
 PIKES spends 8 plants to place a greenery tile at B5, gaining 2M€ and increasing the oxygen level to 9% and his TR to 28.
 GEGS passes.
 TTT passes.
 PIKES passes.

Production Phase

GEGS moves 1 energy to heat and gains 36M€, 1 steel, 1 titanium, 6 plants, 4 energy, and 3 heat.
 Volatile gains 35M€, 1 plant, and 1 energy.
 TTT moves 4 energy to heat and gains 44M€, 8 titanium, 5 energy, and 5 heat.

PIKES gains 37M€, 1 steel, 2 titanium, 9 plants, 1 energy, and 1 heat.
 Cyclopæen moves 1 energy to heat and gains 38M€, 2 titanium, 9 energy, and 3 heat.

Solar Phase

All active colonies advance their trade markers one space to the right and trade fleets are returned.

Generation 6

Research Phase

Volatile takes 2 cards, spending 6M€.

PIKES takes 2 cards, spending 6M€.

GEGS takes 3 cards, spending 9M€.

TTT takes 2 cards, spending 6M€.

Cyclopæen takes 1 card, spending 5M€.

Leonberger

Game Start through Turn 11

Turn 1

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

Christopher selects the Mayor and places colonists on the indigo plantation and Small Indigo Plant. Kevin places a colonist on the Small Indigo Plant. Dave places a colonist on the corn plantation. Chris places a colonist on the Hospice.

Four colonists are added to the Colonist Ship.

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

Turn 2

Governor Christopher selects the Trader, gaining 1 doubloon, and trades Indigo for 2 doubloons (1 base, +1 for Trader).

Kevin selects the Mayor and places colonists on the corn plantation and the Quarry. Dave places a colonist on the Small Market. Chris places a colonist on

the indigo plantation, and Christopher places a colonist on the sugar plantation.

Four new colonists are placed on the Colonist Ship.

Dave selects the Captain, gaining 1 doubloon, and ships 2 corn on Ship 3 for 3VP.

Chris selects the Prospector, gaining 2 doubloons.

Turn 3

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

Dave selects the Builder, gains 1 doubloon, and builds a Large Market (1 doubloon discount for Builder, 4 doubloons spent). Chris builds a Small Sugar

Mill (2 doubloons spent). Christopher passes. Kevin builds a Small Warehouse (1 doubloon discount for Quarry, 2 doubloons spent).

Chris selects the Prospector, gaining 1 doubloon.

Christopher selects the Craftsman, gaining 1 doubloon, and produces 1 indigo.

Dave produces 1 corn. Christopher produces a bonus indigo.

Turn 4

Governor Dave selects the Captain, gains 1 doubloon, and ships 1 corn on Ship 3 for 2VP. Christopher ships 2 indigo on Ship 2 for 2VP.

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

Christopher selects the Mayor, gains 1 doubloon, and places colonists on both

unmanned sugar plantations. Kevin places a colonist on the indigo plantation.

Dave places a colonist on the Large Market. Chris places a colonist on the Small Sugar Mill. 4 new colonists are placed on the Colonist Ship.

Kevin selects the Craftsman and gains 1 corn and 1 indigo. Dave gains 1 corn.

Chris gains 1 sugar. Christopher gains 1 indigo. Kevin gains an extra corn.

Turn 5

Governor Chris selects the Trader, gains 2 doubloons, and trades sugar for 3 doubloons (2 base, +1 for Trader). Christopher can't trade. Kevin passes. Dave trades corn for 3 doubloons (0 base, +1 for Small Market, +2 for Large Market).

Christopher selects the Builder, gains 1 doubloon, and builds a Library (1 doubloon discount for Builder, 7 doubloons spent). Kevin builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent). Dave passes. Chris

builds a Coffee Roaster (1 doubloon discount for a Quarry, 5 doubloons spent).

Kevin selects the Mayor and places colonists on the sugar plantation and Small Sugar Mill. Dave places a colonist on the corn plantation. Chris places a colonist on the Coffee Roaster. Christopher places a colonist on the Library. Four colonists are placed on the Colonist Ship.

Dave selects the Prospector, gaining 2 doubloons.

Turn 6

Governor Christopher selects the Captain, gains 1 doubloon, and ships 1 indigo

on Ship 2 for 3VP. Kevin ships 1 indigo on Ship 2 for 1VP then ships 2 corn on

Ship 3 for 2VP.

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

Dave selects the Builder and builds an Office (1 doubloon discount for the

Governor Kevin selects the Settler, collects 2 doubloons, and gains a Quarry. Dave gains a tobacco plantation. Chris gains a coffee plantation with a colonist from the Hospice. Christopher gains a tobacco plantation. New plantations: corn, indigo, indigo, sugar, tobacco.

Dave selects the Mayor, gains 1 doubloon, and places colonists on the Office and sugar plantation. Chris places a colonist on the Black Market and moves a colonist from the indigo plantation to the Coffee Roaster. Christopher places a

Governor Dave selects the Trader and trades corn for 4 doubloons (0 base, +1 for Trader, +1 for Small Market, +2 for Large Market). No further trading is possible.

Chris selects the Builder, gains 1 doubloon, and builds the Fortress (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 8 doubloons spent).

Christopher builds a Sugar Mill (4 doubloons spent). Kevin builds a Guesthouse (2 doubloon discount for Quarries, 2 doubloons spent). Dave builds a Wharf (9 doubloons spent).

Christopher selects the Mayor and places 3 colonists on the Sugar Mill. Kevin

Governor Chris selects the Craftsman, gains 2 doubloons, and gains 1 sugar and 2 coffee. Christopher gains 1 indigo and 3 sugar. Kevin transfers a colonist from the Guesthouse to the tobacco plantation and gains 1 indigo and 1 sugar. Dave gains 2 corn. Chris gains a bonus coffee.

Christopher selects the Captain, gains 2 doubloons, and ships 3 sugar on Ship 1 for 5VP. Kevin ships 2 indigo on Ship 2 for 2VP (Ship 2 sails). Dave ships 2 corn on Ship 3 for 2VP (Ship 3 sails). Chris ships 1 sugar on Ship 1 for 1VP.

Christopher can't ship. Kevin ships 1 sugar on Ship 1 for 1VP (Ship 1 sails).

Governor Christopher selects the Builder, gains 1 doubloon, and builds a Small Wharf (2 doubloon discount for Builder with Library, 4 doubloons spent). Kevin builds a Tobacco Storage (2 doubloon discount for Quarries, 3 doubloons spent) and moves a colonist from the Guesthouse to the Tobacco Storage. Dave passes. Chris builds a Large Warehouse (1 doubloon discount for Quarry, 5 doubloons spent).

Kevin selects the Captain and ships 1 corn on Ship 2 for 2VP then 1 sugar on Ship

Governor Kevin selects the Mayor, gains 1 doubloon, and places colonist on the tobacco plantation and Tobacco Storage. Dave places a colonist on the Wharf. Chris places a colonist on the Large Warehouse. Christopher moves a colonist from the tobacco plantation to the corn plantation and places a colonist on the Small Wharf. Four colonists are placed on the colonist ship.

Dave selects the Builder and builds a Tobacco Storage (1 doubloon discount for Builder, 4 doubloons spent). Chris builds a Large Indigo Plant (2 doubloon discount from Quarries, 1 doubloon spent). Christopher passes. Kevin builds a Sugar Mill (2 doubloon discount from Quarries, 2 doubloons spent).

Builder, 4 doubloons spent). Chris builds a Black Market (1 doubloon discount for a Quarry, 1 doubloon spent). Christopher passes. Kevin passes.

Chris selects the Trader and trades Coffee for 5 doubloons (4 base, +1 for Trader). No further trading is possible.

Turn 7

colonist on the tobacco plantation. Kevin places a colonist on the Quarry and moves a colonist from the corn plantation to the Small Warehouse. Four colonists are placed on the Colonist Ship.

Chris selects the Trader and trades sugar for 3 doubloons (2 base, +1 for Trader). Christopher trades Indigo for 1 doubloon. Kevin passes. Dave trades corn for 3 doubloons (0 base, +1 for Small Market, +2 for Large Market).

Christopher selects the Prospector and gains 3 doubloons.

Turn 8

places a colonist in the Guesthouse. Dave places a colonist on the Wharf. Chris places a colonist on the indigo plantation. Four colonists are placed on the colonist ship.

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

Turn 9

Chris discards 2 coffee.

Kevin selects the Trader and trades sugar for 3 doubloons (2 base, +1 for Trader). Chris trades coffee for 4 doubloons. Christopher trades indigo for 1 doubloon.

Dave selects the Mayor and places colonists on the corn and tobacco plantations. Chris places a colonist on the Fortress. Christopher places a colonist on the sugar plantation. Kevin places a colonist in the Guesthouse. Four colonists are placed on the colonist ship.

Turn 10

1 for 1VP.

Dave selects the Prospector, gaining 3 doubloons.

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

Turn 11

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

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

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	V P
Chris Geggus		Indigo, Coffee, Sugar, Quarry, Coffee, Indigo, Quarry, Corn	Hospice, Small Sugar Mill, Coffee Roaster (2), Black Market, Fortress, Large Warehouse, Large Indigo Plant		2	1 corn, 1 sugar, 2 coffee	1

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	V P
Christopher Hunt		Indigo, Sugar, Sugar, Sugar, Tobacco, Sugar, Corn, Coffee	Small Indigo Plant, Library, Sugar Mill (3), Small Wharf		3	1 corn, 3 indigo, 3 sugar	10
Kevin Wilson		Corn, Quarry, Indigo, Sugar, Quarry, Tobacco, Tobacco, Sugar	Small Indigo Plant, Small Warehouse, Small Sugar Mill, Guesthouse, Tobacco Storage (2), Sugar Mill		0	1 indigo, 1 sugar, 2 tobacco	9
Dave Hooton		Corn, Tobacco, Corn, Sugar, Tobacco, Corn, Sugar, Indigo	Small Market, Large Market, Office, Wharf, Tobacco Storage		0	3 corn	7

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: 24 Colonist Ship: 4

Trading House: Sugar, Coffee, Indigo

Cargo Ships: Ship 1 (capacity 5): 1 sugar Ship 2 (capacity 6): 1 corn Ship 3 (capacity 7): Empty

Victory Points: 73

Commodities

Corn: 4 **Indigo:** 6 **Sugar:** 4 **Tobacco:** 7 **Coffee:** 6

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2, 1d, 1vp)	Indigo Plant (x2, 3d, 2vp)	Tobacco Storage (5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x2, 2d, 1vp)	Sugar Mill (4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)
		Factory (7d, 3vp)	
Aqueduct (1d, 1vp)		Lighthouse (7d, 3vp)	Customs House (10d, 4vp)
Hacienda (2d, 1vp)		University (8d, 3vp)	City Hall (10d, 4vp)
Forest House (2d, 1vp)	Church (5d, 2vp)		Cloister (10d, 4vp)
Construction Hut (2d, 1vp)	Trading Post (5d, 2vp)	Harbour (8d, 3vp)	Statue (10d, 8vp)
		Specialty Factory (8d, 3vp)	
Storehouse (3d, 1vp)		Union Hall (9d, 3vp)	

Roles

Builder, Captain (1d), Craftsman, Mayor, Prospector (1d), Settler, Trader (2d)

Plantations

Forest (x∞), Quarry (x4), Corn, Corn, Corn, Sugar, Tobacco

Discard Pile: Indigo, Indigo, Indigo, Indigo, Tobacco, Indigo, Coffee, Indigo, Sugar, Coffee, Indigo



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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Dave Partridge, Brad Martin, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Dave Partridge, Brad Martin, Andy York **Gunslinger:** Jack McHugh, Chris Geggus, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin **Phoenicia:** None so far. **Caverna:** None so far. **Terra Mystica:** Brad Mrtin. **Terraforming Mars:** Brad Martin, Andy York.

Standby Calls

None this issue!