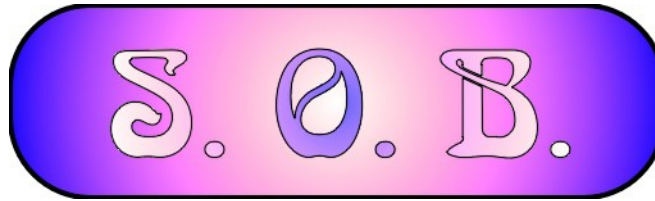


Number 246

October, 2019



Notes from Hades

Not much going on here this time around. We are kind of edging into fall, and our summer was pleasantly mild. I just hope the Southern California fire season is just as mild.

Four games were completed since the last issue. First, Kromfohrlander, the Power Grid game goes to Dave Hooton. Kuvasz, the Agricola game, was a joint win by both Chris Geggus and Dave Hooton. Maltese, the Terraforming Mars game, went to Andy York, is first Terraforming Mars victory here. Lastly, Leonberger, the Puerto Rico game, went to Chris Geggus. Congratulations to all the winners.

The next deadline is **Tuesday, October 29 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.

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.

Pointer: Terra Mystica: This will be run by email. Have Christopher Hunt(\$), Martin Burgdorf(\$), Chris Geggus(\$), Kevin Wilson(\$), will take up to 1 more.

Will start shortly after this issue is published!

Pomeranian: 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(\$), Kevin Wilson(\$), will take up to 3 more. **Will start next issue with whoever is signed up.**

Pudelpointer: Puerto Rico: This will be the base game and will be run by email. Have Christopher Hunt, Martin Burgdorf(\$), Kevin Wilson(\$), Andy York(\$), will

take up to 1 more.

Puli: Terraforming Mars: This will be run by email. Have Hellas & Elysium, Venus Next, Prelude, and Colonies expansions. Have Dave Hooton, Kevin Wilson(\$), Andy York(\$), 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.

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.

Gaia Project: A science fiction-based game with mechanics based on Terra Mystica. Will be run by email. Have Kevin Wilson, will take up to 3 more.

Power Grid: Multiple maps available. This will be run via email. Have Kevin Wilson, will take up to 4 more.

Puerto Rico: This will use the buildings expansion and will be played by email. Will take up to 5.

Settlers/Seafarers of Catan: This will be run by email. Will take up to 6.

Agricola: Will be run via email. Will take up to 5.

Age of Renaissance: Will be run via email. Will take up to 6.

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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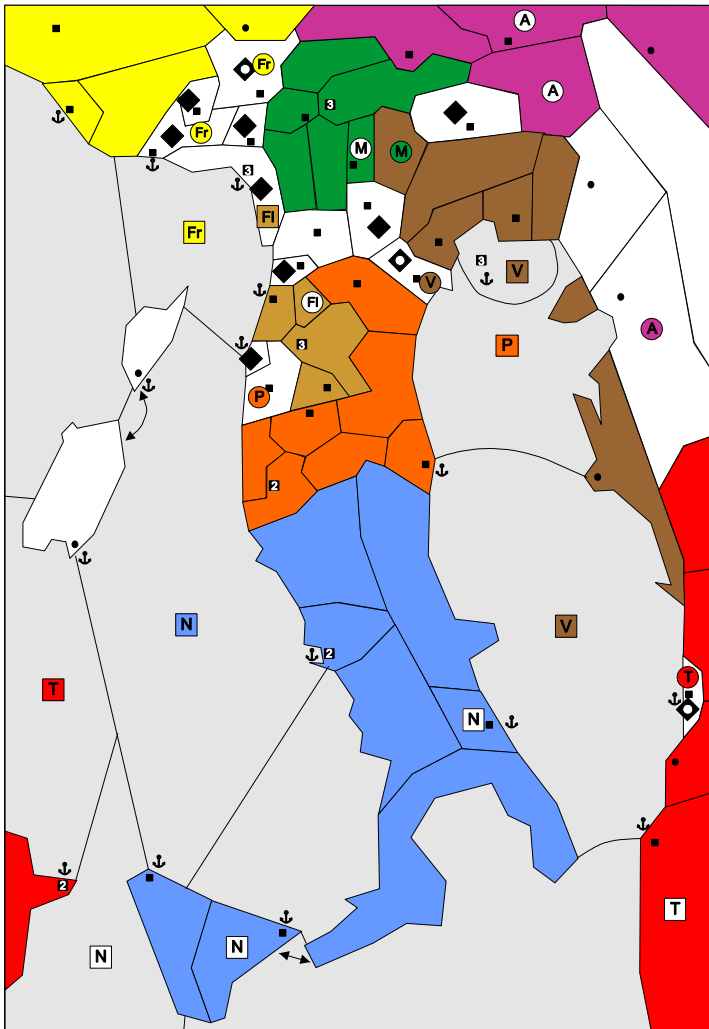
Kai Ken

Summer 1454

Deadline/Fall 1454 10/29 Tuesday

Austria continues to move south, but with more attention on Venice, who is bottled up by the Turks. The Turks are in turn threatened in the west by the all-naval Naples. Florence and the Pope concentrate on neutrals and France and Milan do likewise.

Kai Ken



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

Orders

- AUSTRIA (Wilke): A Austria to CARINTHIA, A Tyrolea to AUSTRIA, A Slavonia to CROATIA
- FLORENCE (Robles): A Florence to PISTOIA, F Ligurian Sea to GENOA
- FRANCE (Wilson): A Provence to SAVOY, A TURIN besieges, F Gulf of Lions to LIGURIAN SEA
- MILAN (Wilson): A Bergamo to CREMONA, A Trent to BERGAMO
- NAPLES (Anderson): F TYRRHENIAN SEA supports F Palermo to Central Mediterranean (cut), F Palermo to CENTRAL MEDITERRANEAN, G BARI convert to F, G MESSINA convert to F
- PAPACY (Robles): A Patrimony to SIENNA, F UPPER ADRIATIC holds
- TURKS (Wilke): A RAGUSA beseiges, F DURAZZO to Ionian Sea, F WESTERN MEDITERRANEAN to Tyrrhenian Sea
- VENICE (Anderson): A FERRARA besieges, F LOWER ADRIATIC to Ionian Sea, F VENICE to Upper Adriatic

Your treasury:

Press

Venice to World: The Venice Doge personally blessed the men of Bari and Naples in a letter as they completed their conversion to the Holy Sea. He quoted a future admiral from a land called Japan-- A brilliant man would find a way not to fight a war. {{ this reporter believes the doge is not that smart }}

Northern League to The Holy Sea: You know what they call a boat/navy don't you? A holy in the water you poor money into! :-) I wonder if that applies to religions of the sea too?

Affenpinscher

Turn 9 Bidding through Battle

Turn 9 Battle, October 29

Players

EMPEROR
GUILD
GAME MASTER

Kevin Wilson
Bob Robles
Chris Hassler

FREMEN
HARKONNENS

Martin Burgdorf
Bill Scharf

Turn 9

Bidding

- CARD 1 () goes to the Guild for 2 spice. (Spice goes to the Emperor).
- CARD 2 () goes to the Emperor for 2 spice. (Spice goes to the bank).
- CARD 3 () goes to the Harkonnens for 1 spice. (Spice goes to the Emperor, Harkonnens draw).

Revival and Movement

The Guild chooses to go last.

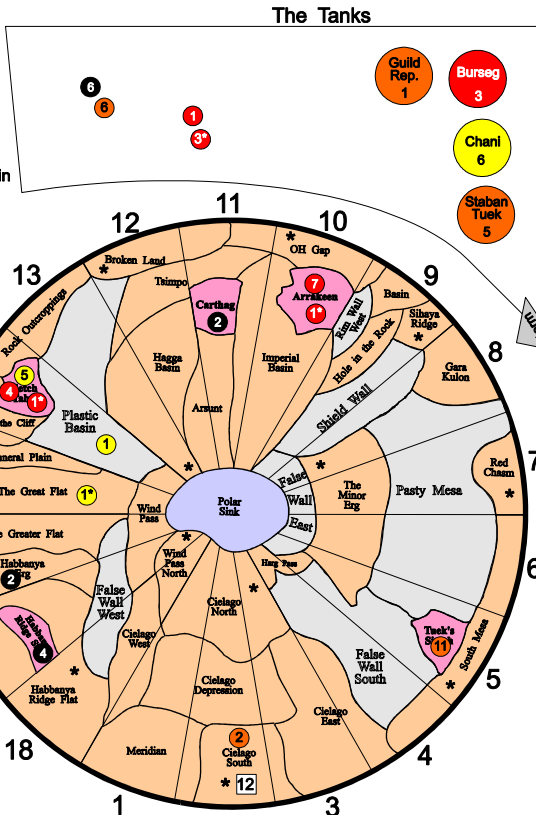
Revival

- Emperor** revives 3 tokens (1 Elite Sadaukar) (4 spice paid).
- Harkonnens** revive 2 tokens.
- Guild** revives 1 token.

Shipping

- Emperor** ships 5 tokens (1 Elite Sadaukar) to Sietch Tabr
- Harkonnens** ship 2 tokens Sietch Tabr (loses out to larger Emperor Force – tokens stay off-planet).
- Guild** ship 2 tokens Cielago South (2).

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



Fremen move 1 token Imperial Basin – Tsimpo – Plastic Basin (14).

S.O.B.

Battle

There is one battle between the Emperor and the Fremen. Fremen are the aggressors. Available leaders: Fremen: Stilgar, Otheym, Shadout Mapes, Jamis; Emperor: Count Fenring, Captain Aramsham, Caid, Bashar.

Positions

- Empror:** 8 tokens (1 Elite Sadaukar) Arrakeen, 4 tokens (3 Elite Sadaukar) and Burseg in the tanks, 5 tokens (1 Elite Sadaukar) Sietch Tabr, 3 tokens off-planet
Spice: 4 cards
- Fremen:** 5 tokens Sietch Tabr, 1 token Plastic Basin (14), 1 token (Fedaykin) The Great Flat (15), 13 tokens (2 Fedaykin) Southern Hemisphere, Chani in the tanks
Spice: 4 cards
- Guild:** 11 tokens Tuek's Sietch, 1 token off planet, 2 tokens Cielago South (2), 6 tokens, Guild Representative, and Staban Tuek in the tanks
Spice: 4 cards
- Harkonnens:** 2 tokens Carthag, 4 tokens Habbanya Ridge Sietch, 2 tokens Habbanya Erg (16), 6 tokens off-planet, 6 tokens in the tanks
Spice: 5 cards

Traitors

Treachery Cards

Spaniel

Turn 20

Turn 21, October 29

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (690)	Rotate Right (340)	Move 1 (630)	Move 1 (510)	Rotate Right (140)
Robot Nick	Shut down				
meRobot	Rotate Right (260)	Move 2 (670)	Rotate Right (100)	Move 1 (520)	Rotate Left (90)
Huey	Move 3 (790)	Rotate Right (320)	Move 1 (550)	Rotate Left (410)	Rotate Left (110)
SmaD	U-Turn (50)	Move 2 (730)	Rotate Left (310)	Move 1 (660)	Rotate Right (360)
Dalekbot	Move 2 (770)	Rotate Left (150)	Move 2 (760)	Rotate Left (290)	Rotate Right (200)

Registers in italics are locked. Huey appears facing north.

Phase 1

Huey dashes ahead 3, hitting a wall at F16, Dalekbot moves ahead 2 to K20, GECS moves ahead 2 to L18, meRobot rotates right to face south, and SmaD makes a u-turn to face south. The conveyor belt moves Dalekbot to K19 and rotates it to face west.

Phase 2

SmaD moves ahead 2 to I21, meRobot moves ahead 2 to H16, GECS rotates right to face west, Huey rotates right to face east, and Dalekbot rotates left to face south. The conveyor belt moves Dalekbot to K19. Huey shoots meRobot.

Phase 3

Dalekbot moves ahead 2 to L21, GECS moves ahead 1 to K18, Huey moves ahead 1 to G16, SmaD rotates left to face east, meRobot rotates right to face west. Huey and meRobot shoot each other and SmaD shoots Dalekbot.

Phase 4

SmaD moves ahead 1 to J21, meRobot moves ahead 1 to G16, pushing Huey to F16, GECS moves ahead 1 to J18, Huey rotates left to face north, Dalekbot rotates left to face east.. SmaD shoots Dalekbot (register 5 locked) and meRobot shoots Huey.

Phase 5

SmaD rotates right to face south, Dalekbot rotates right to face south, GEGS rotates right to face north, Huey rotates left to face west, and meRobot rotates left to face south. The pusher moves GEGS to K18.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		K18>N	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L12>E	1	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker	G16>S	1	1	2
4	Christopher Hunt	Huey	Green	Radio Control	F16>W		1	4
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	J21>S	1	3	0
6	Andy York	Delekbob	Black		L21>S	1	1	5

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

Program Cards**Hamiltonstovare****Epoch III Empire Selection and Celts**

Deadline, Epoch III Macedonia, Maurya, Han Dynasty, October 29

Epoch III Empire Selection

Republic of Texas (York) passes to CJVH.

Romulus & Remus (Anderson) passes to RMHS

CUTE (Scharf) passes to Republic of Texas.

CJVH (Hunt) passes to CUTE

HICK (Hood) keeps

GEGS (Geggus) keeps

RMHS (Wilson) passes to Romulus & Remus

Epoch III

GEGS (Geggus): Plays Barbarians in Plateau of Tibet. Upper Indus (vs. Persia; B: 6, 5; P: 3; wins, city eliminated), Tarim Basin (vs. Chou Dynasty; B: 6, 3; C: 4; wins), Turanian Plain (vs. Scythians; B: 2, 2; 5; loses). **CELTS:** Army Central Europe, Danubia, Northern Gaul, Dalmatia, Balkans, Pindus (vs. Carthage, uses Surprise Attack; Ce: 6, 1; Ca: 5; wins), Morea (vs. Carthage; Ce: 5, 5; Ca: 5; Ce: 5, 3; Ca: 4; wins, city eliminated), Northern Appennines. Points: Dominance in Southern Europe (6), Northern Europe (2), Presence Middle East (3), and 2 cities (2) for 13 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
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	26
Chris Geggus	Greco-Etruscan Great Sword (yellow)	21	31

Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHIANS: 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, armies Southern Iberia, Western Iberia, Pyrenees.

RMHS: Fleets Eastern Mediterranean, Black Sea. PERSIA: Army, Capital, and Monument Persian Plateau, 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 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. CELTS: Armies Central Europe, Northern Gaul, Danubia, Dalmatia, Balkans, Pindus, Morea, Northern Appennines.

Keeshond**Turn 3, Phase 7 through Turn 6, Phase 4**Turn 3, Phase 7: Purchase Tokens

Barcelona buys -2 tokens.

Paris buys 14 tokens.

Venice buys 14 tokens.

Genoa buys 16 tokens.

Turn 4, Phase 1: Draw Cards

Done

Turn 4, Phase 2: Buy Cards

Barcelona and Genoa each pay \$10 to buy a card.

Turn 4, Phase 3: Play Cards

Barcelona plays Ivory/Gold as Ivory (Barcelona gains \$90) and Wool (Barcelona gains \$18).

Paris plays Charlemagne (20: W) and Stirrups.

Venice plays Revolutionary Uprisings (Misery increases: Venice goes to 100,

Paris goes to 100, Genoa goes to 100).

Genoa plays St. Benedict (10: N, E), Stone (Genoa gains \$25, Barcelona, Venice, and Paris each gain \$4, shortage removed), Papal Decree banning the purchase of Religion advances, and Crusades, placing a dominance in Cairo (Misery increases to 125).

Played Leaders

Charlemagne (20: W) – Paris only.

St Benedict (10: E, N) – Genoa and one other.

Turn 4, Phase 4: Purchases

Barcelona buys Written Word (O, 30 discount for Communication, \$30 spent),

Human Body (B, 20 discount for Science, \$40 spent, Misery reduced to 60),

Caravan (I, \$20 spent), Seaworthy Vessels (S, 20 discount for Exploration, \$60 spent), and stability (\$6).

Paris buys Nationalism (W, 20 discount from Charlemagne, \$40 spent) and

stabilization (\$1).

Venice buys Overland East (R, \$40 spent) and stabilization (\$3).

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

Turn 4, Phase 5: Expansion

Barcelona has no tokens.

Paris expands to Bourges (4), Cologne (3), Montpellier (3, vs. Genoa; dr = 2, 2, 4; wins), buys a card (3).

Venice expands to Smyrna (2), Constantinople (4), Angora (2), Trebizond (4), and

Venice gains the expansion bonus card.

Varna (2).

Genoa expands to Suez (3), Alexandria (5), Cyprus (3), Aleppo (4), and Durazzo (1).

Turn 4, Phase 6: Income

Barcelona gains \$67.

Paris gains \$51.

Venice gains \$75.

Genoa gains \$59.

Shortage of Fur. Shortage of Wool (Barcelona gains a card).

Turn 4, Phase 7: Buy Tokens

Barcelona buys 35 tokens.

Genoa buys 21 tokens.

Paris buys 13 tokens.

Venice buys 9 tokens.

Turn 5, Phase 1: Draw Cards

Done

Turn 5, Phase 2: Buy Cards

Genoa and Barcelona buy cards for \$10.

Turn 5, Phase 3: Play Cards

Venice plays Metal (Paris gains \$24, Barcelona and Venice each gain \$6), Silk (Venice, Barcelona, and Genoa each gain \$8), and Rebellion in Bordeaux.

Paris plays Famine (Misery increases: Barcelona to 90, Venice to 150, Paris to 150, Genoa to 225).

Genoa plays Pirates/Vikings on Tunis and Venice, Timber (Barcelona and Venice

each gain \$3), and Johann Gutenberg (30: O).

Barcelona plays Walter the Penniless (20: R, gains \$20 from Printed Word) and

Mysticism Abounds (Misery increases: Barcelona to 125, Venice to 250, Paris to 250, and Genoa to 300).

Played Leaders

Johann Gutenberg (30: O) – Genoa only.

Walter the Penniless (20: R) – Barcelona and one other.

Turn 5, Phase 4: Purchases

Venice buys Improved Agriculture (J, \$10 credit for Commerce, \$30 spent, Misery reduced to 225), Holy Indulgence (F, \$10 credit for Religion, \$50 spent, Misery increases to 250), and stabilization (\$1).

Paris buys Holy Indulgence (F, \$10 credit for Religion, \$50 spent, Misery increases to 275), Urban Ascendancy (V, \$20 credit for Civics, \$0 spent), Written

Record (N, \$30 spent), and stabilization (\$3).

Genoa buys Printed Word (O, \$30 credit for Communication, \$30 credit for Johann Gutenberg, \$0 spent), Overland East (R, \$40 spent), and stabilization (\$1).

Barcelona buys Holy Indulgence (F, \$60 spent, Misery increases to 150) and stabilization (\$10).

Turn 5, Phase 5: Expansion

Holy Indulgence: Venice and Paris each gain 2 tokens, Barcelona gains \$2 because he has no spare tokens, and Genoa loses 6 tokens.
 Venice expands to Venice (4), Kiev (2), Poti (2), and Erzerum (3).
 Paris buys a card (3) and expands to Milan (6, vs. Genoa; dr = 4, 2, 4; wins), St. Malo (vs. Barcelona; dr = 4, 1, 2; wins), Salzburg (1, vs. Venice; dr = 1, 1, 5; loses), Salzburg (1, vs. Venice; dr = 5, 6, 5; wins), St. Gali (1, vs. Venice; dr = 5, Venice gains a card.

6, 6; wins).
 Genoa expands to Acre (5), Sicily (5, vs. Venice; dr = 3, 4, 3; wins), Belgrade (4, vs. Venice; dr = 2, 4, 2; wins), Gallipoli (1).
 Barcelona expands to Loire (7, vs. Paris; dr = 5, 3, 5; loses), Loire (7, vs. Paris; dr = 5, 2, 6; loses), Loire (7, vs. Paris; dr = 2, 2, 4; loses), Loire (7, vs. Paris; dr = 3, 5, 2; wins), Lisbon (3), and Tana (2).

Turn 5, Phase 6: Income

Venice gains \$79. Paris gains \$55. Genoa gains \$67. Barcelona gains \$67.
 Surplus of Timber (Venice loses \$2), Shortage of Metal (Paris gains a card).

Turn 5, Phase 7: Buy Tokens

Paris buys 13 tokens. Barcelona buys 5 tokens. Genoa buys 29 tokens. Venice buys 12 tokens.

Turn 6, Phase 1: Draw Cards

Done

Turn 6, Phase 2: Buy Cards

Barcelona and Genoa buy cards using Urban Ascendancy.

Turn 6, Phase 3: Play Cards

Barcelona plays Wine (Barcelona gains \$45, Venice and Genoa each gain \$20), Cloth/Wine as Wine (Barcelona gains \$45, Venice and Genoa each gain \$20), and Marco Polo (20: Y, R; gains \$20 rebate for R).
 Venice plays Black Death in Area IV, then plays War! on Barcelona. Venice dr = 5; Barcelona dr = 5. Tie. War continues next turn. Misery increases: Venice to 275, Barcelona to 150.
 Paris plays Grain (Genoa gains \$16, Barcelona, Venice, and Paris each gain \$4), Fur (Barcelona, Venice, and Paris each gain \$7), and Longbow.
 Genoa plays Grain (Genoa gains \$16, Barcelona, Venice, and Paris each gain \$4) and Cloth (Venice, Paris, and Genoa each gain \$20).

Played Leaders

Marco Polo (20: Y, R) – Barcelona only.

Turn 6, Phase 4: Purchases

Barcelona buys Cosmopolitan (Y, 20 credit for Civics, 20 discount for Marco Polo, \$110 spent), Laws of Matter (C, 40 credit for Science, \$50 spent), Patronage (E, 20 credit for Religion, \$10 spent, Misery increases to 175), and stabilization (\$6).
 Venice buys Wind/Watermill (K, 20 credit for Commerce, \$30 spent), Nationalism (W, 20 credit for Civics, \$40 spent), Proselytism (G, 30 credit for Religion, \$60 spent, Misery increases to 300), a ship upgrade (\$10), and stabilization (\$1).
 Paris buys Institutional Research (X, 50 credit for Civics, \$50 spent) and stabilization (\$3).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	150	5	\$9	1	8	10	3	A, B, C, E, F, I, N, O, R, S, V, Y
Bob Robles	Venice	300	12	\$7	2	16	6	1	A, E, F, G, I, J, K, N, R, V, W
Christopher Hunt	Paris	275	13	\$25	4	10		2	E, F, I, J, N, V, W, X
Chris Geggus	Genoa	300	29	\$126	6	13	4	1	A, I, N, O, R, V

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Kromfohrlander

Turn 10 Fuel Purchases to End of Game Statements

Turn 10

Fuel Purchases

Tegtmeyer buys 2 trash for 8 Elektros and 2 oil for 6 Elektros.
 BWPC buys 3 trash for 15 Elektros, 4 coal for 29 Elektros, and 2 oil for 8 Elektros.

TRC buys 2 uranium for 3 Elektros.
 GEGS buys 3 oil for 14 Elektros.

Grid Connections

Tegtmeyer connects to Karlsruhe for 24 Elektros, Stuttgart for 24 Elektros, Ludwigsburg for 22 Eleketros, and Heilbronn for 25 Elektros.
 BWPC connects to Mannheim for 24 Elektros, Ludwigshaven for 20 Elektros, Baden-Baden for 29 Elektros, Rastatt for 22 Elektros, and Signen for 27 Elektros.
 Since he has connected to 17 cities, this is the last turn.

TRC connects to Tuttlingen for 37 Elektros, Donaueschingen for 27 elektros, Freiburg for 33 Elektros, Lahr for 28 Elektros, Offenburg for 23 Elektros, and Strasourg for 25 Elektros.
 GEGS connects to Basel for 22 Elektros, Pforzeim for 26 Elektros, Heidelberg for 24 Elektros, and Sirsheim for 25 Elektros.

Bureaucracy

Power Cities

GEGS spends 2 coal and 3 oil to power 14 cities for 129 Elektros.
 TRC spends 2 uranium and 1 coal to power 13 cities for 124 Elektros.

BWPC spends 2 oil, 2 coal, and 3 trash to power 15 cities for 134 Elektros.
 Tegtmeyer spends 2 trash and 2 oil to power 12 cities for 118 Elektros.

Game End

Since BWPC was able to supply electricity to the most cities, he is the winner. Congratulations to Dave Hooton!

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
4	Bill Scharf	Tegtmeyer	Green	24 Trash 2→4, 26 Oil 2→5 (2), 27 Eco X→3	16	213
1	Chris Geggus	GEGS	Yellow	20 Coal 2→4, 32 Oil 3→6, 33 Eco X→4	18	139
3	Dave Hooton	BWPC	Orange	21 Hybrid 2→4, 25 Coal 2→5 (2), 30 Trash 3→6	17	210
2	Andy York	TRC	Blue	28 Nuclear 1→4, 29 Hybrid 1→4 (1c), 34 Nuclear 1→5	18	124

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
Trash						3	3	3				
Oil					1	3	3	3				
Coal								2				

End of Game Statements

Chris Geggus (GEGS): Thanks Chris and well played Dave. I didn't even see what was happening until that last turn, but I still count myself as a complete novice at the game. I enjoy it, but I do seem to struggle to coordinate the various aspects. I hope I can think a bit further ahead next time around.

Andy York (TRC): Congrats to Dave for his well deserved win, and thanks to Chris for another smartly run, fun, game.

This is a very crowded, map. Plus, the delayed appearance of the Stage 3 card, made it one of the oddest games of Power Grid I've played. Enjoyed myself none-the-less.

Bill Scharf (Tegtmeyer): I've been out of contention for several turns now. When I saw the two wind power plants I flipped the cost and number of cities...so the plant I bought that I thought would make sense to replace was anything but! To get 18 cities powered I would have to replace all three plants! Dumb move I wouldn't have made In FTf play, oh well. Going first in this game is the kiss of death. Too easy to get surrounded by the other players. At least I avoided that this game.

Dave Hooton (BWPC): Thanks, Chris, for running this game. My main worry going into the last round was having to buy only a 4-city plant, knowing that 6-city and 7-city plants were on the way. Fortunately, my previously-bought plants gave me enough of a lead. Another big factor was the coal shortage. I was very close to being shut out, but the special turn order change for this map came to my rescue. Finally, it seemed that Stage 2 lasted longer than usual, leading to a very abbreviated Stage 3.

Kuvasz

Turn 14 through End of Game Statements

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.

York plows a field and plants 1 vegetable.

Hooton sows a grain with the Fieldsman.

York gains a cattle.

Hunt collects 3 wood from the 3 wood space.

Geggus collects 1 stone, 1 reed, and 1 food, and pays 1 food to the Piecworker for an additional stone.

Hooton plows a field.

Hunt collects 2 wood from the 2 wood space.

Geggus spends 5 stone and 1 reed to renovate to a stone house, then spends 4 wood to build fences and gains 1 grain from the Outrider.

Hooton collects 2 reeds.

Hunt collects 2 wood.

Geggus collects 4 food from the Traveling Players.

Hooton builds a Strawberry Patch.

Christopher goes Day Laboring, gaining 2 food.

Geggus collects 1 sheep.

Hooton collects 1 vegetable.

Hunt goes Fishing for 1 food.

Geggus spends 1 food to play the Master Builder, adding a room to his stone house.

Harvest Phase 6

The Field Phase

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

Feeding the Family

Hooton cooks 2 vegetables into 8 food and converts 1 grain into 1 food, then uses 10 food.

Hunt uses Joinery to convert 1 wood into 2 food, then uses 10 food.

Geggus cooks 1 vegetable for 2 food and converts 3 grain into 3 food, then uses 10 food.

York uses 4 food.

Breeding

No animal pairs.

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	Stone	Pieceworker, Outrider, Slaughterman, Master Builder	Punner, Slaughterhouse	Fireplace, Clay Oven	0
Dave Hooton	Red	5	Wood	Thatcher, Wet Nurse, Fieldsman	Clay Path, Wildlife Reserve, Cooking Corner, Strawberry Patch	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	7		4	3		1			1	0	
Chris Geggus					1 (1)	1	1	1	1	0	
Dave Hooton			1	5	(4)	1 (3)	1	1	1	0	
Andy York				2	2 (1)	1 (1)	1		1	0	

Victory Points

	Hunt	Geggus	Hooton	York
Fields	-1	1	3	1
Pastures	-1	1	-1	2
Grain	-1	1	2	1
Vegetables	1	1	4	2
Sheep	-1	1	1	1
Wild Boar	-1	1	1	-1
Cattle	1	1	1	1
Unused Farmyard Spaces	-8	-5	-5	-2
Fenced Stables	0	0	0	0
Houses	4	12	0	4
Family	15	15	15	6
Cards	9	5	9	8
Bonus	3	0	4	0
Total	20	34	34	23

The game ends in a tie! Congratulations to Chris Geggus and Dave Hooton on their joint victory!

End of Game Statements

Chris Geggus: Nice to see a draw (albeit I finish first alphabetically). Well done Dave. I thought I had it, but I was expecting someone to slaughter last turn to save my second veggie, but it didn't happen, so 1 less VP. Game seemed to work okay for me and happy with my final score. When I played at the WBC in July I was last of 5, last of 4 and 4th of 5 in my 3 heats, so a noticeable improvement. Thanks yet again for Chris's patience and hard work. No fun without your hard work!

Dave Hooton: Thanks, Chris G., and a well-done to you too. The Thatcher/Wet Nurse combo should have been more of an advantage for me, especially if Family Expansion comes out late, but there were a couple of factors that worked against this. First is that I started third and was locked out of the occupation spaces. Normally, I would take the small hit and take the first player space, but all the minor improvement cards I had been dealt had requirements, so it would actually be a big hit. Second was that Family Expansion came out at the first opportunity.

One mistake I made was misreading the amount of stone required for the well. As a result, I didn't grab the well when I had the chance. However, Joinery worked almost as well.

Again, Chris. H., thanks for running the game.

Christopher Hunt: I must really learn to buy an oven. Congratulations to the victors, and thanks to Chris for his help and telling the rules I misread. I would agree with the excluded cards.

Andy York: Congrats to Chris on a find win, and to Chris for running it so smartly (as usual). I ended up with my usual poor outing - I'm still trying to figure out a good approach to the game.

Maltese

Generation 6 Actions through End of Game Statements

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Bill Scharf	Volatile	Tharsis Republic	Red	3	30
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	0	31
Kevin Wilson	PIKES (Pilfering Insecure Know-nothing Embarrassing Slimeball)	Robinson Industries	Black	0	30
Dave Hooton	Cyclopæn	Polyphemos	Green	2	31
Chris Geggus	GEGS (Galaxy Eating Giant Sasquatch)	Poseidon	Yellow	0	30

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	14	56	0	1	0	0	2	0	0	0	0	5
Andy York	24	55	0	0	1	9	1	3	5	5	5	12
Kevin Wilson	14	55	1	2	2	3	9	1	0	0	0	2
Dave Hooton	12	43	0	0	2	2	0	0	9	9	3	10
Chris Geggus	15	49	3	3	1	1	6	0	0	0	3	16

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)	1 (0 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)	1 (0 cards)
Triton	(3 titanium)	(3 titanium)	(3 titanium)	2 (1 titanium)
Luna	GEGS	PIKES	TTT	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 6

Action Phase

Volatile spends 1 floater from Atmo Collectors to gain 3 energy, then spends 3 energy to trade with Luna, gaining 10M€. TTT, PIKES, and GEGS each gain 2M€.

TTT spends 7 titanium for a Nitrogen Rich Asteroid, increasing his plant production by 1, increasing the temperature to 4C and his TR to 29. He then spends 8 heat to raise the temperature to 6C and his TR to 30.

PIKES spends 8 plants to place a greenery tile in C4, gaining 1 steel and increasing the oxygen level to 10% and his TR to 29. He then spends 2 steel and 11M€ for Lava Tube Settlement, losing 1 energy production, gaining 2M€ production, and placing a city in D5, gaining 2 steel. Volatile gains 1M€ production and GEGS gains 2M€.

Cyclopæn spends 8 heat to increase the temperature to 8C and his TR to 27, then spends 3 energy to trade with Triton, gaining 1 titanium.

GEGS spends 7M€ for Permafrost Extraction, placing an ocean tile at F4, gaining 1 plant and 4M€, plus a further 3M€ from Media Group and increasing his TR to 29. PIKES gains 2 plants from Arctic Algae. GEGS then spends 1 steel and

23M€ for a Capital in E4, losing 2 energy production but gaining 5M€ production, 4M€, and 1 steel, plus an additional 2M€ for Rover Construction. Volatile gains 1M€ production.

Volatile spends 13M€ for Zeppelins, gaining 6M€ production, then spends 18M€ for Lake Marineris, placing an ocean tile at G4, gaining 1 plant and 4M€ and increasing his TR to 30. PIKES gains 2 plants.

TTT spends 9M€ for a Mangrove, placing a greenery tile at G6, gaining 4M€ and increasing the oxygen level to 11% and his TR to 31, then spends 20M€ to fund the Contractor award.

PIKES spends 8 plants to place a greenery tile at C5, increasing the oxygen level to 12% and his TR to 30.

Cyclopæn spends 4 energy on the Ore Processor, gaining 1 titanium, increasing the oxygen level to 13% and his TR to 28.

GEGS uses Business Network to draw a card and discards it, then spends 1 titanium for Rim Freighters.

Volatile spends 9M€ for a Soil Factory, losing 1 energy production and gaining 1

plant production.

TTT spends 7M€ for Cryo Sleep, then spends 2 energy to trade with Pluto, gaining 2 cards.

PIKES spends 3M€ for Micro-Mills, gaining 1 heat production, then spends 2 steel and 9M€ for a Tropical Resort, losing 2 heat production and gaining 3M€ production.

Cyclopæn spends 21M€ for Titan Air Scrapping.

GEGS spends 2 energy to trade with Miranda, gaining 2 animals on Martian Zoo.

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

TTT plays Invention Contest, drawing 3 cards and keeping 1.

PIKES spends 6 titanium and 2M€ for Ganymede Colony. GEGS receives 2M€.

Cyclopæn spends 4 titanium and 13M€ for Nitrogen from Titan, increasing his TR to 30 and placing 2 floater resources on Titan Air Scrapping, then spends 2 resources on Titan Air Scrapping to increase his TR to 31.

GEGS spends 1 steel and 15M€ for an Underground City at E2, losing 2 energy production, gaining 2 steel production, 1 plant, and 2M€. Volatile gains 1M€ production.

Volatile sells 3 cards for 3M€.

TTT plays Sponsors, gaining 2M€ production and a card.

PIKES sells 1 card for 1M€.

Cyclopæn passes.

GEGS collects 5M€ from the Martian Zoo.

Volatile passes.

TTT adds an animal resource to Small Animals.

PIKES passes.

GEGS spends 8M€ for Inventors' Guild and sells 1 card for 1M€.

TTT places a microbe resource on Nitrite-Reducing Bacteria.

GEGS uses Inventors' Guild to draw a card and discards it.

TTT spends 2 energy to trade with Callisto, gaining 4 energy. GEGS and Cyclopæn each gain 3 energy.

GEGS spends 8 plants to place a greenery tile in F2, gaining 1 plant, increasing the oxygen level to 14% and his TR to 30. This will trigger the end of the game at the end of this generation.

TTT spends 1M€ on Search for Life (card draw is Immigrant City – failure), then sells 4 cards for 4M€.

GEGS passes.

TTT spends 6M€ on Adapted Lichen, gaining 1 plant production, then spends 9M€ on Food Factories, losing 1 plant production and gaining 4M€ production.

TTT passes.

Production Phase

Volatile moves 1 energy to heat, then gains 44M€ and 2 plants.

TTT moves 6 energy to heat, then gains 55M€, 8 titanium, 1 plant, 5 energy, and 5 heat.

PIKES moves 1 energy to heat, then gains 44M€, 1 steel, 2 titanium, and 9 plants.

Cyclopæn moves 5 energy to heat, then gains 43M€, 2 titanium, 9 energy, and 3 heat.

GEGS moves 5 energy to heat, then gains 43M€, 3 steel, 1 titanium, 6 plants, and 3 heat.

Solar Phase

Game end conditions have been met.

Final Greenery Tile Placement

Volatile spends 8 plants to place a greenery tile at C3, gaining 1 steel.

PIKES spends 8 plants to place a greenery tile at D6, gaining 1 steel.

GEGS spends 8 plants to place a greenery tile at E3, gaining 2M€.

Victory Points

Awards

Cultivator: Greenery tiles. GEGS has 5, Volatile and PIKES each have 4, TTT has 1, and Cyclopæn has 0. GEGS gains 5 and Volatile and PIKES each gain 2.

Magnate: Automated (green) cards. TTT has 19, PIKES has 17, GEGS has 12, Volatile has 7, and Cyclopæn has 5. TTT gains 5 and PIKES gains 2.

Contractor: Building tags. TTT has 9, PIKES and GEGS each have 7, Volatile has 4, and Cyclopæn has 2. TTT gains 5, and PIKES and GEGS each gain 2.

Milestones

Diversifier goes to TTT. **Polar Explorer** goes to GEGS. **Energizer** goes to Cyclopæn.

	Volatile	TTT	PIKES	Cyclopæn	GEGS
Terraform Rating	30	31	30	31	30
Awards	2	10	6	0	7
Milestones	0	5	0	5	5
Map	10	1	11	0	12
Cards	12	17	5	13	6
Total	54	64	52	49	60

TTT wins. Congratulations to Andy York on his victory!

End of Game Statements

Kevin Wilson (PIKES): I didn't think I'd catch Andy but I thought I'd be a bit closer. But right at the end I fell back on both the Cultivator and Magnate awards, slipping to 2nd for each. I missed the play for GEGS of that last green tile picking up another plant so he'd have 8. Without that I thought he might take us into a Gen7 for a shot to pull out the win. But taking that last TR ended it and bumped him into 1st in the Cultivator award race. And I just ran out of cards, time and M€ to keep pace with Andy and his extensive list of automated cards. I felt like I was just short on some of the milestones too. I just needed a little more time.

Looking only at TFR it was very close. But you don't win with TFR alone. You need the machine and Andy had the best. Congrats to Andy on an impressive machine and a win with little on the board, gaining only 1VP from the board. Just awards, milestones and cards for the win. All that M€, titanium, heat and energy production paid off.

Here's how I was tracking it. Andy started pulling away in Gens3 and 4 and while GEGS and I both had good finishes, Andy's lead was too much. Nice steady up trend for GEGS though. Might have pulled it out with another gen? ;-)

On to Plott!

Chris Geggus (GEGS): Well played Andy. I don't keep track of scores, cards etc., so I was hoping I was nearer than the actual final score. By the way I scored 13 on the map, not 12 (3 x 3 cities plus 4 greenery). I only had one shot at winning as my bolt was well and truly shot by the last round. Another generation would have only seen me going backwards.

It is still fascinating how wins can come from so many different strategies and Andy's engine and card collection was strong enough to see off the map builders. Interesting how few resource scoring there was - obviously none came out apart from the Small Mammals.

Always enjoyable. Thanks to Chris and well done everyone for sticking with it.

Bill Scharf (Volatile): Thanks for running the game Chris, enjoyed it. Did much better than my first email game of this. Winning is based on a plan, looking for cards/board positions to support that plan, be flexible enough to throw that plan out the window when necessary, take advantage of opportunities when they arrive, continue throwing plans out as necessary, glare at opponents plays when they are good, snarl at them when they are really good, laugh at bad plays they made (aka moves you would have made). Learn, grow, become wiser and congratulate the winner.

Andy York (TTT): That was a bit of a surprise - gaining the win as I don't count scores during the game, just try to maximize my hand's outcome. In this game, I was fortunate to have several things come my way:

- two early discounts on playing all cards, plus another for just Earth tags
- drawing plenty of Earth Tags which resulted in extra card draws
- the card enhancing the payout for expending steel/titanium

Those really boosted my ability to acquire and play cards, which I think was the advantage that allowed the unexpected win. Appreciate the strong playing by the other players, and the fine job herding us by Chris during the game.

Leonberger

Turn 12 through End of Game Statements

Turn 12

Governor Dave selects the Trader, gains 2 doubloons, 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 Captain, gains 1 doubloon, and ships 2 coffee on Ship 3 for 3VP. Christopher ships 3 sugar on Ship 1 for 3VP. Kevin ships 1 sugar on Ship 1 for 1VP (Ship 1 sails). Dave ships 2 corn on Ship 2 for 2VP. Chris ships 1 corn on Ship 2 for 1VP. Christopher ships 1 corn on Ship 2 for 1VP, then ships 2 indigo via the Small Wharf for 1VP.

Christopher selects the Prospector, gaining 3 doubloons.

Kevin selects the Mayor and places colonists on the sugar plantation and Sugar Mill. Dave places a colonist on the tobacco plantation and transfers colonists from both sugar plantations to the Tobacco Storage. Chris places a colonist on the Indigo Plant and moves a colonist from the Fortress to the Indigo Plant. Christopher places a colonist on the coffee plantation. Eight colonists are placed on the colonist ship.

Turn 13

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

Christopher selects the Captain and ships 3 sugar on Ship 1 for 5VP. Kevin ships 2 sugar on Ship 1 for 2VP (Ship 1 sails). Dave ships 1 corn on Ship 2 for 1VP (Ship 2 sails). Chris ships 3 coffee on Ship 3 for 3VP. Christopher ships 2 indigo via the Small Wharf for 1VP. Dave ships 2 corn via the Wharf for 2VP. Dave discards 1 tobacco and Kevin discards 1 indigo.

Kevin selects the Trader and trades tobacco for 4 doubloons (3 base, +1 for Trader). Dave uses the Office to trade tobacco for 6 doubloons (3 base, +1 for Small Market, +2 for Large Market). Chris trades sugar for 2 doubloons. Christopher does not trade.

Dave selects the Builder, gains 1 doubloon, and build the City Hall (1 doubloon discount for Builder, 9 doubloons spent). Chris builds a Harbour (2 doubloon discount from Quarries, 6 doubloons spent). Christopher passes. Kevin builds a Trading Post (2 doubloon discount for Quarries, 3 doubloons spent).

Turn 14

Governor Christopher selects the Settler, gains 2 doubloons, and chooses a Quarry. Kevin chooses the tobacco plantation. Dave chooses a corn plantation. Chris chooses a corn plantation, with a colonist from the Hospice. Christopher chooses a bonus corn. New plantations are: corn, tobacco, tobacco, coffee, coffee. Discarded plantations reshuffled.

Kevin selects the Trader and trades indigo for 2 doubloons (1 base, +1 for Trader).

No further trading is possible.

Dave selects the Builder and builds a Church (1 doubloon discount for Trader, 4 doubloons spent). Chris builds a Small Indigo Plant (1 doubloon discount from Quarry, 0 doubloons spent). Christopher passes. Kevin passes. Chris selects the Captain and ships 2 indigo on Ship 2 for 3VP. Christopher ships 1 corn on Ship 1 for 1VP. Chris ships 1 corn on Ship 1 for 1VP.

Turn 15

Governor Kevin selects the Trader and trades tobacco for 4 doubloons (3 base, +1 for Trader). Chris trades sugar for 2 doubloons. No further trading is possible.

Dave selects the Mayor, gains 2 doubloons, and places colonists on the City Hall, indigo plantation, and corn plantation. Chris places colonists on the Harbour and Fortress. Christopher places colonists on the Quarry and a corn plantation. Kevin places colonists on the corn plantation and Guesthouse. Nine colonists are placed on the colonist ship.

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

produces 1 corn, 1 indigo, 2 sugar, and 2 tobacco. Dave produces 3 corn and 2 tobacco. Chris produces a bonus coffee.

Christopher selects the Captain and ships 2 corn on Ship 1 for 4VP. Kevin ships 1 corn on Ship 1 for 1VP (Ship 1 sails). Dave ships 3 corn via the Wharf for 3VP. Chris ships 2 indigo on Ship 2 for 3VP. Christopher ships 2 sugar via the Small Wharf for 1VP. Kevin ships 1 indigo on Ship 2 for 1VP. Dave can't ship. Chris ships 2 coffee on Ship 3 for 3VP (Ship 3 sails). Christopher ships 1 indigo on Ship 2 for 1VP (Ship 2 sails). Kevin discards 1 sugar and Dave discards tobacco.

Turn 16

Governor Dave selects the Prospector and gains 4 doubloons.

Chris selects the Trader and trades coffee for 5 doubloons (4 base, +1 for Trader). Christopher can't trade. Kevin moves a colonist from the Guesthouse to the Trading Post and trades tobacco for 3 doubloons. Dave uses the Office to trade tobacco for 6 doubloons (3 base, +1 for Small Market, +2 for Large Market).

Christopher selects the Builder, gains 1 doubloon, and builds a Customs House (1 doubloon Discount for the Builder, 1 doubloon discount for the Library, 1 doubloon discount for a Quarry, 7 doubloons spent). Kevin builds a Factory (2

doubloon discount from Quarries, 5 doubloons spent). Dave builds the Residence (10 doubloons spent). Chris builds the Statue (2 doubloon discount for Quarries, 8 doubloons spent). Since Chris no longer has empty spaces in his city, this is the last turn.

Kevin selects the Captain and ships 3 tobacco on Ship 3 for 4VP. Chris ships 2 corn on Ship 2 for 3VP. Christopher ships 1 sugar on Ship 1 for 1VP. Kevin ships 1 sugar on Ship 1 for 1VP. Chris ships 1 sugar on Ship 1 for 2VP.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	V P
Chris Geggus	Trader	Indigo, Coffee, Sugar, Quarry, Coffee, Indigo, Quarry, Corn, Corn	Hospice, Small Sugar Mill, Coffee Roaster (2), Black Market, Fortress, Large Warehouse, Indigo Plant (2), Harbour, Small Indigo Plant, Statue		0		23
Christopher Hunt	Builder	Indigo, Sugar, Sugar, Sugar, Tobacco, Sugar, Corn, Coffee, Quarry, Corn	Small Indigo Plant, Library, Sugar Mill (3), Small Wharf, Customs House		2		28
Kevin Wilson	Captain	Corn, Quarry, Indigo, Sugar, Quarry, Tobacco, Tobacco, Sugar, Tobacco	Small Indigo Plant, Small Warehouse, Small Sugar Mill, Guesthouse, Tobacco Storage (2), Sugar Mill (1), Trading Post, Factory		5		19
Dave Hooton	Prospector	Corn, Tobacco, Corn, Sugar, Tobacco, Corn, Sugar, Indigo, Corn	Small Market, Large Market, Office, Wharf, Tobacco Storage (2), City Hall, Church, Residence		2		15

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: 3 Colonist Ship: 9

Trading House:

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

Victory Points: 14

Commodities

Corn: 8 **Indigo:** 10 **Sugar:** 6 **Tobacco:** 6 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (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)	
Aqueduct (1d, 1vp)		Lighthouse (7d, 3vp)	
Hacienda (2d, 1vp)		University (8d, 3vp)	
Forest House (2d, 1vp)			Cloister (10d, 4vp)
Construction Hut (2d, 1vp)			
		Specialty Factory (8d, 3vp)	
Storehouse (3d, 1vp)		Union Hall (9d, 3vp)	

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

Plantations

Forest (x∞), Quarry (x3), Corn, Tobacco, Tobacco, Coffee, Coffee
Discard Pile:

Victory Points

	Chris	Christopher	Kevin	Dave
VP Chips	23	28	19	15
Buildings	27	11	15	21
Bonus	6	0	0	7
Total	56	39	34	43

Congratulations to Chris Geggus on his victory!

End of Game Statements

Christopher Hunt: Thanks to Chris H for running the game and to Chris G for winning. Congratulations. I've tried number of tomes to get the libraian to work and have yet to succeed, but as apex-librarian I will nor doubt persist.

Dave Hooton: Congratulations to Chris G. (I almost said Greg again) on the win, and thanks to Chris H. for running the game.

After miscounting the number of city spaces left, I took Residence instead of Statue which gave Chris G. 4 points at my expense, but it didn't affect the final positions.

It's tough to do a corn strategy when corn plantations appear only sporadically.

Kevin Wilson: Well, at least you were counting spaces. I was watching the colonist count and not paying that much attention to the city spaces. My error given my limited number of plays. Consider it a lesson learned. But, had I caught it and made a different purchase there at the end likely, as Dave said, it didn't change the outcome so a lesson learned with no real consequences.

Congrats to Chris G on the win and thank to Chris H for running the game.

Chris Geggus: Yes I was indeed watching the building slots on my island. I was surprised that no-one took the Statue ahead of me as Kevin was certainly not going to play Mayor on his last turn, so the 8 point bonus was a no-brainer. Christopher's early VP lead was not a problem either whilst he had so few buildings on the board. Even a 10 point lead was closed by my buildings. Role selections by everyone seemed to help me in this game. Don't know why, just good fortune.

Thanks to Chris and well played all. Always up for playing this old classic.

Mudi

Game Start through Turn 9

Initial Placement

Brendan places a settlement at C13 with a road from C13 to C12.

Andy places a settlement at C10 with a road from C10 to D10.

Chris places a settlement at F14 with a road from F14 to F15.

Kevin places a settlement at D11 with a road from D11 to E11.

Dave places a settlement at D9 with a ship from D9 to E9.

Dave places a settlement at F12 with a road from F12 to G11.

Kevin places a settlement at G13 with a road from G13 to G14.

Chris places a settlement at C15 with a road from C15 to C14.

Andy places a settlement at D14 with a road from D14 to D15.

Brendan places a settlement at B11 with a road from B11 to B10.

Turn 1

Brendan rolls a 10. Andy and Kevin each receive 1 lumber and Dave receives 1 ore. Brendan passes.

Andy rolls a 5. Brendan, Andy, Chris, and Dave each receive 1 grain and Kevin receives 1 brick. Andy buys a development card. Chris buys a development card. Kevin builds a road from G14 to G15.

Chris rolls a 7. Chris places the Robber in the 6 Hills space at C9 and steals 1

lumber from Andy, then builds a road from F15 to G15. Dave passes.

Kevin rolls a 9. Brendan and Chris each receive 1 brick and Kevin and Dave each receive 1 wool. Kevin passes.

Dave rolls a 5. Brendan, Andy, Chris, and Dave each receive 1 grain and Kevin receives 1 brick. Dave buys a development card. Brendan builds a road from B11 to C12.

Turn 2

Brendan rolls a 2. Andy and Chris each receive 1 wool. Brendan passes.

Andy rolls an 8. Chris receives 1 grain. Andy plays a Knight and moves the Robber to the 6 Mountains space at B16 and steals a grain from Chris. Passes.

Chris rolls a 6. Brendan receives 2 lumber, Andy and Dave each receive 1 brick. Chris gives a wool and a brick to Brendan in return for 1 lumber, then passes.

Kevin rolls a 7. Kevin moves the Robber to the 8 field space at E15 and steals a grain from Chris, then passes.

Dave rolls a 6. Brendan receives 2 lumber, Andy and Dave receive 1 brick, and Chris receives 1 ore. Dave trades 1 brick to Brendan for 1 lumber, play Monopoly on grain, trades 6 grain for 2 ore at the wild port, then upgrades the settlement at F12 to a city and builds a ship from E9 to E8, discovering ocean. Brendan builds roads from C13 to B13 and B13 to B14, gaining the Longest Road. Dave moves his ship from E9/E8 to D9/D8.

Turn 3

Brendan rolls a 9. Brendan and Chris each receive 1 brick, Dave receives 2 wool and Kevin receives 1 wool. Brendan passes.

Andy rolls a 3. Chris and Kevin each receive 1 grain. Andy passes.

Chris rolls a 4. Brendan and Chris each receive 1 wool and Kevin and Dave each receive 1 lumber. Chris builds a settlement (christened "Kevin Town") at G15. Kevin builds a road from G14 to H14.

Kevin rolls a 7. Moves the Robber to the 9 Hill space at B14 and steals ore from Chris, then buys a card. Dave passes on the special build turn.

Dave rolls a 7. Moves the Robber to the 6 Woods space at B12 and steals wool from Brendan, then moves the ship from D8/D9 to E9/E10 and builds a settlement at E10.

Turn 4

Brendan rolls a 3. Chris receives 2 grain and Kevin receives 1 grain. Brendan passes.

Andy rolls an 8. Chris receives 1 grain. Andy passes.

Chris rolls a 6. Andy and Dave receive 1 brick, and Chris receives 1 ore. Chris trades 1 grain to Andy for 1 wool and buys a development card.

Kevin rolls a 9. Brendan and Chris each receive 1 brick, Dave receives 2 wool

and Kevin receives 1 wool. Kevin passes.

Dave rolls a 10. Andy and Kevin each receive 1 lumber and Dave receives 3 ore.

Brendan rolls a 6. Andy and Dave receive 1 brick, and Chris receives 1 ore. Brendan passes.

Andy rolls a 9. Brendan and Chris each receive 1 brick, Dave receives 2 wool and Kevin receives 1 wool. Andy passes.

Chris rolls a 6. Andy and Dave receive 1 brick, and Chris receives 1 ore. Plays

Brendan rolls a 5. Dave receives 2 grain, Brendan, Andy, and Chris each receive 1 grain and Kevin receives 2 brick. Brendan passes.

Andy rolls a 9. Brendan and Chris each receive 1 brick, Dave receives 2 wool and Kevin receives 1 wool. Andy trades 4 brick for 1 lumber, then passes.

Chris rolls a 9. Brendan and Chris each receive 1 brick, Dave receives 2 wool and Kevin receives 1 wool. Chris moves a ship from G16/G17 to G16/H16 and discovers ocean. Chris trades 1 brick to Dave for 1 wool, then trades 2 grain for 1 ore at the grain port and builds a city at F14. Dave builds a city at D9.

Kevin rolls a 4. Dave receives 3 lumber, and Kevin receives 1 lumber. Kevin

Brendan rolls a 10. Andy and Kevin each receive 1 lumber and Dave receives 3 ore. Brendan passes.

Andy rolls a 4. Dave receives 3 lumber, and Kevin receives 1 lumber. Andy passes.

Chris rolls a 5. Dave and Chris each receive 2 grain, Brendan and Andy each receive 1 grain, and Kevin receives 2 brick. Chris trades a brick to Andy for 1 grain, then trades 2 grain at the grain port for 1 lumber and builds a ship from H16 to H17, discovering a 9 Fields space and gaining 1 grain. Kevin builds a road

Brendan rolls a 5. Dave and Chris each receive 2 grain, Brendan and Andy each receive 1 grain, and Kevin receives 2 brick. Brendan passes.

Andy rolls an 8. Chris receives 2 grain and Andy receives 1 grain. Passes.

Chris rolls an 8. Chris receives 2 grain and Andy receives 1 grain. Plays a Knight and moves the Robber to the 4 forest area at D10, stealing a grain from Dave. Trades 2 grain each for 1 lumber and 2 wool, then builds a ship from H17 to H18 (discovers ocean). Kevin builds a road from G12 to H12.

Brendan rolls an 11. Andy receives 1 ore. Brendan passes.

Andy rolls a 10. Andy and Kevin each receive 1 lumber and Dave receives 3 ore. Trades 3 train for 1 brick at the wild port and builds a settlement at D16. Kevin moves the ship from H15/H16 to H15/I15 then builds a ship from I15 to I16. Dave upgrades the settlement at E10 to a city.

Chris rolls a 10. Andy and Kevin each receive 1 lumber and Dave receives 4 ore. Chris trades 2 grain for 1 wool at the grain port and buys a development card. Andy builds a ship from D16 to D17, discovering ocean.

Dave trades 3 wool for 1 lumber at the wild port and builds a ship from D9 to D8. Kevin builds a settlement at H14. Andy builds a road from D15 to E15.

Turn 5

Roadbuilding, placing ships at G15 to G16 (discovers ocean) and G16 to G17 (discovers ocean).

Kevin rolls a 7. Dave discards 3 brick and 1 wool. Kevin moves the Robber to the 4 pasture space at C13 and steals a wool from Brendan, then passes.

Dave rolls a 3. Chris receives 2 grain and Kevin receives 1 grain. Dave passes.

Turn 6

trades 4 wool for 1 lumber then builds ships from H14 to H15 and H15 to H16. Dave builds ships from D8 to D7 (discovers ocean) and D7 to D6 (discovers a 3 Pasture area, gaining 1 wool).

Dave rolls a 6. Brendan receives 2 lumber, Dave receives 2 brick, Andy receives 1 brick, and Chris receives 1 ore. Dave trades 1 wool to Brendan for 2 brick, then trades 3 brick to the wild port for 1 grain, moves a ship from D6/B7 to D8/C8 and builds a settlement at C8. Andy builds a settlement at E15. Brendan builds a settlement at B14 and a road from B11 to B10.

Turn 7

from G13 to G12. Dave upgrades the settlement at C8 to a city. Andy builds a road from D15 to D16.

Kevin rolls a 7. Moves the Robber to the 6 Hill space at C9 and steals a brick from Dave. Kevin passes.

Dave rolls a 2. Andy and Chris each receive 1 wool. Builds a ship from E10 to F10 and moves the ship from D7/D8 to F10/F9, discovering a 5 Mountain space and gaining 1 ore. Chris buys a development card.

Turn 8

Kevin rolls a 2. Andy and Chris each receive 1 wool. Kevin trades 4 brick for 1 wool and passes.

Dave rolls a 5. Dave and Chris each receive 2 grain, Brendan and Andy each receive 1 grain, and Kevin receives 2 brick. Trades an ore and a lumber to Chris for a wool and a brick then builds a settlement at F9. Chris builds a ship from H18 to H19, gaining the longest trade route.

Turn 9

Kevin rolls a 5. Dave receives 2 grain and 1 ore, Chris receives 2 grain, Brendan and Andy each receive 1 grain, and Kevin receives 2 brick. Plays a Knight card and moves the Robber to the 6 hills space at C9, stealing ore from Dave. Trades 4 brick for 1 wool and builds a ship from I16 to I17, gaining the longest trade route.

Dave rolls a 9. Brendan receives 2 brick, Chris receives 1 brick, Dave receives 2 wool and Kevin receives 1 wool. Trades 3 ore for 1 wood at the wild port and builds a ship from F9 to G9, discovering ocean, then buys a development card.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Brendan Whyte	Green	4			3			3
Andy York	Blue	2				1	1 Knight	4
Chris Geggus	Yellow	3			2		1 Knight, 2 unplayed	4
Kevin Wilson	Red	2	1		1	1	1 Knight	5 ¹
Dave Hooton	Orange	1					1 unplayed	9

¹Longest Trade Route

Plott Game Start through Generation 4 Research

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEGS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	10	25
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	7	27
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	7	21
Martin Burgddorf	NICE (National Institute for Co-ordinated Experiments)	Credicor	Red	6	23
Christopher Hunt	CJVH (Cheung Joint Venturecapital Holdings)	Cheung Sung Mars	Green	8	23

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
Chris Geggus	4	23	0	0	2	2	0	0	2	2	0	2
Kevin Wilson	4	26	1	1	1	6	0	0	1	1	1	3
Andy York	5	20	1	2	3	3	0	0	1	1	0	1
Martin Burgddorf	2	23	0	0	0	2	1	2	0	0	0	0
Christopher Hunt	10	30	1	2	0	0	0	3	3	3	0	2

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	5 (4 plants)
Luna	CJVH	(2M€ production)	(2M€ production)	3 (4M€)
Callisto	CJVH	GEGS	(1 energy production)	5 (7 energy)
Pluto	(2 cards)	(2 cards)	(2 cards)	5 (3 cards)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	5 (4 microbes)
Titan	NICE	(3 floaters)	(3 floaters)	4 (2 floaters)

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

Generation 1

Initial Card and Company Selection

GEGS selects UNMI and retains 5 cards, paying 15M€.

NICE selects Credicor and retains 4 cards, paying 12M€.

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

CJVH retains CheungSung Mars and retains 5 cards, paying 15M€.

TTT selects Point Luna, gains a card, and retains 5 cards, paying 15M€.

Prelude Phase

GEGS plays Galilean Mining, gaining 2 titanium production but losing 5M€ and Research Network, gaining 3 cards and 1M€ production.

gaining 3 titanium, 8 steel, and 3 plants.

PIKES plays Allied Bank, gaining 4M€ production and 3M€ and Aquifer

NICE plays UNMI Contractor, increasing his TR to 23 and gaining a card, and Early Settlement, placing a city at A4 and gaining 1 plant production, 1 plant, and 1 titanium.

Turbines, losing 3M€, placing an ocean in I9, gaining 2 titanium and increasing his TR to 21, and increasing energy production by 2.

CJVH plays Smelting Plant, increasing the oxygen level to 2% and his TR to 22 and gaining 5 steel and Self-Sufficient Settlement, placing a city at E9, gaining 1 steel and 2M€ production.

TTT plays Aquired Space Agency, gaining 6 titanium and drawing 2 cards with space tags (discarded cards are: Titan Air Scrapping, Floater Leasing, Lava Flows, Ironworks, Lichen, Virus, Flooding, and Molecular Printing) and Supply Drop,

Action Phase

GEGS spends 11M€ for Omnicourt, increasing his TR to 22, then spends 3M€ to increase it one further to 23.

GEGS spends 1M€ on Fueled Generators, losing 1M€ production and gaining 1 energy production.

PIKES spends 2 titanium and 3M€ for Solar Wind Power, gaining 1 energy production and 2 titanium.

PIKES spends 3 titanium and 2M€ for an Asteroid, gaining 2 titanium, increasing the temperature to -28C and his TR to 22, and removing 3 plants from TTT.

TTT spends 9M€ for a Martian Survey, gaining 2 cards, then spends 8 steel and 2M€ for a Research Outpost in A1, gaining 2 steel.

TTT spends 9 titanium and 2M€ for Asteroid Mining, increasing his titanium production by 2.

NICE spends 25M€ on the City standard project, placing a city at I8, gaining 2M€, 1 titanium, and 1M€ production, plus a 4M€ rebate.

NICE spends 25M€ on the City standard project, placing a city at H9, gaining 2M€ and 1M€ production, plus a 4M€ rebate.

CJVH spends 17M€ for a colony on Luna, gaining 2M€ production, then spends 1 steel for a Mining Area at F9, gaining 2 steel and 1 steel production.

CJVH spends 4 steel and 1M€ for Geothermal Power, gaining 2 energy production.

GEGS passes.

PIKES passes.

TTT spends 1M€ and 1 steel for a Power Plant, gaining 1 energy production, then spends 9M€ on an Urbanized Area, losing 1 energy production, gaining 2M€ production, and placing a city at H8, gaining 2M€.

NICE sells 1 card for 1M€, then spends 8M€ to claim the Mayor milestone.

CJVH spends 2M€ for Psychrophiles. Enceladus activates.

TTT passes.

NICE passes.

CJVH adds a microbe resource to Psychrophiles.

CJVH passes.

Production Phase

GEGS gains 23M€, 2 titanium, and 1 energy.

PIKES gains 26M€ and 3 energy.

TTT gains 22M€ and 3 titanium.

NICE gains 25M€ and 1 plant.

CJVH gains 29M€, 1 steel, and 2 energy.

Solar Phase

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

Generation 2

Research Phase

PIKES takes 2 cards, spending 6M€.

TTT takes 0 cards, spending 0M€.

NICE takes 2 cards, spending 6M€.

CJVH takes 3 cards, spending 9M€.

GEGS takes 2 cards, spending 6M€.

Action Phase

PIKES spends 9M€ for Mining Rights in D8, gaining 2 steel and 1 steel production, then spends 6 titanium and 3M€ for a Big Asteroid, gaining 4 titanium and raising the temperature to -24C, gaining 1 heat production, increasing his TR to 24, and removing 2 plants from NICE.

TTT spends 10M€ for a Restricted Area in A3, gaining a card, then spends 2M€ to use Restricted Area, gaining another card.

NICE spends 18M€ for Titan Floating Launch-Pad, placing 2 floater resources on it. Titan activates.

CJVH spends 17M€ for a colony on Callisto, gaining 1 energy production.

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

PIKES spends 2 steel and 7M€ on Equatorial Magnetizer, then spends 1 energy production to use Equatorial Magnetizers, increasing his TR to 25.

TTT spends 3 titanium and 1M€ for a Comet for Venus, increasing Venus terraforming to 2% and his TR to 21, then spends 1 steel and 9M€ for Industrial Microbes, gaining 1 energy and 1 steel production.

NICE adds a floater resource to Titan Floating Launch-Pad.

CJVH adds a microbe resource to Psychrophiles.

GEGS spends 12M€ for Space Hotels, gaining 4M€ production.

PIKES spends 3 energy to trade with Io, gaining 4 heat.

TTT passes.

NICE passes.

CJVH passes.

GEGS passes.

PIKES passes.

Production Phase

PIKES gains 29M€, 1 steel, 2 energy, and 1 heat.

TTT gains 23M€, 1 steel, 3 titanium, and 1 heat.

NICE gains 25M€ and 1 plant.

CJVH moves 2 energy to heat and gains 29M€, 1 steel, and 3 energy.

GEGS moves 1 energy to heat and gains 27M€, 2

titanium, and 1 energy.

Solar Phase

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

Generation 3

Research Phase

TTT takes 2 cards, spending 6M€.

NICE takes 0 cards, spending 0M€.

CJVH takes 2 cards, spending 6M€.

GEGS takes 2 cards, spending 6M€.

PIKES takes 3 cards, spending 9M€.

Action Phase

TTT spends 3 titanium to trade with Luna, gaining 7M€. CJVH gains 2M€. TTT then spends 22M€ for an Earth Catapult, gaining a card.

NICE spends 17M€ for a colony on Titan, gaining 3 floaters on Titan Floating Launch-Pad.

CJVH adds a microbe resource to Psychrophiles.

GEGS spends 1 titanium and 20M€ for an Ice Moon Colony on Callisto, gaining 1 energy production and placing an ocean at F2, gaining 2 cards and increasing his TR to 24.

PIKES uses the Equatorial Magnetizer to increase his TR to 26 at the cost of 1 energy production.

TTT sells 1 card for 1M€ then spends 5M€ for Cartel, gaining 3M€ production.

NICE adds a floater resource to Titan Floating Launch-Pad, then spends 8M€ to claim the Hoverlord milestone.

CJVH spends 5 steel for a Water Splitting Plant, then spends 3 energy to use it, increasing the oxygen level to 3% and his TR to 23.

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

PIKES spends 1 steel and 5M€ for a Titanium Mine, gaining 1 titanium

production.

TTT passes.

NICE passes.

CJVH spends 22M€ for a Domed Crater, losing 1 energy production, but gaining 3M€ production and 3 plants and placing a city tile on G3, gaining 1 steel and 2M€.

GEGS sells 1 card for 1M€ then spends 3M€ to increase his TR to 25.

PIKES spends 12M€ for Jet-Stream Microscrapers, then spends 1 titanium to place 2 floaters on it.

CJVH spends 11M€ for the Power Plant standard project, gaining 1 energy production.

GEGS passes.

PIKES spends 3 titanium to trade with Io, gaining 3 heat, then spends 8 heat to raise the temperature to -22C and his TR to 27.

CJVH passes.

PIKES passes.

Production Phase

TTT moves 1 energy to heat and gains 26M€, 1 steel,
3 titanium, and 1 energy.
NICE gains 25M€ and 1 plant.

CJVH gains 33M€, 1 steel, and 3 energy.
GEGS moves 1 energy to heat and gains 29M€, 2
titanium, and 2 energy.

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

Solar Phase

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

Generation 4

Research Phase

NICE takes 1 card, spending 3M€.
CJVH takes 3 cards, spending 9M€.

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

TTT takes 2 cards, spending 6M€.

Hall of Fame

This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Chris Geggus	21	Lassie, Dirty Dogs, Dog Tired, Guard Dog, Procyon, Flea Collar, Plantation Dog, Robover, Dachshund, Portuguese Water Dog, Shaggy Dog, Pug, Briard, Azawakh, Bullmastiff, Harrier, Hokkaido, Hovawart, Jindo, Kuvasz, Leonberger	Wembley, Kremlin (4), Merchant of Venus (2), Puerto Rico (3), Robo Rally, Age of Renaissance (3), Goa, History of the World (2), Agricola (2), Terraforming Mars (2)
Andy Lewis	19	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood, Outlaw Dogs, Cats and Dogs, Gaspode, Poodle	Die Macher (2), Merchant of Venus (3), History of the World (6), Modern Art, Liftoff!, New World (3), Gunslinger, Puerto Rico, Outpost
Dave Hooton	14	Terrier, Golden Retriever, Working Dog, Pick of the Litter, Beauceron, Airedale, Broholmer, Collie, Chinook, Great Pyrenees, Havanese, Jagdterrier, Kromfohrlander, Kuvasz	Silverton (2), Seafarers of Catan, Agricola (2), Puerto Rico (3), Power Grid (2), 7 Wonders, Terraforming Mars (2), Settlers of Catan
Andy York	14	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky, Dogbreath, Rottweiler, Grommit, Mirzam, Dalmatian, Papillon, Brittany, Maltese	Outpost, Dune, Liftoff!, New World (3), Power Grid (2), History of the World, Industrial Waste, Merchant of Venus, Phoenicia, Diskworld: Ankh-Moorpork, Terraforming Mars
Bill Scharf	13	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog, Russian Wolfhound, Sly Dog, Foxhound	Machiavelli (2), New World (4), Silverton, Liftoff! (2), Dune, Kremlin (3)
Dave Partridge	11	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap, Sirius, Barking Up the Wrong Tree, Akita, Hunter	Seafarers of Catan (2), Outpost, Machiavelli (3), Downfall XIII, New World, Silverton (2), Merchant of Venus
Pasquale Giovine	8	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight, Pateel, Bolognese	Machiavelli (7), Kremlin
Eric Brosius	6	Retriever, Junk Yard Dog, Hound, Basset, Doberman, Dog Show	Outpost (4), Industrial Waste (2)
Dave Anderson	5	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit, Rescue Dog	History of the World, Machiavelli (3), Slapshot
David Hood	4	Boston Terrier, Greyhound, Newfoundland, Eurasier	New World (2), Age of Renaissance, Terraforming Mars
Kevin Wilson	4	Dogstar, Salty Dog, Sand Flea, Borzoi	Outpost, Seafarers of Catan, Dune, Machiavelli
Paul Bolduc	3	Prairie Dog, Canine, Dog Chow	Gunslinger, Dune, Age of Renaissance
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Martin Burgdorf	2	Boerboel, Dogleg	Puerto Rico, Machiavelli
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Doug Kent	2	Boris, Hound Dog	Kremlin, Dune
Michael Lowrey	2	Canes Venatici, Basenji	Outpost, Age of Renaissance
Mike Scott	2	Dog Park, Bulldog	Machiavelli, Seafarers of Catan
Brendan Whyte	2	Rin Tin Tin, Robodog	Settlers of Catan, Robo Rally
Howard Bishop	1	Boxer	Robo Rally
Sean Cousins	1	Wolfpack	History of the World
Christopher Hunt	1	Bergamasco	Agricola
Ron Fisher	1	Daquiri	Puerto Rico
Ray Grib	1	Fleabag	Machiavelli
Kevin Kinsel	1	Mutt	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
James Pratt	1	Frontier Dog	Gunslinger
Berend Renken	1	Fleabag	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Phil Reynolds	1	New Tricks	Machiavelli
Richard Weiss	1	Whippet	Puerto Rico

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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!