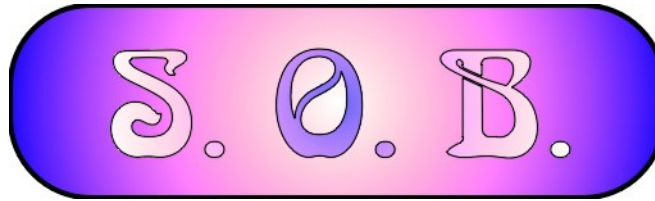


Number 247



November, 2019

Notes from Hades

We are currently in the thick of marching band season right now. As I type this, my sons are at a practice prior to a competition, which I will be helping out with later this afternoon. They have been doing well so far this year, although not as well as last year. Last year, we had a big senior class, so this year is a rebuilding year. We have been improving with each competition, so hopefully that trend will continue.

Only one game has ended this time, and that is Affenpinscher, the Dune game. Congratulations to Bill Scharf and Kevin Wilson on their joint victory!

The next deadline is **Tuesday, December 3 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machriavelli Gamestart	Page 2
Affenpinscher	Dune	Page 3
Spaniel	Robo Rally	Page 4
Hamiltonstovare	History of the World	Page 4
Keeshond	Age of Renaissance	Page 5
Mudi	Seafarers of Catan	Page 7
Plott	Terraforming Mars	Page 8
Pointer	Terra Mystica	Page 10
Pudelpointer	Puerto Rico	Page 11

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(\$), Martin Burgdorf(\$), will take up to 1 more.

Lowchen. Puerto Rico: This will use the Nobles expansion and will be run via email. Have Dave Hooton(\$), Christopher Hunt(\$), Kevin Wilson(\$), Martin Burgdorf(\$), will take up to 1 more.

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

Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), Martin Burgdorf(\$), will take up to 1 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.

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(\$), Bill Scharf(\$), will take up to 2 more. **Will start shortly.**

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(\$), Chris Geggus, Maartin Burgdorf(\$). **Will start shortly.**

Pumi. Gaia Project: A science fiction-based game with mechanics based on Terra Mystica. Will be run by email. Have Kevin Wilson, Chris Geggus, Martin Burgdorf, will take up to 1 more.

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

Wish List

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

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, Kevin Wilson, will take up to 3 more.

Silverton: Will use the advanced rules. Have Bill Scharf, Dave Hooton, Brendan Whyte. Will take up to 3 more.

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill Scharf, will take up to 7 more.

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

Diskworld: Ankh-Morpork: This will be run by email. Have Andy York, Christopher Hunt, will take up to 2 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

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 2, will take up to 6 more.

Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, will take up to 7 more.

Power Grid: Multiple maps available. This will be run via email. Have Kevin Wilson, Chris Geggus, Dave Hooton, will take up to 3 more.

Puerto Rico: This will use the buildings expansion and will be played by email. Have Chris Geggus, Dave Hooton, will take up to 3 more.

Settlers/Seafarers of Catan: This will be run by email. Have Chris Geggus, Dave Hooton, will take up to 4 more.

Agricola: Will be run via email. Have Chris Geggus, Dave Hooton, will take up to 3 more.

Age of Renaissance: Will be run via email. Have Chris Geggus, Dave Hooton, Bob Robles, will take up to 3 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. 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:

Chris Hassler a.k.a. Cerberus

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

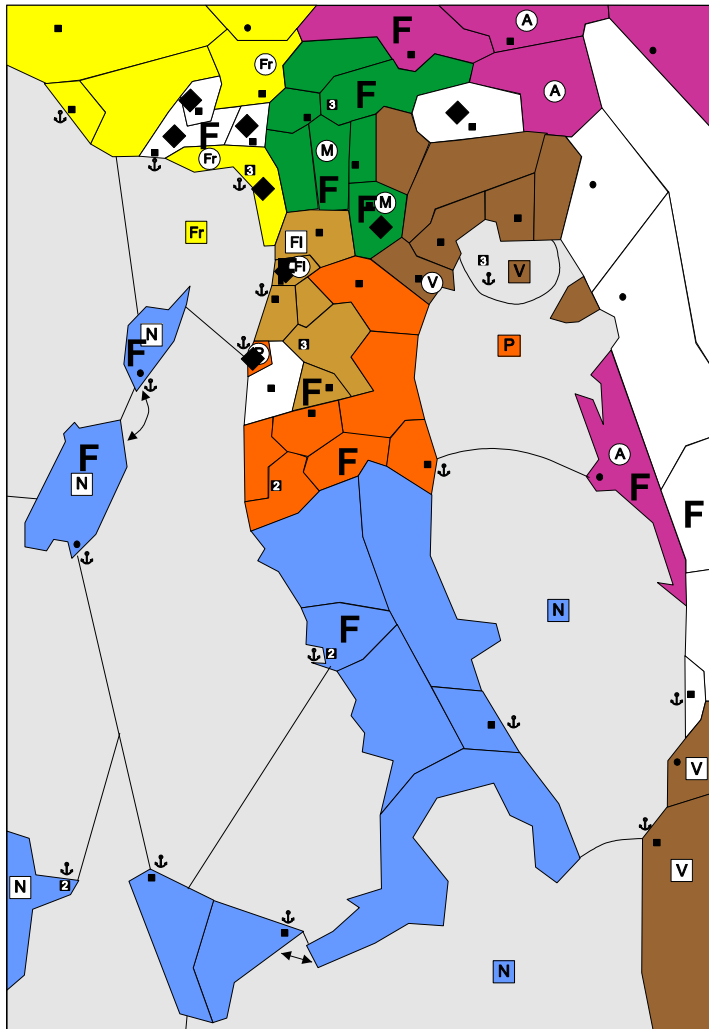
Kai Ken

Fall 1454

Deadline/Winter-Spring 1455 12/3 Tuesday

Venice and Naples borrow heavily to orchestrate a knockout blow to the Turks. France and Milan block northward expansion of Florence while the Pope blocks the southward expansion of Austria.

Kai Ken



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

Expenditures

Naples borrows 20 ducats for 2 years (30 ducats due Fall 1456) and spends 21 ducats to buy Turkish F Western Mediterranean and 3 ducats to counterbribe F Central Mediterranean.

Venice borrows 15 ducats for 2 years (23 ducats due Fall 1456) and spends 21 ducats to buy Turkish F Durazzo and 3 ducats to counterbribe F Lower Adiratic

Outstanding Loans

Fall 1456: 30 ducats from Naples (20 borrowed) and 23 ducats from Venice (15 borrowed).

Orders

AUSTRIA (Wilke): A CARINTHIA to Carniola, A AUSTRIA to Carinthia, A Croatia to DALMATIA

FLORENCE (Robles): A Pistoia to LUCCA, F Genoa beseiges (Dislodged, retreats to MODENA)

FRANCE (Wilson): A SAVOY to GENOA, A TURIN besieges (garrison eliminated), F LIGURIAN SEA supports A Savoy to Genoa

MILAN (Wilson): A Cremona to PARMA, A Bergamo to MANTUA

NAPLES (Anderson): F Tyrrhenian Sea to CORSICA, F Central Mediterranean to

TUNIS, F Bari to LOWER ADRIATIC, F Messina to IONIAN SEA, F Western Mediterranean to SARDINIA

PAPACY (Robles): A Sienna to PIOMBINO, F UPPER ADRIATIC to Carniola

TURKS (Wilke): A RAGUSA besieges (garrison eliminated), F Durazzo to Ionian Sea (nsu), F Western Mediterranean to Sardinia (nsu)

VENICE (Anderson): A FERRARA besieges (garrison eliminated), F Lower Adriatic to ALBANIA, F VENICE to Upper Adriatic, F DUARAZZO holds

Your treasury:

Press

The Holy Sea to Northern League: Do you know what they call a Northern League player with no threats?? Dangerous!!!

The Holy Sea to Turkey: We are the Holy Sea. Your fleets and your country and your distinctiveness will be added to your own. Resistance is futile unless you saw it coming and if you did we are toast.

Notes

The Turks no longer control any of their home provinces and are thus eliminated!

Spring 1455 Famine

Bad Year – Row and Column: Savoy, Sardinia, Parma, Bosnia, Tyrolea, Naples, Dalmatia, Corsica, Milan, Spoleto, Arezzo, Mantua, Lucca

Spring 1455 Income

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

Provinces

AUS	<u>Tyrolea</u> , Austria, Hungary, Carinthia, <u>Dalmatia</u>	3
FLO	Modena, <u>Lucca</u> , Pisa, Pistoia, Florence, <u>Arezzo</u>	4
FRA	Avignon, Swiss, Turin, Provence, Marseilles, Genoa	6
MIL	Como, Pavia, <u>Milan</u> , Fornova, <u>Parma</u> , Cremona, <u>Mantua</u>	4
NAP	<u>Corsica</u> , <u>Sardinia</u> , Capua, Aquila, <u>Naples</u> , Salerno, Bari, Otranto, Tunis, Palermo, Messina	8
PAP	Bologna, Urbino, Ancona, <u>Spoleto</u> , Perugia, Patrimony, Rome, Piombino	7
VEN	Bergamo, Verona, Friuli, Treviso, Padua, Ferrara, Istria, Albania, Durazzo	9

Seas

FRA	Ligurian Sea	1
NAP	Lower Adiratic, Ionian Sea	2
PAP	Upper Adriatic	1
VEN	Venice	1

Cities

AUS	<u>Tyrolea</u> , Austria, Hungary, <u>Dalmatia</u>	2
FLO	Modena, Pisa, Florence (3), <u>Arezzo</u>	5
FRA	Avignon, Swiss, Turin, Marseilles	4
MIL	Pavia, <u>Milan</u> (3), Cremona	2
NAP	<u>Corsica</u> , <u>Sardinia</u> , <u>Naples</u> (2), Bari, Tunis (2), Palermo, Messina	5
PAP	Bologna, Ancona, Perugia, Rome (2)	5
VEN	Treviso, Padua, Ferrara, Venice, (3), Albania, Durazzo	8

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	4	3	0	2	9
FLORENCE:	8	4	0	5	17
FRANCE:	5	6	1	5	17

Country	Variable	Provinces	Seas	Cities	Total
MILAN:	4	4	0	2	10
NAPLES:	3	8	2	5	18
PAPACY:	5	7	1	5	18
VENICE:	8	9	1	8	26

	1454	1455
Florence:	3	4
France:	3	4
Milan:	3	3
Naples:	4	7
Papacy:	4	4
Turks:	3	0
Venice:	4	6

Game Summary

	1454	1455
Austria:	3	4

Affenpinscher

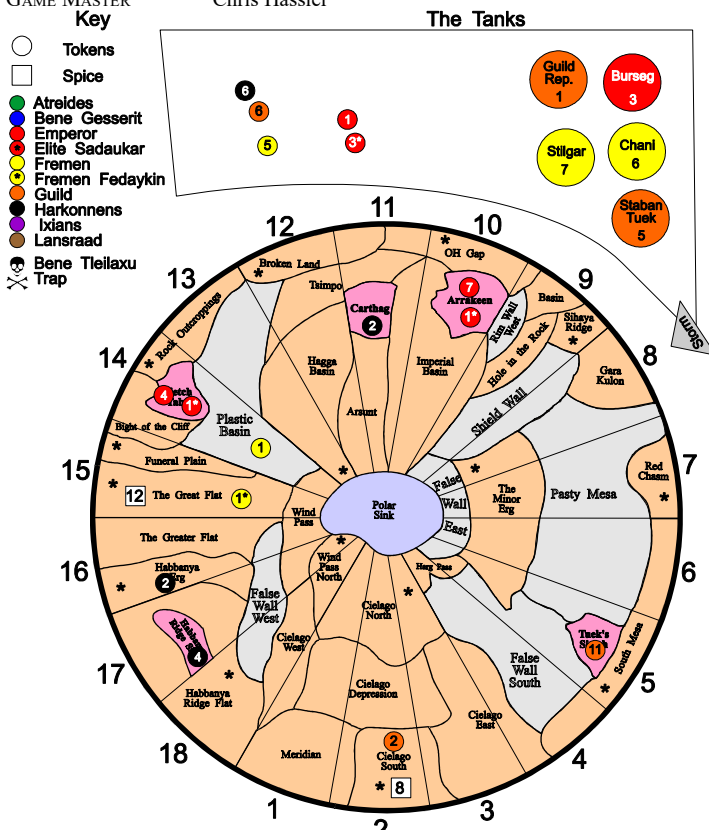
Turn 9 Battle

End of Game Statements, December 3

Players

EMPEROR Kevin Wilson
 GUILD Bob Robles
 GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
 HARKONNENS Bill Scharf



Turn 9

Battle

The Harkonnens give the Emperor 4 spice.

Sietch Tabr

	Fremen	Emperor
Leader	Stilgar (7)	Count Fenring (6)
Offense	Ellaca Drug	Semuta Drug
Defense	Snooper	Shield
Number Dialed	5	4

	Fremen	Emperor
Spice Paid	5	4
Total	12	10

Stilgar betrays the Fremen to the Emperor on behalf of the Harkonnens! Emperor wins and gains 7 spice. Stilgar and 5 Fremen tokens go to the tanks. Ellaca Drug and Snooper are discarded.

Spice Collection

The Emperor collects 2 spice (Arrakeen).
 The Fremen collect 2 spice (The Great Flat).
 The Guild collect 5 spice (4 Cielago South, 1 Tuek's Sietch)
 The Harkonnens collect 6 spice (4 Habbanya Erg, 2 Carthag)

Notes

At the end of the turn, the Emperor-Harkonnen alliance occupies 4 strongholds, which grants them victory! Congratulations to Bill and Kevin!

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: 1 token Plastic Basin (14), 1 token (Fedaykin) The Great Flat (15), 13 tokens (2 Fedaykin) Southern Hemisphere, 5 tokens, Stilgar, Chani in the tanks
 Spice: 2 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

Spaniel
Turn 21
Turn 22, December 3

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (700)	Rotate Left (350)	Move 3 (820)	Rotate Left (130)	Move 1 (640)
Robot Nick	Rotate Right (400)	Move 2 (750)	Move 1 (550)	Move 1 (570)	Rotate Right (380)
meRobot	Move 1 (610)	Move 1 (560)	Rotate Right (360)	Rotate Right (260)	Back Up (460)
Huey	Move 1 (630)	Rotate Right (340)	Move 2 (730)	Rotate Left (270)	Rotate Left (230)
SmaD	Rotate Left (210)	Rotate Left (330)	Back Up (430)	Move 2 (710)	Move 3 (830)
Dalekbot	<i>Move 1 (600)</i>	<i>U-Turn (50)</i>	<i>Move 1 (580)</i>	<i>U-Turn (20)</i>	<i>Rotate Right (200)</i>

Registers in italics are locked.

Phase 1

GEGS moves ahead 2 to K16, Huey moves ahead 1 to F16, meRobot moves ahead 1 to G17, Dalekbot moves ahead 1 to L22, Robot Nick rotates right to face south, and SmaD rotates left to face east. The conveyor belt moves GEGS to K15. Robot Nick shoots Dalekbot, locking register 4.

Phase 2

Robot Nick moves ahead 2 to L14, meRobot moves ahead 1 to G18 (archive relocated), GEGS rotates left to face west, Huey rotates right to face north, SmaD rotates left to face north, and Dalekbot makes a U-turn to face north. The conveyor belt moves GEGS to K14. Robot Nick and Dalekbot shoot each other (Dalekbot register 3 locked).

Phase 3

GEGS dashes ahead 3 to H14, Huey moves ahead 2 to E14, Dalekbot moves ahead 1 to L21, Robot Nick moves ahead 1 to L15, SmaD backs up to J22, tagging flag 2 and relocating its archive, and meRobot rotates right to face west. Robot Nick and Dalekbot shoot each other (Dalekbot register 2 locked).

Phase 4

SmaD moves ahead 2 to J20, Robot Nick moves ahead 1 to L16, Huey rotates left to face west, meRobot rotates right to face north, GEGS rotates left to face south, and Dalekbot makes a U-turn to face south. Robot Nick shoots Dalekbot (register 1 locked) and the on-board laser shoots SmaD.

Phase 5

SmaD dashes ahead 3 to J17, GEGS moves ahead 1 to H15, meRobot backs up to G19 (archive relocated), Robot Nick rotates right to face west, Huey rotates left to face south, and Dalekbot rotates right to face west. The on-board laser shoots SmaD.

Cleanup

meRobot is repaired one point and gains the Fourth Gear option.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		H15>S	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L16>W	1	3	2
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	G19>N	1	1	1
4	Christopher Hunt	Huey	Green	Radio Control	E14>S		1	4
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	J17>N	1, 2	3	2
6	Andy York	Dalekbot	Black		L21>W	1	1	9

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

Program Cards

Hamiltonstovare

**Epoch III Macedonia, Maurya, Han Dynasty
Deadline, Epoch III Hsuing-nu, Romans, and Sassanids, December 3**

Epoch III

Republic of Texas (York): Plays Kingdom in Southern Iberia. Army, city, and fort Southern Iberia (Carthaginian army retreats to Shatts Plateau). MACEDONIANS: Plays Fanaticism. Army and Capital Pindus (Celt army retreats to Balkans), fleet Eastern Mediterranean (vs. RMHS; RoT: 4, 2; RMHS: 2; wins), army Dalmatia (vs. Celts; M: 5, 4; C: 5; wins), Morea (vs. Celts; M: 4, 2; C: 5; loses), Danubia (vs. Celts; M: 5, 3; C: 6; loses), Central Europe (vs. Celts; M: 3, 3; C: 4, 3; loses), Nile Delta (vs. Egypt; M: 3, 2; E: 1; wins, Capital reduced to city), fleet Red Sea (vs. HICK; RoT: 4, 3; HICK: 4; wins), army Palestine (vs. Greek City States; M: 4, 1; G: 2; wins), Levant (vs. Persia; M: 3, 3; P: 1; wins, city eliminated), Upper Tigris (vs. Persia; M: 2, 2; P: 2; wins), Arabian Peninsula (vs. Egypt; M: 2, 2; E: 6; loses), Nubia (vs. Egypt; M: 4, 1; E: 4; M: 4, 2; E: 5; loses), Libya (vs. Greek City States; M: 5, 1; G: 3; wins), Morea (vs. Celts; M: 6, 5; C: 5; wins). Points: Dominance in Southern Europe (6), Presence in North Africa (2), Middle East (3), China (3), India (3), 1 Capital (2), 2 Seas (2), 2 cities (2), and 1 Monument (1) for 26 points.

CJVH (Hunt): MAURYA: Army and Capital Ganges Delta (Vedic City States army retreats to Ganges Valley), army Ganges Valley (vs. Vedic City States; M: 4, 2;

V: 1; M: 6, 4; V: 5; wins), Upper Indus, Lower Indus (vs. Persia; M: 5, 2; P: 1; wins), Irrawaddy, Szechuan, Malayan Peninsula, Mekong, Si-Kyang (vs. Shang Dynasty; M: 3, 1; S: 6; loses), Sumatra. Builds Monument Ganges Delta. Points: Dominance in India (6), Southeast Asia (2), Presence in China (3), Southern Europe (3), 1 Capital (2), 1 city (1), and 2 Monuments (2) for 19 points.

HICK (Hood): HAN DYNASTY: Army and Capital Great Plain of China (Chou Dynasty army retreats to Yellow River), Chekiang (vs. Chou Dynasty; H: 6, 6; C: 6; H: 6, 4; C: 2; wins), fleet South China Sea, army East Indies, Yangtse Kian, Yellow River (vs. Chou Dynasty; H: 3, 1; C: 5; loses), Yellow River (vs. Chou Dynasty; H: 6, 3; C: 1; H: 3, 2; C: 6; loses), Yellow River (vs. Chou Dynasty; H: 4, 1; C: 2; wins, city eliminated), fort Yellow River, Great Plain of China, East Indies, army Yellow River. Points: Dominance in China (6), Presence in North Africa (2), Middle East (3), Southern Europe (3), Southeast Asia (1), 2 Capitals (4), and 2 fleets (2) for 21 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	Romulus & Remus (orange)	10	15
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	11	18
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	26
Chris Geggus	Greco-Etruscan Great Sword (yellow)	21	31
Christopher Hunt	Christian Juvenile Volunteer Host (green)	23	46
Andy York	Republic of Texas (blue)	25	47
David Hood	Hood's InterContinental Kingdom (red)	25	46

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 Western Mediterranean, South China Sea. EGYPT: Armies Nubia, Arabian Peninsula. NORTH AMERICAN MIGRANTS: Armies West Indies and Great Plains. CARTHAGINIA: Two armies, Capital, and Fort Shatts Plateau, armies Western Iberia, Pyrenees. HAN DYNASTY: Army, Capital, and Fort Great Plain of China, two armies and a Fort Yellow River, army and Fort East Indies, armies Yangtse Kian, Chekiang.

RMHS: Fleet Black Sea. PERSIA: Army, Capital, and Monument Persian Plateau, armies Persian Salt Desert, Zagros, Eastern Deccan, Western Deccan, Western Ghats.

CJVH: GREEK CITY STATES: Army and city Crete, army Central Massif. MAURYA: Army, Capital, and Monument Ganges Delta, army and Monument Upper Indus, armies Lower Indus, Ganges Valley, Irrawaddy, Mekong, Malayan Peninsula, Sumatra, Szechuan.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile.

Republic of Texas: Fleets Eastern Mediterranean, Red Sea. SHANG DYNASTY: Army Si-Kyang. VEDIC CITY STATES: Armies Eastern Ghats, and Ceylon.

SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia. MACEDONIANS: Army and Capital Pindus, army and city Nile Delta, army and Monument Upper Tigris, armies Dalmatia, Morea, Levant, Palestine, Libya.

GEGS: CIVIL WAR: Armies Western Anatolia. ASSYRIANS: Army and city Eastern Anatolia, Middle Tigris. CELTS: Two armies Balkans, armies Central Europe, Northern Gaul, Danubia, Northern Appennines.

Event Cards

Epoch III Empire

Keeshond

Turn 6, Phase 4 through Turn 8, Phase 4

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).

Genoa buys Patronage (E, \$30, Misery increases to 350), Holy Indulgence (F, \$60, Misery increases to 400), Improved Agriculture (J, 10 credit for Commerce, \$30, Misery reduced to 350), and stabilization (\$1).

Turn 6, Phase 5: Expansion

Barcelona expands to Barcelona (2), Valencia (1), and Sarai (2).

Venice expands to Tana (4, vs. Barcelona; dr = 4, 5, 1; wins), Sicily (3, vs. Genoa; dr = 5, 2, 1; wins), Belgrade (4, vs. Genoa; dr = 1, 3, 3; loses).

Paris buys a card (3) and expands to Marseilles (10, vs. Genoa; dr = 1, 3, 4; loses).

Genoa expands to Grenada (4, vs. Barcelona; dr = 6, 3, 1; wins), Valencia (4, vs. Barcelona; dr = 6, 1, 5; loses), Tripoli (4, vs. Barcelona; dr = 4, 6, 4; wins), Smyrna (4, vs. Venice; dr = 4, 5, 3; wins), Algiers (4, vs. Barcelona; dr = 5, 3, 3; loses), Fez (4, vs. Barcelona; dr = 1, 2, 1; wins), Salonika (5, vs. Venice; dr = 6, 5, 2; wins).

Genoa gains a card.

Turn 6, Phase 6: Income

Barcelona gains \$43.

Venice gains \$75.

Paris gains \$55.

Genoa gains \$83.

Surplus of Wool. Shortage of Grain (Venice gains a card).

Turn 6, Phase 7: Buy Tokens

Barcelona spends \$35 for 30 tokens. Genoa buys 21 tokens. Paris buys 13 tokens. Venice buys 14 tokens.

Turn 7, Phase 1: Draw Cards

Done

Turn 7, Phase 2: Buy Cards

Paris and Genoa buy cards. Venice does not adjust the market.

Turn 7, Phase 3: Play Cards

Paris plays Wool (no income gained, surplus removed), and William Caxton (20: O).

Venice: War die roll is 3 + 1. Venice then passes.

Genoa plays Mongol Armies (gains \$10, The Crusades is now an unplayable Misery burden) and Civil War on Venice (Venice reduced to token, loses 7 tokens and will go last during Expansion, Venice Misery increases to 350).

Barcelona plays Gunpowder, then rolls a 6 + 1 for War. Barcelona wins and Venice cedes Tana, Erzerum, and Strassbourg. Venice Misery increases to 450 and Barcelona to 175. Barcelona plays Alchemist's Gold on Genoa, who loses \$34. (1).

Played Leaders

William Caxton (20: O) – Paris only

Turn 7, Phase 4: Purchases

Paris buys Printed Word (O, 30 credit for Communication, 20 credit for William Caxton, 10 credit for Institutional Research, \$0 spent) and stabilization (\$6).

Venice buys Interest & Profit (L, 30 credit for Commerce, \$50 paid) and stabilization (\$6).

Genoa buys Wind/Watermill (K, 20 credit for Commerce, \$30 paid) and stabilization (\$3).

Barcelona buys Nationalism (W, 70 credit for Civics, \$0 paid), a ship upgrade (\$10), and stabilization (\$3).

Turn 7, Phase 5: Expansion

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

Paris expands to Bordeaux (7, vs. Barcelona; dr = 5, 3, 3; wins), Prague (3, vs. Venice; dr = 3, 2, 4; wins), and buys a card (3).

Genoa expands to Budepest (6, v. Venice; dr = 1, 3, 2; wins), Lyons (8, vs. Paris; dr = 5, 1, 3; wins), Tunis (6, vs. Barcelona; dr = 6, 6, 4; wins), Esseg (1).

Barcelona expands to Aleppo (7, vs. Genoa; dr = 2, 5, 2; wins), Durazzo (1, vs. Genoa; dr = 6, 1, 4; wins), Gallipoli (1, vs. Genoa; dr = 6, 4, 1; wins), Salonika (5, vs. Genoa; dr = 2, 1, 2; fails), Salonika (5, vs. Genoa; dr = 3, 3, 4; fails), Fez (3, vs. Genoa; dr = 4, 3, 5; fails), Basque (1), Toledo (2), Lisbon (2), Kaffa (1), Abasgia (1), Oran (1).

Venice expands to Venice (4) and Kaffa (3, vs. Barcelona; dr = 2, 6, 6; loses).

Barcelona gains the expansion bonus card.

Turn 7, Phase 6: Income

Paris gains \$59. Genoa gains \$91. Barcelona gains \$59. Venice gains \$55.

Shortage of Metal (Genoa gains a card), surplus of Wine (Barcelona loses \$4).

Turn 7, Phase 7: Buy Tokens

Genoa buys 11 tokens. Barcelona buys 3 tokens. Venice buys 12 tokens. Paris buys 13 tokens.

Turn 8, Phase 1: Draw Cards

Done

Turn 8, Phase 2: Buy Cards

Barcelona does not buy off a shortage or surplus.

Barcelona, Genoa, and Paris buy cards.

Venice uses Wind/Watermill to remove the metal shortage.

Turn 8, Phase 3: Play Cards

Barcelona plays Wool (Barcelona gains \$27, Venice and Genoa each gain \$3), Enlightened Ruler, and Silk (Barcelona gains \$72 and Genoa gains \$8).

Genoa plays Cloth (Genoa gains \$80, Paris gains \$20, Venice gains \$5).

Venice plays Stone (Paris gains \$16, Genoa gains \$4, and Venice gains \$1).

Paris plays Timber (Venice gains \$12, Paris and Genoa each gain \$3), Grain (Venice gains \$16, Barcelona, Paris, and Genoa each gain \$4), Nicolaus

Copernicus (20: A, X, gains \$20 in rebates), and Desiderius Erasmus (20: O, Q, gains \$20 in rebates).

Played Leaders

Nicolaus Copernicus (20: A, X) – Paris only.

Desiderius Erasmus (20: O, Q) – Paris and one other.

Turn 8, Phase 4: Purchases

Barcelona buys Institutional Research (X, 100 credit for Civics, \$0 spent), Ocean Navigation (T, 40 credit for Exploration, 10 credit for Institutional Research, \$70 spent), Cathedral (H, 30 credit for Religion, \$90 spent, Misery increases to 200), and stabilization (\$3).

Genoa buys Human Body (B, 20 credit for Science, \$40 spent, Misery reduced to 300), Nationalism (W, 20 credit for Civics, \$40 spent), Seaworthy Vessels (S, 20 credit for Exploration, \$60 spent), and stabilization (\$10). First tier of Miery Relief reduced Misery to 275.

Venice buys Cathedral (H, 60 credit for Religion, \$60 spent, Misery increases to 500), a ship upgrade (\$10), and stabilization (\$6).

Paris buys The Heavens (A, 20 credit for Nicolaus Copernicus, 10 credit for Institutional Research, \$0 spent), Cathedral (H, 30 credit for Religion, \$90 spent, Misery increases to 300), Master Art (P, 50 credit for Communication, 10 credit for Institutional Research, \$30 spent), Overland East (R, 10 credit for Institutional Research, \$30 spent), and stabilization (\$3).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	200	3	\$2	1	14	O-1	2	A, B, C, E, F, H, I, N, O, R, S, T, V, W, X, Y
Bob Robles	Venice	500	12	\$6	4	10	8	3	E, F, G, H, I, J, K, L, N, R, V, W
Christopher Hunt	Paris	300	13	\$27	6	11		2	A, E, F, H, I, J, N, O, R, V, W, X
Chris Geggus	Genoa	275	11	\$22	2	19	10	4	A, B, E, F, I, J, K, N, O, R, S, V, W

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Mudi**Turn 10 through End of Game Statements**Turn 10

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

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

Chris 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, moving the Robber to the 10 mountain space at E11, stealing grain from Dave.

Chris trades 4 grain for 2 lumber and 2 grain for 1 wool and builds a settlement at H19.

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. Trades 4 brick for 1 lumber and builds a ship from I17 to I18.

Dave rolls a 10. Andy and Kevin each receive 1 lumber. Dave plays Roadbuilding, building ships from G9 to G8 (discovering ocean) and G8 to H8 (discovering an 8 fields space and gaining a grain). He then moves the ship from G8/H8 to G8/G7, discovering a 9 mountain space and gaining an ore. Trades 3 grain for a wool at the wild port and buys a card. Chris builds a road from F14 to E14.

Turn 11

Brendan rolls a 4. Brendan and Andy each receive 1 wool, Dave receives 4 lumber, Chris receives 1 lumber, and Kevin receives 1 lumber. Brendan trades 2 grain to Kevin for 1 lumber and 1 brick to Dave for 1 lumber, then builds a road from B10 to B9 and a settlement at B9. Andy builds a ship from D17 to D18, discovering ocean. Dave builds a road from C8 to C7, claiming the longest trade route.

Andy rolls a 4. Brendan and Andy each receive 1 wool, Dave receives 4 lumber, Chris receives 1 brick, and Kevin receives 1 lumber. Trades 3 grain for 1 ore and upgrades the settlement at C10 to a city. Chris builds a road from E14 to E13.

Chris rolls a 10. Andy and Kevin each receive 1 lumber. Passes.

Kevin rolls an 8. Chris receives 2 grain and Andy receives 1 grain. Kevin trades

4 grain for 1 lumber, 1 ore to Andy for 1 wool, and 1 lumber to Brendan for 1 wool, then builds ships from I18 to I19 and I19 to I20 and a road from H12 to H13, reclaiming the longest trade route.

Dave rolls a 9. Brendan receives 2 brick, Chris receives 1 brick and 1 grain, Dave receives 2 wool and Kevin receives 1 wool. Dave plays a Knight, moving the Robber to the 10 forest at C11 and steals wool from Kevin, then trades 3 lumber for 1 brick and builds a settlement at G7, a ship from G7 to G6, discovering ocean, then another ship from G6 to H6, discovering an 11 hills space and gaining 1 brick. He then moves the ship from G6/H6 to G6/G5 discovering ocean. Brendan builds a road from B14 to B15.

Turn 12

Brendan rolls an 8. Chris receives 2 grain and Andy receives 1 grain. Brendan passes.

Andy rolls a 3. Chris receives 3 grain, Dave receives 2 wool, Brendan receives 1 wool, and Kevin receives 1 grain. Andy passes.

Chris rolls a 9. Brendan receives 2 brick, Chris receives 1 brick and 1 grain, Dave receives 2 wool and an ore, and Kevin receives 1 wool. Trades 4 grain for 2 wool, 2 grain for 1 lumber, and 2 grain for 1 ore. Builds a settlement at E13, then buys a

development card.

Kevin rolls a 4. Brendan and Andy each receive 1 wool, Dave receives 4 lumber, Chris receives 1 lumber, and Kevin receives 1 lumber. Builds a ship from I20 to I21. Dave builds ships from G5 to F5, discovering 10 Pasture and gaining a wool, F5 to F4, gaining Longest Trade Route, F4 to E5, discovering 11 Pasture and gaining 1 wool, and E4 to E3. Andy buys a development card.

With that, Dave has 12VP and thus wins the game. Congratulations!

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Brendan Whyte	Green	3	2		3			4
Andy York	Blue	1		1			1 Knight, 1 unplayed	5
Chris Geggus	Yellow	3		1	1		2 Knights, 2 unplayed	6
Kevin Wilson	Red	1					1 Knight	3
Dave Hooton	Orange		2		1	3	1 Knight	12 ¹

¹Longest Trade Route

End of Game Statements

Brendan Whyte: I wasn't last? Amazing... Well done Dave. Shafting 4 other players so completely is astounding. My excuse is bad dice. ☐ ☐

Dave Hooton: Thanks, Brendan, and thanks to Chris for running the game. Building a city at the end of Turn 2 was key to getting ahead and staying ahead. I really didn't need the card I played at the time to be Monopoly - the two free resources card would also have done the job.

Chris Geggus: I feel like I've been steam-rollered. Well played Dave, reckon you probably had it almost from turn 1, as you said. Even more impressive when most of your pop centres were coastal based i.e. only 2 resource sites. Not sure why Kevin sent his ships eastward in competition to me. Surely west before Dave arrived? I can't even complain about the dice which I thought were pretty favourable to me (Dave even more so). Always a good fun game however. Thanks to Chris and to the gang for a most enjoyable game. One observation to make - Monopoly is so much more powerful in a 5 player game, even with the extra build allowance. Very useful indeed so early on.

Kevin Wilson: Going last in the initial set up was tough. All the best spots were taken so I decided to take a risk and look to "monopolize" lumber, taking the spot touching all the forest hexes. I should have gotten a lumber more than 7s (7/36 vs 6/36) but they just didn't come up. I thought I'd be the go-to guy for roads and ships with lots of wood. Then I topped that off by trying to cut off Chris as local competition. Twice all I needed was one of those lumber to show and I could but both times the rolls went his way. I guess I should have played the one-prospers, all-prosper method instead. Thanks Chris for running the game. Always fun even if things don't go well. Congrats to Dave on the runaway win. Sorry Chris for targeting you. You were just the closest.

Andy York: Congrats to Dave on a solid win and thanks to Chris for yet another well run game. This one was a bit tough due to the crowded field of players. Dave certainly was able to grab a strong starting position and used it to leap ahead of us and maintained that momentum throughout. Well done!

Plott**Game Start through Generation 4 Research**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEKS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	6	30
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	6	31
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	6	25
Martin Burgddorf	NICE (National Institute for Co-ordinated Experiments)	Credicor	Red	7	25
Christopher Hunt	CJVH (Cheung Joint Venturecapital Holdings)	Cheung Sung Mars	Green	3	27

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Producti on	On Hand	Producti on	On Hand	Producti on	On Hand	Prod	On Hand	Producti on	On Hand	Producti on	On Hand
Chris Geggus	6	36	2	2	3	4	0	0	0	0	0	8
Kevin Wilson	3	53	1	2	1	4	0	0	0	0	1	6
Andy York	18	49	1	2	3	3	0	0	1	1	0	3
Martin Burgddorf	3	34	0	0	0	2	0	2	0	0	0	4
Christopher Hunt	13	46	1	2	0	0	1	5	7	7	0	7

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)	3 (2 plants)
Luna	CJVH	GEKS	TTT	5 (10M€)
Callisto	CJVH	GEKS	(1 energy production)	4 (5 energy)
Pluto	(2 cards)	(2 cards)	(2 cards)	3 (2 cards)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes))	7 (5 microbes)
Titan	NICE	(3 floaters)	(3 floaters)	5 (3 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 4Action Phase

NICE spends 23M€ for a greenery tile at A5, gaining 2 plants and a 4M€ rebate and increasing the oxygen level to 4% and his TR to 24.
 CJVH spends 2 steel and 5M€ for Solar Power, gaining 1 energy production, then spends 8M€ to claim the Builder milestone.
 GEGS spends 1 titanium and 10M€ for a Pioneer Settlement, losing 2M€ production and placing a colony on Luna, gaining 2M€ production. He then plays Productive Outpost, gaining 2M€ and 3 energy.
 PIKES spends 1 titanium to play Rim Freighters, then spends 2 titanium to trade with Pluto, gaining 3 cards.
 TTT spends 9M€ for a Mining Expedition, gaining 2 steel, removing 2 plants from NICE, raising the oxygen level to 5% and his TR to 22.
 NICE spends a floater from Titan Floating Launch-Pad to trade with Ganymede, gaining 4 plants.
 CJVH spends 3 energy to use Water Splitting Plant to increase the oxygen level to 6% and his TR to 24, then spends 4M€ for Biomass Combustors, increasing his energy production by 2 and reducing NICE's plant production by 1.
 GEGS spends 3 energy to trade with Callisto, gaining 10 energy. CJVH gains 3 energy. GEGS then spends 11M€ for Research, gaining 2 cards.
 PIKES spends 1 steel and 10M€ for Martian Zoo.
 TTT spends 10M€ for Zeppelins, gaining 7M€ production.

NICE passes.
 CJVH spends 3 energy to trade with Luna, gaining 6M€. GEGS gains 2M€. GEGS spends 4M€ for Luna Governor, gaining 2M€ production.
 PIKES spends 10M€ for Pets, gaining 1 resource each on the Pets and on the Martian Zoo cards.
 TTT passes.
 CJVH spends 3 microbes from Psychrophiles and 3M€ for Adapted Lichen, increasing his plant production by 1 and 10M€ for Acquired Company, increasing his M€ production by 3.
 GEGS spends 1 titanium to add a resource to the Security Fleet.
 PIKES spends 2 floaters from Jet Stream Micro-Scrapers to raise Venus to 4% and his TR to 28.
 CJVH spends 5M€ for Power Supply Consortium, gaining 1 energy production and reducing GEGS energy production by 1.
 GEGS passes.
 PIKES spends 1 energy production to use Equatorial Magnetizers, increasing his TR to 29.
 CJVH passes.
 PIKES passes.

Production Phase

NICE gains 26M€.	titanium, and 1 energy.	TTT moves 1 energy to heat and gains 34M€, 1 steel,
CJVH gains 37M€, 1 steel, 1 plant, and 7 energy.	PIKES moves 1 energy to heat and gains 33M€, 1	3 titanium, and 1 energy.
GEGS moves 12 energy to heat and gains 31M€, 2	steel, 1 titanium, and 1 heat.	

Solar Phase

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

Generation 5Research Phase

CJVH buys 3 cards for 9M€.	PIKES buys 1 card for 3M€.	NICE buys 1 card for 3M€.
GEGS buys 2 cards for 6M€.	TTT buys 2 cards for 6M€.	

Action Phase

CJVH spends 1M€ for Market Manipulation, increasing Callisto's market value at the cost of Titan's, then spends 3 energy to trade with Callisto, gaining 10 energy.
 GEGS gains 3 energy.
 GEGS spends 8 heat to raise the temperature to -20C, gaining 1 heat production and increasing his TR to 26, then spends 3 energy to trade with Luna, gaining 9M€. CJVH gains 2M€.
 PIKES spends 10M€ for Refugee Camps, adding a resource to Martian Zoo, then spends 7M€ for a Bribed Committee, increasing his TR to 31 and adding a resource to Martian Zoo.
 TTT spends 2M€ to use the Restricted Area to draw a card, then spends 9M€ for an Interplanetary Colony Ship, placing a colony on Luna, gaining 2M€ production and a card.
 NICE spends 25M€ for a city at C6, gaining 4M€, 1M€ production, and 2 plants, then spends 8 plants for a greenery tile at B5, gaining 2 plants, increasing the oxygen level to 7% and his TR to 25. PIKES gains a resource on Pets.
 CJVH spends 10M€ for a Physics Complex, then spends 6 energy to place a resource on it.
 GEGS spends 11M€ for a power plant, increasing energy production by 1, then spends 25M€ for a Strip Mine, losing 2 energy production, but gaining 2 steel production and 1 titanium production and increasing the oxygen percentage to 9%, which increases the temperature to -18C and his TR to 29.
 PIKES spends 1M€ production to add a resource to Refugee Camps.
 TTT spends 10M€ and 6 titanium for a Nitrogen Rich Asteroid, gaining 1 plant production, increasing the temperature to -16C, and his TR to 25.
 NICE spends 1 floater from Titan Floating Launch-Pad to trade with Io, gaining 4 heat.
 CJVH spends 2 energy to use the Water Splitting Plant, increasing the oxygen level to 10% and his TR to 25, then spends 14M€ for Release of Inert Gasses, increasing his TR to 27.
 GEGS spends 1 titanium to add a resource to Security Fleet.
 PIKES spends 1 titanium to add two floaters to Jet-Stream Microscrapers.
 TTT spends 4 steel and 1M€ for a Food Factory, losing 1 plant production and gaining 4M€ production.
 NICE passes.
 CJVH adds a resource to Psychrophiles.
 GEGS sells 2 cards for 2M€.
 PIKES passes.
 TTT passes.
 CJVH passes.
 GEGS sells 1 card for 1M€, then spends 3M€ to increase his TR to 30.

Production Phase

PCJVH moves 5 energy to heat and gains 40M€, 1 steel, 1 plant, and 7 energy.	steel, 3 titanium, and 1 heat.	3 titanium, and 1 energy.
GEGS moves 1 energy to heat and gains 36M€, 2	PIKES gains 34M€, 1 steel, 1 titanium, and 1 heat.	NICE gains 28M€.
	TTT moves 1 energy to heat and gains 43M€, 1 steel,	

Solar Phase

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

Pointer
Game Start through Turn 2 Actions

The Players

Player	Order	Faction	Cash	Workers	Priests	Power: Bowl I	Power: Bowl: II	Power: Bowl III
Martin Burgdorf	1-2	Alchemists	1	1	0	0	5	7
Christopher Hunt	2-4	Auren	3	0	0	1	6	0
Chris Geggus	4-1	Swarmlings	1	1	0	0	7	0
Kevin Wilson	3-3	Nomads	7	0	0	3	7	0

Faction Selection

Martin selects the Alchemists.

Christopher selects the Auren

Chris selects the Swarmlings.

Kevin selects the Nomads.

Initial Dwelling Placement

The **Alchemists** place a dwelling at N7.

The **Auren** place a dwelling at J3.

The **Swarmlings** place a dwelling at O5.

The **Nomads** place dwellings at E4 and H6.

The **Swarmlings** place a dwelling at F5.

The **Auren** place a dwelling at I6.

The **Alchemists** place a dwelling at G5.

The **Nomads** place a dwelling at I2.

Bonus Tile Selection

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

The **Swarmlings** select the "4VP per Stronghold or Sactuary/Gain 2 workers" tile.

The **Auren** select the "Gain 3 power/+1 Shipping" tile.

The **Alchemists** select the "Gain 1 priest" tile.

Turn 1Income Phase

The **Alchemists** gain 3 workers and 1 priest.

The **Auren** gain 3 workers and 3 power.

The **Swarmlings** gain 6 workers.

The **Nomads** gain 4 workers and 2 coins.

Action Phase

The **Alchemists** spend 3 workers for a shovel to convert H5 to swamp and then spend 1 worker and 2 coins to build a dwelling there, gaining 2VP. The Auren and the Nomads each gain 1 power.

The **Auren** spend 1 worker and 2 coins to place a dwelling in H3, gaining 2VP.

The **Swarmlings** burn 3 power and spend 3 power to gain a priest.

The **Nomads** use the shovel from the bonus tile to convert E5 to desert and spend 1 worker and 2 coins to build a dwelling there, gaining 2VP. The Swarmlings gain 1 power.

The **Alchemists** commit their priest to the fire cult, gaining 3 steps and 1 power.

The **Auren** spend 1 worker and 2 coins to build a dwelling in K7, gaining 2VP.

The **Swarmlings** commit their priest to the earth cult, gaining 3 steps and 1 power.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling at D5 to a trading post. The Swarmlings gain 1 power.

The **Alchemists** pass, taking the bonus tile that provides 3 power and 1 worker as income and gaining 1 coin.

The **Auren** burn 4 power and spend 4 power to gain 1 shovel, which they use to convert I4 to forest.

The **Swarmlings** spend 3 workers and 4 coins to upgrade the dwelling in F5 to a trading post. The Alchemists gain 1 power and the Nomads spend 2VP to gain 3 power.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling in E4 to a trading post. The Swarmlings spend 1VP to gain 2 power.

The **Auren** spend 1 worker and 2 coins to build a dwelling in I5. The Alchemists gain 1 power.

The **Swarmlings** spend 5 workers and 8 coins to upgrade the trading post at F5 to a stronghold. The Alchemists gain 1 power and the Nomads spend 3VP to gain 4 power.

The **Nomads** burn 1 power and spend 4 power to gain 2 workers.

The **Auren** pass, taking the bonus tile that provides 6 coins of income and gaining 1 coin.

The **Swarmlings** use their stronghold action to upgrade the dwelling at O5 to a trading post.

The **Nomads** spend 2 workers and 5 coins to upgrade the trading post in E4 to a temple, gaining the +1 power/+1 worker boon tile and advancing 2 spaces in the earth cult, gaining 1 power. The Swarmlings spend 2VP to gain 3 power.

The **Swarmlings** spend 3 workers to convert N5 into a lake, then spend 2 workers and 3 coins to build a dwelling there, gaining 2VP.

The **Nomads** pass, taking the bonus tile that provides 2VP per dwelling and 2 coins income, and gains 1 coin.

The **Swarmlings** burn 1 power and spend 3 power to build a bridge from F5 to G7.

The **Swarmlings** pass, gaining 4VP for the stronghold and taking the bonus tile that provides a 1 shovel action and 2 coins.

Cult Bonuses and Cleanup Phase

The **Alchemists** gain 4 power.

Turn 2Income Phase

The **Alchemists** gain 5 workers and 3 power.

The **Auren** gain 6 workers and 6 coins.

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

The **Swarmlings** gain 3 workers, 4 coins, and 6 power.

Action Phase

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

The **Auren** spend 2 workers and 3 coins to upgrade the dwelling in I5 to a trading

post. The Alchemists gain 1 power.

The **Nomads** commit a priest to the Earth cult, gaining 2 spaces and 2 power.

The **Swarmlings** burn 1 power and spend 4 power to gain 2 workers.

The **Alchemists** spend 2 workers and 3 coins to upgrade the dwelling in H5 to a trading post. The Nomads gain 1 power and the Auren spend 2VP to gain 3 power.

The **Auren** spend 4 workers and 6 coins to convert the trading post in I5 to a stronghold, gaining the boon tile that allows an action to gain 1 space in any cult and advance 2 spaces in the water cult, gaining 1 power. The Alchemists spend 1VP to gain 2 power.

The **Nomads** spend 4 workers and 8 coins to upgrade the trading post at E5 to a stronghold. The Swarmlings spend 2VP for 3 power.

The **Swarmlings** use their bonus action for a shovel to convert M5 to water and then spend 2 workers and 3 coins for a dwelling.

The **Alchemists** spend 2 workers and 5 coins to upgrade the trading post in H5 to a temple, collecting the boon that provides 3 coins income and advancing one space in the fire cult, gaining 2 power. The Nomads gain 1 power and the Auren spend 3VP to gain 4 power.

The **Auren** burn 1 power and spend 4 power for a shovel to convert I4 to forest, then spend 1 worker and 2 coins to build a dwelling there.

The **Nomads** burn 1 power and spend 4 power to gain 7 coins.

The **Swarmlings** spend 3 workers and 6 coins to convert the trading post in O5 to

S.O.B.

a temple, taking the boon that allows a city with 6 points and advancing 2 spaces in the fire cult, gaining 1 power.

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

The **Auren** spend 2 workers and 3 coins to convert the dwelling in I6 to a trading post, founding a town, gaining 14VP and a priest. The Alchemists spend 1VP to gain 2 power and the Nomads gain 1 power.

The **Nomads** use a Sandstorm to convert E6 to desert then spend 1 worker and 2 coins to place a dwelling there.

The **Swarmlings** pass, taking the bonus tile that provides 4VP per stronghold or sanctuary and 2 workers income, and gaining 1 coin.

The **Alchemists** pass, taking the bonus tile that provides 1 shovel action and 2 coins income.

The **Auren** commit a priest to the Earth cult, gaining 2 spaces.

The **Nomads** pass, gaining 3VP for dwellings from their old bonus tile, then select the bonus tile that provides 3 power and +1 shipping, gaining 1 coin.

The **Auren** use their stronghold action, gaining 2 spaces in the Earth cult and 1 power.

The **Auren** use their boon action, gaining 1 space in the Earth cult and 2 power.

The **Auren** pass, taking the bonus tile that gives 1 priest and gaining 1 coin.

Pudelpointer Turns 1 through 4

Turn 1

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

Christopher selects the Mayor and places colonists on the indigo plantation and Small Indigo Plant. Martin places the colonist on the indigo plantation. Andy places the colonist on the corn plantation. Kevin places the colonist on the corn

plantation. Chris places a colonist on the Hospice. Five colonists are placed on the colonist ship.

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

Andy selects a Prospector, gaining 1 doubloon.

Kevin selects a Prospector, gaining 1 doubloon.

Turn 2

Governor Christopher selects the Craftsman, gains 1 doubloon, and gains 1 indigo. Andy gains 1 corn. Kevin gains 1 corn. Christopher gains a bonus indigo.

Martin selects the Mayor and places colonists on the Quarry and Small Indigo Plant. Andy places a colonist on the Small Market. Kevin places a colonist on the corn plantation. Chris places a colonist on the indigo plantation. Christopher places a colonist on the corn plantation. Five colonists are placed on the colonist ship.

Andy selects the Trader, gaining 1 doubloon, and trades corn for 2 doubloons (0 base, +1 for Small Market, +1 for Trader). Christopher trades indigo for 1 doubloon.

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

Chris selects the Builder and builds a Small Indigo Plant (1 doubloon discount from Builder, 0 doubloons spent). Christopher builds a Small Sugar Mill (2 doubloons spent). Martin builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent). Andy builds a Sugar Mill (4 doubloons spent). Kevin builds a Hospice (4 doubloons spent).

Turn 3

Governor Martin selects the Mayor and places colonists on the sugar plantation and Small Sugar Mill. Andy places a colonist on the Sugar Mill and moves a colonist from the corn plantation to a sugar plantation. Kevin places a colonist on the Hospice. Chris places a colonist on the Small Indigo Plant. Christopher places a colonist on the Small Sugar Mill and moves a colonist from a corn plantation to the sugar plantation. Five colonists are placed on the colonist ship.

Andy selects a Prospector, gaining 2 doubloons.

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

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

Christopher selects a Prospector, gaining 2 doubloons.

Turn 4

Governor Andy selects the Mayor and places colonists on the Sugar Mill and a sugar plantation. Kevin places a colonist on the Quarry. Chris places a colonist in San Juan. Christopher places a colonist on the corn plantation. Martin places a colonist on the tobacco plantation. Five colonists are added to the colonist ship.

Kevin selects the Builder, gains 1 doubloon, and build a Tobacco Storage (1 doubloon discount from Builder, 1 doubloon discount from Quarry, 3 doubloons spent). Chris passes. Christopher passes. Martin builds a Hacienda (1 doubloon discount from Quarry, 1 doubloon spent). Andy builds an Office (5 doubloons spent).

Chris selects the Settler and takes a Quarry, with a colonist from the Hospice.

Christopher takes a corn plantation. Martin takes a tobacco plantation. Andy takes a sugar plantation. Kevin takes an indigo plantation with a colonist from the Hospice. New plantations are: corn, indigo, indigo, indigo, tobacco, coffee.

Christopher selects the Craftsman, gains 1 doubloon, and gains 1 corn, 1 indigo, and 1 sugar. Martin gains 1 indigo and 1 sugar. Andy gains 2 sugar. Kevin gains 2 corn. Chris gains 1 indigo. Christopher gains a bonus sugar.

Martin selects the Trader, gains 1 doubloon, and trades sugar for 3 doubloons (2 base +1 for Trader). No further trading is possible.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus		Indigo, Tobacco, Coffee, Quarry, Quarry	Hospice, Small Indigo Plant	1	1	1 indigo	
Christopher Hunt		Indigo, Corn, Sugar, Tobacco, Corn	Small Indigo Plant, Small Sugar Mill		6	1 corn, 1 indigo, 2 sugar	1
Martin Burgdorf		Indigo, Quarry, Sugar, Tobacco, Tobacco	Small Indigo Plant, Small Sugar Mill, Hacienda		5	1 indigo	
Andy York		Corn, Sugar, Sugar, Sugar, Sugar	Small Market, Sugar Mill (x2), Office		0	2 sugar	
Kevin Wilson		Corn, Corn, Quarry, Tobacco, Indigo	Small Market, Hospice, Tobacco Storage		0	2 corn	2

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: 60 Colonist Ship: 5

Trading House: Corn, Indigo, Sugar

Cargo Ships: Ship 1 (capacity 6): Empty Ship 2 (capacity 7): 1 indigo Ship 3 (capacity 8): 1 corn

Victory Points: 119

Commodities

Corn: 5 **Indigo:** 6 **Sugar:** 6 **Tobacco:** 9 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x3, 3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x2, 2d, 1vp)	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (x3, 6d, 3vp)	Residence (10d, 4vp)
		Factory (x2, 7d, 3vp)	Fortress (10d, 4vp)
Hacienda (2d, 1vp)	Office (5d, 2vp)	University (x2, 8d, 3vp)	Custom House (10d, 4vp)
Construction Hut (x2, 2d, 1vp)	Large Market (x2, 5d, 2vp)	Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
Small Warehouse (x2, 2d, 1vp)	Large Warehouse (x2, 6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

Quarry (x4), Corn, Indigo, Indigo, Indigo, Tobacco, Coffee

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



Hall of FameThis 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-Moopork, Terraforming Mars
Bill Scharf	14	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog, Russian Wolfhound, Sly Dog, Foxhound, Affenpinscher	Machiavelli (2), New World (4), Silverton, Liftoff! (2), Dune (2), 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
Kevin Wilson	5	Dogstar, Salty Dog, Sand Flea, Borzoi, Affenpinscher	Outpost, Seafarers of Catan, Dune (2), Machiavelli
David Hood	4	Boston Terrier, Greyhound, Newfoundland, Eurasier	New World (2), Age of Renaissance, Terraforming Mars
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

Addresses

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

Standbys

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

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

Standby Calls

None this issue!