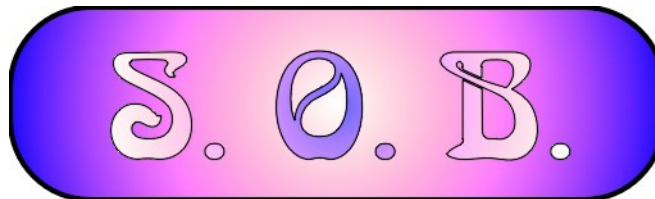


Number 248



January, 2020

Notes from Hades

First, I want to wish all of you happy holidays. 2019 has been an interesting year, and I hope it has treated you all well, and that 2020 will be even better.

No games have ended this time around, but we do have a few that are close, and a number of games ready to replace them. However, there are still plenty of available spots, so sign up!

The next deadline is **Tuesday, January 7 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machiavelli Gamestart	Page 2
Affenpinscher	Dune	Page 2
Spaniel	Robo Rally	Page 3
Hamiltonstovare	History of the World	Page 3
Keeshond	Age of Renaissance	Page 4
Plott	Terraforming Mars	Page 7
Pointer	Terra Mystica	Page 8
Pudelpointer	Puerto Rico	Page 9
Pomeranian	7 Wonders	Page 11
Puli	Terraforming Mars	Page 12

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

Norrbotenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), 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.

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.

Saluki. Puerto Rico: This will use the buildings expansion and will be played by email. Have Chris Geggus(\$), Dave Hooton, Kevin Wilson(\$), Christopher Hunt(\$), Andy York(\$). Will start when Pudelpointer ends.

Samoyed. Agricola: Will be run via email. Have Chris Geggus(\$), Dave Hooton, Christopher Hunt(\$), Andy York(\$), will take up to 1 more.

Schapendoes. Power Grid: Multiple maps available. This will be run via email. Have Kevin Wilson(\$), Chris Geggus(\$), Dave Hooton, Andy York(\$), will take

up to 2 more.

Schipperke. Settlers/Seafarers of Catan: This will be run by email. Have Chris Geggus, Dave Hooton, Kevin Wilson(\$), Andy York(\$), will take up to 2 more.

Sheltie. Silverton: Will use the advanced rules. Have Bill Scharf(\$), Dave Hooton, Brendan Whyte(\$), Andy York(\$). Will take up to 2 more.

Shiba Ino. Age of Renaissance: Will be run via email. Have Chris Geggus, Dave Hooton, Bob Robles(\$), Christopher Hunt(\$), will take up to 3 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.

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill Scharf, Kevin Wilson, will take up to 6 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 3, will take up to 5 more.

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

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson, Bob Robles, will take up to 4 more.

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

7 Wonders: This will be run by email. Have the Leaders, Cities, and Babel expansions. Will take up to 8.

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

Kai Ken**Spring 1455****Deadline/Summer 1455 1/7 Tuesday**

Naples and Venice move to consolidate the south, but are blocked by France from moving further northward. Milan and Austria move to threaten Venice, while Florence and the Pope consolidate the center.

Builds

		Cost
Austria	Maintains A Carinthia, A Austria, builds A Hungary	9
Florence	Maintains all, builds A Florence, A Pisa	12
France	Maintains all, builds F (Elite Mercenary) Marseilles	15
Milan	Maintains A Mantua, builds A Pavia, A Cremona	9
Naples	Maintains F Sardinia, F Corsica, F Lower Adriatic, builds F Palermo	12
Papacy	Maintains all, builds A Rome, A Perugia, F Ancona	15
Venice	Maintains all, builds A Padua, A Treviso	21

Expenditures

Milan spends 3 ducats for Famine Relief in Mantua.

Naples spends 3 ducats each for Famine Relief in Sardinia and Corsica

Outstanding Loans

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

Orders

AUSTRIA (Wilke): A AUSTRIA to Carinthia, A CARINTHIA to Friuli, A Hungary to SLAVONIA

FLORENCE (Robles): A Lucca to PISA, A Pisa to SIENNA, A FLORENCE holds (u), F MODENA holds

FRANCE (Wilson): A Turin to MONTFERRAT, A GENOA besieges, F (EM) Marseilles to GULF OF LIONS, F LIGURIAN SEA supports F Marseilles to Gulf of Lions

MILAN (Wilson): A MANTUA to Modena, A Pavia to FORNOVA, A Cremona to BERGAMO

NAPLES (Anderson): F SARDINIA to Gulf of Lions, F CORSICA supports F Sardinia to Gulf of Lions, F Lower Adriatic to HERZEGOVINA, F Palermo to TYRRHENIAN SEA

PAPACY (Robles): A PIOMBINO besieges, A Rome to PERUGIA, A Perugia to URBINO, F Upper Adriatic to BOLOGNA, F Ancona to UPPER ADRIATIC

VENICE (Anderson): A FERRARA supports A Padua to Verona, A Padua to VERONA, A Treviso to FRIULI, F VENICE supports A Treviso to Friuli, F Albania to RAGUSA, F Durazzo to IONIAN SEA

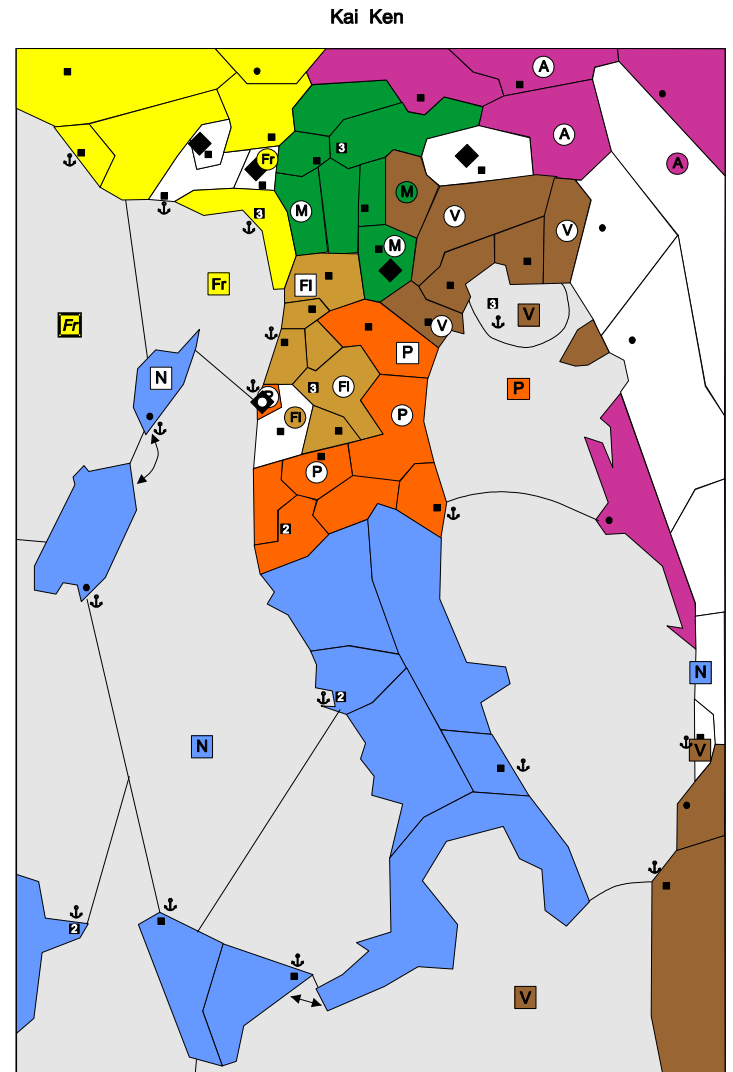
Your treasury:

Press

The Holy Sea: The Holy Sea is trying to help the hungry in the world. Heedless of the needs of their own. Men from the Medici family were meeting the Doge to discuss the needs of theirs.

Affepinscher**End of Game Statements**

Kevin Wilson (Emperor): Well, I'm glad that worked. Surprised but glad. It was around turn 7 that it became clear my existing alliance with the Guild wasn't going to win. While we might prevent anyone else from winning outright the fact I didn't see how we could win together it seemed like a default win for either the Guild or Fremmen was the likely outcome. The only way to avoid that and have a shot at a win was to switch alliances (in true Dune fashion) and try for the outright win with the Harkonnens. So, I approached Bill and he proved amenable. Now all we needed was a nexus. Fortunately we got a nexus just in time. I had the units and cash to drop in for the try but needed his help to fight and, ultimately, a fortuitous choice in leaders by the Fremmen and we get a backdoor win. It was the only shot, a long shot, but the only shot and we got lucky. I'll take it.

**Spring 1455 Famine Losses**

Autonomous garrison Savoy, autonomous garrison Lucca.

Summer 1455 Plague

Poor Year – Row only: Palermo, Genoa (French A and autonomous garrison destroyed), Albania, Pisa (Florence A destroyed), Tunis, Avignon, Milan, Sardinia (Naples F destroyed).

Spaniel
Turn 22
Turn 23, January 7

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 3 (840)	Rotate Left (70)	Back Up (480)	Rotate Right (220)	Rotate Left (370)
Robot Nick	Rotate Left (90)	Move 2 (770)	Rotate Right (80)	Move 1 (620)	Move 1 (530)
meRobot	U-Turn (30)	Move 2 (720)	Rotate Left (190)	Move 1 (610)	Rotate Right (100)
Huey	Move 1 (650)	Rotate Left (230)	Move 1 (500)	Rotate Left (250)	Move 3 (810)
SmaD	Move 3 (800)	Rotate Left (150)	Move 1 (590)	Rotate Right (320)	Move 3 (820)
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. Dalekbot schedules a shutdown for next turn.

Phase 1

GEGS dashes ahead 3, hitting a wall at H16, SmaD dashes ahead 3 to J14, Huey moves ahead 1 to E15, Dalekbot moves ahead 1 to K21, Robot Nick rotates left to face south, and meRobot makes a U-turn to face south. Dalekbot is moved by the conveyor belt to K20 and is shot and destroyed by the on-board laser.

Phase 2

Robot Nick moves ahead 2 to L18, meRobot moves ahead 2 to G21, Huey rotates left to face east, SmaD rotates left to face west, and GEGS rotates left to face east.

Phase 3

SmaD moves ahead 1 to I14, Huey moves ahead 1 to F15, GEGS backs up to G16, meRobot rotates left to face east, Robot Nick rotates right to face west.

Phase 4

Robot Nick moves ahead 1 to K18, meRobot moves ahead 1 to H21, SmaD rotates right to face north, Huey rotates left to face north, and GEGS rotates right to face south.

Phase 5

SmaD dashes ahead 3 to I11, Huey dashes ahead 3 to F12, Robot Nick moves ahead 1 to J18, GEGS rotates left to face east, and meRobot rotates right to face south. The pushers move Robot Nick to K18 and meRobot to H22.

Cleanup

Dalekbot's archive is too degraded to restore it, so Dalekbot has been eliminated.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow		G16>E	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	K18>W	1	3	2
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	H22>S	1	1	1
4	Christopher Hunt	Huey	Green	Radio Control	F12>N		1	4
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	I11>N	1, 2	3	2
6	Andy York	Dalekbot	Black		Eliminated	1	0	

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

Program Cards

Hamiltonstovare

Epoch III Hsuing-nu, Romans, and Sassanids
Deadline, Epoch IV Empire Selection and Guptas, January 7

Epoch III

CUTE (Scharf): HSUING-NU: Army Mongolia, Wei River (vs. Scythians; wins), Yangtse Kian (vs. Han Dynasty; Hs: 4, 2; Ha: 6; loses), Yantse Kian (vs. Han Dynasty; Hs: 5, 1; Ha: 3; wins), Great Plain of China (vs. Han Dynasty; Hs: 5, 2; Ha: 2+1; wins, Capital reduced to a city), Chekiang (vs. Han Dynasty; Hs: 6, 2; Ha: 4; wins), Tarim Basin. Builds Monument Great Plain of China. Points: Dominance in China (6), Presence in Middle East (3), India (3), 1 Capital (2), 1 city (1), and 2 Monuments (2) for 17 points.

Romulus & Remus (Anderson): Plays Mayans. Army, Capital, and fort Central America. ROMANS: Plays Leader. Army and Capital Southern Apennines, fleet Western Mediterranean (vs. HICK; R: 3, 3, 2; H: 1; wins), Eastern Mediterranean (vs. Republic of Texas: RR: 4, 4, 2; RoT: 3; wins), army Crete (vs. Greek City States; R: 3, 2, 1; G: 2, 2; wins, city eliminated), Pindus (vs. Macedonia; R: 5, 4, 4; M: 3, 2; wins, Capital reduced to city), Western Anatolia (vs. civil war; R: 5, 4, 2; C: 3, 1; wins), Eastern Anatolia (vs. Assyrians; R: 5, 5, 4; A: 5, 3; R: 3, 2, 2; A: 5, 1; loses), Eastern Anatolia (vs. Assyrians; R: 5, 4, 3; A: 4, 1; wins; city eliminated), Zagros (vs. Persia; R: 6, 4, 2; P: 1; wins), Middle Tigris (vs. Assyria; R: 6, 2, 2; A: 1; wins, city eliminated), Persian Plateau (vs. Persia; R: 6, 4, 2; P: 5; wins, Capital reduced to city), Hindu Kush (vs. Scythians; R: 5, 5, 4; S: 6; loses), Hindu Kush (vs. Scythians; R: 3, 2, 2; S: 6; loses), Hindu Kush (vs. Scythians; R: 5, 1, 1; S: 3; wins), fort Hindu Kush, army Turanian Plain (vs. Scythians; R: 5, 3, 2; S: 3; wins), Tarim Basin (vs. Hsuing-nu; R: 6, 4, 4; H: 4, 3; wins), Wei River (vs. Hsuing-nu; R: 3, 2, 2; H:

6, 4; loses), Wei River (vs. Hsuing-nu; R: 3, 3, 1; H: 3, 1; R: 6, 4, 2; H: 4, 2; wins), Northern Apennines (vs. Celts; R: 5, 3, 2; C: 6; loses), Northern Apennines (vs. Celts; R: 4, 2, 2; C: 5; loses), Northern Apennines (vs. Celts; R: 6, 3, 3; C: 6; R: 6, 4, 3; C: 5; wins), Central Massif (vs. Greek City States; R: 5, 3, 2; G: 6, 2; loses), Central Massif (vs. Greek City States; R: 6, 5, 1; G: 6, 5; R: 6, 4, 1; G: 4, 1; wins), Northern Gaul (vs. Celts; R: 5, 5, 4; C: 3; wins). Builds Monument Southern Apennines. Points: Dominance in Middle East (6), Southern Europe (4), Presence in North Africa (2), China (3), India (3), Northern Europe (1), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 3 Monuments (3) for 31 points.

RMHS (Wilson): SASSANIDS: Army and Capital Zagros (Roman army retreats to Persian Plateau), army Upper Tigris (vs. Macedonians; S: 4, 4; M: 2; wins), Levant (vs. Macedonia; S: 4, 2; M: 2; wins), Persian Salt Desert (vs. Persia; wins), Lower Indus (vs. Maurya; S: 4, 2; M: 2; wins), Upper Indus (vs. Maurya; S: 6, 4; M: 6; S: 3, 1; M: 3; S: 5, 2; M: 2; wins), Ganges Valley (vs. Maurya; S: 6, 3; M: 4; wins), Ganges Delta (vs. Maurya; S: 5, 3; M: 3; wins, Capital reduced to city), Irrawaddy (vs. Maurya; S: 6, 3; M: 4, 4; wins). Builds Monument Zagros. Points: Dominance in India (6), Presence in Middle East (3), Southeast Asia (1), 1 Capital (2), 1 city (1), and 4 Monuments (4) for 17 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	18	35
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
Kevin Wilson	Royal Manticoran Historical Society (purple)	28	43
Dave Anderson	Romulus & Remus (orange)	35	46

Press

Romulan HQ: The Commander smiled. He finally got a Empire worthy of song. He is now going to meet out our revenge long since promised. He will try his best to take care of the 3 leaders. He starts with only 15 points and 1 province. Now, the Commander said, Tal, release the dogs of war.

Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Caucasus, Western Steppe, Eastern Steppe. HSUING-NU: Army, city, and Monument Great Plain of China, armies Yangtse Kian, Chekiang, Mongola. HICK: Fleet 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: Two armies and a Fort Yellow River, army and Fort East Indies. RMHS: PERSIA: Armies Eastern Deccan, Western Deccan, Western Ghats. SASSANIDS: Army, Capital, and Monument Zagros, army, city, and Monument Ganges Delta, army and Monument Upper Tigris, Upper Indus, armies Levant, Persian Salt Desert, Lower Indus, Ganges Valley, Irrawaddy. CJVH: MAURYA: Armies Mekong, Malayan Peninsula, Sumatra, Szechuan. Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. MAYANS: Army, Capital, and Fort Central America. ROMANS: Army, Capital, and Monument Southern Apennines, two armies, city, and Monument Persian Plateau, army and city Pindus, army and Monument Wei River, army and fort Hindu Kush, armies Northern Apennines, Central Massif, Northern Gaul, Crete, Western Anatolia, Eastern Anatolia, Middle Tigris, Turanian Plain, and Tarim Basin. Republic of Texas: Fleet 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 city Nile Delta, armies Dalmatia, Morea, Palestine, Libya. GEGS: CELTS: Two armies Balkans, armies Central Europe, Danubia.

Event Cards

Epoch IV Empire Draw

Keeshond

Turn 8, Phase 5 through Turn 12, Phase 4

Turn 8, Phase 5: Expansion

Barcelona buys a card (3). vs. Genoa; dr = 1, 1, 1; loses).
 Genoa expands to Constantinople (8, vs. Venice; dr = 5, 2, 5; wins) and Paris expands to Loire (5, vs. Barcelona; dr = 5, 4, 1; wins), Strassbourg (5, vs. Montpellier (3, vs. Paris; dr = 5, 3, 2; wins). Barcelona; dr = 5, 4, 3; wins), Toulouse (2, vs. Barcelona; dr = 6, 1, 5; loses), Venice expands to Budapest (7, vs. Genoa; uses Cathedral; wins) and Belgrade (5, Breslau (1).
 Genoa gains the expansion bonus.

Turn 8, Phase 6: Income

Barcelona gains \$63. Genoa gains \$95. Venice gains \$55. Paris gains \$63.
 Surplus of Silk (Barcelona loses \$3). Surplus of Fur.

Turn 8, Phase 7: Buy Tokens

Genoa buys 33 tokens. Barcelona buys 29 tokens. Paris buys 20 tokens. Venice buy 13 tokens.

Turn 9, Phase 1: Draw Cards

Done

Turn 9, Phase 2: Buy Cards

Venice declines to buy off a surplus. Venice, Paris, Barcelona, and Genoa spend \$10 to buy a card.

Genoa uses Wind/Watermill to create a shortage of Metal.

Turn 9, Phase 3: Play Cards

Venice plays Stone (Venice gains \$1, Paris and Genoa each gain \$9) and Religious Strife (Misery increases: Barcelona to 350, Venice to 900, Paris to 450, and Genoa to 400, Papal Decree becomes an unplayable Misery burden).

Paris plays Prince Henry (20: T, X) and gains a \$20 rebate.

Barcelona plays Mysticism Abounds (Misery increases: Barcelona to 400, Venice to Chaos, Paris to 700, Genoa to 500). As Venice is in Chaos, he is eliminated.

All Venetian units hold in place and retain the benefits of Nationalism, and all cards are discarded.

Genoa plays Metal (Paris gains \$24 and Genoa gains \$96, shortage removed), Metal (Paris gains \$6 and Genoa gains \$54), Grain (Barcelona, Paris, and Genoa each gain \$4), Christopher Columbus (30: U, T), Ibn Majid (20: T, Y), and Rebellion on Aleppo.

Played Leaders

Prince Henry (20: T, X) – Paris only.

Christopher Columbus (30: U, T) – Genoa and one other.

Ibn Majid (20: T, Y) – All players

Turn 9, Phase 4: Purchases

Paris buys Seaworthy Vessels (S, \$20 credit for Exploration, \$10 credit for Institutional Research, \$50 spent), Ocean Navigation (T, \$20 credit for Exploration, \$10 credit for Institutional Research, \$20 credit for Prince Henry, \$30 credit for Christopher Columbus, \$20 credit for Ibn Majid, \$20 spent), Human Body (B, \$20 credit for Science, \$10 credit for Institutional research, \$30 spent, Misery reduced to 600), and stabilization (\$6). Misery Relief reduces Misery to 500.

Barcelona buys a ship upgrade (\$10) and stabilization (\$10).

Genoa buys Institutional Research (X, \$50 credit from Civics, \$50 spent), Laws of Matter (C, \$40 credit for Science, \$10 credit for Institutional Research, \$40 spent), Master Art (P, \$50 credit for Communication, \$10 credit for Institutional Research, \$30 spent, discards Silk), Ocean Navigation (T, \$40 credit for Exploration, \$10 credit for Institutional Research, \$30 credit for Christopher Columbus, \$20 credit for Ign Majid, \$20 spent), Proselytism (G, \$30 credit for Religion, \$60 spent, Misery increases to 450) and a shipping upgrade (\$10). Misery Relief reduces Misery to 350.

Turn 9, Phase 5: Expansion

Paris expands to India (5), Toulouse (2, vs. Barcelona; dr = 1, 6, 1; wins),

Barcelona (10, vs. Barcelona; dr = 3, 5, 1; wins), and buys a card (3).

Barcelona expands to China (5), East Indies (5), Acre (10, uses Cathedral, wins),

Treibizond (8, uses Cathedral, wins), Levant (1).

Genoa expands to Treibizond (8, vs. Barcelona, dr = 5, 5, 1; wins), Barcelona (6, vs.

Paris; Paris uses Cathedral; loses), Lisbon (7, vs. Barcelona; dr = 6, 3, 1; wins),

West Africa (4, vs. Barcelona; dr = 4, 6, 5; wins), Varna (4, vs. Venice; dr = 6, 3,

2; wins), Angora (4, vs. Venice; dr = 2, 1, 3; loses).

Genoa gains the expansion bonus card.

Turn 9, Phase 6: Income

Barcelona gains \$59.

Paris gains \$71.

Genoa gains \$107.

Surplus of Spice (Barcelona loses \$3), surplus of Cloth (Genoa loses \$3).

Turn 9, Phase 7: Buy Tokens

Paris buys 32 tokens.

Barcelona buys -2 tokens.

Genoa buys 24 tokens.

Turn 10, Phase 1: Draw Cards

Done

Turn 10: Phase 2: Buy Cards

Barcelona spends \$9 to remove the surplus of Spice.

Barcelona, Genoa, and Paris spend \$10 each to buy cards.

Genoa discards Papal Decree and Paris discards The Crusades.

Genoa declines to use Wind/Watermill.

Turn 10, Phase 3: Play Cards

Barcelona plays Wool (Barcelona gains \$18, Paris and Genoa each gain \$2), Spice (Barcelona gains \$81, Genoa gains \$36, and Paris gains \$9), and Black Death in Area VII.

Genoa plays Spice (Barcelona gains \$81, Genoa gains \$36, and Paris gains \$9).

Paris plays Wine (Paris gains \$45, Genoa gains \$20).

Turn 10: Phase 4: Purchases

Barcelona buys Enlightenment (D, 60 credit for Science, 10 credit for Institutional Research, \$50 spent), Improved Agriculture (J, 10 credit for Commerce, 10 credit for Institutional Research, \$20 spent, Misery reduced to 350), Master Art (P, 50 credit for Communication, 10 credit for Institutional Research, \$30 spent),

Wind/Watermill (K, 10 credit for Commerce, 10 credit for Institutional Research, \$30 spent), Middle Class (Z, 140 credit for Civics, \$30 spent), Proselytism (50 credit for Religion, \$40 spent, Misery increased to 400), and stabilization (\$3).

Misery reduced to 250 for the first two tiers of Misery Relief.

Genoa buys Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40 spent), Cosmopolitan (Y, 90 credit for Civics, \$60 spent), New World (U, 60 credit for Exploration, 10 credit for Institutional Research, \$90 spent), and stabilization (\$1).

Paris buys Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, \$50 spent), Proselytism (G, 50 credit for Commerce, \$40 spent, Misery increases to 600), and stabilization (\$10).

Turn 10, Phase 5: Expansion

Barcelona has no tokens.

Genoa expands to Lyon (3), Montpellier (1), Marseilles (4), Florence (3), Genoa (4), Belgrade (1), Sicily (3, vs. Venice; dr = 4, 6, 3; wins), Dubrovnik (4, vs.

Venice; dr = 5, 2, 4; wins), Toulouse (1).

Genoa gains the expansion bonus.

Paris buys a card (3), and expands to Fez (4, vs. Genoa, uses Cathedral), Poti (4,

vs. Venice; uses Cathedral), Vienna (8, vs. Venice; dr = 3, 5, 6; loses), Vienna (8,

vs. Venice; dr = 4, 2, 1; wins), Bordeaux (3), Toulouse (2, vs. Genoa; dr = 4, 3, 3;

loses).

Turn 10, Phase 6: Income

Barcelona gains \$69.

Paris gains \$79.

Genoa gains \$103.

Shortage of Cloth (Genoa gains a card), surplus of Spice (Barcelona loses \$3).

Enlightenment reduces Barcelona Misery to 200.

Paris buys 31 tokens.

Done

Genoa declines to buy off a shortage or surplus.
Genoa, Barcelona, and Paris buy a card for \$10.

Paris uses Renaissance to trade places with Barcelona.
Genoa plays Leonardo Da Vinci (20: P, B, Q, receives \$40 in rebates), Cloth/Wine as Cloth (Genoa gains \$45, Paris gains \$20), Civil War in Barcelona (Barcelona loses 15 tokens, Misery increased to 250), dominance in Barcelona reduced to token, and Alchemist's Gold on Paris (Paris loses \$25).

Leonardo Da Vinci (20: P, B, Q) – Genoa only.
Andreas Visalius (20: B, D) – Paris and one other.

Turn 10, Phase 7: Buy Tokens

Genoa buys 22 tokens.

Barcelona buys 29 tokens.

Turn 11, Phase 1: Draw Cards

Turn 11, Phase 2: Buy Cards

Paris discards Cloth.
Barcelona uses Wind/Watermill to remove the shortage of Cloth.

Turn 11, Phase 3: Play Cards

Paris plays Pirates/Vikings on Marseilles, Dubrovnik, and Naples, Timber (Paris gains \$27), Fur (Barcelona, Paris, and Genoa each gain \$7), and Andreas Visalius (20: B, D, gains \$20 rebate).
Barcelona plays Bartolome de las Casas (30: Y, gains \$30 rebate).

Played Leaders

Bartolome de las Casas (30: Y) – Barcelona and two others.

Turn 11, Phase 4: Purchases

Genoa buys Cathedral (H, 60 credit for Religion, \$60 spent, Misery increases to 400), Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, 20 credit for Leonardo da Vinci, \$30 spent), Enlightenment (D, 60 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Visalius, \$30 spent), Middle Class (Z, 140 credit for Civics, \$30 spent), and stabilization (\$1).

Paris buys Enlightenment (D, 40 credit for Science, 10 credit for Institutional Research, 20 credit for Andreas Visalius, \$50 spent), Wind/Watermill (K, 20 credit for Commerce, 10 credit for Institutional Research, \$20 spent), and stabilization (\$2). Misery Relief reduces Misery to 450.
Barcelona buys Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40 spent) and stabilization (\$5).

Turn 11, Phase 5: Expansion

Genoa expands to North America (6), Seville (6, vs. Barcelona; dr = 2, 5, 2; wins), Dubrovnik (2), Jaffa (2, vs. Barcelona; dr = 3, 5, 2; wins), Kiev (4, vs. Venice; uses Cathedral; wins), Bari (1), Adalia (1).
Paris buys a card (3), Budapest (6, vs. Venice; uses Cathedral; wins), Marseilles
Genoa gains the expansion bonus card.

(7, vs. Genoa; dr = 2, 5, 3; wins), Sicily (5, vs. Genoa; dr = 4, 2, 5; wins), Belgrade (6, vs. Genoa; dr = 3, 1, 2; loses), Belgrade (6, vs. Genoa; dr = 3, 2, 4; loses).
Barcelona expands to Belgrade (5, vs. Genoa; dr = 2, 1, 3; loses), Belgrade (5, vs. Genoa; dr = 2, 1, 3; loses), Varna (3, vs. Genoa; dr = 4, 1, 1; loses).

Turn 11, Phase 6: Income

Interest & Profit: Barcelona gains \$51 and Genoa gains \$12.
Barcelona gains \$65.
Enlightenment Misery Reduction: Barcelona to 200, Genoa to 350, Paris to 400.
Shortage of Timber (Paris gains a card), surplus of Metal (Genoa loses \$3).

Paris gains \$87.

Genoa gains \$117.

Turn 11, Phase 7: Buy Tokens

Barcelona buys 3 tokens.

Paris buys 19 tokens.

Genoa buys 29 tokens.

Turn 12, Phase 1: Draw Cards

Barcelona draws a card.

That is the last card in the deck. This will be the last turn.

Turn 12, Phase 2: Buy Cards

Barcelona spends \$3 to buy off the Timber shortage.
Barcelona discards Fur. Paris discards Metal. Genoa discards Silk.

Genoa uses Wind/Watermill to create a shortage of Cloth.

Turn 12, Phase 3: Play Cards

Barcelona plays Ivory/Gold as Gold (Paris gains \$40, Barcelona and Genoa each gain \$10), Timber (Paris gains \$27 and Genoa gains \$3), and Revolutionary Uprisings (Misery increases: Barcelona to 400, Paris to 600, Genoa to 600).
Paris plays Sir Isaac Newton (20: C, D, gains \$20 rebate), Gold (Paris gains \$40,

Barcelona and Genoa each gain \$10), and Wine (Paris gains \$45, Genoa gains \$20).
Genoa plays Famine. Misery increases: Barcelona to 600, Paris to 700.

Played Leaders

Sir Isaac Newton (20: C, D) – Paris only.

Turn 12, Phase 4: Purchases

Paris uses Renaissance to switch places with Barcelona.
Paris buys Laws of Matter (C, 60 credit for Science, 10 credit for Institutional Research, 20 credit for Sir Isaac Newton, \$0 spent), Interest & Profit (L, 30 credit for Commerce, 10 credit for Institutional Research, \$40 spent), Industry (M, 30 credit for Commerce, 10 credit for Institutional Research, \$70 spent), Cosmopolitan (Y, 90 credit for Civics, \$60 spent), Middle Class (Z, 90 credit for Civics, \$80 spent). Misery Relief reduces Misery to 450.

Barcelona buys Industry (M, 40 credit for Commerce, 10 credit for Institutional Research, \$60 spent), Renaissance (Q, 60 credit for Communication, 10 credit for Institutional Research, \$50 spent), and stabilization (\$1). Misery Relief reduces Misery to 400.
Genoa buys Industry (40 credit for Commerce, 10 credit for Institutional Research, \$60 spent). Misery Relief reduces Misery to 400.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	400	3	\$71	4	10	O-2	1	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R S, T, V, W, X, Y, Z
Bob Robles	Venice	Chaos			1	2			E, F, G, H, I, J, K, L, N, R, V, W
Christopher Hunt	Paris	450	19	\$6	2	18	O-1	0	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, V, W, X, Y, Z
Chris Geggus	Genoa	400	29	\$92	6	23	O-2	0	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Plott Generation 6

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEGS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	7	33
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	5	36
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	7	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	30

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	40	2	4	2	2	0	4	0	0	0	12
Kevin Wilson	5	41	1	1	1	3	0	6	0	0	1	7
Andy York	23	55	1	3	4	4	0	0	3	3	0	4
Martin Burgddorf	12	43	0	0	1	1	0	2	1	1	0	7
Christopher Hunt	15	50	1	3	0	0	3	4	7	7	0	10

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

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 6Research Phase

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

Action Phase

GEGS spends 6M€ for Trade Envoys, then spends 9M€ to trade with Luna, gaining 15M€. TTT and CVJH each gain 2M€.
 PIKES spends 4 titanium and 20M€ for a Giant Ice Asteroid, increasing the temperature to -12C, placing oceans at E5 and F5, gaining 4 plants and 2M€, increasing his TR to 35, and removing 5 plants from CJVH. He then spends 2 floaters from Jet-Stream Microscrappers to increase Venus terraforming to 6% and his TR to 36.
 TTT plays Invention Contest, drawing 3 cards and keeping 1, then spends 2M€ to use the Restricted Area to draw a card.
 NICE spends 2 titanium and 14M€ for a Mining Colony, gaining 1 titanium production, placing a colony on Callisto, gaining 1 energy production, and receiving a 4M€ rebate.
 CJVH spends 3 energy to trade with Callisto, gaining 8 energy. GEGS and NICE each gain 3 energy.
 GEGS spends 9M€ for Advanced Alloys.
 PIKES spends 11M€ for a Power Plant, gaining 1 energy production, then spends 2 steel and 7M€ for a Corporate Stronghold, losing 1 energy production, gaining 3M€ production, and placing a city at E4, gaining 2 plants and 4M€, and resource on Pets.
 TTT spends 8M€ to fund the Banker Award.
 NICE spends 1 floater from Titan Floating Launch-Pad to trade with Titan, gaining 4 floaters on Titan Floating Launch-Pad.
 CJVH spends 6 energy to add a resource to Physics Complex.
 GEGS spends 1 titanium and 1M€ for Technology Demonstration, gaining 2 cards, then spends 2 titanium and 15M€ for Towing a Comet, gaining 2 plants, increasing the oxygen level to 11%, placing an ocean in D5, gaining 2 more plants and 2M€,

and increasing his TR to 32.
 PIKES spends 1M€ production to add a resource to Refugee Camps.
 TTT spends 10M€ for Asteroid Mining Consortium, gaining 1 titanium production and reducing GEGS titanium production by 1.
 NICE spends 12M€ for a Toll Station, gaining 9M€ production.
 CJVH spends 10M€ for a Nuclear Zone, increasing the temperature to -8C and his TR to 29 and placing the nuclear zone tile at H8, gaining a card.
 GEGS spends 1 titanium to add a resource to Security Fleet.
 PIKES spends 15M€ for Atmo Collectors, gaining 2 floaters on the card, then spends 1 floater to gain 2 titanium.
 TTT spends 5M€ for Media Archives, gaining 14M€.
 NICE passes.
 CJVH spends 3 energy to use Water Splitter, increasing the oxygen level to 12% and his TR to 30.
 GEGS spends 3M€ to raise his TR to 33.
 PIKES passes.
 TTT spends 3 titanium and 9M€ for Luna Metropolis, gaining 5M€ production and a card. PIKES gains a resource on Pets.
 CJVH spends 6M€ for Sulphur-Eating Bacteria and 8M€ for Corroder Suits, gaining 2M€ production and a resource on Sulphur-Eating Bacteria.
 GEGS passes.
 TTT spends 15M€ for Power Grid, gaining 2 energy production.
 CJVH adds a microbe resource each to Psychrophiles and Sulphur-Eating Bacteria.
 TTT passes.
 CJVH spends 10M€ for Algae, gaining 2 plant production and 1 plant.
 CJVH passes.

Production Phase

GEGS moves 3 energy to heat and produces 39M€, 2 steel, 2 titanium, and 1 heat. TTT moves 1 energy to heat and produces 48M€, 1 titanium, and 1 energy. CJVH moves 3 energy to heat and produces 45M€, 1 steel, 3 plants, and 7 energy.
 PIKES produces 41M€, 1 steel, 1 titanium, and 1 heat. NICE moves 3 energy to heat and produces 38M€, 1 steel, 3 plants, and 7 energy.

Solar Phase

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

Pointer**Turn 2 Cult Bonuses and Cleanup through Turn 4 Actions**The Players

Player	Order	Faction	Cash	Workers	Priests	Power: Bowl I	Power: Bowl II	Power: Bowl III
Martin Burgdorf	1	Alchemists	0	2	1	0	12	0
Christopher Hunt	4	Auren	0	5	0	0	0	6
Chris Geggus	2	Swarmlings	1	4	1	0	6	0
Kevin Wilson	3-1	Nomads	1	5	0	0	5	5

Turn 2Cult Bonuses and Cleanup Phase

The **Auren** gain 1 shovel and use it to convert J2 to lake.
 The **Nomads** gain 1 shovel and use it to convert D5 to desert.

The **Swarmlings** gain 1 shovel and use it to convert G7 to forest.

Turn 3Income Phase

The **Swarmlings** gain 3 workers, 1 priest, and 4 power.
 The **Alchemists** gain 3 workers, 5 coins, and 1 priest.

The **Nomads** gain 5 workers, 6 power, and 1 priest.
 The **Auren** gain 5 workers, 2 coins, 3 power, and 1 priest.

Action Phase

The **Swarmlings** spend 4 power to gain 7 coins.
 The **Alchemists** spend 4 power to gain 2 workers.
 The **Nomads** use their stronghold action to convert G7 to desert, then spend 1 worker and 2 coins to build a dwelling there. The Swarmlings spend 2VP to gain 3 power.

The **Auren** burn 1 power and spend 3 power to gain a priest.
 The **Swarmlings** spend 5 workers and 8 coins to upgrade the temple in O7 to a sanctuary, gaining 5VP and the boon tile that give 1 point in the fire cult and 3 coins income.
 The **Alchemists** spend 4 workers and 6 coins to convert the temple in H5 to a

sanctuary, gaining 5VP and the boon that gives 3 points in the Fire cult, gaining 2 power. The Nomads gain 1 power and the Auren spend 4VP to gain 5 power.

The **Nomads** commit their priest to the Earth cult, gaining 2 steps and 2 power.

The **Auren** spend 3 workers for a shovel to convert J2 to forest, then spend 1 worker and 2 coins to build a dwelling there. The Nomads gain 1 power.

The **Swarmlings** use their stronghold action to convert the dwelling in N5 to a trading post and create a city, gaining 6 coins, 5VP and 3 workers.

The **Alchemists** use the action from their bonus tile to gain a shovel and use it to convert O8 to swampland.

The **Nomads** spend 3 power to build a bridge from E6 to G7, then found a town, gaining 6VP and 8 power.

The **Auren** spend 1 worker and 2 coins to build a dwelling in J1.

The **Swarmlings** spend 1 priest and 4 coins to improve their shipping by 1, gaining 2VP.

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

The **Auren** gain 1 worker.

The **Swarmlings** gain 2 workers.

The **Alchemists** gain 4 workers.

Turn 4

Income Phase

The **Alchemists** gain 4 workers, 3 coins, 1 priest, and 3 power.

The **Swarmlings** gain 3 workers, 11 coins, 2 priests, and 6 power.

The **Nomads** spend 4 power to gain a shovel, use it to convert I7 to desert, then spend 1 worker and 2 coins to place a dwelling there. The Auren spend 1 VP to gain 2 power.

The **Auren** commit a priest to the Air cult, gaining 3 spaces and 1 power.

The **Swarmlings** pass, gaining 8VP from their current bonus tile, and selecting the bonus tile that provides 6 coins income, gaining 1 coin.

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

The **Auren** commit a priest to the Air cult, gaining 2 spaces and 1 power.

The **Auren** spend 6 power for 2 shovels, converting I1 to forest.

The **Auren** use their bonus tile to move up 1 in the Fire cult.

The **Auren** use their stronghold action to move up 2 in the Fire cult, gaining 1 power.

The **Auren** pass, taking the bonus tile with an action gaining 1 shovel and 2 coins income.

The **Nomads** gain 7 workers, 2 coins, 3 power, and 1 priest.

The **Auren** gain 7 workers, 2 coins, and 3 power.

Action Phase

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

The **Swarmlings** spend 1 priest and 4 coins to improve their shipping to 2, gaining 3VP.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling in I7 to a trading post, gaining 3VP. The Auren spend 1VP to gain 2 power.

The **Auren** use their boon action to advance 1 space in the Air cult, gaining 2 power.

The **Alchemists** spend 1 priest, 2 workers, and 5 coins to improve terraforming to 1 worker per shovel, gaining 6VP.

The **Swarmlings** spend 2 workers and 3 coins to build a settlement in F8.

The **Nomads** use 1 priest to advance 1 space in the Earth cult.

The **Auren** use their stronghold action to advance 2 spaces in the Air cult.

The **Alchemists** spend 3 workers for 3 shovels to convert H4 to swamp, then spend 1 worker and 2 coins to place a dwelling there. The Auren spend 4VP for 4 power.

The **Swarmlings** burn 1 power and spend 6 power for 2 shovels to convert G9 to lake, then spend 2 workers and 3 coins to build a dwelling there.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling in H6 to a trading house, gaining 3VP. The Alchemists spend 3VP to gain 4 power.

The **Auren** spend 1 worker and 2 coins to build a dwelling in I1. The Nomads gain 1 power.

The **Alchemists** spend 2 workers and 3 coins to upgrade the dwelling in H4 to a trading house, gaining 3VP.

The **Swarmlings** spend 2 workers and 3 coins to build a dwelling in H9.

The **Nomads** use a Sandstorm to convert G8 to desert, then convert 2 power into coins and spend 1 worker and 2 coins to build a dwelling there. The Swarmlings spend 2VP to gain 3 power.

The **Auren** spend 2 workers and 3 coins to upgrade the dwelling at J3 to a trading house. The Nomads gain 1 power.

The **Alchemists** convert 2VP to 2 coins, then spend 2 workers and 3 coins to convert the dwelling at G5 to a trading house, gaining 3VP and establishing a town, gaining 7VP and 2 workers. The Swarmlings spend 2VP to gain 3 power and the Nomads spend 1VP to gain 2 power.

The **Swarmlings** use their stronghold action to convert the dwelling at F8 into a trading house. The Nomads gain 1 power.

The **Nomads** pass, gaining 4VP from their current bonus tile, and select the bonus tile that provides 3 power income and +1 shipping along with 1 coin.

Pudelpointer

Turns 5 through 8

Turn 5

Governor Kevin selects the Mayor and places colonists on the Small Market and Tobacco Storage. Chris places a colonist in San Juan. Christopher places a colonist on a corn plantation. Martin places a colonist on the Hacienda. Andy places a colonist on a sugar plantation and moves a colonist from the Small Market to the Sugar Mill. Five new colonists are placed on the Colonist Ship.

Chris selects a Prospector, gaining 2 doubloons.

Christopher selects the Captain, gains 1 doubloon, and ships 2 sugar on Ship 1 for 3VP. Martin ships 1 indigo on Ship 2 for 1VP. Andy ships 2 sugar on Ship 1 for

2VP. Kevin ships 2 corn on Ship 3 for 2VP. Chris ships 1 indigo on Ship 2 for 1VP. Christopher ships 1 indigo on Ship 2 for 1VP and 1 corn on Ship 3 for 1VP.

Martin selects the Builder, and builds a Tobacco Storage (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 3 doubloons spent). Andy is unable to build. Kevin builds a Small Indigo Plant (1 doubloon discount for a Quarry, 0 doubloons spent). Chris passes. Christopher builds a Factory (7 doubloons spent). Andy selects a Prospector, gaining 2 doubloons.

Turn 6

Governor Chris selects the Builder and builds a Coffee Roaster (1 doubloon discount from Builder, 2 doubloon discount from Quarries, 3 doubloons spent). Christopher can't build. Martin builds a Construction Hut (1 doubloon discount from Quarry, 1 doubloon spent). Andy builds a Small Sugar Mill (2 doubloons spent). Kevin can't build.

Christopher selects the Mayor and places colonists on the tobacco plantation and Factory. Martin places a colonist on the Tobacco Storage. Andy places a colonist on the Office, then moves a colonist from a sugar plantation to the corn plantation and from the Sugar Mill to the Small Market. Kevin places a colonist on the Small Indigo Plant. Chris places a colonist in the Coffee Roaster, and transfers a colonist

from San Juan to the Coffee Roaster. 7 colonists are placed on the colonist ship. **Martin** selects the Settler, gains 1 doubloon, gains a coffee plantation from the Hacienda, and selects a Quarry. Andy selects the coffee plantation. Kevin gains a tobacco plantation with a colonist from the Hospice. Chris takes a corn plantation

with a colonist from the Hospice. Christopher takes an indigo plantation. New plantations: corn, indigo, indigo, sugar, sugar, coffee.

Andy selects the Trader, gaining 1 doubloon. No trades are possible.

Kevin selects a Prospector, gaining 1 doubloon.

Turn 7

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

Martin selects the Trader and trades tobacco for 4 doubloons (3 base +1 for Trader). No further trading is possible.

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

2 for 1VP. Christopher ships 2 corn on Ship 3 for 2VP (Ship 3 sails). Martin ships 1 indigo on Ship 2 for 1VP. Kevin ships 1 indigo on Ship 2 for 1VP (Ship 2 sails). Christopher discards 1 indigo and 1 sugar.

Kevin selects a Prospector, gaining 2 doubloons.

Chris selects the Settler and gains a corn plantation with a colonist from the Hospice. Christopher gains a coffee plantation. Martin draws a sugar plantation with the Hacienda, then gains another sugar. Andy gains an indigo. Kevin gains a sugar with a colonist from the Hospice.. New plantations: indigo, sugar, tobacco, tobacco, tobacco, coffee.

Turn 8

Governor Martin selects the Mayor, gains 1 doubloon, and places colonists on a tobacco plantation, a Quarry, and the Tobacco Storage. Andy places colonists on a sugar plantation and the Sugar Mill. Kevin places a colonist on the Tobacco Storage. Chris places a colonist in San Juan. Christopher places a colonist on the coffee plantation. Five colonists are placed on the colonist ship.

Andy selects a Prospector, gaining 2 doubloons.

Kevin selects the Trader and trades tobacco for 5 doubloons (3 base +1 for Trader, +1 for Small Market). Chris trades coffee for 4 doubloons. Christopher trades sugar for 2 doubloons. Andy trades corn for 1 doubloon (0 base, +1 for Small Market).

Chris selects the Builder, gains 1 doubloon, and builds a Harbour (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 5 doubloons spent). Christopher passes. Martin builds a Sugar Mill (2 doubloon discount for Quarries, 2 doubloons spent). Andy passes. Kevin builds a Large Warehouse (1 doubloon discount for Quarry, 5 doubloons spent).

Christopher selects the Craftsman and produces 2 corn, 1 indigo, and 1 sugar, as well as 2 doubloons from the Factory. Martin produces 1 indigo, 1 sugar, and 2 tobacco. Andy produces 1 corn and 3 sugar. Kevin produces 2 corn, 1 indigo, and 2 tobacco. Chris produces 2 corn, 1 indigo, and 1 coffee. Christopher produces a bonus sugar.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus		Indigo, Tobacco, Coffee, Quarry, Quarry, Corn, Corn	Hospice, Small Indigo Plant, Coffee Roaster (x2), Harbour	2	0	2 corn, 1 indigo, 1 coffee	2
Christopher Hunt		Indigo, Corn, Sugar, Tobacco, Corn, Indigo, Coffee	Small Indigo Plant, Small Sugar Mill, Factory		7	2 corn, 1 indigo, 2 sugar	8
Martin Burgdorf		Indigo, Quarry, Sugar, Tobacco, Tobacco, Coffee, Quarry, Sugar, Sugar	Small Indigo Plant, Small Sugar Mill, Hacienda, Tobacco Storage (x2), Construction Hut, Sugar Mill		5	1 indigo, 2 sugar, 2 tobacco	2
Andy York		Corn, Sugar, Sugar, Sugar, Sugar, Coffee, Indigo	Small Market, Sugar Mill (x3), Office, Small Sugar Mill		5	1 corn, 3 sugar	5
Kevin Wilson		Corn, Corn, Quarry, Tobacco, Indigo, Tobacco, Sugar	Small Market, Hospice, Tobacco Storage (x2), Small Indigo Plant, Large Warehouse		3	2 corn, 1 indigo, 2 tobacco	7

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

Available Items

Colonists: Supply: 36 Colonist Ship: 5

Trading House:

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

Victory Points: 100

Commodities

Corn: 3 **Indigo:** 7 **Sugar:** 4 **Tobacco:** 5 **Coffee:** 8

Buildings

Column 1	Column 2	Column 3	Column 4
	Indigo Plant (x3, 3d, 2vp)	Tobacco Storage (5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (2d, 1vp)	Sugar Mill (4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)

Column 1	Column 2	Column 3	Column 4
		Factory (7d, 3vp)	Fortress (10d, 4vp)
Hacienda (2d, 1vp)	Office (5d, 2vp)	University (x2, 8d, 3vp)	Custom House (10d, 4vp)
Construction Hut (2d, 1vp)	Large Market (x2, 5d, 2vp)	Harbour (8d, 3vp)	City Hall (10d, 4vp)
Small Warehouse (x2, 2d, 1vp)	Large Warehouse (6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

Quarry (x3), Indigo, Sugar, Tobacco, Tobacco, Tobacco, Coffee

Discard Pile:

Pomeranian

Age I through Age II, Phase 3

The Players

Player	Wonder	Money
Dave Hooton	Ephesus A	3
Martin Burgdorf	Rome B	14
Christopher Hunt	Giza A	8
Kevin Wilson	Helicarnassus B	5
Chris Geggus	Rhodes A	7
Bill Scharf	Olympia A	13

Clockwise passing will go down this list, while counterlockwise passing will go up.

Age I

Recruitment Phase

Ephesus spends 1 gold (including discount from Rome) for Hannibal, gaining 1 shield.

Rome spends 0 gold (including discount) for Nero.

Giza spends 2 gold (including discount from Rome) for Imhotep.

Helicarnassus spends 1 gold for Sappho, gaining 2VP.

Rhodes spends 1 gold for Creosus, gaining 6 gold.

Olympia spends 1 gold for Maecenas.

Phase 1

Ephesus spends 1 gold for a Mine, gaining production of stone or ore.

Rome plays a Lumber Yard, gaining production of lumber.

Giza spends 1 gold for a Tree Farm, gaining production of lumber or clay.

Helicarnassus plays a Clay Pit, gaining 1 clay production.

Rhodes plays a Tavern, gaining 5 gold.

Olympia spends 1 gold for a Timber Yard, gaining production of stone or lumber.

Phase 2

Ephesus spends 1 gold for an Excavation, gaining production of stone or brick.

Rome plays a Clay Pool, gaining 1 brick production.

Giza plays a West Trading Post

Helicarnassus spends 1 gold for a Clay Pit, gaining production of lumber or brick.

Rhodes plays a Lumber Yard, gaining 1 lumber production.

Olympia plays a Stone Pit, gaining 1 stone production.

Phase 3

Ephesus spends 2 stone to build the first stage of his wonder.

Rome plays an Ore Vein, gaining 1 ore production.

Giza plays an East Trading Post.

Helicarnassus plays an Altar, gaining 2VP.

Rhodes plays Glassworks, gaining 1 glass production.

Olympia plays a Tavern, gaining 5 gold.

Phase 4

Ephesus plays a Press, gaining 1 paper production.

Rome plays Glassworks, gaining 1 glass production.

Giza spends 1 gold to play a Forest Cave, gaining production of lumber or ore.

Helicarnassus plays a Marketplace.

Rhodes plays a Pawnshop, gaining 3VP.

Olympia plays an Ore Vein, gaining 1 ore production.

Phase 5

Ephesus discards a card, gaining 3 gold.

Rome spends 1 glass for a Workshop.

Giza discards a card, gaining 3 gold.

Helicarnassus spends 1 ore to play a Barracks, gaining 1 shield.

Rhodes pays 2 gold to Olympia for 1 lumber and spends 2 lumber to build the first stage of his wonder, gaining 3VP.

Olympia spends 1 stone to play Baths, gaining 3VP.

Phase 6

Ephesus plays an Altar, gaining 2VP.

Rome spends 1 lumber and 1 brick to build the first stage of his wonder, gaining 5 gold and drawing 4 leaders.

Giza discards a card for 3 gold.

Helicarnassus discards a card, gaining 3 gold.

Rhodes plays a Marketplace.

Olympia spends 2 lumber to build the first stage of his wonder, gaining 3VP.

Conflict

Ephesus has 1 shield, versus 0 for Rome and 0 for Olympia, winning both conflicts.

Rome has 0 shields, versus 1 for Ephesus and 0 for Giza. Loses versus Ephesus

and ties versus Giza.

Giza has 0 shields, versus 0 for Rome and 1 for Helicarnassus. Ties versus Rome and loses versus Helicarnassus.

Helicarnassus has 1 shield, versus 0 for Giza and 0 for Rhodes, winning both conflicts.

Rhodes has 0 shields, versus 1 for Helicarnassus and 0 for Olympia. Loses versus

Helicarnassus and ties versus Olympia.

Olympia has 0 shields, versus 0 for Rhodes and 1 for Ephesus. Ties with Rhodes and loses versus Ephesus.

Age II

Recruitment Phase

Ephesus spends 1 gold (with a 1 gold discount from Rome) for Hatshepsut.

Rome spends 3 gold (with a 2 gold discount) for Caesar, gaining 2 shields.

Giza spends 3 gold (with a 1 gold discount from Rome) for Amytis.

Helicarnassus spends 3 gold for Justinian.

Rhodes spends 4 gold for Cleopatra, gaining 5VP.

Olympia spends 0 gold for Ramses.

Phase 1

Ephesus plays a Temple, which is free because of the Altar.

Rome buys 1 brick from Giza for 2 gold and spends 2 brick for a Forum.

Giza plays a Press, gaining 1 papyrus production.

Helicarnassos plays a Temple, which is free because of the Altar.

Rhodes buys 1 ore from Helicarnassus for 2 gold and spends 2 ore and 1 glass for a Dispensary.

Olympia spends 2 lumber for a Caravansery.

Phase 2

Ephesus pays 2 gold to Rome for a lumber, gaining 1 gold from Hatshepsut, and spends 1 brick, 1 lumber, and 1 ore for Stables, gaining 2 shields.

Rome plays a Vineyard, gaining 7 gold.

Giza spends 1 gold to Rome for an ore, then spends 2 ore and 1 lumber for a

Training Ground, gaining 2 shields.

Helicarnassos spends 1 gold for a Foundry, gaining 2 ore production.

Rhodes plays a Caravansery, which is free because of the Marketplace.

Olympia spends 2 stone to build the second stage of his wonder.

Phase 3

Ephesus buys 1 stone from Olympia for 2 gold, gaining 1 from Hatshepsut, then spends 3 stone for an Aqueduct, gaining 5VP.

Rome buys 1 lumber from Giza for 2 gold then spends 2 lumber and 1 ore for an Archery Range, gaining 2 shields.

Giza plays a Forum, which is free because of the Trading Posts.

Helicarnassos plays a Caravansery, which is free because of the Marketplace.

Rhodes spends 1 gold for a Foundry, gaining 2 ore production.

Olympia spends 1 lumber and 2 ore for Training Grounds, gaining 2 shields.

Puli

Game Start through Generation 2 Actions

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Martin Burgdorf	University of Mars	Thorgate	Blue	13	20
Kevin Wilson	PIKES (Prevaricating, Insidious, Kretinous, Ego-centric Schulb)	Helion	Green	2	20
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Black	7	22
Chris Geggus	GEKS (Grass Eaters Generally Suck)	Interplanetary Cinematics	Yellow	9	21
Dave Hooton	Coloniae Neptunalia	Poseidon	Red	3	25

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
Martin Burgdorf	0	4	0	5	0	0	1	0	4	4	0	0
Kevin Wilson	2	6	4	4	0	0	0	0	2	2	8	3
Andy York	5	0	3	0	3	2	0	0	0	0	0	0
Chris Geggus	7	4	0	19	0	3	0	0	0	0	0	0
Dave Hooton	7	1	0	0	1	0	0	0	1	1	2	0

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
Luna	Coloniae Neptunalia	Coloniae Neptunalia	PIKES	4 (7M€)
Pluto	(2 cards)	(2 cards)	(2 cards)	1 (0 cards)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	3 (2 plants)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	2 (1 floater)
Europa	Coloniae Neptunalia	(1 ocean)	(1 ocean)	3 (1 energy production)
Callisto	(1 energy production)	(1 energy production)	(1 energy production)	3 (3 energy)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	N/A

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

Generation 1Initial Card and Company Selection

University of Mars selects Thorgate and retains 10 cards, paying 30M€.
 PIKES selects Helion and retains 4 cards, paying 12M€.
 TTT selects Point Luna, gains a card, and retains 5 cards, paying 15M€.

GEGS selects Interplanetary Cinematics and retains 4 cards, paying 12M€.
 Coloniae Neptunalia selects Poseidon and retains 4 cards, paying 12M€.

Prelude Phase

University of Mars plays Power Generation, gaining 3 energy production, and Early Settlement, gaining 1 plant production and placing a city at A3, gaining 1 card.
 PIKES plays Mining Operations, gaining 2 steel production and 4 steel, and Martian Industries, gaining 1 steel production, 1 energy production, and 6M€.
 TTT plays Research Network, gaining 3 cards and 1M€ production and Supplier, gaining 2 energy production and 4 steel.

GEGS plays Business Empire, gaining 6M€ production but losing 6M€ and Metal Rich Asteroid, increasing the temperature to -28C and his TR to 21 and gaining 4 steel and 4 titanium.
 Coloniae Neptunalia plays Acquired Space Agency, gaining 6 titanium and gaining 2 space tagged cards (discarded cards are: Nuclear Zone, Conscription, Pets, and House Printing).

Action Phase

University of Mars spends 11M€ for Research, gaining 2 cards.
 PIKES spends 1 steel for Dust Seals, then spends 3 steel and 2M€ for a Colonizer Training Camp.
 TTT spends 9M€ for Mining Rights in D8, gaining 2 steel and 1 steel production.
 GEGS spends 1 titanium and 2M€ for Technology Demonstration, gaining 2 cards and 2M€.
 Coloniae Neptunalia places a colony on Luna, gaining 3M€ production, then spends 9 titanium for a Space Port Colony, placing another colony on Luna and gaining 3M€ production and a second trade fleet.
 University of Mars passes.
 PIKES spends 17M€ for a colony on Luna, gaining 2M€ production. Coloniae Neptunalia gains 1M€ production.
 TTT spends 6 steel and 13M€ for a Strip Mine, losing 2 energy production, gaining 2 steel production and 1 titanium production, increasing the oxygen level

to 2% and his TR to 22.
 GEGS spends 5 steel for a Spin-Off Department, gaining 2M€ production.
 Coloniae Neptunalia spends 1M€ for Fueled Generators, losing 1M€ production and gaining 1 energy production.
 PIKES spends 9M€ for Robotic Workforce, duplicating the production gains of Martian Industries, thus gaining 1 steel production and 1 energy production.
 TTT passes.
 GEGS passes.
 Coloniae Neptunalia spends 9M€ to trade with Luna, gaining 11M€. PIKES gains 2M€. Coloniae Neptunalia then spends 17M€ for a colony on Europa, gaining 1M€ production and placing an ocean on I9, gaining 2 titanium and increasing his TR to 21.
 PIKES passes.
 Coloniae Neptunalia passes.

Production Phase

University of Mars gains 20M€, 1 plant, and 4 energy. TTT gains 23M€, 3 steel, and 2 titanium.
 PIKES gains 22M€, 4 steel, 2 energy, and 3 heat. GEGS gains 29M€.

Coloniae Neptunalia gains 28M€, 1 titanium, and 1 energy.

Solar Phase

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

Generation 2Research Phase

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

GEGS takes 4 cards, spending 12M€.
 Coloniae Neptunalia takes 1 card, spending 3M€.

University of Mars takes 4 cards, spending 12M€.

Action Phase

PIKES spends 9M€ to trade with Luna, gaining 12M€. Coloniae Neptunalia gains 4M€.
 TTT spends 10M€ for an Aquired Company, gaining 3M€ production and a card.
 GEGS spends 18M€ for Titan Floating Launch-Pad, gaining 2 floaters on the card. Titan activates.
 Coloniae Neptunalia spends 15M€ for Atmo Collectors, gaining 2 floaters on the card.
 University of Mars spends 8M€ to claim the Planner milestone, then spends 6M€ for a Media Group.
 PIKES spends 23M€ on Solar Reflectors, gaining 5 heat production.
 TTT spends 11M€ for a power plant, gaining 1 energy production, then spends 3 steel on a Fuel Factory, losing 1 energy production and gaining 1M€ production and 1 titanium production.
 GEGS spends 1 floater from Titan Floating Launch-Pad to trade with Pluto, gaining 2 cards.
 Coloniae Neptunalia spends 1 floater from Atmo Collectors to gain 2 titanium.
 University of Mars spends 1M€ for Hired Raiders, stealing 3M€ from Coloniae Neptunalia and gaining 3M€ from Media Group. He then spends 5M€ for a

Mineral Deposit, gaining 5 steel and 3M€ from media Group.
 PIKES passes.
 TTT passes.
 GEGS spends 4M€ for a Business Network, losing 1M€ production, then uses Business Network to draw a card, spending 3M€ to buy it.
 Coloniae Neptunalia spends 14M€ for the Asteroid standard project, raising the temperature to -26C and his TR to 22, then spends 6 titanium and 13M€ for Deimos Down, raising the temperature to -20C and his TR to 25, gaining 4 steel and 2 heat production, and removing 1 plant from University of Mars.
 University of Mars spends 5 steel and 3M€ for an Immigrant City, losing 1 energy production and 2M€ production, placing the city at I8, gaining 1 titanium, 2M€ and 1M€ production, then spends 3 energy to trade with Europa, gaining 1 energy production. Coloniae Neptunalia gains 1M€.
 GEGS spends 6 steel for Martian Zoo.
 Coloniae Neptunalia passes.
 University of Mars spends 3M€ for Hackers, reducing his energy production by 1 and Coloniae Neptunalia's M€ production by 2 and gaining 2M€ production.
 GEGS passes.

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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!