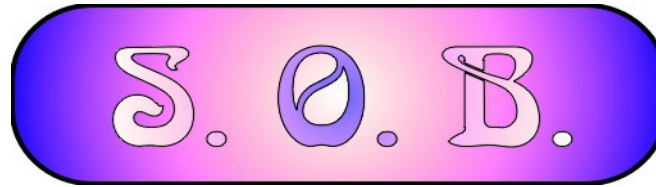


Number 249



February, 2020

Notes from Hades

Happy new year everyone! I hope 2020 is an improvement on 2019 for all of you.

Here is a message from Doug Kent:

I think it's about time to resurrect Eternal Sunshine. I figure I'll start with a single game of Diplomacy and a game of Balkan Wars VI. Once an issue or two has been published I'll add Kendo Nagasaki and By Popular Demand, and see where that takes things. Issues will be available in the Eternal Sunshine Facebook group in the Files section (<https://www.facebook.com/groups/270968112943024/>), and at <http://whiningkentpigs.com/DW/>. If you want to sign up for Balkan Wars VI or Diplomacy, email me at dougray30@yahoo.com. They'll be run with Black Press (although press is a rarity these days). The zine will be on a monthly schedule, as it used to be, with issues available in pdf and html versions (as before they will only be available electronically; I won't be sending them postally but you can print the pdf's if you like the feel of hard copies). I'll put out an issue once I have a gamestart ready to announce. I'll be accepting subzines if that's something you're interested in doing, once a few issues are in the bag. Please share and publicize this announcement within the Diplomacy community (publishers, please mention it in your own zines).

If you want to join the mailing list, do so here: Sign up for the Eternal Sunshine Mailing List at <https://mailchi.mp/45376bbd05df/eternalsunshine>

Three games have completed in this issue. Keeshond, the Age of Renaissance game, goes to Chris Geggus. Chris also won Pudelpointer, the Puerto Rico game, but it was on a tie breaker of a 3-way tie of victory points. Hard to get closer than that. The last game, Pomeranian, the 7 Wonders game, was also a close one, with Dave Hooton edging out Bill Scharf by 1 point for the victory. Congratulations to all the winners. I will be starting up 4 more games in the days following the publication of this issue. There is still room for one more person in Lowchen and Samoyed, so if you are interested, let me know as soon as possible.

The next deadline is **Tuesday, February 11 at 5:00 p.m. Pacific Time.**

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Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), 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. **This game will start shortly.**

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(\$), Bob Robles(\$), this game is full. **This game will start shortly.**

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(\$), Bill Scharf(\$), this game is full. **This game will start shortly.**

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 shortly.**

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

Schapendoes. Power Grid: Multiple maps available. This will be run via email. Have Kevin Wilson(\$), Chris Geggus(\$), Dave Hooton, Andy York(\$), Bill Scharf(\$), will take up to 1 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 Inu. Age of Renaissance: Will be run via email. Have Chris Geggus, Dave Hooton, Bob Robles(\$), Christopher Hunt(\$), will take up to 3 more.

Shikoku. Diskworld: Ankh-Morpork: This will be run by email. Have Andy York(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 1 more.

Sloughi. Robo Rally: Have Chris Geggus, Brendan Whyte(\$), Dave Hooton, Andy York(\$), Bill Scharf(\$), will take up to 3 more.

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.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 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, Colonies, and Turmoil expansions. Have Christopher Hunt, will take up to 4 more.

7 Wonders: This will be run by email. Have the Leaders, Cities, and Babel expansions. Have Christopher Hunt, Bill Scharf, will take up to 6 more.

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

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

Kai Ken

Summer 1455

Deadline/Fall 1455 2/11 Tuesday

Milan, Austria, and the Pope combine to hit Venice from multiple directions while France tussles with Florence and Naples tussle in the west.

Kai Ken

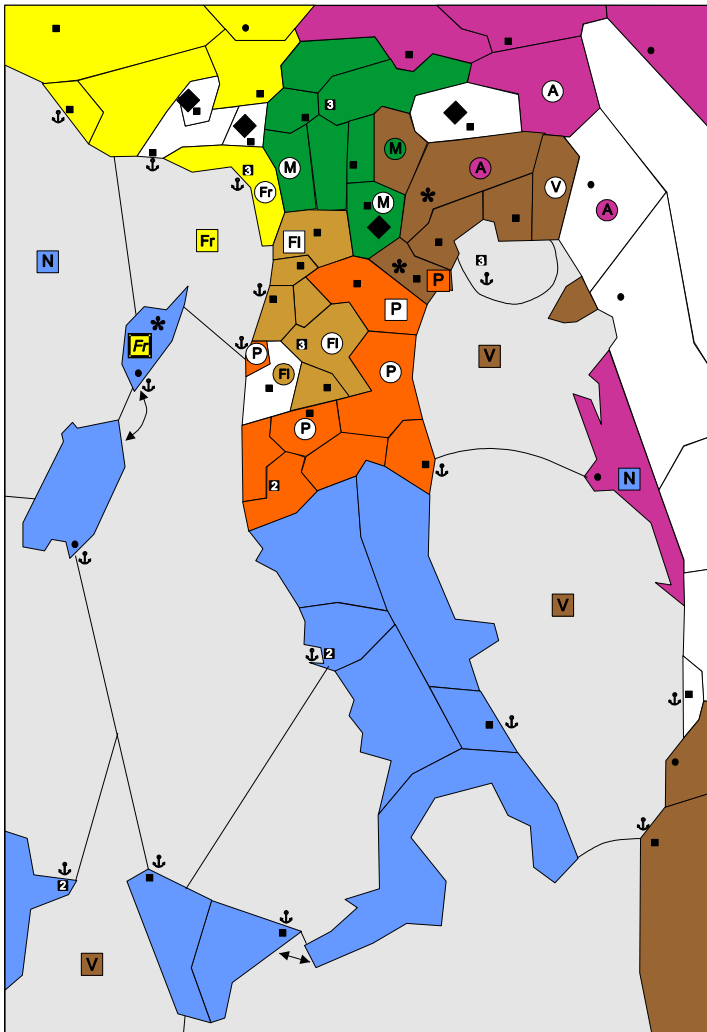
Outstanding Loans

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 VERONA, A Slavonia to CARNIOLA
- FLORENCE (Robles): A SIENNA holds, A FLORENCE holds (u), F MODENA to Ligurian Sea
- FRANCE (Wilson): A Montferrat to GENOA, F (EM) Gulf of Lions to CORSICA, F LIGURIAN SEA supports F Gulf of Lions to Corsica (cut)
- MILAN (Wilson): A BERGAMO supports Austrian A Carinthia to Verona, A MANTUA supports Austrian A Carinthia to Verona, A FORNOVA supports French A Montferrat to Genoa
- NAPLES (Anderson): F Corsica supports Florence F Modena to Ligurian Sea (cut), DISLODGED, retreat Sardinia, Tyrrhenian Sea, OTB), F Tyrrhenian Sea to GULF OF LIONS, F Herzegovina to DALMATIA
- PAPACY (Robles): A PIOMBINO besieges (autonomous garrison eliminated), A Perugia to ROME, A URBINO supports F Bologna, F BOLOGNA supports F Upper Adriatic to Ferrara, F Upper Adriatic to FERRARA
- VENICE (Anderson): A Verona to Carinthia (DISLODGED, retreat Trent, Padua, Treviso, OTB), A FRIULI supports A Verona to Carinthia, A Ferrara to Verona (DISLODGED, retreat Padua, garrison, OTB), F Venice to UPPER ADRIATIC, F Ragusa to LOWER ADRIATIC, F Ionian Sea to CENTRAL MEDITERRANEAN

Your treasury:



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

Spaniel

Turn 23

Turn 24, February 11

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Right (220)	Move 1 (590)	Move 1 (490)	Move 1 (640)	Rotate Left (290)
Robot Nick	Rotate Left (330)	Move 1 (620)	Move 3 (840)	Move 2 (720)	U-Turn (40)
meRobot	Rotate Right (100)	Rotate Right (260)	Back Up (440)	Back Up (450)	Move 1 (540)
Huey	Move 2 (750)	Rotate Left (150)	Move 1 (660)	Back Up (470)	Rotate Right (320)
SmaD	Rotate Left (90)	Move 1 (500)	Move 2 (680)	Move 1 (510)	Rotate Right (360)

Registers in italics are locked.

Phase 1

Huey moves ahead 2 to F10, Robot Nick rotates left to face south, GEGS rotates right to face south, meRobot rotates right to face west, and SmaD rotates left to face west. The conveyor belt moves Huey to E10.

Phase 2

Robot Nick moves ahead 1 to K19, GEGS moves ahead 1 to G17, SmaD moves ahead 1 to H11, meRobot rotates right to face north, and Huey rotates left to face west. Conveyor belts: Robot Nick is moved to L19 and Huey to D10.

Phase 3

Robot Nick dashes ahead 3 to L22, SmaD moves ahead 2 to F11, Huey moves ahead 1 to C10, GEGS moves ahead 1 to G18 (archive relocated), and meRobot backs up to H23. The conveyor belt moves meRobot to I23 and the gear rotates Huey to face north.

Phase 4

Robot Nick moves ahead 2 to L24 (archive relocated), GEGS moves ahead 1 to G19 (archive relocated), SmaD moves ahead 1 to E11, Huey backs up into the pit, and meRobot backs up to I24.

Phase 5

meRobot moves ahead 1 to I23, SmaD rotates right to face north, GEGS rotates left to face east, and Robot Nick makes a U-turn to face north. The conveyor belt moves meRobot to J23.

Cleanup

GEGS and Robot Nick are each repaired 1 point. Huey's archive is corrupted and he is eliminated. GEGS gains the Pressor Beam option.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam	G19>E	1	1	1
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	L24>N	1	3	1
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	J23>N	1	1	1
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	E11>N	1, 2	3	2
6	Andy York	Delekbob	Black		Eliminated	1	0	

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

Program Cards

Hamiltonstovare**Epoch IV Empire Selection and Guptas
Deadline, Epoch IV Goths, Huns, and Byzantines, February 11**Epoch IV Empire Selection

CUTE (Scharf) keeps

GEGS (Geggus) keeps

CJVH (Hunt) keeps

Republic of Texas (York) gives to Romulus & Remus

HICK (Hood) gives to RMHS

RMHS (Wilson) gives to Republic of Texas

Romulus & Remus (Anderson) gives to HICK

Epoch IV

CUTE (Scharf): Play Pestilence in Western Deccan. Armies eliminated in Western Deccan, Lower Indus, Upper Indus, and Eastern Ghats. Plays Disaster in Southern Apennines. Monument eliminated, Capital reduced to city. **GUPTAS:** Army and Capital Eastern Deccan (Persian army eliminated), fleet Bay of Bengal, army Eastern Ghats, Western Deccan, Upper Indus, Western Deccan (vs. Persia; G: 5, 4; P: 5; G: 6, 4; P: 3; wins), Ceylon (vs. Vedic City States; G: 6, 6; V: 6, G: 5, 1; V: 2; wins), Lower Indus. Builds Monument Eastern Deccan. Points: Dominance in China (6), India (6), Presence in Middle East (3), 2 Capitals (4), 1 city (1), 1 Sea (1), and 3 Monuments (3) for 27 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
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
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	26	62
Kevin Wilson	Royal Manticoran Historical Society (purple)	28	43
Dave Anderson	Romulus & Remus (orange)	35	46

Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **SCYTHEANS:** Armies Caucuses, Western Steppe, Eastern Steppe. **HSUING-NU:** Army, city, and Monument Great Plain of China, armies Yangtse Kian, Chekiang, Mongola. **GUPTAS:** Army, Capital, and Monument Eastern Deccan, army and Monument Upper Indus, armies Lower Indus, Western Deccan, Western Ghats, Eastern Ghats, Ceylon. **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:** SASSANIDS: Army, Capital, and Monument Zagros, army, city, and Monument Ganges Delta, army and Monument Upper Tigris, armies Levant, Persian

Salt Desert, 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 and city 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. 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

Keeshond

Turn 12, Phase 5 through End of Game Statements

Turn 12, Phase 5: Expansion

Paris expands to Venice (5, vs. Venice; uses Cathedral; wins), Tunis (8, vs. Genoa; Genoa expands to South America (6), Naples (4), Rome (3), Angora (4, vs. dr= 5, 4, 3; wins), Seville (6, vs. Genoa; dr = 6, 4, 5; wins). Venice; uses Cathedral, wins), Fez (4, vs. Paris; dr = 2, 4, 6; loses), Sicily (2, vs. Barcelona expands to Salonika (2, vs. Genoa; dr = 3, 3, 4; loses) and Kamishin (1). Paris; dr = 4, 6, 5; wins).

Turn 12, Phase 6: Income

Interest & Profit: Paris gains \$6, Barcelona gains \$65, Genoa gains \$92.

Paris gains \$105.

Barcelona gains \$65.

Genoa gains \$125.

Shortage of Gold and Ivory. Shortage of Fur.

Enlightenment Misery Reductions: Barcelona and Genoa to 350, Paris to 400.

Final Card Play

Paris has no cards.

wins. Barcelona Misery increases to 450, Genoa Misery increases to 400.

Barcelona plays War! against Genoa. Barcelona DR = 3. Genoa DR = 6. Genoa Genoa had no cards.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	Barcelona	450		\$201	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	1			E, F, G, H, I, J, K, L, N, R, V, W
Christopher Hunt	Paris	400		\$117	2	20	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		\$309	6	25	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	2
Wool (3)	3	--	--	2
Timber (4)	--	--	3	1
Grain (5)	--	--	2	4
Cloth (6)	--	--	5	3
Wine (7)	--	1	3	2
Metal (8)	--	--	1	4
Fur (9)	1	--	1	2
Silk (10)	4	--	--	1
Spice (11)	3	--	1	3
Gold (12)	1	--	2	2
Ivory (12)	--	--	--	3

Surplus, Shortage

Final Victory Points

	Barcelona	Venice	Paris	Genoa
Advances	1940	640	1940	2100
Cash	201	0	117	309
Misery	-450	-1000	-400	-400
Total	1691	-360	1657	2009

Congratulations to Chris on his win!

End of Game Statements

Chris Geggus (Genoa): Usual lucky die roll! Have to say that game was hard, hard work. All players deserve a pat on the back, including Rob who just got caught at the wrong time. I still say aggression works best in a four hander and good die rolling works even better! If Dave had taken my 2 areas before I played the "public" famine, it could have been much closer. Essentially a 3 misery level swing would have put it right on the burner.

Thanks Chris. Enjoyed this one a lot, primarily due to having to keep right on the ball all the way through. Looking forward to the next one. Would be nice to get the full quorum this time.

Christopher Hunt (Paris): Congratulations Chris. A fine win. Thanks to Chris for his correcting my errors and running the game so well. This game was much

closer than I thought it would be. Agree with Chris better with a full quorum.

Bob Robles (Venice): Fantastic game, as usual. I had to push the envelope, no matter. Congratulations to our winner!

Dave Hooton (Barcelona): I agree with Chris G. about the die rolls, which is why I didn't play the War card until it didn't matter. I was comfortably ahead until I had to face him without the Cathedral advantage, and then I lost every die roll against him, and Christopher also lost almost every die roll. Some of the final die rolls between Barcelona and Genoa were worth over 150 VPs apiece.

Thanks for running the game, Chris H. Could we convince you to a bit of the game free to get a new set of for Chris G.? :-)

Chris Geggus (Genoa): I do fully accept that I had a lot of luck with the die rolls

S.O.B.

this time around. Even more than usual dare I say! However, I always look at the dice as being a tool to use in a game. Keep hammering them and at some stage they will go with you. If you don't try, then they will never go with you. I always aim for as many attacks as possible, as 4 wins out of 8 is better than 2 out of 3 in my opinion. I try to avoid the big value attacks unless for a reason and yes, I did fail a few, but in each set I always had a good number that did work. I would have played War at the earliest opportunity on the assumption that I would win. Of course I may have lost, but if it happens early, you still have further opportunities to claw back. Lose heavily and someone else can become the target for tonight.

Chris - I agree with David. Buy some new dice and I will train them in the art of the GEGS ninja as well. Dice are my friends - be warned all!

Plott Generation 6

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEGS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	9	36
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	2	39
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	14	31
Martin Burgddorf	NICE (National Institute for Co-ordinated Experiments)	Credicor	Red	11	26
Christopher Hunt	CJVH (Cheung Joint Venturecapital Holdings)	Cheung Sung Mars	Green	3	32

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Chris Geggus	15	43	2	6	3	1	0	1	0	0	0	12
Kevin Wilson	4	35	1	1	3	3	0	7	1	0	3	0
Andy York	33	37	1	1	4	0	0	7	4	2	1	4
Martin Burgddorf	21	39	0	0	1	1	1	3	0	10	0	7
Christopher Hunt	14	66	1	4	0	0	8	14	7	1	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	NICE	(1 plant production)	(1 plant production)	2 (1 plant)
Luna	CJVH	GEGS	TTT	4 (7M€)
Callisto	CJVH	GEGS	NICE	4 (5 energy)
Pluto	(2 cards)	(2 cards)	(2 cards)	2 (1 card)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes))	1 (0 microbes)
Titan	NICE	(3 floaters)	(3 floaters)	4 (2 floaters)

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

Generation 7

Research Phase

PIKES buys 2 cards for 6M€. TTT buys 4 cards for 12M€. NICE buys 2 cards for 6M€. CJVH buys 3 cards for 9M€. GEGS buys 4 cards for 12M€.

Action Phase

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

TTT spends 5M€ for a Terraforming Contract, gaining 4M€ production and 1 card, then spends 3 energy to trade with Pluto, gaining 2 cards.

NICE spends 22M€ for a Space Port, losing 1 energy production and gaining 4M€ production and a trade fleet, and placing a city at E6, gaining 1 plant and 4M€ and gaining a 4M€ rebate. PIKES gains a resource on Pets.

CJVH spends 3 energy to trade with Callisto, gaining 10 energy. GEGS and NICE each gain 3 energy. CJVH then spends 6M€ for Rover Construction.

GEGS spends 3 energy to trade with Ganymede, gaining 4 plants, then spends 8

plants to place a greenery tile at D4, gaining 1 plant, 4M€, increasing the oxygen level to 13% and his TR to 34.

PIKES spends 6M€ for Media Group, gaining 1 resource on Martian Zoo, then spends 5M€ on Conscripton, gaining 1 resource on Martian Zoo and 3M€ rebate from Media Group. The next card PIKES plays will have a 16M€ cost reduction. TTT spends 14M€ to fund the Scientist award, then spends 3 steel and 5M€ for a Fusion Plant, gaining 3 energy production.

NICE spends 1 floater from Titan Floating Launch-Pad to trade with Io, gaining 4 heat.

CJVH spends 3 energy to use the Water Splitting Plant, increasing the oxygen

level to 14% and his TR to 31, then spends 6 energy to add a resource to Physics Complex.

GEGS spends 1 titanium and 6M€ for a Space Station, then spends 4M€ for a Trans-Neptune Probe.

PIKES spends 3 titanium and 13M€ for Io Mining Industries, gaining 2M€ production and 2 titanium production.

TTT spends 7M€ for Atalanta Planitia Labs, gaining 2 cards.

NICE spends 8 heat to raise the temperature to -6C and his TR to 26.

CJVH spends 9M€ for Viral Enhancers, gaining 1 plant, then spends 8 heat to raise the temperature to -4C, increasing his TR to 32.

GEGS spends 8M€ for Satellites, gaining 8M€ production, then spends 8M€ for Lightning Harvest, gaining 1M€ production and 1 energy production.

PIKES activates Martian Zoo, gaining 5M€, then spends 11M€ for Breathing Filters.

TTT spends 5M€ for a Rad-Chem Factory, losing 1 energy production and increasing his TR to 27.

NICE spends 1 titanium and 16M€ for Lunar Exports, gaining 5M€ production.

CJVH spends 4M€ for Moss, losing 1 plant and gaining 1 plant production, then gaining 1 plant with Viral Enhancers, then spends 10M€ for Bushes, gaining 2 plant production and 3 plants (1 from Viral Enhancers).

GEGS spends 2 steel for a Fuel Factory, losing 1 energy production but gaining 1M€ and 1 titanium production.

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

TTT spends 2 titanium and 2M€ for an Impactor Swarm, gaining 12 heat and removing 2 plants from CJVH.

NICE passes.

CJVH spends 11M€ for Cloud Seeding, losing 1M€ production but gaining 2 plant production and reducing GEGS' heat production by 1.

GEGS spends 1 titanium to add a resource to Security Fleet and 3M€ to increase his TR to 35.

PIKES spends 1 steel and 6M€ for Mars University, discarding a card and drawing a new one.

TTT spends 2 titanium for Imported GH, gaining 1 heat production, 3 heat, and 1 card.

CJVH passes.

GEGS passes.

PIKES passes.

TTT spends 2M€ to draw a card using Restricted Area then spends 8 heat to increase the temperature to -2C and his TR to 28.

TTT spends 8 heat to increase the temperature to 0C, placing an ocean at B1, gaining 2 steel and increasing his TR to 30, then spends 5M€ for Quantum Communications, gaining 7M€ production.

TTT passes.

Production Phase

PIKES produces 42M€, 1 steel, 3 titanium, and 1 heat. NICE moves 4 energy to heat and produces 57M€ and steel, 8 plants, and 7 energy.

TTT produces 64M€, 1 steel, 4 titanium, 5 energy, and 1 heat. CJVH moves 5 energy to heat and produces 46M€, 1

1 titanium. GEGS produces 50M€, 2 steel, and 3 titanium.

Solar Phase

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

Generation 8

Research Phase

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

Action Phase

TTT spends 3 energy to trade with Luna, gaining 12M€. GEGS and CJCH each gain 2M€. TTT then spends 18M€ for AI Central, losing 1 energy production.

NICE spends 1 floater from Titan Floating Launch-Pad to trade with Callisto, gaining 10 energy. GEGS and CJVH each receive 3 energy.

CJVH spends 6 energy to add a resource to Physics Complex.

GEGS spends 3 energy to trade with Pluto, gaining 2 cards.

PIKES spends 13M€ for a Lunar Beam, losing 2M€ production but gaining 2 energy and 2 heat production, then uses the Equatorial Magnetizer, losing 1 energy production and increasing his TR to 37.

TTT spends 11M€ for a Warp Drive, then spends 4 titanium and 17M€ for a Large Convoy, gaining 5 plants, 3 cards, and placing an ocean at H4, gaining 2 plants and increasing his TR to 31.

NICE spends 20M€ for a Research Colony, gaining 2 cards and 4M€ and placing a

colony on Ganymede, gaining 1 plant production.

CJVH spends 3 energy to trade with Enceladus, gaining 5 microbes on Sulphur-Eating Bacteria, then spends 7 microbes from Sulphur-Eating Bacteria to gain 21M€.

GEGS spends 2 titanium and 6M€ for Imported Hydrogen, gaining 3 plants and placing an ocean at G6, gaining 1 plant, 2M€, and increasing his TR to 36. GEGS then spends 1M€ for Hired Raiders, stealing 2 steel from TTT.

PIKES spends 8 heat to raise the temperature to 2C and his TR to 38, then spends 5M€ for Ice Cap Melting to place the last ocean tile at H6, gaining 1 plant and 2M€ and increasing his TR to 29, and gaining 3M€ for Media Group.

TTT plays an Investment Loan, losing 1M€ production and gaining 10M€ and 1 card, then uses AI Central to draw 2 more cards.

Pointer

Turn 4 Actions through Turn 6 Actions

The Players

Player	Order	Faction	Cash	Workers	Priests	Power: Bowl I	Power Bowl: II	Power: Bowl III
Martin Burgdorf	2	Alchemists	14	8	2	6	6	0
Christopher Hunt	1	Auren	21	13	1	0	3	3
Chris Geggus	3	Swarmlings	6	10	2	5	1	0
Kevin Wilson	4	Nomads	3	4	2	3	3	4

Turn 4

Action Phase

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

3VP.

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

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

Cleanup Phase and Cult Bonuses

The **Auren** use 1 shovel to convert K1 to forest and 1 shovel to convert L1 to mountains.

Turn 5

Income Phase

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

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

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

The **Alchemists** commit a priest to the Fire cult, gaining 2 spaces and 3 power.

The **Auren** spend 3 power to gain a priest.

The **Swarmlings** spend 2 workers and 3 coins to build a dwelling in F9.

The **Nomads** spend 1 worker and 2 coins to build a dwelling in K9.

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

The **Auren** use their boon tile action to gain 1 step in the Air cult, gaining 3 power.

The **Swarmlings** spend 6 power for 2 shovels, converting D6 to lake and spending 2 workers and 3 coins to build a dwelling there. The Nomads gain 1 power.

The **Nomads** spend 3 power to build a bridge from I7 to J9.

The **Alchemists** spend 4 workers and 6 coins to convert the trading house in H4 to a stronghold, gaining 12 power.

The **Auren** use their stronghold action to advance 2 spaces in the Fire cult, gaining 2 power.

The **Swarmlings** use their stronghold action to upgrade the dwelling in F9 to a trading house, then establish a town, gaining 8VP, 3 workers, and 1 space in each cult, gaining 6 power.

The **Nomads** use a Sandstorm to convert J9 to desert, then spend 1 worker and 2 coins to build a dwelling there.

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

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

The **Swarmlings** use their bonus tile action to convert D3 to lake, then spend 2

Cult Bonuses and Cleanup Phase

The **Nomads** gain 1 worker.

The **Alchemists** gain 1 worker.

The **Auren** gain 5 workers.

The **Swarmlings** gain 2 workers.

Turn 6

Income Phase

The **Auren** gain 6 workers, 12 coins, and 1 power.

The **Alchemists** gain 3 workers, 13 coins, 1 priest, and 1 power.

S.O.B.

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.

The **Auren** convert 3 power into coins, then spend 2 workers and 3 coins to upgrade the dwelling in J2 to a trading house. The Nomads gains 1 power.

The **Alchemists** pass, selecting the bonus tile that provides 2 workers income and 4VP for each stronghold and sanctuary along with 1 coin.

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

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

The **Swarmlings** spend 3 workers to convert F9 to water.

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

The **Auren** gain 6 workers, 6 coins, 1 priest, and 6 power.

The **Swarmlings** gain 5 workers, 9 coins, 2 priests, and 5 power.

Action Phase

workers and 3 coins to place a dwelling there. The Nomads spend 1VP to gain 2 power.

The **Nomads** spend 2 workers and 5 power to upgrade the trading house at I7 to a temple, taking the boon tile that give 4 power income and advancing 2 spaces in the Air cult.

The **Alchemists** spend 1 worker and 2 coins to place a dwelling in O8.

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

The **Nomads** convert 3 workers to 3 coins, then spend 2 workers and 6 coins to convert the dwelling in J9 to a trading house, establishing a town and gaining the tile that gives 8VP and 1 space in each cult, gaining 1 power.

The **Alchemists** pass, gaining 8VP, and take the bonus tile that grants 1VP per dwelling and 2 coins income, and 1 coin.

The **Swarmlings** commit a priest to the Water cult, gaining 2 spaces and 2 power.

The **Nomads** convert 3 power into coins, then spend 2 workers and 3 coins to upgrade the dwelling in E6 to a trading house. The Swarmlings gain 1 power.

The **Swarmlings** convert 2 power into 2 coins, then spend 2 workers and 3 coins to place a dwelling in D4.

The **Nomads** assign a priest to support the Earth cult, gaining 1 space and 3 power.

The **Swarmlings** pass, taking the bonus tile that provides 2 workers income and 4VP for a stronghold or sanctuary.

The **Nomads** pass, taking the bonus tile that provides a free shovel action and 2 coins income.

The **Swarmlings** gain 10 workers, 9 coins, 2 priests, and 6 power.

The **Nomads** gain 6 workers, 9 coins, 2 priests, and 10 power.

Action Phase

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

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

The **Swarmlings** spend 6 power for 2 shovels, gaining 4VP, and use them to convert C4 and C5 into lake, spending 2 workers and 3 coins to build a dwelling in C4.

The **Nomads** spend 3 power to build a bridge from H6 to G7.

The **Auren** use their stronghold action to advance 2 spaces in the Water cult, gaining 2 power.

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

The **Swarmlings** spend 2 workers and 3 coins for a dwelling in C5.

The **Nomads** spend 1 worker and 2 coins to build a dwelling in D5.

The **Auren** spend 1 worker and 2 coins to build a dwelling in K1 establishing a town and gaining 9VP and a priest.

The **Alchemists** spend 1 worker for a shovel and convert M6 into swamp, gaining

2VP and 2 power.

The **Swarmlings** use their stronghold action to upgrade the dwelling at D3 to a trading house, establishing a town, gaining 5VP, 6 coins, and 3 workers.

The **Nomads** use the shovel action from their bonus tile to convert I9 to desert, gaining 2VP, and spend 1 worker and 2 coins to build a dwelling there. The Swarmlings gain 1 power.

The **Auren** spend 1 priest and 4 coins to improve his shipping, gaining 2VP.

The **Alchemists** spend 3 power to gain 1 worker, then spend 1 worker for a shovel, converting O7 to swamp and gaining 2VP and 2 power.

The **Swarmlings** spend 2 workers and 3 coins to build a dwelling in D1.

The **Nomads** use a Sandstorm to convert K8 to desert, then spend 1 worker and 2 coins to build a dwelling there. The Auren gain 1 power.

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

Pudelpointer**Turn 9 through End of Game Statements**Turn 9

Governor Andy selects the Captain, gains 1 doubloon, and ships 3 sugar on Ship 1 for 4VP. Kevin ships 2 corn on Ship 2 for 2VP. Chris ships 2 corn on Ship 2 for 2VP. Christopher ships 1 indigo on Ship 3 for 1VP. Martin ships 2 sugar on Ship 1 for 2VP. Andy ships 1 corn on Ship 2 for 1VP. Kevin ships 1 indigo on Ship 3 for 1VP. Chris ships 1 indigo on Ship 3 for 1VP. Christopher ships 2 corn on Ship 2 for 2VP (Ship 2 sails). Martin ships 1 indigo on Ship 3 for 1VP.

Christopher ships 1 sugar on Ship 1 for 1VP (Ship 1 sails). Martin and Kevin each discard 1 tobacco.

Kevin selects the Mayor and places colonists on the Large Warehouse and Tobacco Storage. Chris places a colonist on the Harbour. Christopher places a colonist on the indigo plantation. Martin places a colonist on the Construction Hut. Andy places a colonist on a sugar plantation and moves a colonist from a

corn plantation to the Small Sugar Mill. Five colonists are placed on the colonist ship.

Chris selects the Trader and trades coffee for 5 doubloons (4 base +1 for Trader). Christopher trades sugar for 2 doubloons. Martin trades tobacco for 3 doubloons. No further trading is possible.

Christopher selects the Builder and builds a Coffee Roaster (1 doubloon discount from Builder, 5 doubloons spent). Martin builds a Coffee Roaster (2 doubloon discount from Quarries, 4 doubloons spent). Andy builds a Large Warehouse (6 doubloons spent). Kevin builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent). Chris builds a Large Market (2 doubloon discount for Quarries, 3 doubloons spent).

Martin selects a Prospector, gaining 2 doubloons.

Turn 10

Governor Kevin selects the Settler, gains 2 doubloons, and gains a tobacco plantation, with a colonist from the Hospice. Chris gains a coffee plantation, with a colonist from the Hospice. Christopher gains a tobacco plantation. Martin uses the Hacienda to gain an indigo plantation then uses the Construction Hut to gain a Quarry. Andy gains an indigo plantation. New plantations: corn, corn, indigo, indigo, indigo, indigo.

Chris selects the Craftsman, gains 1 doubloon, and crafts 2 corn, 1 indigo, and 2 coffee. Christopher crafts 2 corn, 1 indigo, and 1 sugar, and gains 2 doubloons from the Factory. Martin crafts 1 indigo, 1 sugar, and 2 tobacco. Andy crafts 4 sugar. Kevin crafts 2 corn, 1 indigo, and 3 tobacco. Chris gains a bonus corn.

Christopher selects the Builder and build a Tobacco Storage (1 doubloon discount for Builder, 4 doubloons spent). Martin builds an Indigo Plant (2 doubloon discount from Quarries, 1 doubloon spent). Andy can't build. Kevin passes. Chris builds an Office (2 doubloon discount for Quarries, 3 doubloons spent).

Martin selects the Captain and ships 2 tobacco on Ship 1 for 3VP. Andy ships 4 sugar on Ship 2 for 4VP. Kevin ships 4 tobacco on Ship 1 for 4VP (Ship 1 sails). Chris ships 1 indigo on Ship 3 for 2VP. Christopher ships 1 indigo on Ship 3 for 1VP. Martin ships 1 indigo on Ship 3 for 1VP. Kevin ships 1 indigo on Ship 3 for 1VP (Ship 3 sails). Christopher ships 1 sugar on Ship 2 for 1VP. Martin ships 1 sugar on Ship 2 for 1VP. Chris discards 3 corn and 1 coffee. Christopher discards 1 corn.

Andy selects the Mayor, and places colonists on the Large Warehouse and corn plantation. Kevin places a colonist on the Small Sugar Mill. Chris places a colonist on the Large Market and moves a colonist from San Juan to the Office. Christopher places a colonist on the Coffee Roaster and moves a colonist from an indigo plantation to the Tobacco Storage. Martin places a colonist on the coffee plantation and moves a colonist from the Hacienda to the Coffee Roaster. Twelve colonists are placed on the colonist ship.

Turn 11

Governor Chris selects the Trader, gaining 1 doubloon, and trades coffee using the Office for 7 doubloons (4 base, +1 for Trader, +2 for Large Market). No further trading is possible.

Christopher selects a Prospector, gaining 3 doubloons.

Martin selects the Mayor and places colonists on the Quarry, both sugar plantations, and the Sugar Mill, then moves a colonist from the Construction Hut to the Sugar Mill. Andy places colonists on the coffee plantation and both indigo

plantations. Kevin and Chris each put 2 colonists in San Juan. Christopher places colonists on the Tobacco Storage and a tobacco plantation. Ten colonists are placed on the colonist ship.

Andy selects the Prospector, gaining 2 doubloons.

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

Turn 12

Governor Christopher selects the Craftsman, gains 1 doubloon, and crafts 2 corn, 1 indigo, 1 sugar, 2 tobacco, and 1 coffee, and gains 5 doubloons from the Factory. Martin crafts 1 indigo, 3 sugar, 2 tobacco, and 1 coffee. Andy crafts 1 corn and 1 sugar. Kevin crafts 2 corn, 1 indigo, and 3 tobacco. Chris crafts 2 corn, 1 indigo, and 2 coffee. Christopher crafts a bonus coffee.

Martin selects the Trader and trades coffee for 5 doubloons (4 base +1 for Trader). Andy trades sugar for 3 doubloons (2 base +1 for Small Market). Kevin trades tobacco for 4 doubloons (3 base +1 for Small Market). Chris uses the Office to trade coffee for 6 doubloons (4 base +2 for Large Market).

Andy selects the Builder, gains 1 doubloon, and builds an Indigo Plant (1

doubloon discount for Builder, 2 doubloons spent). Kevin passes. Chris builds a Fortress (2 doubloon discount from Quarries, 8 doubloons spent). Christopher builds a Guild Hall (10 doubloons spent). Martin builds a Residence (3 doubloon discount from Quarries, 7 doubloons spent).

Kevin selects the Settler gains 1 doubloon, and takes a Quarry, along with a colonist from the Hospice. Chris takes a corn plantation, with a colonist from the Hospice. Christopher takes a corn plantation. Martin takes an indigo plantation.

Turn 13

Governor Martin selects the Mayor, gains 1 doubloon, and places colonists on the Residence, Indigo Plant, and an indigo plantation. Andy places 2 colonists on the Indigo Plant. Kevin places 2 colonists in San Juan. Chris places a colonist on the Fortress and in San Juan. Christopher places colonists on the Guild Hall and a corn plantation. One colonist is placed on the colonist ship. Since the colonist supply is exhausted, this is the final turn.

Andy selects the Craftsman and produces 1 corn, 2 indigo, and 4 sugar. Kevin produces 2 corn, 1 indigo, 1 sugar, and 3 tobacco. Chris produces 3 corn, 1 indigo, and 2 coffee. Christopher produces 2 corn, 1 indigo, 1 sugar, and 1 coffee, and receives 3 doubloons from the Factory. Martin produces 2 indigo, 3 sugar, and 1 coffee. Andy produces a bonus sugar.

Kevin selects the Builder and builds a Custom House (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 7 doubloons spent). Chris builds a Factory (2 doubloon discount from Quarries, 5 doubloons spent). Christopher

S.O.B.

Andy takes an indigo plantation. New plantations are: corn, indigo, indigo, sugar, sugar, coffee.

Chris selects the Captain and ships 2 corn on Ship 1 for 4VP. Christopher ships 1 sugar on Ship 2 for 1VP (Ship 2 sails). Martin ships 2 tobacco on Ship 3 for 2VP. Andy ships 1 corn on Ship 1 for 1VP (Ship 1 sails). Christopher ships 2 tobacco on Ship 3 for 2VP. Chris discards 1 indigo. Christopher discards 2 corn, 1 indigo, and 1 coffee. Martin discards 1 indigo and 2 sugar.

builds an Indigo Plant (3 doubloons spent). Martin builds a Large Market (2 doubloon discount for Quarries, 3 doubloons spent). Andy builds a Small Warehouse (3 doubloons spent).

Chris selects the Captain and ships 3 corn on Ship 1 for 5VP. Christopher ships 2 corn on Ship 1 for 2VP. Martin ships 4 sugar on Ship 2 for 4VP. Andy ships 3 sugar on Ship 2 for 3VP (Ship 2 sails). Kevin ships 1 corn on Ship 1 for 1VP (Ship 1 sails) then ships 2 tobacco on Ship 3 for 2VP (Ship 3 sails). Chris discards 1 indigo and 2 coffee. Christopher discards 1 indigo, 1 sugar, and 1 coffee. Martin discards 2 indigo. Kevin discards 1 sugar.

Christopher selects the Trader, trading coffee for 5 doubloons (4 base +1 for Trader). Martin can't trade. Andy trades sugar for 3 doubloons (2 base +1 for Small Market). Kevin trades tobacco for 4 doubloons (3 base +1 for Small Market). Chris uses the Office to trade coffee for 6 doubloons (4 base +2 for Large Market).

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Chris Geggus	Captain	Indigo, Tobacco, Coffee, Quarry, Quarry, Corn, Corn, Coffee, Corn	Hospice, Small Indigo Plant, Coffee Roaster (x2), Harbour, Large Market, Office, Fortress, Factory	4	7		16
Christopher Hunt	Trader	Indigo, Corn, Sugar, Tobacco, Corn, Indigo, Coffee, Tobacco, Corn	Small Indigo Plant, Small Sugar Mill, Factory, Coffee Roaster (x1), Tobacco Storage (x2), Guild Hall, Indigo Plant		6		18
Martin Burgdorf	Mayor	Indigo, Quarry, Sugar, Tobacco, Tobacco, Coffee, Quarry, Sugar, Sugar, Indigo, Quarry, Indigo	Small Indigo Plant, Small Sugar Mill, Hacienda, Tobacco Storage (x2), Construction Hut, Sugar Mill (x2), Coffee Roaster (1x), Indigo Plant (x1), Residence, Large Market		1	1 coffee	16
Andy York	Craftsman	Corn, Sugar, Sugar, Sugar, Sugar, Coffee, Indigo, Indigo, Indigo	Small Market, Sugar Mill (x3), Office, Small Sugar Mill, Large Warehouse, Indigo Plant (x2), Small Warehouse		4	1 corn, 2 indigo, 1 sugar	18
Kevin Wilson	Builder	Corn, Corn, Quarry, Tobacco, Indigo, Tobacco, Sugar, Tobacco, Quarry	Small Market, Hospice, Tobacco Storage (x3), Small Indigo Plant, Large Warehouse, Small Sugar Mill, Custom House	4	6	3 corn, 2 indigo	23

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: 0 Colonist Ship: 1

Trading House: Empty

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

Victory Points: 28

Commodities

Corn: 6 **Indigo:** 7 **Sugar:** 10 **Tobacco:** 9 **Coffee:** 8

Buildings

Column 1	Column 2	Column 3	Column 4
	Sugar Mill (4d, 2vp)		
Hacienda (2d, 1vp)		University (x2, 8d, 3vp)	
Construction Hut (2d, 1vp)		Harbour (8d, 3vp)	City Hall (10d, 4vp)
Small Warehouse (2d, 1vp)		Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

Quarry, Corn, Indigo, Indigo, Sugar, Sugar, Coffee

Discard Pile:

Victory Points

	Chris	Christopher	Martin	Andy	Kevin
Chits	16	18	16	18	18
Buildings	20	17	20	11	14
Bonus	7	8	7	0	0
Total	43	43	43	29	32

We have a 3-way tie for first. The tie breaker is the player with the most doubloons and goods (1 doubloon = 1 good). Chris has 7, Christopher has 6, and Martin has 2. Congratulations to Chris on his victory!

End of Game Statements

Chris Geggus: Oh dear, oh dear, oh dear. I rather think I won this by default. If Kevin had played Captain last turn he would have gained points on all of us (not enough to win), but would also have denied me my 5 points for shipping my corn. I would probably still have had to build, so Kevin would have got his 4 points from that anyway. Then Christopher gifted me the win - you only had to play Prospector to win on cash. I had already said to Chris that Christopher was about to win, albeit that I had him 1 point ahead of me.

It was hard work to come back in this one, but enjoyed it immensely as ever, so thanks to Chris and all my fellow players. Nice to see such a small divergence on VP chits, suggesting that no-one played an obvious shipping or building strategy.

Kevin Wilson: I'm still learning this game but getting the hang of it now. Chris was right, I should have shipped this last turn rather than built. I made an error thinking my Hospice got me a colonist for the Common House and when Chris H pointed out my error I didn't go back and re-think. It wouldn't have made much difference, if any, where I ended up but Chris G is right, it may have helped him out. I seem to always come up just a doubloon short when needed for building and needed that build last turn not this. Oh well, still fun and definitely learning what to look for in coming turns to plan better. It may take another game or two before I'm a real threat but I'll keep colonizing, trading, shipping and building as long as Chris H will host.

Thanks to Chris for running the game. Thanks to the rest of you for putting up with my errors and for playing along.

Andy York: Still don't have a good handle on playing this game, I usually end up on the wrong end of the VP totals. Congrats to Chris G. on a fine, though very tight, win. And, as usually, thanks to Chris H. for a well run game.

Pomeranian**Age II, Phase 4 through End of Game Statements**The Players

Player	Wonder	Money
Dave Hooton	Ephesus A	7
Martin Burgdorf	Rome B	17
Christopher Hunt	Giza A	16
Kevin Wilson	Helicarnassus B	2
Chris Geggus	Rhodes A	10
Bill Scharf	Olympia A	42

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

Age IIPhase 4

Ephesus plays a Loom, gaining 1 cloth production.

Rome spends 1 gold for a Quarry, gaining 2 stone production.

Giza spends 1 gold for a Quarry, gaining 2 stone production.

Helicarnassus spends 2 ore to build the first stage of his wonder, gaining 2VP and

playing a Guard Tower from the discard pile, gaining 1 shield.

Rhodes plays a Vineyard, gaining 8 gold.

Olympia spends 2 ore to build the third stage of his wonder, gaining 7VP.

Phase 5

Ephesus buys stone from Olympia for 2 gold, gaining 1 gold rebate from

Hatsheput, then spends 3 stone for Walls, gaining 2 shields.

Rome spends 1 cloth, 1 stone, and 1 brick to build the second stage of his wonder, gaining 3VP and spending 2 gold to play Archimedes.
Giza spends 1 stone to build the first stage of his wonder, gaining 3VP.
Helicarnassus buys glass from Rhodes for 1 gold, then spends 2 ore and 1 glass for

Ephesus discards a card for 3 gold.
Rome spends 2 stone and 1 papyrus to build the last stage of his wonder, gaining 3VP and spending 1 gold to play Aristotle.
Giza buys 1 ore from Helicarnassus for 1 gold and spends 1 brick, 1 lumber, and 1 ore for Stables, gaining 2 shields.

Ephesus has 5 shields, versus 4 for Rome and 2 for Olympia, winning both conflicts.

Rome has 4 shields, versus 5 for Ephesus and 4 for Giza. Loses versus Ephesus and ties versus Giza.

Giza has 4 shields, versus 4 for Rome and 2 for Helicarnassus. Ties versus Rome and wins versus Helicarnassus.

Ephesus spends 2 gold each to buy 1 lumber from Rome and Olympia, gaining 2 gold from Hatshepsut, and builds the second stage of his wonder, gaining 9 gold.
Rome spends 3 gold for Euclid.
Giza spends 4 gold for Ptolemy.

Ephesus pays 2 gold to Rome for glass and 2 gold to Olympia for wood, gaining 2 gold from Hatshepsut, then spends 1 stone, 1 wood, 1 glass, and 1 papyrus for a Diplomat's Guild.

Rome spends 1 wood, 1 papyrus, and 1 glass for a University.

Giza plays a Circus, which is free because of the Training Grounds.

Ephesus plays Fortifications, which is free because of Walls, gaining 3 shields.
Rome buys 1 lumber from Giza and spends 2 lumber, 1 ore, and 1 cloth for an Arsenal, gaining 3 shields.
Giza buys 1 brick each from Rome and Helicarnassus and spends 3 brick to build the second stage of his wonder, gaining 5VP.

Ephesus pays Rome 2 gold for glass and Olympia 2 gold for lumber, gaining 2 gold from Hatshepsut, then spends 1 stone, 2 lumber, and 1 ore for a Senate, gaining 6VP.
Rome plays a Haven, which is free because of the Forum, and gains 4 gold.
Giza buys cloth from Helicarnassus and spends 1 glass, 1 cloth, and 1 papyrus for

Ephesus pays Rome 2 gold for glass and Olympia 4 gold for lumber and stone, gains 2 gold from Hatshepsut, then pays 1 stone, 1 lumber, 1 brick, 1 ore, 1 glass, 1 cloth, and 1 papyrus for a Palace, gaining 8VP.
Rome spends 1 ore, 1 glass, and 1 cloth for an Observatory.
Giza pays Rome 1 gold for a stone and spends 3 stone to build the third stage of

Ephesus spends 2 papyrus to build the third stage of his wonder, gaining 7VP.
Rome pays 2 gold to Giza for lumber and spends 2 lumber, 1 stone, and 1 ore for a Senate, gaining 6VP.
Giza discards a card for 3 gold.

Ephesus discards a card for 3 gold.
Rome pays 2 gold to Giza for brick and spends 2 brick and Papyrus for a Chamber of Commerce, gaining 2 gold.
Giza spends 1 stone and 1 glass for a Lighthouse, gaining 4 gold.
Helicarnassus pays Giza 1 gold for papyrus and 1 gold to Rhodes for glass and

a Dispensary.
Rhodes spends 1 gold for a Brickyard, gaining 2 brick production.
Olympia plays a Loom, gaining cloth production.

Phase 6

Helicarnassus buys 1 papyrus from Giza for 1 gold and spends 2 brick and 1 papyrus for a Laboratory.
Rhodes buys 1 stone from Olympia for 2 gold and 1 cloth from Helicarnassus for 1 gold and spends 2 stone and 1 cloth to build a Library.
Olympia spends 2 ore and 1 lumber to build a Statue, gaining 4VP.

Conflict

Helicarnassus has 2 shields, versus 4 for Giza and 0 for Rhodes, loses versus Giza and wins versus Rhodes.

Rhodes has 0 shields, versus 2 for Helicarnassus and 2 for Olympia. Losing both conflicts.

Olympia has 2 shields, versus 0 for Rhodes and 5 for Ephesus. Wins versus Rhodes and loses versus Ephesus.

Age III

Recruitment Phase

Helicarnassus spends 3 gold for Alexander.
Rhodes spends 3 gold for Hiram.
Olympia spends 0 gold for Zenobia, gaining 3VP.

Phase 1

Helicarnassus spends 3 clay to build the second stage of his wonder, gaining 1VP and playing an Archery Range from the discard pile, gaining 2 shields.
Rhodes play a University, which is free because of the Library.
Olympia uses the second stage of his wonder to build the Pantheon for free.

Phase 2

Helicarnassus plays a Lighthouse, which is free because of the Caravansery, and gains 3 gold.
Rhodes pays 1 stone, 1 brick, 1 lumber, and 1 ore for a Gamers' Guild.
Olympia spends 2 stone and 1 ore for an Arena, gaining 9 gold.

Phase 3

a Traders' Guild.
Helicarnassus plays a Pantheon, which is free because of the Temple.
Rhodes spends 2 ore, 1 brick, 1 stone, and 1 lumber for a Workers' Guild.
Olympia plays the Architects' Guild, which is free because of Ramses.

Phase 4

his wonder, gaining 7VP.
Helicarnassus pays Giza 2 gold for a lumber then spends 3 bricks and 1 lumber for a Siege Workshop, gaining 3 shields.
Rhodes spends 3 brick to build the second stage of his wonder, gaining 2 shields.
Olympia spends 1 lumber, 1 ore, and 1 cloth for a Haven, gaining 3 gold.

Phase 5

Helicarnassus pays 2 gold to Giza for a stone and spends 2 ore, 1 stone, and 1 cloth for a Stategests' Guild.
Rhodes spends 4 ore to build the thirds stage of his wonder, gaining 7VP.
Olympia discards a card for 3 gold.

Phase 6

spends 1 cloth, 1 papyrus, and 1 glass to build the third stage of his wonder playing a Town Hall out of the discard pile for 6VP.
Rhodes spends 2 brick and 1 lumber for Gardens, gaining 5VP.
Olympia builds Gardens for free because of the Statue, gaining 5VP.

Conflict

Ephesus has 8 shields versus Rome with 7 and Olympia with 2, winning both conflicts.

Rome has 7 shields versus Ephesus with 8 and Giza with 7, losing against Ephesus and tying versus Giza.

Giza has 7 shields versus 7 for Rome and 7 for Helicarnassus, tying versus Rome and tying with Helicarnassus.

Victory Points

	Ephesus	Rome	Giza	Helicarnassus	Rhodes	Olympia
Military Conflicts	18	-3	2	9	-4	0
Gold	2	5	5	0	3	14
Wonder	10	6	15	3	10	10
Leaders	0	3	6	12	9	3
Civilian	24	6	0	18	8	19
Scientific	0	13	1	2	5	0
Commercial	0	6	4	3	0	6
Guilds	8	0	7	5	9	9
Total	62	36	40	52	40	61

Ephesus edges out Olympia for the win! Congratulations to Dave Hooton.

End of Game Statements

Chris Geggus (Rhodes): Well done Dave and well done Chris. Always enjoy the game, but just can't seem to get an engine going. Ignoring military did me no favours this time round, so might need to rethink that. On to the next one.

Kevin Wilson (Helicarnassus): Once again you get to be guinea pigs as once again I played a game for the first time. I've long wanted a copy and to play 7 Wonders but just hadn't done so. I picked up a copy in a recent trade then grabbed a couple of the extensions on the cheap so I could play in SOB. I think I'll like the game. This first play was mostly focused on mechanics and process and less on strategy. The fact I didn't finish last is totally, I think, due to the luck of drawing Helicarnassus which allowed me to grab some decent cards for free as I built my monument, mostly my warfare cards and some late VP. I've got a better grip on process now so just need to focus more on building the engine and thinking further down the road about which cards I've seen so I'll have a better idea of which cards I won't see in later turns of an age. This time I mainly just reacted and got lucky.

As usual, thanks to Chris for running the game and to the rest for playing. It was fun and I look forward to trying again and being even more of a challenge to those of you who are more experienced with the game.

Christopher Hunt (Giza): An enjoyable game. As always many thanks to Chris for telling me the rules and running the show.

Congratulations to Dave and Chris. Much liked the leaders.

Bill Scharf (Olympia): Good game Chris thanks for running it. Odd as it may sound I felt a little handicapped playing with only the leaders expansion....which is a must in my opinion because of what it adds to the game. I can't remember the last time I played with just the one expansion.....no I can't remember. I used to play this game a lot, although it's been bumped recently by terraforming mars. It's still a challenge though, and fun to boot. Great gaming guys!

Kevin Wilson (Helicarnassus): Which combination of expansions did you play most often before? Being new to the game I have no idea how much Leaders actually added since I've not played without but would love to hear your thoughts.

Chris Hassler (GM): At our monthly game nights, which Bill attends, we typically use the Wonder Pack, Leaders, and Cities. With all of those, there are enough wonders to deal at least 2 to each player so that you have some choice.

Dave Hooton (Ephesus): All you need to do, Chris G., is to find a way to roll some dice. :-)

Thanks to Chris H. for running the game, and an honorable mention to Bill who almost won. My Ephesus always faced a money shortage, much of it due to nobody buying any resources from it, ever. Ephesus even had to use a leader to build a wonder level. Fortunately, it did get a few breaks, such as getting Diplomat Corps while being next to Rome, staying one shield ahead of Rome, and having Hatshepsut to mitigate the money outflow.

Puli**Generation 2 Actions through Generation 4**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Martin Burgdorf	University of Mars	Thorgate	Blue	10	23
Kevin Wilson	PIKES (Prevaricating, Insidious, Kretinous, Ego-centric Schulb)	Helion	Green	3	23
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Black	9	23
Chris Geggus	GEES (Grass Eaters Generally Suck)	Interplanetary Cinematics	Yellow	10	23
Dave Hooton	Coloniae Neptunalia	Poseidon	Red	5	27

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 Burgddorf	3	29	0	2	1	1	1	3	5	5	0	2
Kevin Wilson	8	35	4	5	0	0	0	5	0	0	13	15
Andy York	10	36	5	5	3	3	0	2	0	0	0	0
Chris Geggus	12	38	0	0	0	0	0	3	0	0	0	2
Dave Hooton	7	36	0	1	1	1	3	3	3	3	5	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
Luna	Coloniae Neptunalia	Coloniae Neptunalia	PIKES	5 (10M€)
Pluto	(2 cards)	(2 cards)	(2 cards)	2 (1 card)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	2 (1 plant)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	3 (1 floater)
Europa	Coloniae Neptunalia	University of Mars	(1 ocean)	4 (1 energy production)
Callisto	Coloniae Neptunalia	(1 energy production)	(1 energy production)	3 (3 energy)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	4 (3 microbes)

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 2

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.

University of Mars passes.

Production Phase

PIKES moves 2 energy to heat, gains 22M€, 4 steel, 2 energy, and 8 heat.

TTT gains 27M€, 3 steel, and 3 titanium.

GEGS gains 28M€.

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

University of Mars moves 1 energy to heat, gains 21M€, 1 plant, and 3 energy.

Solar Phase

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

Generation 3

Research Phase

TTT buys 3 cards, spending 9M€.

GEGS buys 4 cards, spending 12M€.

Coloniae Neptunalia buys 3 cards, spending 9M€.

University of Mars buys 1 card, spending 3M€.

PIKES buys 2 cards, spending 6M€.

Action Phase

TTT spends 1M€ for Market Manipulation, reducing Callisto's marker and increasing Luna's, then spend 3 titanium to trade with Luna, gaining 13M€.

Coloniae Neptunalia gains 4M€ and PIKES gains 2M€.

GEGS spends 7M€ for Business Contacts, drawing 4 cards and keeping 2, gaining 2M€, and gaining a resource on Martian Zoo, then spends 3M€ for Heavy

Taxation, gaining 4M€, 2M€ production, and another resource on Martian Zoo.

Coloniae Neptunalia spends 2M€ for Psychrophiles, activating Enceladus, then spends 17M€ for a colony on Callisto, gaining 1 energy production and 1M€ production.

University of Mars spends 3 energy to trade with Europa, gaining 1 energy

production. Coloniae Neptunalia gains 1M€.

PIKES spends 11M€ for Solar Wind Power, gaining 1 energy production and 2 titanium, then spends 2 titanium and 1M€ for Imported GHG, gaining 1 heat production and 3 heat.

TTT spends 10M€ for Refugee Camps, gaining 1 card, and then spends 1M€ production to add a resource to Refugee Camps.

GEGS activates Business Network, drawing a card and buys it for 3M€, then spends 3M€ for an Investment Loan, losing 1M€ production but gaining 10M€, 1 resource on Martian Zoo, and 2M€ additional.

Coloniae Neptunalia spends 1 floater from Atmo Collectors to gain 3 energy, then spends 3 energy to trade with Callisto, gaining 6 energy.

University of Mars spends 7M€ for a Bribe Committee, increasing his TR to 22 and getting 3M€ from the Media Group.

PIKES spends 8M€ to fund the Thermalist award, then spends 8 heat to raise the temperature to -18C and his TR to 21.

TTT spends 3 steel and 2M€ for Rover Construction.

GEGS spends 13M€ for a Lunar Beam, losing 2M€ production but gaining 2 energy and 2 heat production and gaining a resource on Martian Zoo.

Coloniae Neptunalia spends 3 energy to trade with Titan, gaining 1 floater for

TTT gains 27M€, 3 steel, and 3 titanium.

GEGS gains 32M€ and 2 heat.

Coloniae Neptunalia moves 4 energy to heat, gains

31M€, 1 titanium, 2 energy, and 2 heat.

University of Mars gains 22M€, 1 plant, and 4 energy.

PIKES moves 2 energy to heat, gains 23M€, 4 steel, 2

energy, and 9 heat.

Production Phase

Solar Phase

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

Generation 4

Research Phase

GEGS buys 4 cards, spending 12M€.

Coloniae Neptunalia buys 3 cards, spending 9M€.

University of Mars buys 1 card, spending 3M€.

PIKES buys 3 cards, spending 9M€.

TTT buys 3 cards, spending 9M€.

Action Phase

GEGS spends 1 floater from Titan Floating Launch-Pad to trade with Luna, gaining 10M€. Coloniae Neptunalia gains 4M€ and PIKES gains 2M€. GEGS then spends 1 plant to gain 7M€ from Electro Catapult.

Coloniae Neptunalia spend 1 floater from Atmo Collectors to gain 3 energy, then spend 3 energy to trade with Callisto, gaining 6 energy.

University of Mars spends 12M€ for Arctic Algae, gaining 1 plant, then spends 20M€ for a Mining Colony, gaining 1 titanium production and placing a colony on Europa, placing an ocean at B1, gaining 2 steel and 2 plants and increasing his TR to 23. Coloniae Neptunalia gains 1M€ production.

PIKES spends 5 steel and 1M€ for a Corporate Stronghold, reducing his energy production by 1 and increasing his M€ production by 3 and placing a city tile at A1, gaining 2 steel and 2M€. University of Mars gains 1M€ production and TTT gains 2M€.

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

GEGS spends 23M€ for an Earth Catapult, gaining a resource on Martian Zoo and a card from Spin Off Department, then plays Virus, removing 5 plants from University of Mars and gaining 2M€.

Coloniae Neptunalia spends 3 energy to trade with Ganymede, gaining 4 plants, then spends 2 titanium and 20M€ for Aerobraked Ammonia Asteroid, gaining 1 plant production, 3 heat production, and 2 microbes on Psychrophiles.

University of Mars spends 3 energy to trade with Europa, gaining 1 energy production and 1M€. Coloniae Neptunalia gains 1M€.

PIKES spends 5 steel and 1M€ for GHG Factories, losing 1 energy production and gaining 4 heat production.

TTT spends 3 steel and 4M€ for Noctic Farming, gaining 1M€ production and 2 plants.

GEGS spends 8M€ for Olympus Conference, gaining a resource on Olympus Conference and another one on Martian Zoo, then spends 1M€ on Search for Life, spending 1 resource on Olympus Conference to gain a card.

Atmo Collectors.

University of Mars passes.

PIKES passes.

TTT spends 11M€ on a Subterranean Reservoir, placing an ocean at F2, gaining 2 cards and increasing his TR to 23.

GEGS spends 8 steel and 1M€ for an Electro Catapult, losing 1 energy production, then uses the Electro Catapult to convert 1 steel into 7M€.

Coloniae Neptunalia adds a microbe resource to Psychrophiles.

TTT spends 2 titanium and 4M€ for a Space Station.

GEGS spends 4 steel and 8M€ to play a Commercial District, losing 1 energy production, gaining 4M€ production, and placing the tile at A4 gaining 1 plant and 1 titanium.

Coloniae Neptunalia passes.

TTT passes.

GEGS activates Martian Zoo, gaining 4M€, then spends 11M€ for Nitrite

Reducing Bacteria, gaining 3 resources on the card.

GEGS spends 3 resources from Nitrite Reducing Bacteria, increasing his TR to 22.

GEGS passes.

Coloniae Neptunalia adds a resource to Psychrophiles, then spends 4 microbes from Psychrophiles to play Nitrophilic Moss, losing 2 plants and gaining 2 plant production.

University of Mars passes.

PIKES spends 3 energy to trade with Pluto, gaining 2 cards.

TTT spends 11M€ for a power plant, gaining 1 energy production.

GEGS spends 1M€ for a Search for Life, drawing a Mine (failure), then uses Business Network to draw a card and buys it for 3M€.

Coloniae Neptunalia spends 4 steel and 3M€ for Ironworks, then spends 4 energy to use Ironworks, gaining 1 steel, increasing the oxygen level to 3% and his TR to 26.

PIKES spends 20M€ and 1 heat for a Comet, increasing the temperature to -16C and placing an ocean at H4, gaining 2 plants and increasing his TR to 23.

University of Mars gains 2 plants from Arctic Algae and Coloniae Neptunalia loses 2 plants. PIKES then spends 4 steel and 16 heat for a Domed Crater, placing a city tile at G3, gaining 1 steel, 4M€, 3 plants, and 3M€ production and losing 1 energy production. University of Mars gains 1M€ production and TTT gains 2M€.

TTT spends 6M€ for Building Industries, gaining 2 steel production and losing 1 energy production.

GEGS adds a microbe resource to Nitrite Reducing Bacteria.

Coloniae Neptunalia spends 11M€ for a power plant, gaining 1 energy production, then spends 8 heat to raise the temperature to -14C and his TR to 27.

PIKES passes.

TTT spends 3 titanium and 1M€ for a Toll Station, gaining 6M€ production.

GEGS gains 6M€ from Martian Zoo.

Coloniae Neptunalia passes.

TTT passes.

GEGS spends 4 titanium and 1M€ for a Convoy from Europa, gaining a card, placing an ocean in I6, gaining 1 plant and increasing his TR to 23, and gaining

2M€ from the event. GEGS then spends 9M€ for a Restricted Area in H5, gaining 4M€, 2 plants, and a resource on Olympus Conference. GEGS spends 2M€ to use the Restricted Area, gaining 1 card, then plays

Production Phase

GEGS gains 35M€. Coloniae Neptunalia moves 1 energy to heat, gains 34M€, 1 titanium, 3 plants, 3 energy, and 5 heat. University of Mars moves 1 energy to heat and gains 26M€, 1 titanium, 1 plant, and 5 energy. PIKES gains 31M€, 4 steel, and 13 heat. TTT gains 33M€, 5 steel, and 3 titanium.

Solar Phase

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

Hall of Fame

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

Player	Total Wins	Game List	Game Types
Chris Geggus	23	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, Keeshond, Pudelpointer	Wembley, Kremlin (4), Merchant of Venus (2), Puerto Rico (4), Robo Rally, Age of Renaissance (4), 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	15	Terrier, Golden Retriever, Working Dog, Pick of the Litter, Beauceron, Airedale, Broholmer, Collie, Chinook, Great Pyrenees, Havanese, Jagdterrier, Kromfohrlander, Kuvasz, Pomeranian	Silverton (2), Seafarers of Catan, Agricola (2), Puerto Rico (3), Power Grid (2), 7 Wonders (2), Terraforming Mars (2), Settlers of Catan
Andy York	14	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky, Dogbreath, Rottweiler, Grommit, Mirzam, Dalmatian, Papillon, Brittany, Maltese	Outpost, Dune, Liftoff!, New World (3), Power Grid (2), History of the World, Industrial Waste, Merchant of Venus, Phoenicia, Diskworld: Ankh-Moorpork, Terraforming Mars
Bill Scharf	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 Boldue	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

Player	Total Wins	Game List	Game Types
Berend Renken	1	Fleabag	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Phil Reynolds	1	New Tricks	Machiavelli
Richard Weiss	1	Whippet	Puerto Rico

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Standbys

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

Machiavelli (gunboat and regular): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Dave Partridge, Brad Martin, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Dave Partridge, Brad Martin **Liftoff:** Dennis Cain, Andy York, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Dave Partridge, Brad Martin, Andy York **Gunslinger:** Jack McHugh, Chris Geggus, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin, Dave Hooton **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., Dave Hooton **Gaia Project:** Brad Martin

Standby Calls

None this issue!