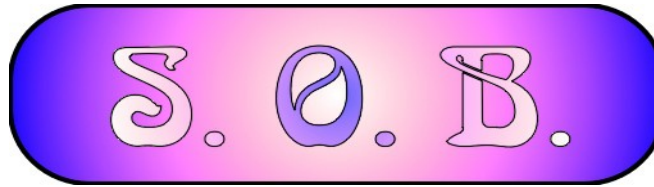


Number 250



March, 2020

**Notes from Hades**

There are some changes coming up for my family. It all stems from the fact that in March of 2018, I got laid off. While I have been looking for a job since then, the only one I have found is a part time job at the Aquarium of the Pacific. While I really do like that job, it unfortunately does not pay what my old job did, and as a result, we have had to sell the house. As of this writing, I do not know what my next address will be, only that it will be different from the one listed below. Because of this change, the next deadline will be a little later than normal and I will not be starting up any new games until we get settled.

One game has completed this time around: Pointer, the Terra Mystica game. Martin Burgdorf makes it two for two in Terra Mystica in this zine, so congratulations!

The next deadline is **Tuesday, March 31 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.

**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.

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

**Schependoes.** 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(\$), Kevin Wilson(\$). This game is full.

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

**Stabyhound.** Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt(\$), Andy York(\$), Chris Geggus(\$), Kevin Wilson(\$), will take up to 2 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, Kevin Wilson, will take up to 6 more.

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

**Fall 1455**

**Deadline/Winter-Spring 1456 3/31 Tuesday**

*Austria makes inroads in the Balkans while France gives Naples a taste of his own medicine. Milan marches against Florence and Venice invades the Papacy.*

**Summer 1455 Retreats**

Naples retreats F Corsica to Tyrrhenian Sea

Venice retreats A Verona to Padua and A Ferrara to garrison

**Expenditures**

Milan gives 4 ducats to France, France borrows 10 ducats from the Moneylenders for 2 years (15 ducats due Fall 1457), and France spends 18 ducats to buy Naples F Gulf of Lions.

Venice spends 3 ducats to counterbribe F Upper Adriatic

**Outstanding Loans**

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

Fall 1456: 15 ducats from France (10 borrowed).

**Orders**

AUSTRIA (Wilke): A Carinthia to CARNIOLA, A VERONA to Padua, A Carniola to CROATIA

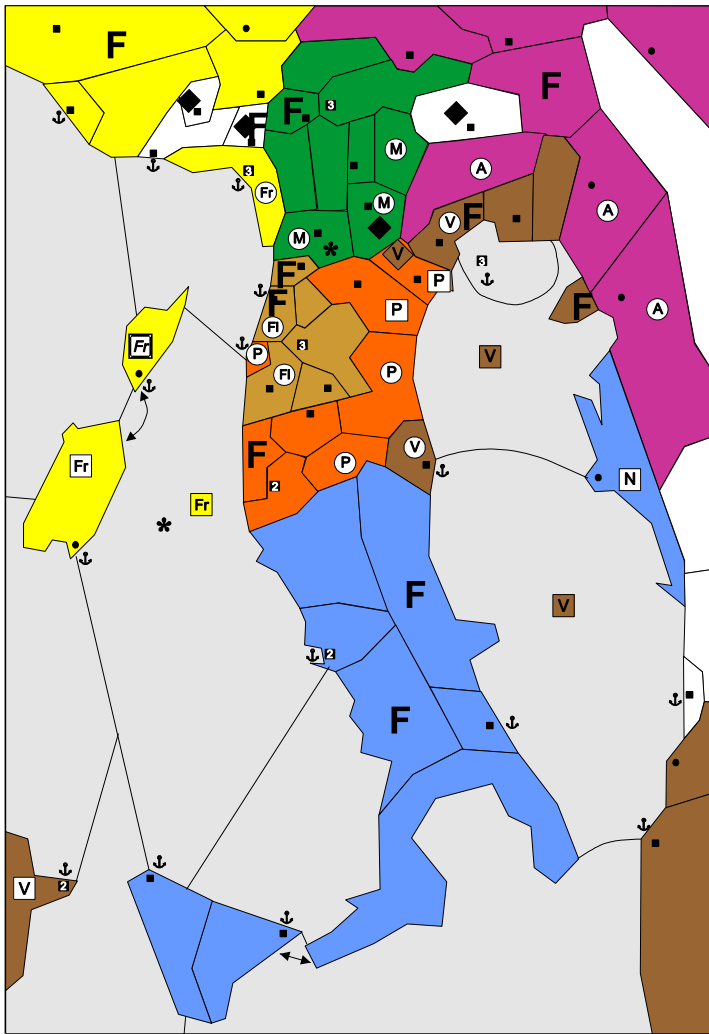
FLORENCE (Robles): A SIENNA holds, A Florence to PISA, F Modena holds

(DISLODGED, retreat Lucca, Ligurian Sea, OTB)

- FRANCE (Wilson): A GENOA supports Milan A Fornova to Modena, F Gulf of Lions to SARDINIA, F Ligurian Sea to TYRRHENIAN SEA, F (EM) CORSICA supports F Ligurian Sea to Tyrrhenian Sea
- MILAN (Wilson): A Fornova to MODENA, A BERGAMO supports A Mantua, A MANTUA supports A Fornova to Modena
- NAPLES (Anderson): F Tyrrhenian Sea to Corsica (DISLODGED, retreat Gulf of Lions, Western Mediterranean, Palermo, Gulf of Naples, Naples, Salerno, Rome, Patrimony, OTB), F Gulf of Lions to Marseilles (nsu), F DALMATIA supports Venice F Upper Adriatic
- PAPACY (Robles): A PIOMBINO supports Florence A Florence to Pisa, A Perugia to SPOLETO, A URBINO to Ancona, F BOLONGA supports F Ferrara, F Ferrara holds
- VENICE (Anderson): A PADUA to Ferrara, A Friuli to ANCONA, F UPPER ADRIATIC transports A Friuli to Ancona, F LOWER ADRIATIC supports A Friuli to Ancona, F Central Mediterranean to TUNIS, G FERRARA supports A Padua to Ferrara

Your treasury:

Kai Ken



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

**The Holy Sea to the Holy See:** I think you have given the game to the Northern league as he has no where to go but south and he will only keep Austria around as he is a useful tool. So as a future soup maker may say ==No fleets for you!!!!

Spring 1456 Famine

**Bad Year – Row and Column:** Pisa, Aquila, Avignon, Lucca, Istria, Patrimony, Padua, Salerno, Carinthia, Montferat, Pavia

Spring 1456 Income

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

Provinces

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

Seas

FRA	Tyrrhenian Sea	1
VEN	Upper Adriatic, Lower Adriatic, Venice	3

Cities

AUS	Tyrolea, Austria, Hungary, Carniola, Croatia	5
FLO	<u>Lucca</u> , <u>Pisa</u> , Florence (3), Arezzo, Siena	5
FRA	<u>Avignon</u> , Swiss, Turin, Marseilles, Genoa (3), Corsica, Sardinia	8
MIL	<u>Pavia</u> , Milan (3), Cremona, Modena	5
NAP	Naples (2), Bari, Otranto, Dalmatia, Messina, Palermo	7
PAP	Perugia, <i>Rome</i> (2), Bologna, Piombino	5
VEN	<u>Padua</u> , Treviso, Ancona, Albania, Durazzo, Tunis (2), Ferrara, Venice (3)	10

Totals

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	3	6	0	5	14
FLORENCE:	6	4	0	5	15
FRANCE:	7	7	1	8	23
MILAN:	4	8	0	5	17
NAPLES:	3	7	0	7	17
PAPACY:	4	6	0	5	15
VENICE:	8	6	3	10	27

Treasury after income:

Game Summary

	1454	1455	1456
Austria:	3	4	5
Florence:	3	4	5
France:	3	4	7
Milan:	3	3	4
Naples:	4	7	6
Papacy:	4	4	4
Turks:	3	0	0
Venice:	4	6	7

**Spaniel**

Turn 24

Turn 25, March 31

*Program Robots*

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 1 (580)	Move 1 (640)	Move 2 (700)	Move 2 (720)	Move 2 (750)
Robot Nick	Move 1 (570)	Rotate Left (250)	Move 1 (520)	Move 1 (540)	Rotate Left (290)
meRobot	Move 1 (650)	Move 1 (490)	Move 3 (830)	Rotate Left (90)	Rotate Right (280)
SmaD	Move 1 (600)	Rotate Right (80)	Back Up (430)	Rotate Left (190)	Move 2 (770)

Registers in italics are locked.

Phase 1

meRobot advances 1 to J22 (flag 2 touched and archive relocated), SmaD moves ahead 1 to E10, GEGS moves ahead 1 to H19, and Robot Nick moves ahead 1 to L23. The conveyor belt moves SmaD to D10.

Phase 2

GEGS moves ahead 1 to I19, meRobot moves ahead 1 to J21, Robot Nick rotates left to face west, and SmaD rotates right to face east. The conveyor belt moves SmaD to C10 and the gear rotates it to face south.

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

GEGS moves ahead 2 into a wall, Robot Nick moves ahead 1 to J22 (flag 2 touched and archive relocated), SmaD rotates left to face east, meRobot rotates left to face east. The conveyor belt moves SmaD to C7.

Phase 5

SmaD moves ahead to E7 (flag 3 touched and archive relocated), GEGS moves ahead 2 into a wall, Robot Nick rotates right to face north, meRobot rotates right to face east.

Cleanup

Robot Nick and SmaD are each repaired 1 point.

*Players*

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam	I19>E	1	1	1
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	J22>N	1, 2	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	K18>N	1, 2	1	1
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	E7>E	1, 2, 3	3	1
6	Andy York	Delekbob	Black		Eliminated	1	0	

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

*Program Cards***Hamiltonstovare**

Epoch IV Goths, Huns, and Byzantines

Deadline, Epoch IV T'ang Dynasty, Arabs, Khmers, March 31

*Epoch IV*

**Republic of Texas (York):** Plays Barbarians in the Alps. Northern Gaul (vs. Romans; B: 6, 2; R: 4; wins), Northern Appenines (vs. Romans; B: 6, 2; R: 3; wins), Central Massif (vs. Romans; B: 6, 4; R: 5; wins), Central Europe (vs. Celts; B: 2, 2; C: 6, 2; loses). GOTHS: Army Danubia (Celt army retreats to Central Europe), Dneipr, Central Europe (vs. Celts; G: 6, 3; C: 6; G: 6, 5; C: 6; G: 6, 1; C: 2; wins), Northern Gaul, Albion, Central Massif, Northern Appenines, Highlands, Ireland, Pyrenees (vs. Carthagina; G: 5, 2; C: 5, 1; G: 6, 2; C: 4, 1; wins). Builds Monument Albion. Points: Dominance in Southern Europe (6), Northern Europe (4), Presence in North Africa (2), Middle East (3), China (3), 2 cities (2), 1 Sea (1), and 1 Monument (1) for 22 points.

**HICK (Hood):** Plays Barbarians in Plateau of Tibet. Turanian Plain (vs. Romans; B: 4, 4; R: 5; loses). HUNS: Plays Elite Troops. Army Western Steppe (Scythian army retreats to Caucasus), Turanian Plain (vs. Romans; H: 6, 3, 1; R: 6; H: 5, 4, 4; R: 1; wins), Hindu Kush (vs. Romans; H: 6, 3, 1; R: 4+1, 3+1; wins), Persian Plateau (vs. Romans; H: 6, 3, 1; R: 4; H: 5, 5, 3; R: 5; H: 5, 4, 3; R: 1; wins, city eliminated), Zagros (vs. Sassanids; H: 4, 1, 1; S: 3; wins, Capital reduced to city), Upper Indus (vs. Guptas; H: 6, 3, 1; G: 6; H: 6, 4, 3; G: 2; wins), Lower Indus (vs. Guptas; H: 3, 2, 1; G: 3; H: 4, 4, 2; G: 5; loses, Elite Troops lost), Lower Indus (vs. Guptas; H: 6, 6; G: 3; wins), Tarim Basin (vs. Romans; H: 5, 3; R: 2, 1; wins), Western Deccan (vs. Guptas; H: 5, 1; G: 6, 5; loses), Western Deccan (vs. Guptas; H: 5, 2; G: 4, 1; wins), Eastern Deccan (vs. Guptas; H: 6, 6; G: 5; wins, Capital reduced to city), Wei River (vs. Romans; H: 5, 1; R: 4, 3; wins), Szechuan (vs. Maurya; H: 4, 1; M: 4; H: 5, 3; M: 4; wins). Builds Monument Tarim Basin. Points: Dominance in China (6), India (6), Presence in North Africa (2), Middle East (3), Southern Europe (3), Southeast Asia (2), 1 Capital (2), 2 cities (2), 1 Sea (1), and 6 Monuments (6) for 33 points.

**RMHS (Wilson):** Plays Anglo-Saxons. Army Baltic Seaboard, fleet North Sea, army Scandinavia. BYZANTINES: Plays Fanaticism. Army and Capital Balkans (2

Celt armies eliminated), fleet Black Sea, army Western Anaolia (vs. Romans; B: 3, 2; R: 6; loses), Western Anatolia (vs. Romans; B: 4, 2; R: 4; wins), Dalmatia (vs. Macedonians; B: 4, 3; M: 2; wins), Northern Appennines (vs. Goths; B: 2, 1; G: 2; wins), Southern Appennines (vs. Romans; B: 5, 2; R: 4; wins, city eliminated), Central Massif (vs. Goths; B: 2, 2; G: 4, 2; loses), Central Massif (vs. Goths; B: 6, 5; G: 6, 5; wins), fleet Eastern Mediterranean (vs. R&R; RMHS: 6, 3; R&R: 5; wins), Western Mediterranean (vs. R&R; RMHS: 5, 4; R&R: 2; wins), army Libya (vs. Macedonians; B: 6, 2; M: 6, 4; wins). Points: Dominance in Middle East (6), Southern Europe (6), Presence in North Africa (2), India (3), Northern Europe (2), Southeast Asia (2), 1 Capital (2), 1 city (1), 4 Seas (4), and 2 Monuments for 28 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
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	26	62
Andy York	Republic of Texas (blue)	35	69
Dave Anderson	Romulus & Remus (orange)	35	46
David Hood	Hood's InterContinental Kingdom (red)	39	79
Kevin Wilson	Royal Manticoran Historical Society (purple)	40	71

### Positions

CUTE: SUMERIANS: Two armies, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Two armies Caucuses, army Eastern Steppe. HSUING-NU: Army, city, and Monument Great Plain of China, armies Yangtse Kian, Chekiang, Mongola. GUPTAS: Armies 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, army Western Iberia. HAN DYNASTY: Two armies and a Fort Yellow River, army and Fort East Indies. HUNS: Army, city, and Monument Zagros, Eastern Ghats, army and Monument Persian Plateau, Upper Indus, Tarim Basin, Wei River, armies Western Steppe, Turanian Plain, Hindu Kush, Lower Indus, Western Deccan, Szechuan.

RMHS: Fleets North Sea, Black Sea, Eastern Mediterranean, Western Mediterranean. SASSANIDS: Army, city, and Monument Ganges Delta, army and Monument Upper Tigris, armies Levant, Persian Salt Desert, Ganges Valley, Irrawaddy. ANGLO-SAXONS: Armies Baltic Seaboard, Scandinavia. BYZANTINES: Army and Capital Balkans, armies Western Anatolia, Dalmatia, Northern Appennines, Southern Appennines, Central Massif, Libya.

CJVH: MAURYA: Armies Mekong, Malayan Peninsula, Sumatra.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. MAYANS: Army, Capital, and Fort Central America. ROMANS: Army and city Pindus, armies Crete, Eastern Anatolia, Middle Tigris.

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 Morea, Palestine. GOTHS: Army and Monument Albion, armies Pyrenees, Northern Gaul, Central Europe, Danubia, Dniepr.

GEKS: None.

### Event Cards

### Epoch IV Empire

## Plott

### Generation 8 Actions through Generation 9 Research

#### The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEKS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	9	38
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	2	40
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	9	32
<b>Martin Burgddorf</b>	NICE (National Institute for Co-ordinated Experiments)	Credicor	Red	8	26
Christopher Hunt	CJVH (Cheung Joint Venturecapital Holdings)	Cheung Sung Mars	Green	4	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	17	46	2	8	4	4	3	10	0	0	0	4
Kevin Wilson	3	49	1	1	1	4	0	3	1	1	7	7
Andy York	37	63	1	1	4	4	3	5	4	4	1	7
Martin Burgddorf	22	45	0	0	1	1	1	7	0	0	5	19
Christopher Hunt	17	50	1	5	0	0	9	15	7	7	0	8

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Ganymede	NICE	(1 plant production)	(1 plant production)	3 (2 plants)

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Luna	CJVH	GEGS	TTT	5 (10M€)
Callisto	CJVH	GEGS	NICE	5 (7 energy)
Pluto	(2 cards)	(2 cards)	(2 cards)	2 (1 card)
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	2 (1 microbe)
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 8

#### 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, the 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. NICE spends 3 energy to trade with Ganymede, gaining 2 plants. CJVH adds a resource to Psychrophiles. GEGS spends 3M€ to increase his TR to 37 then spends 1 titanium to add a resource to Security Fleet. PIKES spends 2 titanium to trade with Titan, gaining 2 floaters on Jet-Stream Microscrapers and NICE gains 1 floater on Titan Floating Launch-Pad. PIKES then spends 2 floaters from Jet-Stream Microscrapers to increase Venus terraforming to 8%, his TR to 40 and to gain 1 card. TTT spends 10M€ for Trees, gaining 1 plant and 3 plant production. NICE spends 20M€ to fund the Landlord award. CJVH spends 8M€ for Worms, gaining 2 plant production and 1 plant from Viral Enhancers. GEGS spends 8 heat to raise the temperature to 4C and his TR to 38, then spends 11M€ for a Power Plant, gaining 1 energy production. PIKES spends 11M€ for Grass, gaining 1 plant production and 3 plants, then spends 8 plants to place a greenery tile at F4, gaining 1 plant and 2M€.

TTT spends 8 plants to place a greenery tile at B2, gaining 1 steel and 2M€. NICE spends 4M€ for an Industrial Center at F6, gaining 6M€ and 1 plant. CJVH spends 25M€ to build a city at G5, gaining 1M€ production, 8M€, and 2 plants. PIKES gains a resource on Pets. GEGS spends 13M€ on Dawn City, losing 1 energy production and gaining 1 titanium production. PIKES gains a resource on Pets and CJVH gains 2M€. PIKES uses Martian Zoo to gain 5M€ then spends 1M€ production to add a resource to Refugee Camps. TTT spends 6M€ for Fish reducing CJVH plant production by 1. NICE spends 20M€ and 1 titanium for Solar Reflectors, gaining 5 heat production and 4M€. CJVH spends 25M€ for a city at E2, gaining 4M€, then spends 8 plants for a greenery tile at G4, gaining 1 plant and 2M€. PIKES gains a resource on Pets. GEGS sells a card for 1M€. PIKES adds a resource to Atmo Collectors. TTT adds a resource to Fish. NICE sells 1 card for 1M€ then spends 6M€ for Rad-Suits, gaining 1M€ production. CJVH sells 1 card for 1M€. GEGS spends 17M€ for Kelp Farming, gaining 2 plants, 3 plant production, and 2M€ production. PIKES sells a card for 1M€. TTT sells a card for 1M€. NICE passes. CJVH spends 8 plants to place a greenery tile at H5, gaining 2 plants and 4M€. GEGS passes. PIKES spends 1 steel and 9M€ for GHG Factories, losing 1 energy production and gaining 4 heat production. TTT sells 1 card for 1M€. CJVH spends 25M€ for a city at I5, gaining 4M€, 1M€ production, and 2 plants. PIKES gains a resource on Pets. PIKES spends 11M€ for a power plant, increasing his energy production by 1. TTT spends 2 steel and 16M€ for an Open City at C3, losing 1 energy production but gaining 4M€ production and 2 plants. CJVH gains 2M€ and PIKES gains a resource on Pets. CJVH passes. PIKES passes. TTT sells 1 card for 1M€ then spends 10M€ for Deep Well Heating, gaining 1 energy production, raising the temperature to 6C and his TR to 32. TTT passes.

#### Production Phase

TTT moves 2 energy to heat, then gains 69M€, 1 steel, 4 titanium, 3 plants, 4 energy and 1 heat. NICE moves 7 energy to heat, then gains 48M€, 1

titanium, 1 plant, and 5 heat. CJVH moves 1 energy to heat, then gains 49M€, 1 steel, 9 plants, and 7 energy.

GEGS gains 55M€, 2 steel, 4 titanium, and 3 plants. PIKES gains 43M€, 1 steel, 3 titanium, 1 plant, 1 energy, and 7 heat.

#### Solar Phase

All trade fleets return and all active colonies advance their trade markers one space to the right.

Generation 9Research Phase

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

Pointer**Turn 6 Actions through End of Game Statements**The Players

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

**Turn 6**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.

The **Alchemists** spend 3 workers for 3 shovels and convert N6 to swamp, gaining 6VP and 6 power.

The **Swarmlings** commit a priest to the Water cult, gaining 2 steps.

The **Nomads** send a priest to support the Air cult, gaining 1 space.

The **Auren** spend 2 workers and 5 coins to upgrade the trading post in J2 to a temple, gaining the boon that advances him 3 steps in the Water cult and gaining 3 power. The **Nomads** gain 1 power.

The **Alchemists** spend 2 workers for 2 shovels and convert M7 to swamp, gaining 4 power and 4VP.

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

The **Nomads** send a priest to support the Air cult, gaining 1 space and 2 power.

The **Auren** convert 3 power into coins, then spend 2 workers and 5 coins to convert the trading house in J3 to a temple, taking the boon that advances 3 spaces in the Earth cult, gaining 2 power. The **Nomads** gain 1 power.

The **Alchemists** spend 3 power to gain 1 worker, then spend 1 worker for a shovel to convert O9 to swamp, gaining 2VP and 2 power.

The **Swarmlings** spend 2 workers for 1 shovel to convert N6 to water, gaining 2VP.

The **Nomads** spend 2 workers and 3 coins to upgrade the dwelling in K8 to a trading house. The **Swarmlings** gain 1 power.

The **Auren** spend 1 priest, 2 workers, and 5 coins to reduce the spade cost to 2 workers, gaining 6VP.

The **Alchemists** spend 1 worker for a shovel and convert N6 to swamp, gaining 2VP and 2 power.

The **Swarmlings** spend 2 workers for a shovel and convert M6 to lake, gaining 2VP.

The **Nomads** convert 1 worker to 1 coin and 1 power to 1 coin, then spend 4 power for a shovel, converting L9 to desert, gaining 2VP, and spending 1 worker and 2 coins to place a dwelling there.

The **Auren** spend 2 workers on a shovel and use it to convert F3 to forest, then spend 1 worker and 2 coins to place a dwelling there.

The **Alchemists** spend 1 worker for a shovel and convert M6 to swamp, gaining 2VP and 2 power.

The **Swarmlings** spend 2 workers for a shovel and convert C1 to lake, gaining 2VP.

The **Nomads** pass.

The **Auren** spend 2 workers for a shovel, gaining 2VP, and use it to convert L1 to forest, then spend 1 worker and 2 coins for a dwelling.

The **Alchemists** spend 3 power to gain 1 worker then spend 2 workers for 2 shovels to convert P9 to swamp, gaining 4VP and 4 power.

The **Swarmlings** spend 2 workers for a shovel and use it to convert N6 to lake, gaining 2VP.

The **Auren** spend 2 workers and 5 coins to upgrade the trading post in I6 to a temple, gaining the boon that allows a town to be formed with 6 power points instead of 7 and provides 2 spaces in the Fire cult, gaining 2 power.

The **Alchemists** burn 1 power to gain 1 power, then convert 3 power to 1 worker, 1 worker to a shovel to convert N6 to swamp, gaining 2VP and 2 power.

The **Swarmlings** pass, gaining 8VP.

The **Auren** burn 1 power to gain 1 power, then convert 5 power to 5 coins and spend 2 workers and 3 coins to upgrade the dwelling in H3 to a trading post.

The **Alchemists** burn 3 power to gain 3 power, then convert 3 power to a worker and 2 priests to 2 workers, then 3 workers to 3 shovels and use those shovels to convert N8 to swamp, gaining 6VP and 6 power.

The **Auren** convert 1 worker to a coin and spend 2 workers and 3 coins to upgrade the dwelling in I1 to a trading post. The **Nomads** gain 1 power.

The **Alchemists** burn 1 power to gain 1 power, convert 3 power to a worker, use the worker to buy a shovel to convert P8 to forest, gaining 2VP and 2 power.

The **Auren** use the boon tile action to advance 1 space in the Fire cult.

The **Alchemists** burn 3 power to gain 3 power, convert 3 power into 1 worker, convert 1 worker into a shovel and use it to convert P8 to lake, gaining 2VP and 2 power.

The **Auren** pass.

The **Alchemists** spend 14 coins to gain 7VP, then pass, gaining 2VP.

## End of Game and Final Scoring

### Cults

In the Fire cult, the Alchemists gain 8VP, the Auren gain 4VP, and the Swarmlings gain 2VP.

In the Water cult, the Auren gain 8VP, the Swarmlings gain 4VP, and the Alchemists and Nomads each gain 1VP.

In the Earth cult, the Nomads gain 8VP, the Auren gain 4VP, and the Swarmlings gain 2VP.

In the Air cult, the Auren gain 8VP, the Nomads gain 4VP, and the Swarmlings gain 2VP.

### Areas

The Nomads have a total of 21 points of buildings adjacent, the Auren have 18, the Swarmlings have 16, and the Alchemists have 8, so the Nomads gain 18VP, the Auren 12VP, and the Swarmlings 6VP.

### Totals

	Alchemists	Auren	Swarmlings	Nomads
Victory Points	103	47	77	46
Cults	9	24	10	13
Areas	0	12	6	18
Resources	0	0	0	0
<b>Total</b>	<b>112</b>	<b>83</b>	<b>93</b>	<b>77</b>

Congratulations to Martin Burgdorf on his victory!

### End of Game Statements

**Chris Geggus (Swarmlings):** Well done Martin and thank you Chris. Still a game I can't seem to get a grip with, but I guess second place is not to be sniffed at. Little step by little step. Until the next time.

**Kevin Wilson (Nomads):** Well, you may feel you still need to get a grip on this one but you beat the stuffing out of me. I failed to build a good engine, ran out of money/resources early in the final round and didn't maximize VP opportunities along the way. But, I still, for some reason, really, really like this game. I'll keep playing, and probably losing, until I figure it out.

Congrats to Martin on a very nice win. Thanks to Chris for running the game, fixing my errors and answering questions. Thanks to the rest of you for putting up

with me while I get better.

As Geggus says, until next time.

**Christopher Hunt (Auren):** Well done to Martin for a very nice win. Thanks to Chris as ever for correcting my errors and running the game despite my email problems. The first time I played I ignored the cults. I seem to have got that done now I need to get victory points. Looking forward to the next game.

**Martin Burgdorf (Alchemists):** Thank you all for your kind words and a great game - I think the Swarmlings could have won as well, they had bad luck on G7. Getting two victory points for a shovel in the last round made the Alchemists with their stronghold ability quite attractive.

## Puli

### Generation 5 through Generation 6 Actions

#### The Players

Player	Name	Company	Color	Cards	Terraform Rating
<b>Martin Burgdorf</b>	University of Mars	Thorgate	Blue	13	24
Kevin Wilson	PIKES (Prevaricating, Insidious, Kretinous, Egocentric Schulb)	Helion	Green	6	27
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Black	12	24
Chris Geggus	GEKS (Grass Eaters Generally Suck)	Interplanetary Cinematics	Yellow	13	24
Dave Hooton	Coloniae Neptunalia	Poseidon	Red	6	28

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Martin Burgdorf	9	12	0	0	1	3	2	11	4	1	0	4
Kevin Wilson	8	0	4	6	0	0	0	7	0	0	15	19
Andy York	15	23	5	10	3	6	1	2	0	0	0	0
Chris Geggus	14	17	0	0	0	0	0	1	3	3	0	2
Dave Hooton	14	39	0	2	1	1	3	6	3	3	5	14

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)	3 (2 cards)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	3 (2 plants)
Titan	Coloniae Neptunalia	(3 floaters)	(3 floaters)	4 (2 floaters)
Europa	Coloniae Neptunalia	University of Mars	University of Mars	4 (1 energy production)
Callisto	Coloniae Neptunalia	(1 energy production)	(1 energy production)	2 (2 energy)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	1 (0 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 5

#### Research Phase

Coloniae Neptunalia buys 3 cards, spending 9M€.

PIKES buys 4 cards, spending 12M€.

GEGS buys 3 cards, spending 9M€.

University of Mars buys 0 cards, spending 0M€.

TTT buys 3 cards, spending 9M€.

#### Action Phase

Coloniae Neptunalia spends 3 energy to trade with Callisto, gaining 6 energy, then spends 3 energy to trade with Luna, gaining 14M€. PIKES gains 2M€.

plants to place a greenery tile in E9, gaining 1 steel, increasing the oxygen level to 4% and his TR to 24.

University of Mars spends 2 steel and 18M€ for a Space Port, losing 1 energy production, gaining 5M€ production and a trade fleet and placing a city at I5, gaining 4M€ and 2 plants. TTT gains 2M€. University of Mars then spends 8M€ to claim the Mayor milestone.

Coloniae Neptunalia spends 4 energy to use Ironworks, gaining 1 steel, increasing the oxygen level to 5% and his TR to 28.

University of Mars passes.

PIKES passes.

PIKES spends 3 steel for Underground Detonations, then spends 18M€ for Lava Flows, increasing the temperature to -10C and his TR to 25 and placing the volcano tile at A5, gaining 2 plants.

TTT spends 4M€ for Moss, losing 1 plant and gaining 1 plant production.

GEGS spends 9M€ on Space Hotels, gaining 4M€ production and 1 resource on Martian Zoo.

TTT spends 4M€ for Research Coordination, then spends 8M€ to claim the Builder milestone.

Coloniae Neptunalia adds a resource to Psychrophiles.

TTT spends 13M€ for Zeppelins, gaining 6M€ production.

GEGS spends 16M€ for a Research Outpost, placing a city at F9 and gaining 2 steel, and spending a resource from Olympus Conference to gain a card.

GEGS spends 6M€ for Ants, then adds a resource to them, reducing Coloniae Neptunalia's Psychrophiles by 1.

University of Mars gains 1M€ production and TTT gains 2M€. GEGS then spends 1 steel on Electro-Catapult to gain 7M€.

Coloniae Neptunalia spends 31M€ for Immigration Shuttles, gaining 5M€ production, then spends 5M€ for Protected Habitats.

TTT passes.

Coloniae Neptunalia spends 1 titanium and 9M€ for an Interplanetary Colony Ship, placing a colony on Titan, gaining 3 floaters on Atmo Collectors and 1M€ production, then spends 1 floater from Atmo Collectors to gain 3 energy.

GEGS uses Business Network to draw a card, buying it for 3M€, then activates the Martian Zoo, gaining 7M€.

University of Mars spends 6M€ for Trade Envoys, then spends 3 energy to trade with Europa, gaining 1 plant production and 1M€. Coloniae Neptunalia gains 1M€.

Coloniae Neptunalia passes.

GEGS spends 1 steel and 5M€ for Nuclear Power, losing 2M€ production and gaining 3 energy production, then adds a resource to Titan Floating Launch-Pad.

PIKES spends 7M€ and 3 heat to use Underground Detonations, gaining 2 heat production, then spends 8 heat to raise the temperature to -8C and his TR to 26.

GEGS spends 2M€ to use the Restricted Area to gain 1 card, then spends 1M€ to Search For Life (Protected Valley – fails).

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

GEGS adds a resource to Nitrite Reducing Ba2cteria.

GEGS spends 1 steel and 1M€ for Greenhouses, gaining 6 plants, then spends 8

GEGS passes.

#### Production Phase

Coloniae Neptunalia moves 2 energy to heat, gains 41M€, 1 titanium, 3 plants, 3 energy, and 5 heat.

32M€, 1 titanium, 2 plants, and 3 energy.

GEGS gains 38M€ and 3 energy.

University of Mars moves 2 energy to heat and gains

PIKES gains 34M€, 4 steel, and 15 heat.

TTT gains 38M€, 5 steel, 3 titanium, and 1 plant.

#### Solar Phase

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

### Generation 6

#### Research Phase

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

TTT buys 3 cards, spending 9M€.

Coloniae Neptunalia buys 2 cards, spending 6M€.

PIKES buys 3 cards, spending 9M€.

GEGS buys 4 cards, spending 12M€.

#### Action Phase

University of Mars spends 20M€ for a Research Colony, gaining 2 cards and placing a colony on Europa, placing an ocean at E5, gaining 2 plants and increasing his TR to 24. Coloniae Neptunalia gains 1M€ production. University of Mars then spends 3 energy to trade with Luna, gaining 10M€. Coloniae Neptunalia gains 4M€ and PIKES gains 2M€.

TTT spends 8M€ on Permafrost Extraction, placing an ocean at D1, gaining a card and increasing his TR to 24. University of Mars gains 2 plants.

GEGS spends 1M€ for Special Design, gaining 2M€ and a resource on Olympus Conference, then spends 10M€ on Extreme Cold Fungus.

PIKES spends 7M€ on Optimal Aerobraking, then spends 20M€ on Jovian Lanterns, gaining 2 floaters on that card and increasing his TR to 27.

Coloniae Neptunalia spends 3 energy to trade with Callisto, gaining 6 energy, then spends 3 energy to trade with Enceladus, gaining 4 microbe resources on Psychrophiles.

## Pumi

### Game Start through Turn 1 Actions

#### The Players

Player	Order	Faction	Credits	Ore	Knowledge	Q.I.C	Power: Gaia	Power: Area I	Power: Area II	Power: Area III
Bill Scharf	1	Lantids	8	0	4	2	0	1	3	0
Kevin Wilson	2	Itars	1	1	4	2	0	7	4	0
Chris Geggus	3	Xenos	11	0	4	1	0	0	5	1



Player	Order	Faction	Credits	Ore	Knowledge	Q.I.C	Power: Gaia	Power: Area I	Power: Area II	Power: Area III
Martin Burgdorf	4	Hadsch Hallas	14	4	4	1	0	0	2	4

Faction Selectino

**Bill** selects the Lantids.

**Kevin** selects the Itars.

**Chris** selects the Xenos.

**Martin** selects the Hadsch Hallas

Initial Mine Placement

The **Lantids** place a mine at E13.

The **Hadsch Hallas** place mines at K7 and G12.

The **Lantids** place a mine at L10.

The **Itars** place a mine at E10.

The **Xenos** place a mine at J9.

The **Xenos** place a mine at P5.

The **Xenos** place a mine at M10.

The **Itars** place a mine at H14.

Bonus Tile Selection

The **Hadsch Hallas** select the bonus tile that provides 2VP per trading station at the end of the turn plus 1 ore income.

The **Itars** select the bonus tile that provides +2 power and 1 ore income.

The **Xenos** select the bonus tile that provides 1VP per mine at the end of the turn. The **Lantids** select the bonus tile that provides 2 credits and 1 Q.I.C. production.

**Turn 1**Production Phase

The **Lantids** gain 2 credits, 3 ore, 1 knowledge, and 1 Q.I.C.

The **Xenos** gain 4 ore and 1 knowledge.

The **Itars** gain 4 ore, 1 knowledge, and 3 power.

The **Hadsch Hallas** charge 1 power and gain 5 credits, 4 ore, and 1 knowledge.

Gaia Phase

None.

Action Phase

The **Lantids** spend 3 ore to terraform E14 one step, gaining 2VP, then spend 1 ore and 2 credits to place a mine there.

The **Itars** spend 2 ore and 3 credits to upgrade the mine in H14 to a trading station. The Hadsch Hallas charge 1 power.

The **Xenos** spend 3 ore to terraform O5 one step, gaining 2VP, then spend 1 ore and 2 credits to place a mine there.

The **Hadsch Hallas** spend 2 ore and 3 credits to upgrade the mine in K7 to a trading station. The Xenos charge 1 power.

The **Lantids** spend 2 ore and 3 credits to upgrade the mine in L10 to a trading station. The Xenos and Hadsch Hallas each charge 1 power.

The **Itars** spend 3 ore and 5 coins to upgrade the trading station in H14 to a research lab, taking the tech tile that makes planetary institutes and academies worth 4 towards federations, advancing to level 1 in terraforming tech, and gaining 2 ore. The Hadsch Hallas charge 1 power.

The **Xenos** spend 1 Q.I.C. to extend their range, 3 ore to terraform G11 one step, gaining 2VP, 1 ore and 2 credits to place a mine on G11. The Lantids charge 1 power.

The **Hadsch Hallas** spend 2 ore and 3 credit to upgrade the mine in J12 to a trading station. The Lantids spend 1VP to charge 2 power.

The **Lantids** spend 1 ore and 2 credits to place a mine at M10. The Xenos charge 1 power.

The **Itars** spend 6 ore and 6 credits to upgrade the research lab in H14 to an academy, taking the tech tile that grants 1 ore and 1 Q.I.C. and advancing to level 2 terraforming technology. The Hadsch Hallas spend 1VP to charge 2 power.

**Saluki****Turns 1 through 6**Turn 1

**Governor Christopher** selects the Builder and builds a Hospice (1 doubloon discount for Builder, 3 doubloons spent). Kevin builds a Small Market (1 doubloon spent). Chris builds a Black Market (2 doubloons spent). Dave builds a Sugar Mill (4 doubloons spent). Andy builds an Aqueduct (1 doubloon spent).

**Kevin** selects the Settler and takes a Quarry. Chris takes a coffee plantation. Dave takes a sugar plantation. Andy takes a coffee plantation. Christopher takes a corn plantation. New plantations are: indigo, indigo, indigo, sugar, sugar, tobacco.

**Chris** selects the Mayor and places colonists on the Black Market and indigo

plantation. Dave places a colonist on the corn plantation. Andy places a colonist on the corn plantation. Christopher places a colonist on the corn plantation. Kevin places a colonist on the Quarry. Six colonists are placed on the colonist ship.

**Dave** selects the Craftsman and produces 1 corn. Andy produces 1 corn.

Christopher produces 1 corn. Dave produces a bonus corn.

**Andy** selects the Captain and ships 1 corn on Ship 3 for 2VP. Christopher ships 1 corn on Ship 3 for 1VP. Dave ships 2 corn on Ship 3 for 2VP.

Turn 2

**Governor Kevin** selects the Builder and builds an Indigo Plant (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 1 doubloon spent). Chris passes. Dave passes. Andy passes. Christopher builds a Small Indigo Plant (1 doubloon spent).

**Chris** selects a Prospector, gaining 2 doubloons.

**Dave** selects the Mayor and places a colonist on the sugar plantation and 2 colonists on the Sugar Mill. Andy places a colonist on the Aqueduct. Christopher places a colonist on the Hospice. Kevin places a colonist on the indigo plantation.

Chris places a colonist on the coffee plantation. Six colonists are placed on the colonist ship.

**Andy** selects the Prospector, gaining 2 doubloons.

**Christopher** selects the Settler and takes a Quarry, with a population factor from the Hospice. Kevin takes an indigo plantation. Chris takes the tobacco plantation.

Dave takes a sugar plantation. Andy takes a sugar plantation. New plantations are: corn, corn, indigo, indigo, tobacco tobacco.

Turn 3

**Governor Chris** selects the Builder and builds a Coffee Roaster (1 doubloon discount from Builder, 1 doubloon earned from discarding a colonist on the indigo plantation with the Black Market, 4 doubloons spent). Dave can't build. Andy builds a Small Sugar Mill (2 doubloons spent). Christopher can't build. Kevin

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

**Dave** selects the Craftsman, gains 1 doubloon, and crafts 1 sugar. Andy crafts 1 corn. Christopher crafts 1 corn. Dave crafts a bonus sugar.

**Andy** selects the Mayor and places colonists on the Small Sugar Mill, sugar

plantation, and coffee plantation. Christopher places a colonist on the Small Indigo Plant and moves a colonist from the corn plantation to the indigo plantation. Kevin places a colonist on the Indigo Plant. Chris places a colonist on the Coffee Roaster. Dave places a colonist on a sugar plantation. Six colonists are

placed on the colonist ship.

**Christopher** selects the Trader, gaining 2 doubloons, and trades corn for 1 doubloon (0 base +1 for Trader). Dave trades sugar for 2 doubloons.

**Kevin** selects the Prospector, gaining 1 doubloon.

Turn 4

**Governor Dave** selects the Captain, gains 2 doubloons, and ships 1 sugar on Ship 2 for 2VP. Andy ships 1 corn on Ship 3 for 1VP.

**Andy** selects a Prospector, gaining 2 doubloons.

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

**Kevin** selects the Mayor and places colonists on the Indigo Plant, an indigo

plantation, and the Small Warehouse. Chris places a colonist on the corn plantation. Dave places a colonist on the corn plantation. Andy places a colonist on the indigo plantation. Christopher places a colonist on the corn plantation. Five colonists are placed on the colonist ship.

**Chris** selects the Builder and builds a Small Indigo Plant (1 doubloon discount for Builder, 0 doubloons spent). Dave builds an Office (5 doubloons spent). Andy builds a Small Indigo Plant (1 doubloon spent). Christopher passes. Kevin passes.

Turn 5

**Governor Andy** selects the Prospector, gaining 2 doubloons.

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

**Kevin** selects the Craftsman, gains 1 doubloon, and produces 2 indigo. Chris produces 1 corn and 1 coffee. Dave produces 2 corn and 2 sugar. Andy produces

1 corn and 1 sugar. Christopher produces 1 indigo. Kevin produces a bonus indigo.

**Chris** selects the Trader, gains 1 doubloon, and trades coffee for 5 doubloons (4 base, +1 for Trader). Christopher trades indigo for 1 doubloon.

**Dave** selects the Captain and ships 2 corn on Ship 3 for 3VP. Andy ships 1 corn on Ship 3 for 1VP (Ship 3 sails). Kevin ships 3 indigo on Ship 1 for 3VP. Dave ships 2 sugar on Ship 2 for 2VP. Andy ships 1 sugar on Ship 2 for 1VP.

Turn 6

**Governor Christopher** selects the Builder, gains 1 doubloon, and builds a Library (1 doubloon discount from Builder, 3 doubloon discount from Quarries, 4 doubloons spent). Kevin builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent). Chris builds a Tobacco Storage (5 doubloons spent). Dave passes. Andy builds a Coffee Roaster (6 doubloons spent).

**Kevin** selects the Mayor, gains 1 doubloon, and places colonists on the Small

Market and sugar plantation. Chris places a colonist on the corn plantation. Dave places a colonist on the Office. Andy places a colonist on the Small Indigo Plant and moves a colonist from the Aqueduct to the Coffee Roaster. Christopher places a colonist on the Library. 10 colonists are placed on the colonist ship.

**Chris** selects the Prospector, gaining 2 doubloons.

**Dave** selects the Settler and takes a Quarry. Andy takes a coffee plantation.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
<b>Christopher Hunt</b>	Builder	<b>Indigo, Corn, Quarry, Quarry, Quarry</b>	<b>Hospice, Small Indigo Plant, Library</b>		2		1
Kevin Wilson	Mayor	<b>Indigo, Quarry, Indigo, Indigo, Sugar</b>	<b>Small Market, Indigo Plant (x2), Small Warehouse, Small Sugar Mill</b>		2		3
Chris Geggus	Prospector	Indigo, <b>Coffee, Tobacco, Corn, Corn</b>	<b>Black Market, Coffee Roaster (x1), Small Indigo Plant, Tobacco Storage</b>		3	1 corn	
Dave Hooton	Settler	<b>Corn, Sugar, Sugar, Corn, Sugar, Quarry</b>	<b>Sugar Mill (x2), Office</b>		0		9
Andy York		<b>Corn, Coffee, Sugar, Indigo, Indigo, Coffee</b>	<b>Aqueduct, Small Sugar Mill, Small Indigo Plant, Coffee Roaster</b>		0		5

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: 50      Colonist Ship: 10

**Trading House:** Empty

**Cargo Ships:** Ship 1 (capacity 6):      3 indigo      Ship 2 (capacity 7):      4 sugar      Ship 3 (capacity 8):      Empty

**Victory Points:** 104

Commodities

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

Buildings

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

Column 1	Column 2	Column 3	Column 4
		Factory (7d, 3vp)	Fortress (10d, 4vp)
	Guesthouse (4d, 2vp)	Lighthouse (7d, 3vp)	Customs House (10d, 4vp)
Hacienda (2d, 1vp)		University (8d, 3vp)	City Hall (10d, 4vp)
Forest House (2d, 1vp)	Church (5d, 2vp)		Cloister (10d, 4vp)
Construction Hut (2d, 1vp)	Trading Post (5d, 2vp)	Harbour (8d, 3vp)	Statue (10d, 8vp)
	Large Market (5d, 2vp)	Specialty Factory (8d, 3vp)	
Storehouse (3d, 1vp)	Large Warehouse (6d, 2vp)	Union Hall (9d, 3vp)	
	Small Wharf (6d, 2vp)	Wharf (9d, 3vp)	

### Roles

**Builder**, Captain, Craftsman, **Mayor**, **Prospector**, **Settler**, Trader, Prospector

### Plantations

Forest (x∞), Quarry (x3), Indigo, Indigo, Sugar, Tobacco, Tobacco

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

## Lowchen

### Turns 1 through 4

#### Turn 1

**Governor Christopher** selects the Builder and builds a Hospice (1 doubloon discount for Builder, 3 doubloons spent). Kevin builds a Small Indigo Plant (1 doubloon spent). Martin builds a Hacienda (2 doubloons spent). Dave builds a Small Market (1 doubloon spent).

**Kevin** selects the Mayor and places a colonist on the indigo plantation and a noble on the Small Indigo Plant. Martin places a colonist on the corn plantation. Dave

places a colonist on the corn plantation. Christopher places a colonist on the Hospice. Three colonists and 1 noble are placed on the colonist ship.

**Martin** selects the Craftsman and gains 1 corn. Dave gains 1 corn. Kevin gains 1 indigo. Martin gains a bonus corn.

**Dave** selects the Captain and ships 1 corn on Ship 3 for 2VP. Kevin ships 1 indigo on Ship 2 for 1VP. Martin ships 2 corn on Ship 3 for 2VP.

#### Turn 2

**Governor Kevin** selects the Builder and builds a Small Market (1 doubloon discount for Builder, 0 doubloons spent). Martin builds a Small Indigo Plant (1 doubloon spent). Dave builds a Hacienda (2 doubloons spent). Christopher cannot build.

**Martin** selects the Craftsman and crafts 1 corn. Dave crafts 1 corn. Kevin crafts 1 indigo. Martin crafts a bonus corn.

**Dave** selects the Captain and ships 1 corn on Ship 3 for 2VP. Kevin ships 1 indigo on Ship 2 for 1VP. Martin ships 2 corn on Ship 3 for 2VP.

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

#### Turn 3

**Governor Martin** selects the Mayor, gains 1 doubloon, and places a noble on the Small Indigo Plant and a colonist on the indigo plantation. Dave places a colonist on the corn plantation. Christopher places a colonist on the indigo plantation. Kevin moves the noble to the Small Market and places a colonist on the Small Indigo Plant. Three colonists and 1 noble are placed on the colonist ship.

**Dave** selects the Prospector, gaining 3 doubloons.

**Christopher** selects the Trader, gaining 2 doubloons. No trading is possible.

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

#### Turn 4

**Governor Dave** selects the Builder, gains 1 doubloon, and builds a Tobacco Storage (1 doubloon discount for Builder, 4 doubloons spent). Christopher builds

an Indigo Plant (1 doubloon discount from a Quarry, 2 doubloons spent). Kevin builds a Construction Hut (2 doubloons spent). Martin cannot build.

### The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Christopher Hunt		<b>Indigo, Quarry, Coffee</b>	<b>Hospice</b> , Indigo Plant		1		
Kevin Wilson		<b>Indigo</b> , Tobacco, Quarry	<b>Small Indigo Plant</b> , <i>Small Market</i> , Construction Hut		0		2
Martin Burgdorf		<b>Corn, Indigo</b> , Corn	Hacienda, <i>Small Indigo Plant</i>		1		4
<b>Dave Hooton</b>	Builder	<b>Corn, Corn</b> , Tobacco	Small Market, Hacienda, Tobacco Storage		0		4

Player in bold is the Governor. Plantations and buildings in bold are manned with colonists, in italics with a Noble. 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: 62      Colonist Ship: 3

**Nobles:** Supply: 17      Colonist Ship: 1

**Trading House:** Empty

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

**Victory Points:** 90

Commodities

**Corn:** 4      **Indigo:** 9      **Sugar:** 10      **Tobacco:** 9      **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2, 1d, 1vp)	Indigo Plant (x2, 3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x4, 2d, 1vp)	Sugar Mill (x3, 4d, 2vp)	Coffee Roaster (x3, 6d, 3vp)	Residence (10d, 4vp)
	Hospice (4d, 2vp)		Fortress (10d, 4vp)
	Hunting Lodge (x2, 4d, 2vp)	Factory (x2, 7d, 3vp)	Customs House (10d, 4vp)
Land Office (x2, 2d, 1vp)	Office (x2, 5d, 2vp)	Villa (x2, 7d, 3vp)	City Hall (10d, 4vp)
	Construction Office (x2, 5d, 2vp)	University (x2, 8d, 3vp)	Gardens (10d, 4vp)
Construction Hut (2d, 1vp)	Large Market (x2, 5d, 2vp)	Jeweler (x2, 8d, 3vp)	
Chapel (x2, 3d, 1vp)	Large Warehouse (x2, 6d, 2vp)	Harbour (x2, 8d, 3vp)	
Small Warehouse (x2, 3d, 1vp)	Court Supplier (x2, 6d, 2vp)	Wharf (9d, 3vp)	

Roles

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

Plantations

Quarry (x6), Corn, Corn, Indigo, Tobacco, Coffee

Discard Pile: Tobacco, Coffee, Sugar, Tobacco

SamoyedRounds 1 through 9Round 1

**Geggus** plays the Veterinarian occupation.

**Hooton** pays 1 food to play the Stone Carrier occupation.

**York** collects 3 wood from the 3 wood space.

**Hunt** collects 2 wood from the 2 wood space.

**Geggus** collects 2 clay from the 2 clay space.

**Hooton** collects 1 reed, 1 stone, and 1 food, exchanging a food for a stone using the Stone Carrier.

**York** plows a field.

**Hunt** becomes first player and spends 1 wood for a Fish Trap.

Round 2

**Geggus** draws a cattle and a wild boar from the Veterinarian. Both are returned to the cup.

**Hunt** plays the Patron occupation.

**Geggus** spends 1 food to play the Carpenter occupation.

**Hooton** collects 1 reed, 1 stone, and 1 food, exchanging a food for a stone using the Stone Carrier.

**York** collects 3 wood from the 3 wood space.

**Hunt** collects 2 reeds from the reed space, gaining 1 food from the Fish Trap.

**Geggus** collects 2 wood from the 2 wood space.

**Hooton** collects 2 clay from the 2 clay space.

**York** collects 2 clay from the 1 clay space.

Round 3

**Geggus** draws a sheep and a cattle from the Veterinarian. Both are returned to the cup.

**Hunt** gains 2 food from the Patron, then spends 1 food for the Mushroom Collector occupation.

**Geggus** spends 2 clay for a Fireplace.

**Hooton** spends 1 food to play the Acrobat occupation.

**York** collects 1 grain.

**Hunt** gains 1 reed, 1 stone, and 1 food, gaining an additional food from the Fish Trap.

**Geggus** becomes first player and spends 2 wood for a Raft.

**Hooton** visits the Traveling Players, gaining 3 food, then using the Acrobat, plows a field.

**York** sows grain.

Round 4

**Geggus** draws 2 cattle from the Veterinarian. He keeps one and the other is returned to the cup.

**Geggus** goes Fishing, gaining 4 food and 1 reed from the Raft.

**Hooton** collects 6 wood from the 3 wood space.

**York** collects 4 clay from the 2 clay space.

**Hunt** collects 2 food from the Patron, then spends 1 food to play the Stone Carver

occupation.

**Geggus** collects 4 wood from the 2 wood space.

**Hooton** collects 2 reeds from the reed space.

**York** becomes first player and spends 1 wood to play a Bread Paddle.

**Hunt** collects 3 wood and 1 food from the 1 wood space, with the help of the Mushroom Picker.

Harvest Phase 1The Field Phase

York harvests 1 grain.

Feeding the Family

**Geggus** uses 4 food

**Hooton** uses 4 food

**York** converts 1 grain to food and uses 4 food.

**Hunt** uses 4 food

Breeding

No animal pairs.

Round 5

**Geggus** draws a sheep and a wild boar from the Veterinarian, and both are returned to the cup.

**York** becomes first player and plays Alms, gaining 4 food. Alms is passed to Hunt.

**Hunt** collects 3 wood from the 3 wood space.

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

**Geggus** draws a sheep and a wild boar from the Veterinarian, and both are returned to the cup.

**York** spends 2 clay to build a Fireplace.

**Hunt** spends 5 wood and 2 reeds to add a room to his wooden hut, and 2 wood to build a stable.

**Geggus** collects 3 sheep and slaughters them for 6 food.

**Geggus** draws 2 sheep from the Veterinarian, keeping 1 and slaughtering it for 2 food and returning the other to the cup.

**Hooton** spends 1 clay and 3 stone for a Stone Oven, and immediately bakes bread, converting 1 grain into 4 food.

**York** spends 1 food to play the Clay Worker occupation, using the Bread Paddle to bake 1 grain into 2 food.

**Hunt** collects 6 clay from the 2 clay space.

**Geggus** goes Fishing, gaining 3 food and 1 reed from the Raft.

York harvests 1 grain.

**Geggus** uses 4 food

**Hooton** uses 4 food

No animal pairs.

**Hunt** receives 1 food.

**Geggus** draws 2 wild boar from the Veterinarian, keeping 1 and slaughtering it for 3 food and returning the other.

**Hooton** grows his family and spends 2 wood for a Wildlife Reserve.

**York** collects 6 wood from the 3 wood space.

**Hunt** gains 2 food from the Patron, then spends 1 food to play the Yeoman Farmer.

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

**Hunt** receives 1 food.

## S.O.B.

**Hooton** visits the Traveling Players, collecting 2 food.

**York** plays the Seasonal Worker occupation.

**Hunt** collects 3 clay from the 1 clay space.

**Geggus** exchanges his Fireplace for a Cooking Hearth.

**Hooton** spends 2 food to play the Meat-Seller occupation, then uses the Acrobat to move from Traveling Players to take 1 grain.

## Round 6

**Hooton** becomes first player and spends 1 wood and 1 stone for an Axe.

**York** becomes a Day Laborer, gaining 2 food plus 1 grain from the Seasonal Worker.

**Hunt** grows his family and plays a Fruit Tree.

**Geggus** collects 4 wood from the 2 wood space.

**Hunt** collects 3 wood from the 3 wood space.

## Round 7

**Hooton** uses the Axe to spend 4 wood and 4 reeds to build 2 rooms, then spends 2 wood for a stable.

**York** collects 4 wood from the 1 wood space.

**Hunt** spends 3 clay and 1 reed to renovate to a clay hut, and 3 clay for a Fireplace.

**Geggus** spends 2 food to play the Businessman occupation.

**Hunt** collects 1 stone, 1 reed, and 1 food, plus an additional food with the Fish Trap.

## Harvest Phase 2

### The Field Phase

### Feeding the Family

**York** uses 4 food.

**Hunt** uses the Stone Carver to convert 1 stone to 3

food, then uses 6 food

### Breeding

### Round 8

**Hooton** collects 2 sheep, placing 1 in his house and the other in the unenclosed stable.

**York** plows a field.

**Hunt** collects 3 clay from the 1 clay space.

**Geggus** collects 4 reeds.

**Hunt** becomes first player and spends 4 clay and 1 reed for a clay hut extension, which is passed to Geggus.

### Round 9

**Geggus** draws 1 sheep and 1 cattle from the Veterinarian. Both are returned.

### Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Chris Geggus	Purple	2	Wood	Veteranarian, Carpenter, Businessman, 4 unplayed	Raft, 7 unplayed	Cooking Hearth	0
Dave Hooton	Red	3	Wood	Stone Carrier, Acrobat, Meat-Seller, 4 unplayed	Axe, Wildlife Reserve, 5 unplayed	Stone Oven	0
Andy York	Blue	2	Wood	Seasonal Worker, Clay Worker, 5 unplayed	Bread Paddle, 5 unplayed	Fireplace	0
Christopher Hunt	Green	3	Clay	Patron, Mushroom Collector, Stone Carver, Yeoman Farmer, 3 unplayed	Fish Trap, Fruit Tree, 5 unplayed	Fireplace	0

Player in bold is current first player.

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Chris Geggus	8		2	8					1	11	
Dave Hooton		1					2			0	
Andy York	15	4			1 (1)					3	
Christopher Hunt		2	1							7	

### Addresses

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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!