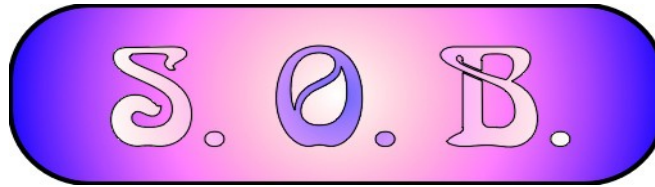


Number 251



April/May, 2020

Notes from Hades

The move went fine, and you can see my new address below. It was a bit of **Shiba Inu**. Age of Renaissance: Will be run via email. Have Chris Geggus(\$), a challenge moving from a 4 bedroom, 2500 square foot house to a 2 Dave Hooton(\$), Bob Robles(\$), Christopher Hunt(\$), Martin Burgdorf(\$), will bedroom, 1100 square foot apartment, but we managed. Fortunately, we take up to 1 more. completed our move the weekend before the shelter-in-place order came down, so **Shikoku**. Diskworld: Ankh-Morpork: This will be run by email. Have Andy York(\$), Christopher Hunt(\$), Bill Scharf(\$), Kevin Wilson(\$). This game is full.

What a difference a month has made. Right now, California still has a shelter-in-place order, so not much is open. I am still getting a paycheck, even though the Andy York(\$), Bill Scharf(\$), will take up to 3 more. Aquarium is currently closed, but I'm not sure how much longer that will be true. **Stabyhound**. Terraforming Mars: This will be run by email. Have the Hellas & Things are pretty crazy now, but that makes things like this zine even more Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have important as a way of coping with the current situation. In any event, stay safe and Christopher Hunt(\$), Andy York(\$), Chris Geggus(\$), Kevin Wilson(\$), Dave healthy, everyone. Hooton. This game is full.

Three games have completed this time around The first is Plott, the **Ridgeback**. 7 Wonders: This will be run by email. Have the Leaders, Cities, and Teraforming Mars game. Andy York had a nice victory in that one. The second Babel expansions. Have Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus, Kevin was Samoyed, the Agricola game. Dave Hooton edged out Christopher Hunt in Wilson(\$), Dave Hooton, Martin Burgdorf(\$), will take up to 2 more. that one for a close win. Finally, Saluki, one of the Puerto Rico games also ended. Players who have a (\$) after their name have paid the necessary game fee. Chris Geggus continues his string of victories in that game. Congratulations to them all.

Wish List

With the current situation, I have decided to go through my games and figure **Kremlin**: Will use the Revolution cards. Have Bob Robles, Bill Scharf, Kevin out which of them might be suitable for play here. I have come up with a few and Wilson, will take up to 3 more. would like some feedback about interest in them. I can run any of the following **Outpost**: This will use the usual rules. Have Dave Hooton, Andy York, Bill games as soon as I get the players: 2038, Lords of Waterdeep, Louis XIV, Race for Scharf, Kevin Wilson, will take up to 6 more. the Galaxy, Suburbia, and Titan. With a little more preparation, I can also do **Caverna**: A game of farming and mining very similar to Agricola. This will be run Dominion, Cosmic Encounter, and Gateway to the Stars. If there is any interest in by email. Have Chris Geggus, will take up to 6 more. those games, please let me know.

The next deadline is **Tuesday, May 5 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.

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

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

Agricoila: Will be run by email. Will take up to 5.

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

Terra Mystica: This will be run by email.. Will take up to 5.

Puerto Rico: This will be run by email and will be just the base game. Will take up to 5.

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

Puerto Rico: This will be run by email and will include the nobles expansion. Will take up to 5.

Diskworld: Ankh-Morpork: Will take up to 4.

In general, game ownership is recommended, but not required. Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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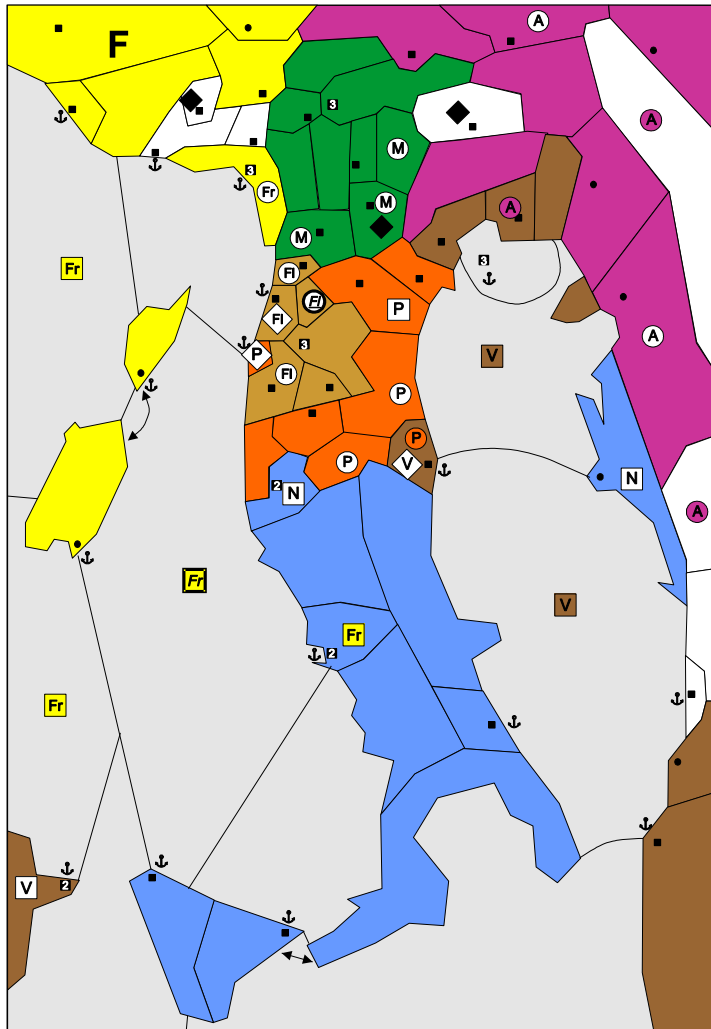
Kai Ken

Spring 1456

Deadline/Summer 1456 5/5 Tuesday

The leadership of Naples and Venice suddenly resigns, allowing Austria and France to make uncontested headway against them. Milan finds itself blocked by Florence and the Pope while Naples backs into Rome.

Kai Ken



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

Fall 1455 Retreats

Florence retreats F Modena to Lucca

Naples retreats F Tyrrhenian Sea to Rome

Builds

		Cost
Austria	Maintains all, builds A Hungary, A Austria	15
Florence	Maintains all, builds A (Elite Professional) Florence	18
France	Maintains all, builds F Marseilles	18

Milan	Maintains all, no new builds	9
Naples	NBR! Maintains all, no new builds	6
Papacy	Maintains all, builds A Perugia	18
Venice	NBR! Maintains all, no new builds	18

Expenditures

Florence spends 3 ducats each for famine relief in Lucca and Pisa.

Outstanding Loans

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

Fall 1457: 15 ducats from France (10 borrowed).

Orders

AUSTRIA (Wilke): A AUSTRIA holds, A Hungary to SLAVONIA, A Croatia to BOSNIA, A Carniola to CROATIA, A Verona to TREVISO

FLORENCE (Robles): A LUCCA holds, A (EP) Florence to PISTOIA, A SIENNA supports Papal A Piombino convert to G, A PISA convert to G

FRANCE (Wilson): A GENOA to Modena, F Marseilles to GULF OF LIONS, F Sardinia to WESTERN MEDITERRANEAN, F Tyrrhenian Sea to NAPLES, F (EM) Corsica to TYRRHENIAN SEA

MILAN (Wilson): A MANTUA to Bologna, A MODENA to Lucca, A BERGAMO to Mantua

NAPLES (Martin): NMR! F ROME holds, F DALMATIA holds

PAPACY (Robles): A Urbino to ANCONA, A SPOLETO supports A Urbino to Ancona, A Perugia to URBINO, A PIOMBINO convert to G, E BOLOGNA supports F Ferrara besiege (cut), F FERRARA besiege (imp. not a port)

VENICE (Martin): NMR! A PADUA holds, A Ancona holds (Dislodged, retreats to GARRISON), F UPPER ADRIATIC holds, F LOWER ADRIATIC holds, F TUNIS holds, G FERRARA holds

Your treasury:

Notes

Dave Anderson has had to resign from the game due to family issues. **Will Brad Martin please take over for Naples and Venice!**

Spring 1456 Famine Losses

Venice A Padua, autonomous garrison Montferrat

Summer 1456 Plague

Poor Year – Column Only: Marseilles, Carinthia, Ferrara (Papal F and Venice G destroyed), Milan, Florence, Otranto, Corsica

Spaniel

Turn 25

Turn 26, May 5

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Right (220)	Move 1 (540)	Move 1 (620)	Rotate Left (330)	Move 1 (520)
Robot Nick	Move 3 (800)	Move 1 (640)	Move 2 (720)	Move 2 (680)	Rotate Left (210)
meRobot	Move 2 (760)	Rotate Left (130)	Rotate Right (360)	Rotate Left (310)	Rotate Right (280)
SmaD	U-Turn (40)	Move 3 (810)	Move 1 (510)	Rotate Left (230)	Move 2 (770)

Registers in italics are locked.

Phase 1

Robot Nick dashes forward 3 to J19, meRobot moves ahead 2 to K16, GEGS rotates right to face south, and SmaD makes a U-turn to face west. The conveyor belt moves meRobot to K15.

Phase 2

SmaD dashes ahead 3 to B7, Robot Nick moves ahead 1 to J18, GEGS moves ahead 1 to I20, and meRobot rotates left to face west. The conveyor belt moves meRobot to K14 and the onboard laser shoots GEGS.

Phase 3

Robot Nick moves ahead 2 to J16, GEGS moves ahead 1 to I21, SmaD moves ahead 1 to A7, and meRobot rotates right to face north. The conveyor belt moves meRobot to K13.

Phase 4

Robot Nick moves ahead 2 to J14, GEGS rotates left to face east, meRobot rotates left to face west, and SmaD rotates left to face south. The conveyor belt moves meRobot to K12.

Phase 5

SmaD moves ahead 2 to A9, GEGS moves ahead 1 to J21, meRobot rotates right to face north, Robot Nick rotates left to face west.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam	J21>E	1	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	J14>W	1, 2	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	K12>N	1, 2	1	1
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	A9>S	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 T'ang Dynasty, Arabs, Khmers
Deadline, Epoch V Empire Selection and Franks, May 5**

Epoch IV

CJVH (Hunt): Plays Kingdom in the Highlands. Goth army retreats to Albion. T'ANG DYNASTY: Army and Capital Yangtse Kain (Hsuing-nu army retreats to Great Plain of China), army Great Plain of China (vs. Hsuing-nu; T: 6, 4; H: 6; T: 6, 5; H: 4; T: 4, 3; H: 4; T: 5, 1; H: 4; wins, city eliminated), fleet Sea of Japan, army Chekiang (vs. Hsuing-nu; T: 4, 2; H: 6; loses), Chekiang (vs. Hsuing-nu; T: 6, 3; H: 4; wins), Szechuan (vs. Han Dynasty; T: 4, 1; H: 4; T: 6, 4; H: 5; wins), Irrawaddy (vs. Sassanids; T: 1, 1; S: 3, 2; loses), Irrawaddy (vs. Sassanids; T: 3, 1; S: 5, 5; loses), Irrawaddy (vs. Sassanids; T: 6, 4; S: 2, 1; wins), Ganges Delta (vs. Sassanids; T: 1, 1; S: 2, 2; loses), Ganges Delta (vs. Sassanids; T: 6, 1; S: 5, 3; wins, city eliminated). Points: Dominance in China (6), Southeast Asia (4), Presence in India (3), Northern Europe (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 2 Monuments (2) for 21 points.

GEGS (Geggus): Plays Kingdom in the Gold Coast. Army, city, and fort Gold Coast. ARABS: Plays Leader. Army and Capital Arabian Peninsula (Egyptian army eliminated), Nile Delta (vs. Macedonians; A: 6, 4, 2; M: 2; wins, city eliminated), fleet Red Sea unsupported), fleet Red Sea, army Palestine (vs. Macedonians; A: 2, 2, 1; M: 3; loses), Palestine (vs. Macedonians; A: 4, 3, 1; M: 1; wins), Nubia (vs. Egypt; A: 6, 5, 4; E: 4; wins), Levant (vs. Macedonians; A: 6, 6, 4; M: 4; wins), Libya (vs. Byzantines; A: 6, 5, 1; B: 3; wins), Upper Tigris (vs. Macedonians; A: 6, 2, 2; M: 2; wins), Zagros (vs. Huns; A: 6, 4, 3; J: 5, 3; wins, city eliminated), Persian Plateau (vs. Huns; A: 3, 1, 1; H: 6; loses), Persian Plateau (vs. Huns; H: 5, 4, 4; H: 6; lose), Persian Plateau (vs. Huns; A: 6, 5, 4; H: 3; wins), Hindu Kush (vs. Huns; A: 4, 3, 3; H: 2; wins), Upper Indus (vs. Huns; A: 5, 5, 2; H: 5; A: 4, 3, 2; H: 5; loses), Upper Indus (vs. Huns; A: 3, 3, 1; H: 4; loses), Upper Indus (vs. Huns; A: 6, 4, 2; H: 3; wins), Eastern Anatolia (vs. Romans; A: 6, 6, 4; R: 3; wins). Builds Monument Arabian Peninsula. Points: Dominance in North Africa (4), Middle East (6), Presence in India (3), Middle East (3), 1 Capital (2), 1 city (1), 1 Sea (1), and 5 Monuments (5) for 25 points.

Romulus & Remus (Anderson): Plays Empire Fortifies. Forts Pindus, Crete. KHMERS: Army and Capital Mekong (Maurya army retreats to Malayan Peninsula), fleet South China Sea (vs. HICK; R: 3, 1; H: 3; R: 6, 1; H: 4; wins), army Si-Kyang (vs. Shang Dynasty; K: 5, 2; S: 3; wins), East Indies (vs. Han Dynasty; K: 6, 1; H: 4+1, 3+1; wins), fort East Indies. Points: Presence in North Africa (2), Middle East (3), China (3), Southern Europe (3), Southeast Asia (2), 2 Capitals (4), 1 city (1), and 1 Sea (1) for 19 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	26	62
Christopher Hunt	Christian Juvenile Volunteer Host (green)	34	67
Andy York	Republic of Texas (blue)	35	69
David Hood	Hood's IinterContinental Kingdom (red)	39	79
Chris Geggus	Greco-Etruscan Great Sword (yellow)	39	56

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	40	71
Dave Anderson	Romulus & Remus (orange)	40	65

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: Armies Chekiang, Mongola. GUPTAS: Armies Western Ghats, Eastern Ghats, Ceylon.

HICK: Fleet South China Sea. 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 and Monument Tarim Basin, Wei River, armies Western Steppe, Turanian Plain, Lower Indus, Western Deccan.

RMHS: Fleets North Sea, Black Sea, Eastern Mediterranean, Western Mediterranean. SASSANIDS: Armies Persian Salt Desert, Ganges Valley. ANGLO-SAXONS: Armies Baltic Seaboard, Scandinavia. BYZANTINES: Army and Capital Balkans, armies Western Anatolia, Dalmatia, Northern Apennines, Southern Apennines, Central Massif.

CJVH: Fleet Sea of Japan. MAURYA: Armies Mekong, Malayan Peninsula, Sumatra. SCOTS: Army, city, and fort Highlands. T'ANG DYNASTY: Army and Capital Yangtse Kian, army and Monument Great Plain of China, Ganges Delta, armies Chekiang, Szechuan, Irrawaddy.

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, Middle Tigris.

Republic of Texas: SHANG DYNASTY: Army Si-Kyang. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia. MACEDONIANS: Army Morea.

GOTHS: Two armies and Monument Albion, armies Pyrenees, Northern Gaul, Central Europe, Danubia, Dniepr.

GEGS: Fleet Red Sea. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. ARABS: Army, Capital, and Monument Arabian Peninsula, army and Monument Upper Tigris, Zagros, Persian Plateau, Upper Indus, armies Libya, Nile Delta, Nubia, Palestine, Levant, Eastern Anatolia, Hindu Kush.

Event Cards

Epoch V Empire Draw

Plott

Generation 9 Actions through End of Game Statements

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Chris Geggus	GEGS (Grizzled, Eccentric, Grouchy Spaceman)	UNMI	Yellow	0	41
Kevin Wilson	PIKES (Phony Insincere Korpulent Egomaniacal Shyster)	Phoblog	Black	0	42
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Blue	0	32
Martin Burgdorf	NICE (National Institute for Co-ordinated Experiments)	Credicor	Red	0	33
Christopher Hunt	CJVH (Cheung Joint Venturecapital Holdings)	Cheung Sung Mars	Green	0	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	59	2	10	4	4	3	6	0	0	0	7
Kevin Wilson	1	45	1	1	3	3	1	6	0	0	7	25
Andy York	40	77	1	1	5	5	5	7	9	9	1	9
Martin Burgdorf	22	58	0	0	1	1	1	6	0	0	5	14
Christopher Hunt	25	68	1	1	0	0	9	0	4	4	0	12

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)	1 (0 cards)
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Enceladus	CJVH	(3 microbes)	(3 microbes)	2 (1 microbe)
Titan	NICE	PIKES	(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 9

Action Phase

NICE spends 8 heat to raise the temperature to +8C, increasing his TR to 27, then spends a floater from Titan Floating Launch-Pad to trade with Luna, gaining

10M€. GEGS, TTT, and CJVH each gain 2M€.
 CJVH spends 17M€ to place a colony on Enceladus, gaining 3 microbes on Sulphur-Eating Bacteria, then spends 3 resources from Sulphur-Eating Bacteria to gain 9M€.
 GEGS spends 9M€ for Sponsored Academies, discarding 1 card and drawing 3 more. All other players gain 1 card. GEGS then spends 3 titanium and 2M€ for a Spin-Inducing Asteroid, increasing Venus terraforming to 12% and his TR to 40. PIKES spends 1 titanium and 1M€ for a Minority Refuge, losing 2M€ production and placing a colony on Titan, gaining 3 floaters, of which 2 are placed on Jet-Stream Microscrapers and 1 on Atmo Collectors, then spends 2 floaters from Jet-Stream Microscrapers to increase Venus terraforming to 14% and his TR to 41. TTT spends 3 energy to trade with Ganymede, gaining 2 plants. NICE gains 1 plant. TTT then uses AI Central to draw 2 cards.
 NICE spends 1 titanium and 6M€ for Venus Waystation, then 25M€ for a Giant Solar Shade, gaining 4M€, increasing Venus terraforming to 20% and his TR to 31.
 CJVH spends 8M€ for a Spin-Off Department, gaining 2M€ production, then spends 5 steel and 14M€ for a Capital at C1, losing 2 energy production and gaining 5M€ production and 2M€. PIKES gains a resource on Pets.
 GEGS spends 3M€ to raise his TR to 41, then spends 1 titanium to add a resource to Security Fleet.
 PIKES uses Equatorial Magnetizers, spending 1 energy production to increase his TR to 42, then uses Martian Zoo to gain 5M€.
 TTT adds a resource to Fish, then plays CEO's Favorite Project to add a second resource to Fish.
 NICE spends 8 plants to place a greenery tile on D6, gaining 1 plant and 2M€. CJVH spends 8 plants to place a greenery tile on F3, gaining 2M€. GEGS spends 12M€ for a Mangrove, placing a greenery tile in I6, gaining 1 plant and 2M€, then sells 4 cards for 4M€. PIKES spends 1M€ production to add a resource to Refugee Camps. TTT spends 1 steel and 5M€ for Olympus Conference, gaining a resource on the card and drawing a new card, then spends 5M€ for a Mass Converter, gaining 6 energy production and expending a resource from Olympus Conference, drawing another card.
 NICE spends 25M€ for Nitrogen From Titan, gaining 2 floaters on Titan Floating Launch-Pad, 4M€, and increasing his TR to 33.
 CJVH adds a resource to Psychrophiles, then spends 4 resources on Psychrophiles and 13M€ for a Protected Valley, gaining 2M€ production and placing a greenery tile at D1, gaining a card.
 GEGS sells a card for 1M€ then spends 8 plants to place a greenery tile at I7, gaining 2M€. PIKES spends 1 steel and 4M€ on Greenhouses, gaining 17 plants, then spends 8 plants to place a greenery tile on D3. TTT spends 13M€ for Farming, gaining 2 plant production, 2 plants, and 2M€ production, then spends 8 plants for a greenery tile at C4, gaining 1 plant and 2M€. NICE spends 9M€ to trade with Pluto, gaining 1 card.

NICE moves 3 energy to heat and gains 55M€, 1 titanium, 1 plant, and 5 heat.
 CJVH moves 4 energy to heat, then gains 59M€, 1 steel, 9 plants, and 4 energy.

Game end conditions have been met.

CJVH places greenery tiles in C2 and D2.

S.O.B.

CJVH spends 5M€ for a SF Memorial, gaining 1 card.
 GEGS spends 8M€ for Luxury Foods and 23M€ for Water Import from Europa.
 PIKES spends 8 plants to place a greenery tile at E3.
 TTT spends 8M€ for Advanced Ecosystems.
 NICE sells a card for 1M€.
 CJVH sells a card for 1M€.
 GEGS sells a card for 1M€.
 PIKES sells a card for 1M€.
 TTT sells a card for 1M€.
 NICE spends 1M€ for Heat Trapping, losing 5 heat and gaining 4 plants.
 CJVH sells a card for 1M€.
 GEGS passes.
 PIKES spends 25M€ for a City at F8, gaining 1M€ production and a resource on Pets. CJVH gains 2M€. PIKES then spends 23M€ for a greenery tile at E8.
 TTT spends 15M€ for Maxwell Base, losing 1 energy production. PIKES gains a resource on Pets and CJVH gains 2M€. NICE sells a card for 1M€.
 CJVH sells a card for 1M€.
 PIKES spends 3 titanium to trade with Callisto, gaining 7 energy. GEGS, NICE, and CJVH each gain 3 energy. PIKES then spends a resource from Atmo Collectors to gain 3 energy.
 TTT uses the Restricted Area to spend 2M€ to draw a card.
 NICE spends 1M€ to play Earth Office.
 CJVH spends 10M€ to play Shuttles, losing 1 energy production and gaining 2M€ production.
 PIKES passes.
 TTT sells a card for 1M€.
 NICE sells a card for 1M€.
 CJVH spends 6 energy to add a resource to Physics Complex.
 TTT sells a card for 1M€.
 NICE sells a card for 1M€.
 CJVH passes.
 TTT sells a card for 1M€.
 NICE sells a card for 1M€.
 TTT sells a card for 1M€.
 NICE passes.
 TTT spends 1M€ for Local Shading, then uses Maxwell Base to add a floater to Local Shading.
 TTT spends a floater from Local Shading to gain 1M€ production, then spends 4 titanium and 4M€ for Phobos Space Haven, gaining 1 titanium production. PIKES gains a resource on Pets and CJVH gains 2M€. TTT spends 11M€ for Ganymede Colony. PIKES gains a resource on Pets and CJVH gains 2M€. TT then spends 3M€ on Standard Technology, gaining a resource on Olympus Conference.
 TTT passes.

Production Phase

GEGS moves 3 energy to heat and gains 58M€, 2 steel, 4 titanium, and 3 plants.
 PIKES moves 11 energy to heat and gains 43M€, 1 steel, 3 titanium, 1 plant, and 7 heat.

TTT moves 1 energy to heat and gains 72M€, 1 steel, 5 titanium, 5 plants, 9 energy and 1 heat.

Solar Phase

Final Greenery Tile Placement

Victory Points

Awards

Landlord: All tiles on the board. CJVH has 14, NICE has 9, TTT has 8, PIKES has 5, and GEGS has 3. CJVH gains 5 and NICE gains 2.

Banker: M€ production. TTT has 40, CJVH has 27, NICE has 22, GEGS has 17, and PIKES has 1. TTT gains 5 and CJVH gains 2.

Scientist: Science tags. TTT has 9, GEGS has 5, PIKES has 3, CJVH has 2, and NICE has 1. TTT gains 5, and GEGS gains 2.

Milestones

Mayor and Hoverlord go to NICE. **Builder** goes to CJVH.

	GEGS	PIKES	TTT	NICE	CJVH
Terraform Rating	41	42	32	33	32
Awards	2	0	10	2	7
Milestones	0	0	0	10	5
Map	3	9	8	9	20
Cards	24	12	38	4	15
Total	70	63	88	58	80

TTT wins. Congratulations to Andy York on his victory!

End of Game Statements

Chris Geggus (GEGS): Congrats to Andrew and thanks to Chris. As much as I love this game, sometimes one can never get going properly and this was one of those times for me. Started okay, but got bogged down too soon and couldn't expand as I wanted. Even to the extent of finishing the game with lots of unused steel because so few usable cards came through my hand. I could just see the leaders disappearing in the distance, and only picked up 3rd due to a good number of VP cards.

Now I'm self-isolating over here as both my wife and I are deemed vulnerable (I'm diabetic, she has had cancer), I'm ready for the next one. Bring it on.

Christopher Hunt (CJVH): Congratulations to Andrew for his win, and many many thanks to Chris for running the game and helping me out. My email failed and but for Chris's help I had no idea what cards I held.

Like Chris G I find it difficult creating a synergy or engine. Slowing realizing the importance of milestones and awards.

Also, like Chris I am self-isolating. Age in my case - the cause. So as Chris said I'm ready for the next one, bring it on.

I went away for a gaming weekend and played several games of Terraforming Mars. Played Turmoil for the first time and liked it. The games confirmed my dislike for Venus and likeness for Colonies.

Andy York (TTT): Wow, didn't expect to win this one. I guess the many errors I made weren't as bad to my position as I thought. I'm still trying to figure this game out and get a handle on all the expansions. Thanks to Chris H for his usual well run game. I appreciate the other players pushing me, and providing a strong playing field.

Kevin Wilson (PIKES): Thanks to Chris for running the game. Congrats to

Andy on a nice win. Thanks to the rest for playing.

I'm beginning to think VP on cards is the way to go. I haven't looked back at our few games to check but it seems, if memory serves, the last two winners ran away with VP off cards. Anyone else feel the same? If Chris will send the final reports of his finished TM games I'll check.

I got off to a good start, gaining lots of TR rating but the cards didn't come to keep the income building and I once again failed to sustain the growth. But, I intend to keep trying!

As many, we're hunkered down too. Working from home, mostly email, conference calls, Skype meetings and the like. My job involves the financial markets and it's been CRAZY the last few days. I hope it settles a bit by June when I was planning to do a debt transaction with my company. Too wild right now.

As always, loads of fun. I see we have a start already so no need to say, "sign me up."

Martin Burgdorf (NICE): Jimdo was won by GECS who had less VP on cards than T-Cube and WZR.

Eurasier was won by HICKS who had less VP on cards than GECS.

Pyrenees was won by Bang who had less VP on cards than HICKS.

Only when TTT won, i. e. Malteser and Plott, the winner had indeed most VP on cards.

This was my second game of Terraforming Mars, and as in the first one I finished last. But this time I had 16 VPs more, so I shall try not to finish last in Puli.

Congratulations to Andy and a big thank you to Chris for running the game, it was a pleasure to play with all of you.

Puli**Generation 6 Actions through Generation 7**The Players

Player	Name	Company	Color	Cards	Terraform Rating
Martin Burgdorf	University of Mars	Thorgate	Blue	4	28
Kevin Wilson	PIKES (Prevaricating, Insidious, Kretinous, Ego-centric Schulb)	Helion	Green	2	33
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Black	4	26
Chris Geggus	GECS (Grass Eaters Generally Suck)	Interplanetary Cinematics	Yellow	5	28
Dave Hooton	Coloniae Neptunalia	Poseidon	Red	4	35

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Producti on	On Hand	Producti on	On Hand	Producti on	On Hand	Prod	On Hand	Producti on	On Hand	Producti on	On Hand
Martin Burgddorf	23	51	0	0	2	2	1	6	6	6	0	5
Kevin Wilson	7	40	3	8	0	0	2	6	2	2	15	16
Andy York	21	47	6	15	3	7	7	14	0	0	0	0
Chris Geggus	21	56	2	2	0	0	7	11	1	1	0	2
Dave Hooton	23	59	0	0	1	1	5	9	0	0	4	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
Luna	Coloniae Neptunalia	Coloniae Neptunalia	PIKES	5 (10M€)
Pluto	Coloniae Neptunalia	(2 cards)	(2 cards)	3 (2 cards)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	2 (1 plant)
Titan	Coloniae Neptunalia	(3 floaters)	(3 floaters)	3 (1 floater)
Europa	Coloniae Neptunalia	University of Mars	University of Mars	5 (1 plant production)
Callisto	Coloniae Neptunalia	(1 energy production)	(1 energy production)	3 (3energy)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	3 (2 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 6

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 4 plants and increasing his TR to 24. Coloniae Neptunalia gains 1M€ production. University of Mars then spends 3 energy to trade with Luna, gaining 13M€. Coloniae Neptunalia gains 4M€ and PIKES gains 2M€.

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

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.

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.

University of Mars spends 9M€ for Titan Floating Station, then spends 3 titanium to trade with Titan, gaining 3 floaters for Titan Floating Station. Coloniae Neptunalia gains a floater for Atmo Collectors.

PIKES spends 11 heat for Impactor Swarm, gaining 15 heat and 3M€. University of Mars loses 2 plants. PIKES then spends 8 heat to raise the temperature to -6C and his TR to 28.

TTT spends 7 steel and 1M€ for an Artificial Lake at B2, gaining 2M€ and 1 steel, then spends 14M€ to fund the Miner award.

GEGS spends 15M€ for an Underground City at C2, gaining 4M€ and 2 steel production, but losing 2 energy production. University of Mars gains 1M€ production and TTT gains 2M€. GEGS then uses his Electro-Catapult to convert 1 plant into 7M€.

Coloniae Neptunalia spends 18M€ to place an ocean at E1, gaining 4M€ and increasing his TR to 29, then spends 2 steel and 22M€ for a Capital in E2, gaining 6M€ and 5M€ production and losing 2 energy production. University of Mars gains 1M€ production and TTT gains 2M€.

University of Mars spends 8 plants to place a greenery tile at H7, gaining 1 plant, increasing the oxygen level to 6% and his TR to 25.

PIKES spends 3M€ and 8 heat for Cloud Seeding, losing 1M€ production and gaining 2 plant production. Coloniae Neptunalia loses 1 heat production.

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

GEGS uses Extreme Cold Fungus to add 2 resources to Nitrite Reducing Bacteria,

then spends 3 resources from Nitrite Reducing Bacteria to increase his TR to 25. Coloniae Neptunalia spends 1 floater from Atmo Collectors for 3 energy, then spends 4 energy to use Ironworks, gaining 1 steel and increasing the oxygen level to 7% and his TR to 30.

University of Mars adds a floater to Jupiter Floating Station.

PIKES passes.

TTT spends 5M€ for Sub-Zero Salt Fish.

GEGS spends 1M€ to Search for Life, drawing Ore Processor (fails), then gains 7M€ from the Martian Zoo.

Coloniae Neptunalia adds a resource to Psychrophiles, then spends 5 resources from Psychrophiles and 6M€ to play Tundra Farming, gaining 1 plant, 1 plant production, and 2M€ production.

University of Mars plays Energy Tapping and increases its energy production by 1 and decreases Coloniae Neptunalia's energy production by 1.

TTT adds a resource to Sub-Zero Salt Fish.

GEGS spends 1M€ for Rim Freighters then spends 2 energy to trade with Pluto, gaining 2 cards.

Coloniae Neptunalia spends 8 heat to increase the temperature to -4C and his TR to 31.

University of Mars spends 2M€ for Power Supply Consortium, increasing his energy production by 1 and reducing GEGS' energy production by 1.

TTT spends 9M€ for Adapted Lichen, gaining 1 plant production.

GEGS adds a resource to Titan Floating Launch-Pad, then adds a resource to Ants by consuming one from Nitrite Reducing Bacteria.

Coloniae Neptunalia passes.

University of Mars passes.

TTT passes.

GEGS spends 10M€ for Martian Rails, then spends 1 energy to use Martian Rails, gaining 8M€.

GEGS spends 10M€ for a Medical Lab, gaining 6M€ production and spending a resource from Olympus Conference to draw a card, then spends 5M€ on Wave Power, gaining 1 energy production.

GEGS sells 3 cards for 3M€, then uses Business Network to draw a card, which he declines.

GEGS spends 3M€ on Rad Suits, gaining 1M€ production.

GEGS passes.

Production Phase

University of Mars moves 1 energy to heat, then produces 36M€, 1 titanium, 2 plants, and 6 heat.

PIKES produces 35M€, 4 steel, 2 plants, and 15 heat.

TTT produces 39M€, 5 steel, 3 titanium, and 2 plants.

GEGS produces 46M€, 2 steel, and 1 energy.

Coloniae Neptunalia moves 2 energy to heat, then

produces 52M€, 1 titanium, 4 plants, and 4 heat.

Solar Phase

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

Generation 7

Research Phase

UPIKES keeps 2 cards, spending 6M€.

TTT keeps 3 cards, spending 9M€.

GEGS keeps 1 card, spending 3M€.

Coloniae Neptunalia keeps 2 cards, spending 6M€.

University of Mars keeps 3 cards, spending 9M€.

Action Phase

PIKES spends 9M€ to trade with Luna, gaining 12M€. Coloniae Neptunalia gains 4M€. PIKES then spends 5 steel and 1M€ for Geothermal Power, gaining 2 energy production.

TTT adds a resource to Sub-Zero Salt Fish.

GEGS spends 1 steel and 2M€ for SF Memorial, gaining 1 card, then spends 1 resource from Titan Floating Launch-Pad to trade with Ganymede, gaining 3 plants.

Coloniae Neptunalia spends 25M€ for a city at F4, gaining 1 plant and 1M€ production. University of Mars gains 1M€ production and TTT gains 2M€.

Coloniae Neptunalia then spends 8 plants for a greenery tile at E3, increasing the oxygen level to 8%, which increases the temperature to -2C and his TR to 33.

University of Mars spends 21M€ on Titan Air-Scrapping, then spends 3 energy to trade with Titan, gaining 2 floaters on Titan Air-Scrapping. Coloniae Neptunalia gains 1 floater on Atmo Collectors.

PIKES spends 25M€ for Nitrogen from Titan, increasing his TR to 30 and gaining 2 floaters on Jovian Lanterns, then spends 8 plants for a greenery tile at G4, gaining 1 plant, 2M€, increasing the oxygen level to 9% and his TR to 31.

TTT spends 4 titanium to play an Asteroid, gaining 2 titanium and increasing the temperature to 0C and his TR to 26 and removing 3 plants from University of Mars.

GEGS spends 20M€ to fund the Scientist Award, then draws a card using Business Network, which is discarded.

Coloniae Neptunalia adds a resource to Psychrophiles, then spends a resource from Atmo Collectors to gain 3 energy.

University of Mars spends 3 energy to trade with Pluto, gaining 2 cards.

PIKES spends 8M€ and 4 heat to play an Ecological Zone at E4, gaining 2 plants, 2M€, and 2 resources on the Ecological Zone, then spends 8 heat to increase the temperature to +2C and his TR to 32.

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

GEGS uses the Electro-Catapult to convert 1 steel into 7M€, then spends 2M€ to use the Restricted Area to draw a card.

Coloniae Neptunalia spends 12M€ and 2 titanium to play Trading Colony, placing a colony on Pluto, gaining 2 cards and 1M€ production, then spends 3 energy to trade with Callisto, gaining 8 energy.

University of Mars spends 3M€ to play Floater Leasing, gaining 2M€ production.

PIKES spends 8 heat to raise the temperature to 4C and his TR to 33.

TTT spends 13M€ for Trees, gaining 3 plant production and 1 plant.

GEGS uses Martian Zoo to gain 7M€ then spends 4M€ for Lichen, gaining 1 plant production.

Coloniae Neptunalia spends 8 heat to raise the temperature to 6C and his TR to 34, then spends 4 energy to use Ironworks, gaining 1 steel and increasing the oxygen level to 10% and his TR to 35.

University of Mars spends 2 floaters from Titan Air-Scrapping to increase his TR to 26.

PIKES spends 2M€ and 1 heat for a Caretaker Contract.

PIKES produces 40M€, 3 steel, 2 plants, 2 energy, and 15 heat.

TTT produces 47M€, 6 steel, 3 titanium, and 2 plants.

GEGS produces 49M€, 2 steel, 7 plants, and 1 energy.

TTT spends 3 titanium to play Satellites, gaining 6M€ production.

GEGS sells 1 card for 1M€ then spends 7M€ for Algae, gaining 1 plant and 2 plant production.

Coloniae Neptunalia spends 3 energy to trade with Europa, gaining 1 plant production and 1M€. University of Mars gains 2M€.

University of Mars uses Titan Floating Station to gain 4M€.

PIKES passes.

TTT sells 1 card for 1M€.

GEGS spends 1 energy to use Martian Rails, gaining 9M€, then spends 28M€ for a Nitrogen Rich Asteroid, gaining 4 plant production and 2M€, increasing the temperature to 8C, and his TR to 28.

Coloniae Neptunalia spends 7M€ and 2 steel for a Development Center.

University of Mars plays Indentured Workers.

TTT spends 16M€ for Farming, gaining 2M€ production, 2 plant production, and 2 plants.

GEGS adds a microbe resource to Nitrite Reducing Bacteria, then uses Extreme Cold Fungus to add 2 more resources to Nitrite Reducing Bacteria.

Coloniae Neptunalia spends 1 energy to use Development Center to draw a card.

University of Mars spends 6M€ for Release of Inert Gasses, increasing his TR to 28 and gaining 3M€.

TTT sells a card for 1M€.

GEGS sells a card for 1M€ then uses adds a resource to Ants by consuming a resource from Nitrite Reducing Bacteria.

Coloniae Neptunalia sells a card for 1M€.

University of Mars spends 8M€ on Media Archives, gaining 23M€.

TTT sells 1 card for 1M€.

GEGS spends 1M€ to Search for Life, drawing Lightning Harvest (failure).

Coloniae Neptunalia spends 9M€ for Fish, reducing University of Mars's plant production by 1.

University of Mars spends 7M€ for a Titanium Mine, gaining 1 titanium production.

TTT spends 6M€ for Great Escarpment Consortium, gaining 1 steel production and reducing the steel production of PIKES by 1.

GEGS passes.

Coloniae Neptunalia adds a resource to Fish then spends 1M€ for CEO's Favorite Project, adding another resource to Fish.

University of Mars spends 6M€ for Standard Technology.

TTT passes.

Coloniae Neptunalia passes.

University of Mars spends 11M€ for Molecular Printing, receiving 18M€, then spends 9M€ for Improved Alloys.

University of Mars spends 8M€ for Quantum Communications, gaining 9M€ production, then spends 1 titanium and 2M€ for a Trans-Neptune Probe.

University of Mars passes.

Production Phase

Coloniae Neptunalia produces 58M€, 1 titanium, 5 plants, and 4 heat.

University of Mars produces 51M€, 2 titanium, 1 plant, and 6 energy.

Solar Phase

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

Pumi**Turn 1 Actions through Turn 3 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	5	5	0	2	0	2	2	0
Kevin Wilson	2	Itars	1	1	0	1	0	10	3	0
Chris Geggus	4	Xenos	1	7	0	1	6	0	0	2

Player	Order	Faction	Credits	Ore	Knowledge	Q.I.C	Power: Gaia	Power: Area I	Power: Area II	Power: Area III
Martin Burgdorf	3	Hadsch Hallas	13	1	0	1	0	5	4	0

Turn 1Action 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.

The **Xenos** spend 4 knowledge to advance to level 1 in Science.

The **Hadsch Hallas** spend 3 power to terraform L6 one step, gaining 2VP, then spend 1 ore and 2 credits to place a mine there.

The **Lantids** spend 4 knowledge to advance to level 1 in Navigation, gaining 1 Q.I.C.

The **Itars** spend 4 knowledge to advance to level 3 in Terraforming, charging 3 power.

The **Xenos** pass, gaining 5VP and taking the bonus tile that has the +3 Navigation action and charge 2 power income.

The **Hadsch Hallas** spend 2 ore and 6 credits to upgrade the mine in L6 to a trading station.

The **Lantids** convert 1 Q.I.C. into an ore, spend 1 Q.I.C. to extend their navigation range by 2, spend 1 Q.I.C. to make the gaia planet at L8 habitable, then spend 1 ore and 2 credits to place a mine there. The Hadsch Hallas spend 3VP to charge 4 power and the Xenos charge 1 power.

The **Itars** pass, taking the bonus tile that charges 4 power and provides 4VP per Academy or Planetary Institute.

The **Hadsch Hallas** spend 4 knowledge to advance to level 1 in Navigation, gaining 1 Q.I.C.

The **Lantids** pass, taking the bonus tile that provides 3VP per research lab and 1 knowledge income.

The **Hadsch Hallas** pass, gaining 6VP and taking the bonus tile that provides an income of +2 power and +1 ore.

Turn 2Income Phase

The **Xenos** gain 5 ore, 2 knowledge, and charge 2 power.

The **Itars** gain 2 ore, 4 knowledge, charge 4 power, and gain 1 power.

The **Lantids** gain 4 ore, 3 credits, and 2 knowledge.

The **Hadsch Hallas** gain 2 ore, 16 credits, 1 knowledge, charge 1 power, and gain 2 power.

Gaia Phase

None.

Action Phase

The **Xenos** spend 4 power to gain 2 ore.

The **Itars** move 4 power to the Gaia area to charge 4 power, then spend 4 power to gain 7 credits.

The **Lantids** upgrade the trading post in L10 to a research station, gaining the tech tile that provides 4 credits income and advancing to level 2 in Navigation. The Hadsch Hallas spend 1VP to charge 2 power and the Xenos charge 1 power.

The **Hadsch Hallas** spend 3 power to gain 1 ore, then spend 4 ore and 6 credits to upgrade the trading station in L6 to a planetary institute. The Lantids charge 1 power.

The **Xenos** spend 2 ore and 3 credits to upgrade the mine in M10 to a trading station. The Lantids spend 2VP to charge 3 power.

The **Itars** spend 4 knowledge to advance to level 1 in Navigation, gaining 1 Q.I.C.

The **Lantids** spend 3 power to terraform N8 1 step and 1 ore and 2 credits to build a mine there. The Xenos spend 1VP to charge 2 power.

The **Hadsch Hallas** convert 2 Q.I.C. to ore, spend 3 credits to buy 1 ore, then spend 3 ore and 5 credits to convert the trading station at K7 to a research lab, taking the tech tile that grants 1 ore and 1 Q.I.C. and advancing to level 2 in

Navigation. The Xenos and Lantids each charge 1 power.

The **Xenos** spend 3 ore and 5 credits to upgrade the trading station at M10 to a research lab, taking the tech tile the provides 7VP and advancing to level 1 in navigation. The Lantids spend 3VP to charge 4 power.

The **Itars** spend 1 Q.I.C. to increase their navigation range, then spend 1 ore to terraform D9 one step, then spend 1 ore and 2 credits to place a mine there.

The **Lantids** pass, gaining 3VP and taking the bonus tile that provides 2 credits and 1 Q.I.C. of income.

The **Hadsch Hallas** convert 1 Q.I.C. to ore, buy 2 ore for 6 credits, use 3 ore to terraform L4 one step, then spend 1 ore and 2 credits to build a min there.

The **Xenos** use the action to extend their navigation range by 3, then spend 1 ore, 2 credits, and 1 Q.I.C. to place a mine on O3.

The **Itars** pass, gaining 4VP, and taking the bonus tile that provides 1 ore income and 1VP per mine.

The **Hadsch Hallas** pass, taking the bonus tile that provides 3VP per research lab and 1 knowledge income.

The **Xenos** pass, taking the bonus tile that provides 2 power and 1 ore income.

Turn 3Income Phase

The **Lantids** gain 5 ore, 6 credits, 2 knowledge, and 1 Q.I.C.

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

The **Hadsch Hallas** gains 2 ore, 8 credits, 3 knowledge, charge 4 power, and gain

1 power.

The **Xenos** gain 6 ore, 2 knowledge, and 2 power.

Gaia Phase

The **Itars** move 4 power from their Gaia area to Area I.

Action Phase

The **Lantids** spend 2 ore and 3 credits to upgrade the mine in L8 to a trading station. The Xenos charge 1 power and the Hadsch Hallas spend 4VP to charge 5 power.

The **Itars** spend 4 knowledge to advance to level 2 in Navigation.

The **Hadsch Hallas** spend 4 power to gain 7 credits.

The **Xenos** spend 4 knowledge to advance to level 1 in Gaiaforming, gaining a Gaiaformer.

The **Lantids** spend 4 knowledge to advance to level 3 in Navigation, charging 2 power and gaining 1 Q.I.C.

The **Itars** spend 1 Q.I.C. to increase their range, 1 ore to terraform J11 1 step, and 1 ore and 2 credits to build a mine there. The Hadsch Hallas spend 1VP to charge 2 power and the Xenos charge 1 power.

The **Hadsch Hallas** spend 4 knowledge to advance to level 3 in Navigation, charging 3 power and gaining 1 Q.I.C.

The **Xenos** move 6 power from Area II to the Gaia area to place a Gaiaformer on M11.

The **Lantids** spend 4 power to gain 2 ore.

The **Itars** spend 2 ore and 3 credits to upgrade the mine in J11 to a trading station.

The Lantids and Hadsch Hallas each spend 1VP to charge 2 power and the Xenos charge 1 power.

The **Hadsch Hallas** spend 5 power to gain 2 terraforming steps which they use on I9 and then spend 1 ore and 2 credits to place a mine there. The Xenos charge 1 power.

Saluki**Turn 6 through End of Game Statements**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.

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

Andy selects the Prospector, gaining 1 doubloon.

Turn 7

Governor Kevin selects the Mayor and places colonists on the Small Sugar Mill, sugar plantation, and indigo plantation. Chris places colonists on the Tobacco Storage and a tobacco plantation. Dave places colonists on the Quarry and Sugar Mill and moves a colonist from a corn plantation to a sugar plantation. Andy places colonists on the Coffee Roaster and a coffee plantation. Christopher places 2 colonists in San Juan. Six colonists are placed on the colonist ship.

Chris selects the Captain, gains 1 doubloon, and ships 1 corn on Ship 3 for 2VP. No other shipping is possible.

Dave selects the Craftsman, gains 1 doubloon, and crafts 1 corn and 3 sugar. Andy crafts 1 corn, 1 indigo, 1 sugar, and 2 coffee. Christopher crafts 1 indigo and 1 sugar. Kevin crafts 2 indigo and 1 sugar. Chris crafts 2 corn, 1 tobacco, and

1 coffee. Dave crafts a bonus corn.

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

Christopher selects the Builder and builds a Church (1 doubloon discount for Builder, 1 doubloon discount for Library, 2 doubloon discount for Quarries, 1 doubloon spent). Kevin builds a Sugar Mill (1 doubloon discount for Quarry, 3 doubloons spent). Chris builds a Wharf (7 doubloons, 1 corn, and 1VP spent using the Black Market). Dave builds a Forest House (1 doubloon discount from Quarry, 1 doubloon spent). Andy builds a Factory (7 doubloons spent).

Turn 8

Governor Chris selects the Trader and trades coffee for 5 doubloons (4 base +1 for Trader). Dave trades sugar for 2 doubloons. Andy trades indigo for 1 doubloon.

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

Andy selects the Mayor and places colonists on the Aqueduct, Factory, and indigo plantation. Christopher places a colonist on the Church. Kevin places a colonist

on the Sugar Mill. Chris places a colonist on the Wharf. Dave places a colonist on the Forest House. Seven colonists placed on the colonist ship.

Christopher selects the Settler, gains 1 doubloon, and takes a Quarry with a colonist from the Hospice. Kevin takes a sugar plantation. Chris takes a corn plantation. Dave takes a forest, eliminating a coffee plantation. Andy takes a sugar plantation. The Library allows Christopher to take a coffee plantation. New plantations: corn, corn, corn, indigo, sugar, tobacco.

Kevin selects a Prospector, gaining 2 doubloons.

Turn 9

Governor Dave selects the Builder, gains 1 doubloon, and builds a Hacienda (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 0 doubloons spent). Andy passes. Christopher builds a Coffee Roaster (3 doubloon discount for Quarries, 3 doubloons spent). Kevin builds a Trading Post (1 doubloon discount from Quarry, 4 doubloons spent). Chris builds a Small Sugar Mill (2 doubloons spent).

Andy selects the Mayor and places a colonist on a sugar plantation and 2 colonists in San Juan. Christopher places a colonist on the coffee plantation, a colonist on the Coffee Roaster and moves a colonist from San Juan to the Coffee Roaster. Kevin places a colonist on the Trading Post. Chris places a colonist on a corn

plantation. Dave places a colonist on the Hacienda. Eight colonists are placed on the colonist ship.

Christopher selects the Prospector, gaining 3 doubloons, plus 1 more from the Library.

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

Chris selects the Trader and trades tobacco for 4 doubloons (3 base +1 for Trader).

Kevin trades sugar via the Trading Post for 2 doubloons.

Turn 10

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

Christopher ships 1 coffee on Ship 3 for 1VP. Chris ships 3 corn via the Wharf for 3VP. Andy discards 1 corn.

Christopher selects Builder and builds a Lighthouse (1 doubloon discount from the Builder, 1 doubloon discount from the Library, 3 doubloon discount from Quarries, 2 doubloons spent.) and gains 1VP from the Church. Kevin builds a Storehouse (1 doubloon discount from a Quarry, 2 doubloons spent). Chris builds an Indigo Plant (3 doubloons spent). Dave builds a Small Indigo Plant (1 doubloon discount for Quarry, 0 doubloons spent). Andy builds a Large Market (5

doubloons spent).

Kevin selects the Mayor and places colonists on the sugar plantation, Sugar Mill, and Storehouse. Chris places colonists on the tobacco plantation and Tobacco Storage. Dave places colonists on the Small Indigo Plant and the corn plantation. Andy places a colonist on the Large Market. Christopher places a colonist on the Lighthouse. Nine colonists are placed on the colonist ship.

Chris selects the craftsman, and produces 3 corn, 2 tobacco, and 1 coffee. Dave produces 2 corn and 3 sugar. Andy produces 1 corn, 1 indigo, 1 sugar, and 2 coffee, and gains 3 doubloons from the Factory. Christopher produces 1 corn, 1 indigo, and 1 coffee. Kevin produces 2 indigo and 1 sugar. Chris produces a bonus corn.

Dave selects the Prospector and gains 2 doubloons.

Turn 11

Governor Christopher selects the Trader, gains 1 doubloon, and trades Coffee for 6 doubloons (4 doubloons +1 for Trader, +1 for Library). Kevin trades sugar for 3 doubloons (2 base +1 for Small market). Chris trades tobacco for 3 doubloons. Dave uses the Office to trade sugar for 2 doubloons.

Kevin selects the Settler, gains 2 doubloons, and takes a Quarry. Chris takes a corn plantation. Dave takes a forest, eliminating a tobacco plantation. Andy takes a corn plantation. Christopher takes a corn plantation with a colonist from the Hospice. New plantations: indigo, indigo, sugar, tobacco, tobacco, tobacco.

Chris selects the Captain and ships 1 tobacco on Ship 1 for 2VP. Dave ships 1 sugar on Ship 2 for 1VP (Ship 2 sails). Andy ships 2 coffee on Ship 3 for 2VP.

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

Dave selects the Builder and builds a Residence (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 1 doubloon discount for forests, 7 doubloons spent). Andy builds an Indigo Plant (3 doubloons spent). Christopher builds a Fortress (4 doubloon discount for Quarries, 6 doubloons spent). Kevin passes. Chris passes.

Andy selects the Prospector, gaining 2 doubloons.

Turn 12

Governor Kevin selects the Mayor, gains 1 doubloon, and places colonists on the Indigo Plant, Sugar Mill, and Quarry. Chris places colonists on a corn plantation and the Small Indigo Plant. Dave places colonists on the Residence and San Juan. Andy places colonists on a corn plantation and the Indigo Plant, and moves 2 colonists from San Juan to the Indigo Plant. Christopher places a colonist on the Fortress. Six colonists are placed on the colonist ship.

Chris selects the Builder and builds a Guild Hall (1 doubloon discount from the Builder, 2 doubloons by discarding 1 colonist and 1VP via the Black Market, 7 doubloons spent). Dave builds a Small Sugar Mill (1 doubloon discount for a Quarry, 1 doubloon discount for forests, 0 doubloons spent). Andy passes. Christopher builds a Guesthouse (2 doubloon discount for Quarries, 2 doubloons spent). Kevin builds a Specialty Factory (2 doubloon discount from Quarries, 6

doubloons spent).

Dave selects the Settler, gains an indigo plantation from the Hacienda, then removes a sugar plantation to gain a forest. Andy takes an indigo plantation. Christopher takes a tobacco plantation along with a colonist from the Hospice. Kevin takes a tobacco plantation. Chris takes an indigo plantation. New plantations: indigo, indigo, sugar, sugar, tobacco, coffee.

Andy selects the Trader and trades sugar for 5 doubloons (2 base +1 for Trader +2 for Large Market). Christopher trades indigo for 1 doubloon. Kevin uses the Trading Post to trade indigo for 1 doubloon. Dave uses the Office to trade sugar for 2 doubloons.

Christopher selects the Prospector, gaining 2 doubloons, plus 1 more from the Library.

Turn 13

Governor Chris selects the Craftsman, gains 2 doubloons, and produces 4 corn, 2 tobacco, and 1 coffee. Dave produces 2 corn and 3 sugar. Andy produces 2 corn, 3 indigo (1 extra from the Aqueduct), 1 sugar, and 2 coffee and gains 3 doubloons from the Factory. Christopher produces 2 corn, 1 indigo, and 1 coffee. Kevin produces 3 indigo and 3 sugar. Chris produces a bonus tobacco.

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

discards 1 corn. Andy discards 2 corn and 1 coffee. Christopher discards 2 corn.

Andy selects the Trader and trades coffee for 7 doubloons (4 base +1 for Trader +2 for Large Market). Kevin uses the Trading Post to trade indigo for 1 doubloon.

Christopher selects the Mayor and places 2 colonists on the Guesthouse and 2 in San Juan. Kevin places a colonist on the tobacco plantation. Chris places a colonist on the Guild Hall. Dave places a colonist on the indigo plantation. Andy places a colonist on the indigo plantation. Four colonists are placed on the colonist ship. Since the colonist pool is now exhausted, this will be the last turn.

Kevin selects the Prospector, gaining 2 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Christopher Hunt	Mayor	Indigo, Corn, Quarry, Quarry, Quarry, Tobacco, Quarry, Coffee, Corn, Tobacco	Hospice, Small Indigo Plant, Library, Church, Coffee Roaster (x2), Lighthouse, Fortress, Guesthouse (x2)	3	5	1 coffee	6

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Kevin Wilson	Prospector	Indigo, Quarry, Indigo, Indigo, Sugar, Sugar, Sugar, Quarry, Tobacco	Small Market, Indigo Plant (x3), Small Warehouse, Small Sugar Mill, Sugar Mill (x3), Trading Post, Storehouse, Specialty Factory		5	1 indigo	14
Chris Geggus	Craftsman	Indigo, Coffee, Tobacco, Corn, Corn, Tobacco, Corn, Corn, Indigo	Black Market, Coffee Roaster (x1), Small Indigo Plant, Tobacco Storage (x2), Wharf, Small Sugar Mill, Indigo Plant, Guild Hall		2	1 coffee	19
Dave Hooton	Captain	Corn, Sugar, Sugar, Corn, Sugar, Quarry, Forest, Forest, Indigo, Forest	Sugar Mill (x3), Office, Forest House, Hacienda, Small Indigo Plant, Residence, Small Sugar Mill	1	3	1 corn	22
Andy York	Trader	Corn, Coffee, Sugar, Indigo, Indigo, Coffee, Sugar, Corn, Indigo	Aqueduct, Small Sugar Mill, Small Indigo Plant, Coffee Roaster (x2), Factory, Large Market, Indigo Plant (x3)		17		18

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: 4

Trading House: Empty

Cargo Ships: Ship 1 (capacity 6): 4 tobacco Ship 2 (capacity 7): Empty Ship 3 (capacity 8): Empty

Victory Points: 50

Commodities

Corn: 9 **Indigo:** 10 **Sugar:** 11 **Tobacco:** 5 **Coffee:** 6

Buildings

Column 1	Column 2	Column 3	Column 4
		Tobacco Storage (x2, 5d, 3vp)	
	Sugar Mill (4d, 2vp)		
			Customs House (10d, 4vp)
		University (8d, 3vp)	City Hall (10d, 4vp)
			Cloister (10d, 4vp)
Construction Hut (2d, 1vp)		Harbour (8d, 3vp)	Statue (10d, 8vp)
	Large Warehouse (6d, 2vp)	Union Hall (9d, 3vp)	
	Small Wharf (6d, 2vp)		

Roles

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

Plantations

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

Discard Pile: Tobacco

Victory Points

	Christopher	Kevin	Chris	Dave	Andy
VP Chips	6	14	19	22	18
Buildings	20	13	18	12	13
Bonus	7	0	8	5	0
Total	33	27	45	39	31

Congratulations to Chris on his victory!

End of Game Statements

Chris Geggus: Thanks guys, enjoyed it as ever. And a big thanks to Chris H. for doing such a thankless task just to keep a few old men happy for a few weeks. We'll all have a lot more time now unfortunately!

Had to work at this and I thought it had got away from me at one time. However a very timely shipping option clawed me back into the game. I've always enjoyed PR as it seems to suit my style of play (noisy, whiney, aggressive etc.) and I enjoy the opportunity when playing by mail/email of actually being able to sit back and look properly at the board - no rushing to take a move to keep the game flowing. I only like a couple of the extra buildings, but still fun to try them out. A definite variety in the strengths of some of those buildings. I'll let you guys decide which ones and how.

Kevin - you should have shipped last turn. You would get 2 VPs with 1 only to Christopher and myself. Still last, but closer.

And everone - be careful and look after yourselves!

And just to prove that I don't spend enough time looking at the game position, Kevin couldn't Captain. Sorry Kev. What do I know? I'll shut up and go polish my trophy.

Dave Hooton: Congratulations on your well-deserved win, Chris. You didn't even have to roll dice to do so :-)

Andy York: I expected another turn as I wasn't paying that much attention to the end-game conditions (so what's new, I like playing not ending the games!). Was planning on buying a "10" building as next major action, I don't recall ever buying one before. So, still trying to learn the game and a path of playing that'll lead to a win. Congrats to Chris G for a solid win and thanks to the GM as always for providing a wonderful environment in which to play (and which is sorely needed at this time!)

LowchenTurns 4 through 10Turn 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.

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

Kevin selects the Mayor and places a colonist on the Quarry and a noble on the

Construction Hut. Martin places a colonist on the Hacienda. Dave places a colonist on the Tobacco storage and moves a colonist from a corn plantation to the tobacco plantation. Christopher places a colonist on the Indigo Plant. Four colonists and 1 noble are placed on the colonist ship.

Martin selects the Craftsman, gains 1 doubloon, and produces 1 corn and 1 indigo. Dave produces 1 corn and 1 tobacco. Christopher produces 1 indigo. Kevin produces 1 indigo. Martin produces a bonus indigo.

Turn 5

Governor Christopher selects the Captain, gains 2 doubloons, and ships 1 indigo on Ship 2 for 2VP. Kevin ships 1 indigo on Ship 2 for 1VP. Martin ships 1 corn on Ship 3 for 1VP (Ship 3 sails). Dave ships 1 tobacco on Ship 1 for 1VP. Martin ships 2 indigo on Ship 2 for 2VP (Ship 2 sails).

Kevin selects the Craftsman and crafts 1 indigo. Martin crafts 1 indigo and 1 corn. Dave crafts 1 corn and 1 tobacco. Christopher crafts an indigo. Kevin crafts a bonus indigo.

Martin selects the Trader, gains 1 doubloon, and trades Indigo for 2 doubloons (1

base, +1 for Trader). Dave trades tobacco for 3 doubloons. No further trading is possible.

Dave selects the Mayor and places a noble on the Hacienda, a colonist on the Small Market, and a colonist on a corn plantation. Christopher places a colonist on the Indigo Plant. Kevin places a colonist on a tobacco plantation. Martin places a colonist on a corn plantation. Three colonists and 1 noble are placed on the colonist ship.

Turn 6

Governor Kevin selects the Prospector, gaining 3 doubloons.

Martin selects the Mayor and places a noble on a corn plantation and a colonist in San Juan. Dave places a colonist on the corn plantation. Christopher places a colonist in the Indigo Plant. Kevin places a colonist on a tobacco plantation. Three colonists and a noble are placed on the colonist ship.

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

tobacco plantation. Martin uses the Hacienda to draw a sugar plantation and takes a corn plantation. New plantations are: indigo, sugar, sugar, sugar, tobacco.

Christopher selects the Builder, gains 1 doubloon, and builds a Coffee Roaster (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 3 doubloons spent). Kevin builds a Small Warehouse (1 doubloon discount for a Quarry, 2 doubloons spent). Martin builds a Small Sugar Mill (2 doubloons spent). Dave builds a Chapel (3 doubloons spent).

Turn 7

Governor Martin selects the Mayor and places a noble on the Small Sugar Mill, a colonist on the sugar plantation, and moves a colonist from San Juan to the corn plantation. Dave places a colonist on the Quarry, moves the noble from the Hacienda to the Chapel, and moves a colonist from a corn plantation to the Hacienda. Christopher places a colonist on the Coffee Roaster. Kevin places a colonist on a tobacco plantation. Three colonists and 1 noble are placed on the colonist ship.

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

2VP. Martin ships 1 corn on Ship 3 for 1VP.

Christopher selects the Craftsman, gains 1 doubloon, and produces 2 indigo and 1 coffee. Kevin produces 1 indigo. Martin produces 4 corn, 1 indigo, and 1 sugar. Dave produces 2 corn and 1 tobacco. Christopher produces a bonus coffee. Kevin selects the Settler and takes a Quarry. Martin uses the Hacienda to draw a sugar plantation, then takes another sugar plantation. Dave uses the Hacienda to draw a corn plantation, takes a tobacco plantation, and gains 1VP from the Chapel. Christopher takes a sugar plantation with a colonist from the Hospice. New plantations: corn, sugar, sugar, sugar, coffee.

Turn 8

Governor Dave selects the Trader, gains 2 doubloons, and trade corn for 2 doubloons (0 base +1 for Trader +1 for Small Market). Christopher trades coffee for 4 doubloons. No further trading is possible.

Christopher selects the Builder, gains 1 doubloon, and builds a Fortress (1 doubloon discount for Builder, 2 doubloons discount for Quarries, 7 doubloons spent). Kevin passes. Martin builds a Small Warehouse (3 doubloons spent).

Dave builds a Court Supplier (1 doubloon discount for Quarry, 5 doubloons spent).

Kevin selects the Prospector, gaining 2 doubloons.

Martin selects the Captain and ships 4 corn on Ship 3 for 5VP (Ship 3 sails). Dave ships 1 tobacco on Ship 1 for 1VP. Christopher ships 2 indigo on Ship 2 for 2VP. Kevin ships 1 indigo on Ship 2 for 1VP (Ship 2 sails). Martin discards 1 indigo.

Turn 9

Governor Christopher selects the Mayor, gains 1 doubloon, and places a colonist on the Coffee Roaster and a noble on the Fortress. Kevin places a colonist on the Quarry. Martin places a colonist on the Small Warehouse. Dave places a colonist on the Court Supplier. Three colonists and 1 noble are placed on the colonist ship. **Kevin** selects the Builder and builds a Tobacco Storage (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 2 doubloons spent). Martin can't build. Dave build a Small Indigo Plant (1 doubloon discount for Quarry, 0 doubloons spent). Christopher passes.

Martin selects the Craftsman, gains 1 doubloon, and produces 4 corn, 1 indigo, and 1 sugar. Martin produces 2 corn and 1 tobacco. Christopher produces 2 indigo and 1 coffee. Kevin produces 1 indigo. Martin produces a bonus sugar. **Dave** selects the Captain and ships 3 corn on Ship 2 for 4VP. Christopher ships 2 coffee on Ship 3 for 2VP. Martin ships 3 corn on Ship 2 for 3VP (Ship 2 sails). Dave ships 1 tobacco on Ship 1 for 1VP. Christopher discards 1 indigo and Martin discards 1 corn.

Turn 10

Governor Kevin selects the Trader, gains 1 doubloon, and trades indigo for 3 doubloons (1 base +1 for Trader +1 for Small Market). Martin trades sugar for 2 doubloons.

Martin selects the Builder and builds a Sugar Mill (1 doubloon discount for Builder, 3 doubloons spent). Dave passes. Christopher passes. Kevin builds a Construction Office (2 doubloon discount for Quarries, 3 doubloons spent).

Dave selects the Settler, gains 2 doubloons, gains a sugar plantation from the

Hacienda, takes a Quarry, and gains 1VP from the Chapel. Christopher takes a coffee plantation with a colonist from the Hospice. Kevin uses the Construction Hut to take a Quarry. Martin gains a tobacco plantation from the Hacienda then takes a sugar plantation. New plantations: indigo, indigo, indigo, coffee, coffee.

Christopher selects the Captain and ships 1 indigo on Ship 2 for 2VP. Martin ships 1 indigo on Ship 2 for 1VP.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Christopher Hunt	Captain	Indigo, Quarry, Coffee, Quarry, Indigo, Sugar, Coffee	Hospice, Indigo Plant (x3), Coffee Roaster (x2), Fortress		1		9
Kevin Wilson	Trader	Indigo, Tobacco, Quarry, Tobacco, Tobacco, Quarry, Quarry	Small Indigo Plant, Small Market, Construction Hut, Tobacco Storage, Construction Office		2		6
Martin Burgdorf	Builder	Corn, Indigo, Corn, Corn, Sugar, Corn, Sugar, Sugar, Tobacco, Sugar	Hacienda, Small Indigo Plant, Small Sugar Mill, Small Warehouse, Sugar Mill		3	2 sugar	17
Dave Hooton	Settler	Corn, Corn, Tobacco, Corn, Quarry, Corn, Tobacco, Sugar, Quarry	Small Market, Hacienda, Tobacco Storage (x1), Chapel, Court Supplier, Small Indigo Plant		3		16

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: 37 Colonist Ship: 3

Nobles: Supply: 12 Colonist Ship: 1

Trading House: Indigo, Sugar

Cargo Ships: Ship 1 (capacity 5): 3 tobacco Ship 2 (capacity 6): Empty Ship 3 (capacity 7): 2 coffee

Victory Points: 52

Commodities

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

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x2, 3d, 2vp)	Tobacco Storage (5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x3, 2d, 1vp)	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)
	Hospice (4d, 2vp)		
	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 (5d, 2vp)	University (x2, 8d, 3vp)	Gardens (10d, 4vp)
Construction Hut (2d, 1vp)	Large Market (x2, 5d, 2vp)	Jeweler (x2, 8d, 3vp)	
Chapel (3d, 1vp)	Large Warehouse (x2, 6d, 2vp)	Harbour (x2, 8d, 3vp)	
	Court Supplier (6d, 2vp)	Wharf (9d, 3vp)	

Roles

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

Plantations

Quarry, Indigo, Indigo, Indigo, Coffee, Coffee

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

Samoyed**Round 9 through End of Game Statements**Round 9

Hunt receives 1 food.

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

Hunt grows his family.

Geggus collects 6 wood from the 2 wood space.

Hooton moves a sheep from his house to the Wildlife Reserve, then collects 2 wild boar, placing 1 in his house and 1 in the Wildlife Reserve.

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

Hunt collects 1 stone, 1 reed, and 1 food, plus an additional food from the Fish

Trap.

Geggus spends 9 wood and 6 reeds to build 3 rooms, plus 2 wood for 1 stable.

Hooton becomes first player and plays a Shepherd's Pipe.

York does Day Labor, gaining 2 food, 1 grain from the Seasonal Worker, and 1 vegetable from the Undergardener.

Hunt collects 3 stone.

Hooton visits the Traveling Players, gaining 4 food, then uses the Acrobat to collect 1 grain.

Harvest Phase 3The Field Phase

York harvests 1 grain.

Feeding the Family

Hooton slaughters 1 sheep, gaining 2 food with the Meat-Seller, then uses 6 food.

York uses 4 food.

Hunt uses the Stone Carver to convert 1 stone into 3 food, then uses 7 food.

Geggus uses 4 food.

Breeding

Hooton gains 1 wild boar.

Round 10

Hunt receives 1 food.

Geggus draws 2 sheep the Veterinarian, keeping 1 and returning the other.

Hooton grows his family.

York collects 6 wood from the 3 wood space.

Hunt collects 6 clay from the 2 clay space.

Geggus becomes first player and pays 1 wood for a Stable (card goes to Hooton), and using the Businessman, spends 1 reed for a Lasso.

Hooton slaughters and cooks a wild boar for 3 food, then collects 2 sheep.

York sows 1 grain and 1 vegetable and bakes 1 grain into bread for 2 food.

Hunt collects 1 stone, 1 reed, and 1 food, plus another food from the Fish Trap.

Geggus spends 1 food to play the Tennant Farmer occupation, receiving 1 sheep, 1 wild boar, and 1 cattle. The sheep and cattle are slaughtered for 6 food.

Hooton collects 2 reeds.

Hunt collects 3 wood from the 1 wood space.

Hunt spends 5 clay and 2 reeds to build a room, and 2 wood to build a stable.

Round 11

Hunt receives 1 food.

Geggus draws 1 sheep and 1 wild board from the Veterinarian, returning both.

Geggus grows his family and spends 2 wood for an Animal Pen.

Hooton collects 4 wood from the 2 wood space.

York spends 14 wood to build fences.

Hunt collects 1 stone, 1 reed, and 1 food, plus another food from the Fish Trap.

Geggus collects a vegetable.

Hooton becomes first player and spends 1 wood for a Spindle.

York collects 2 wild boars.

Hunt spends 5 stone and 1 reed to renovate to a stone house.

Hooton collects 3 wood from the 3 wood space.

Hunt gains 2 food from the Patron and spends 1 food to play the Manservent occupation, gaining 3 food on each remaining round space.

Hooton spends 2 wood and 2 reeds to add a room to his hut, then spends 2 wood for a stable.

Hunt plows a field.

Harvest Phase 4The Field Phase

York harvests 1 grain and 1 vegetable. Hooton gains 1 food from the Spindle.

Feeding the Family

Hooton slaughters 2 sheep, gaining 4 food with the Meat-Seller, then uses 8 food.

York uses 4 food.

Hunt uses the Stone Carver to convert 1 stone into 3 food, then uses 8 food.

Geggus uses 5 food.

Breeding

Hooton and **York** each gain 1 wild boar.

Round 12

Hunt receives 4 food.

Geggus receives 2 food and draws 1 sheep and 1 cattle from the Veterinarian, returning both.

Hooton grows his family and spends 1 wood for a Wooden Strongbox.

York collects 2 cattle, cooking 1 for 3 food.

Hunt collects 3 wood from the 3 wood space.

Geggus plows a field and plants a vegetable on it.

Hooton collects 2 reeds.

York collects 1 reed, 1 stone, and 1 food.

Hunt collects 2 wood from the 1 wood space.

Geggus collects 4 clay from the 2 clay space.

Hooton converts 1 wild boar to 3 food, then spends 1 food to play the Hobby Farmer occupation, immediately sowing the vegetable received.

Hunt collects 1 grain.

Hunt receives 4 food.

Geggus receives 2 food and draws 2 sheep from the Veterinarian, keeping 1 and converting it into 2 food, and returning 1.

Geggus grows his family.

Hooton collects 4 wood from the 2 wood space.

York collects 1 stone, 1 reed, and 1 food.

Hunt grows his family.

Geggus collects 5 clay from the 1 clay space.

Hooton spends 2 wood and 2 reeds to add a room, then spends 2 wood for a stable.

Geggus becomes first player.

Hooton collects 2 sheep.

Hunt plows a field.

Round 13

York goes fishing, gaining 6 food.

Hunt plows a field and sows 1 grain.

Geggus spends 5 clay and 1 reed to renovate his hut to clay.

Hooton collects 2 wild boar.

Hunt collects 3 wood from the 3 wood space.

Hooton spends 1 food to play the Wooden Hut Builder occupation.

Hunt spends 8 wood to build fences.

Hooton becomes first player and pays 1 wood to play the Stable card, which goes to York.

Harvest Phase 5

The Field Phase

Hooton harvests 1 vegetable and gains 1 food from the Spindle.

York harvests 1 grain and 1 vegetable.

Hunt harvests 1 grain.

Geggus harvests 1 vegetable.

Feeding the Family

Hooton slaughters 2 wild boar and 1 sheep for 8 food

York uses 4 food.

Geggus uses 7 food.

using the Meat-Seller and uses 10 food.

Hunt uses 9 food.

Breeding

Hooton gains 1 wild boar and 1 sheep and **York** gains 1 wild boar.

Round 14

Hunt receives 4 food.

Geggus receives 2 food and draws 2 wild boar from the Veterinarian, keeping 1 and converting it into 3 food, and returning 1.

Hooton plows a field and sows a vegetable.

York spends 5 wood and 2 reeds to add a room to his hut, then spends 2 wood for a stable.

Hunt collects 3 wood from the 3 wood space.

Geggus collects 5 stone.

Hooton collects 2 cattle.

York grows his family and plays Madonna Statue, removing the Bread Paddle and Fireplace.

Hunt spends 3 wood to build fences.

Geggus collects 2 reeds.

Hooton plows a field.

Hunt collects 2 sheep.

Geggus grows his family.

Hooton collects 1 wild boar.

Hunt takes a vegetable.

Geggus spends 5 stone and 1 reed to renovate to a stone house, then spends 3 clay and 1 stone for a clay oven.

Hooton visits the Traveling Players, gaining 5 food.

Hunt sows a grain and a vegetable.

Hooton uses the Acrobat to move from the Traveling Players to gain a grain.

Harvest Phase 6

The Field Phase

Hooton harvests 2 vegetables and gains 1 food from the Spindle.

York harvests 1 grain.

Hunt harvests 2 grain and 1 vegetable.

Geggus harvests 1 vegetable.

Feeding the Family

Hooton slaughters 1 wild boar and 1 sheep for 5 food

York uses 5 food.

Geggus uses 9 food.

using the Meat-Seller and uses 10 food.

Hunt uses 10 food.

Breeding

Hooton gains 1 cattle, 1 wild boar, and 1 sheep and slaughters a cattle for 4 food.

Hunt gains 1 sheep.

York gains 1 wild boar.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Chris Geggus	Purple	5	Stone	Veterinarian, Carpenter, Businessman, Tennant Farmer, 3 unplayed	Raft, Lasso, Animal Pen, 4 unplayed	Cooking Hearth, Clay Oven	0
Dave Hooton	Red	5	Wood	Stone Carrier, Acrobat, Meat-Seller, Hobby Farmer, Wooden Hut Builder, 2 unplayed	Axe, Wildlife Reserve, Shepherd's Pipe, Spindle, Wooden Strongbox, 2	Stone Oven	0

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
					unplayed		
Andy York	Blue	3	Wood	Seasonal Worker, Clay Worker, Undergardener, 4 unplayed	Madonna Statue, 5 unplayed		0
Christopher Hunt	Green	5	Stone	Patron, Mushroom Collector, Stone Carver, Yeoman Farmer, Manservent, 2 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		1	1	1		2	1	1	1	2	
Dave Hooton		1			2	2 (1)	3	4	2	5	
Andy York		4	2		3	2		5	1	2	
Christopher Hunt	1	3			2 (3)	1 (1)	3			0	

Victory Points

	Geggus	Hooton	York	Hunt
Fields	-1	2	1	2
Pastures	-1	-1	1	2
Grain	-1	1	1	2
Vegetables	2	3	2	2
Sheep	1	1	-1	1
Wild Boar	1	2	1	0
Cattle	1	2	1	0
Unused Farmyard Spaces	-7	-2	0	0
Fenced Stables	0	0	1	0
Houses	10	0	0	10
Family	15	15	9	15
Cards	5	4	2	2
Bonus	-3	10	0	0
Total	22	37	20	36

Congratulations to Dave Hooton on his victory!

End of Game Statements

Andy York: Congrats to Dave on a fine win. I ended up about where I usually do - at the bottom. This is another game I don't really have a good handle on, and here it really shows. Thanks, as always, to Chris H. for his amazing GMing effort.

Christopher Hunt: Congratulations to Dave for his victory. Many thanks to Chris H. Brought a fireplace and never used it! High score due to Yeoman Farmer.

Chris Geggus: Never in the hunt. Congrats to both Dave and Christopher for leaving the rest of us well behind. Thanks to Chris as ever. I was always one turn too late on everything, except food. Needed wood - gone, needed growth - gone, needed start player - gone, needed everything - gone!

Dave Hooton: Thanks to Chris H. for running the game, and an honorable mention to Christopher who had the game almost won before my accountants

stepped in.

With Wood Hut Builder, Wooden Strongbox, and Axe, my strategy wrote itself. One who suffered from my strategy was Andy sitting behind me, because until the end I never left two reed on the reed space.

However, my entire game almost came crashing down at the end of the second year. Andy took first player on Turn 4 and again on Turn 5, leaving me last player at a crucial time much like last time. As I fell behind schedule, it looked like I might not have enough food if I tried to accomplish some necessary tasks. For a similar situation, see the hilarious and informative "Hitler gets a begging card" video on YouTube.com.

However, a miracle took place on Turn 5 when people stayed out of my way, I got first player, and was able to make up much of the lost ground on Turn 6.

Stabyhound

Game Start through Generation 2 Actions

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Andy York	TTT (Texas Terraforming Technologies)	Chen Shing Mars	Blue	6	20
Christopher Hunt	CJVH (Corporate Joint Venture for Humanity)	Teractor	Green	3	20
Kevin Wilson	PIKES (Pusillanamous Insincere Kitchy Ego-centric Simpleton)	Ecoline	Black	7	21
Dave Hooton	Greater Earth	Point Luna	Red	5	19
Chris Geggus	GEGS (Galactic Explorers Gathering Samples)	Mons Insurance	Yellow	7	23

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Andy York	1	24	3	0	0	0	0	0	0	1	1	6
Christopher Hunt	3	6	1	0	1	1	1	1	3	0	0	0
Kevin Wilson	0	8	0	0	0	5	3	3	3	3	0	0
Dave Hooton	10	10	0	3	1	1	1	3	1	0	1	1
Chris Geggus	4	0	0	0	0	0	1	3	0	0	0	0

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Miranda	(1 animal)	(1 animal)	(1 animal)	N/A
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Triton	PIKES	(3 titanium)	(3 titanium)	2 (1 titanium)
Callisto	CJVH	GEGS	(1 energy production)	4 (5 energy)
Ceres	(1 steel production)	(1 steel production)	(1 steel production)	1 (1 steel)
Europa	GEGS	(1 ocean)	(1 ocean)	3 (1 energy production)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	3 (2 plants)

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.

Terraforming Committee

Party	Leader	Delegates
Mars First	CJVH	1 (CJVH)
Scientists	Neutral	1 (neutral)
Unity	GEGS	1 (GEGS)
Greens	Neutral	3 (1 PIKES, 2 neutral)
Reds	TTT	2 (1 TTT, 1 GEGS)
Kelvinists	None	0

Chair is GEGS. Ruling Party: Kelvinists

Global Events

Distant	Coming	Current
Bioengineering Boom/Spin-Off Products	Patera Boring/Volcanic Eruptions	Thaw Mining/Mud Slides

Generation 1

Initial Card and Company Selection

TTT selects Chen Shing Mars, gaining 3M€ production and retains 4 cards, paying 12M€.

CJVH selects Teractor and retains 4 cards, paying 12M€.

PIKES selects Ecoline, gaining 2 plant production and 3 plants, and retains 7 cards, paying 21M€.

Greater Earth selects Point Luna, gains a card and 1 titanium production, and retains 5 cards, paying 15M€.

GEGS selects Mons Insurance, gaining 4M€ production, and retains 3 cards, paying 9M€. All other players lose 2M€ production.

Prelude Phase

TTT plays Martian Industries, gaining 1 steel production, 1 energy production and 6M€, and Mohole, gaining 3 heat production and 3 heat.

CJVH plays Nitrogen Shipment, increasing his TR to 21, gaining 1 plant production and 5M€, and Metals Company, gaining 1M€ production, 1 steel production, and 1 titanium production.

PIKES plays Dome Farming, gaining 1 plant production and 2M€ production, and Aquifer Turbines, gaining 2 energy, losing 3M€, and placing an ocean at D4,

gaining 2 plants and increasing his TR to 21.

Greater Earth plays Business Empire, gaining 6M€ production and a card but losing 6M€ and Society Support, losing 1M€ production but gaining 1 plant, 1 energy, and 1 heat production.

GEGS plays Bio Lab, gaining 1 plant production and 3 cards, and Loan, losing 2M€ production and gaining 30M€.

Action Phase

TTT spends 15M€ for a Convoy from Europa, placing an ocean in C1, increasing his TR to 21, and gaining 2 cards.

CJVH spends 17M€ to place a colony on Callisto, gaining 1 energy production, then spends 22M€ for a Spaceport Colony, losing 1 energy production, gaining 4M€ production, and placing a city at C3, gaining 2M€ and a card.

PIKES spends 3M€ for Energy Tapping, reducing TTT energy production by 1 and gaining 1 energy production. GEGS pays TTT 3M€. PIKES then spends 1M€ for Earth Office.

Greater Earth spends 6M€ for Sponsors, gaining 2M€ production and 1 card, then

spends 11M€ on Geothermal Power, gaining 2 energy production.

GEGS spends 17M€ for a colony on Callisto, gaining 1 energy production, then spends 15M€ for a Lava Tube Settlement, losing 1 energy production, gaining 2M€ production, and placing a city at G3, gaining 3 cards.

TTT spends 8M€ for a Colonizer Training Camp.

CJVH spends 12M€ for Martian Zoo, then moves a delegate from the lobby to Mars First, assuming the party leadership.

PIKES moves a delegate from the lobby to the Greens, assuming the party leadership.

Greater Earth moves a delegate from the lobby to the Kelvinists.
 GEGS moves a delegate from the lobby to the Unity party, assuming the party leadership, then spends 2M€ for an Invention Contest, drawing 3 cards and retaining 1.
 TTT moves a delegate from the lobby to the Red party, assuming the party leadership.
 CJVH passes.
 PIKES passes.
 Greater Earth discards a card for 1M€.
 GEGS spends 13M€ for a Pioneer Settlement on Europa, losing 2M€ production

TTT gains 22M€, 1 steel, 1 energy, and 3 heat.
 CJVH gains 24M€, 1 steel, 1 titanium, and 1 plant.

PIKES gains 21M€, 3 plants, and 3 energy.
 Greater Earth gains 25M€, 1 titanium, 1 plant, 3

energy, and 1 heat.
 GEGS gains 25M€ and 1 plant.

Production Phase

Solar Phase

Colonies

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

Turmoil Phase

TR Revision

All players TR is reduced by 1.

Global Event

No global event.

New Government

The Kelvinists become the ruling party. TTT gains 3M€ and Greater Earth gains 1M€. GEGS delegate becomes Chairman, GEGS gains 1 TR. All remaining Kelvinist delegates are returned to reserve and the lobby is restored. No dominant party.

Changing Times

Thaw Mining/Mud Slides becomes current global event, neutral delegate added to Green party. Green party becomes dominant. Patera Boring/Volcanic Eruptions becomes coming global event. Bioengineering boom/Spin-Off Products becomes distant global event. Neutral delegate added to Green party. Neutral delegate assumes party leadership.

Generation 2

Research Phase

CJVH takes 2 cards, spending 6M€.
 PIKES takes 2 cards, spending 6M€.

Greater Earth takes 1 card, spending 3M€.
 GEGS takes 2 cards, spending 6M€.

TTT takes 4 cards, spending 12M€.

Action Phase

CJVH spends 1 steel and 4M€ for Heat Trappers gaining 1 energy production and reducing TTT's heat production by 2. GEGS pays TTT 3M€.
 GEGS pays TTT 3M€.
 PIKES spends 17M€ to place a colony on Triton, gaining 3 titanium, then spends 3 energy to trade with Triton, gaining 2 titanium.
 Greater Earth spends 5M€ for Conscription, gaining a card, then spends 10M€ for a Capital in E5, losing 2 energy production, but gaining 5M€ production, 4M€, and 2 plants.
 GEGS spends 11M€ for a power plant, increasing his energy production by 1, then spends 9M€ for a Robotic Workforce, replicating Lava Tube Settlement to reduce

his energy production by 1 and gains 2M€ production.
 TTT spends 1 steel and 2M€ for Building Industries, gaining 2 steel production but losing 1 energy production.
 CJVH spends 12M€ for Artificial Photosynthesis, increasing energy production by 2.
 PIKES spends 7 plants for a greenery tile at C5, gaining 2 plants, 2M€, increasing the oxygen level to 1% and his TR to 21.
 Greater Earth spends 8M€ to claim the Specialist milestone, then spends 3 energy to trade with Ceres, gaining 3 steel.
 GEGS moves a delegate from the Lobby to the Reds.

Shikoku

Game Start through Turn 10

Turn 1

Carpe Tempus plays Captain Carrot, placing a minion in The Hippo, removing the trouble marker from Dolly Sisters, and gaining \$1.
PIKES plays Harg's House of Ribs, placing a minion in Nap Hill and gaining \$3.
The Librarian plays the Librarian, gaining 4 cards.

House of York plays Here'n'Now, rolling an 11, which allow him to take \$3 from PIKES, then plays Modo, discarding a card and placing a minion in Dragon's Landing.

Turn 2

Carpe Tempus plays The Royal Mint, paying \$6 to build a building in Dolly Sisters and gaining \$5.
PIKES plays Foul Ole Ron, moving a yellow minion from The Shades to The Hippo, removing the trouble marker from The Shades and placing one in The Hippo, then plays Mrs. Cake, looking at 2 unused personality cards, gaining \$2, then spending \$6 for a building in The Shades.

The Librarian plays The Fire Brigade on Carpe Tempus, who removes the building in Dolly Sisters, Nobby Nobs on PIKES, gaining \$3 from him, and The Fools' Guild on House of York, who pays him \$5 to avoid taking it. The Librarian places a minion in Nap Hill, along with a Trouble marker.
House of York plays Dr. Whiteface on The Librarian, who pays him \$5 to avoid taking it. House of York places a minion in Unreal Estate.

Turn 3

Carpe Tempus plays the Mended Drum, spending \$6 for a building in the Dolly Sisters and gaining \$2.

PIKES plays The Ankh Morpork Sunshine Dragon Sanctuary, gaining a card each from Carpe Tempus and House of York, and \$1 from The Librarian, then plays The History Monks, gaining 4 random cards from the discard pile and placing a

minion in Seven Sleepers.

The Librarian plays Gimlet's Dwarf Delicatessen, gains \$3, and places a minion in Seven Sleepers. Trouble marker placed in Seven Sleepers.

House of York plays the Stonkey Shop and spends \$12 to build a building in Dragon's Landing.

Turn 4

Carpe Tempus plays Mr. Boggis, taking \$2 each from PIKES and The Librarian, and \$1 from House of York, then places a minion in Isle of Gods, then spends \$3 to use the Dolly Sisters ability to place a minion in Dragon's Landing. Trouble placed in Dragon's Landing.

PIKES plays Here'n'Now, rolling a 9 and taking \$3 from The Librarian, then plays Modo, discarding a card and placing a minion in The Hippo.

The Librarian plays CMOT Dibbler, rolling an 8 and gaining \$4, then plays Mr. Gryle, removing the green minion and the Trouble marker from Nap Hill and gaining \$1.

House of York takes \$2 for Dragon's Landing then plays Leonard of Quirm, drawing 4 cards.

Turn 5

Carpe Tempus plays Bank of Ankh Morpork, getting a \$10 loan, then plays Thieves' Guild, stealing \$2 from each other player and placing a minion in Longwall, then spending \$3 to place a minion in Dragon's Landing.

PIKES plays Queen Molly, placing a minion in Dimwell and taking 2 cards from Carpe Tempus.

The Librarian plays Zorgo the Retro-Phrenologist, exchanges his personality card with one of the unused ones, and spends \$12 to build in Nap Hill.

House of York gains \$2 from Dragon's Landing, plays Pink Pussycat Club, gaining \$3, then plays Beggars' Guild on Carpe Tempus, gaining 2 cards from him and placing a minion in Isle of Gods, along with a Trouble marker.

Turn 6

Carpe Tempus plays the Agony Aunts, removes the green minion in The Hippo, gains \$2, and places a minion in The Scours. He then pays \$3 to place a minion in Dragon's Landing.

PIKES plays Sacharissa Crisplock, gaining \$4 for the 4 Trouble markers on the board, then places a minion and a Trouble marker in The Hippo.

The Librarian plays Dr. Crucis, removing a red minion and the Trouble marker

from the Scours and gaining \$3. He also gains \$1 from Nap Hill.

House of York takes \$2 from Dragon's Landing, then plays Drumknott, then he plays Hex, drawing 3 cards and spending \$6 for a building in the Scours, then plays The Seamstress' Guild, giving a card to Carpe Tempus and getting \$2 in return, then placing a minion in Small Gods.

Turn 7

Carpe Tempus plays The Dean, drawing a random event, which is Fire. The fire starts in Dragon's Landing, destroying the yellow building there, and continues to Small Gods, which has no building, where it stops. The Dean then removes the yellow minion in Unreal Estate. House of York plays Gaspode to block the removal of his minion. Carpe Tempus spends \$3 to place a minion in Unreal Estate, adding a Trouble marker. Carpe Tempus then plays Lord Downey, removing the yellow minion in Isle of Gods. House of York plays Igor, moving that minion and the Trouble marker to Dimwell. Carpe Tempus then gains \$3.

Carpe Tempus then plays Dr. Mossy Lawn to enable him to retain Lord Downey.

PIKES plays The Librarian, drawing 4 cards.

The Librarian gains \$1 from Nap Hill, then plays Harry King, placing a minion and a Trouble marker in Longwall, and discarding 3 cards and gaining \$6.

House of York discards a card using The Scours, gaining \$2, plays Sargent Angua, removing the Trouble marker from Dimwell, then plays Inigo Skimmer, removing the red minion and the Trouble marker from The Hippo and gaining \$3

Turn 8

Carpe Tempus plays The Bursar, drawing the event Demons from the Dungeon Dimensions, which end up in Dolly Sisters, The Shades, Dimwell, and Longwall, then exchanges a red minion in The Scours for a yellow minion in Unreal Estate. He then plays Lord Downey, removing the demon and Trouble marker in Dolly Sisters and gaining \$3. Lastly, he spends \$3 to place a minion in Nap Hill, along with a Trouble marker.

PIKES plays Sargent Detritus, removing the Trouble markers in Dimwell and Seven Sleepers.

The Librarian plays Deep Dwarves, placing a minion in Dolly Sisters without Trouble, then plays Reacher Gilt, paying \$6 to House of York to take over the building in The Scours. He then takes \$1 from Nap Hill.

House of York plays The Clacks, drawing 2 cards, gaining \$2 and then playing Cosmo Lavish, paying \$2 to PIKES, who removes a red minion and Trouble from Dragon's Landing. House of York, finally plays Patrician's Palace, paying \$12 for a building in The Hippo, gaining \$4, and placing a minion and Trouble in Isle of Gods.

Turn 9

Carpe Tempus plays The Post Office, gaining \$5 then placing a minion in Isle of Gods, then spends \$3 to place a minion in Dolly Sisters, adding Trouble.

PIKES plays Edward D'Eath, removing a red minion and the Trouble marker from Dolly Sisters, gaining \$3, and spending \$6 to place a building in Dimwell.

The Librarian plays Wilikins, placing a minion in The Scours and takes \$1 from

Nap Hill.

House of York collects \$2 from The Hippo then plays Carcer, randomly rolling the Dolly Sisters (red minion removed) and Seven Sleepers (blue minion removed), then plays Canting Crew, moving a red minion from Dragon's Landing to Unreal Estate and placing a minion in Longwall.

Turn 10

Carpe Tempus plays The Senior Wrangler, drawing the Trolls event. Trolls appear in Small Gods (Trouble added), Nap Hill, and Dimwell (Trouble added). Carpe Tempus then places a minion in Dolly Sisters, along with a Trouble marker.

He then plays Cheery Littlebottom, drawing 2 cards and removing the Trouble marker in Unreal Estate. Lastly, he spends \$3 to place another minion in Dolly Sisters.

Players

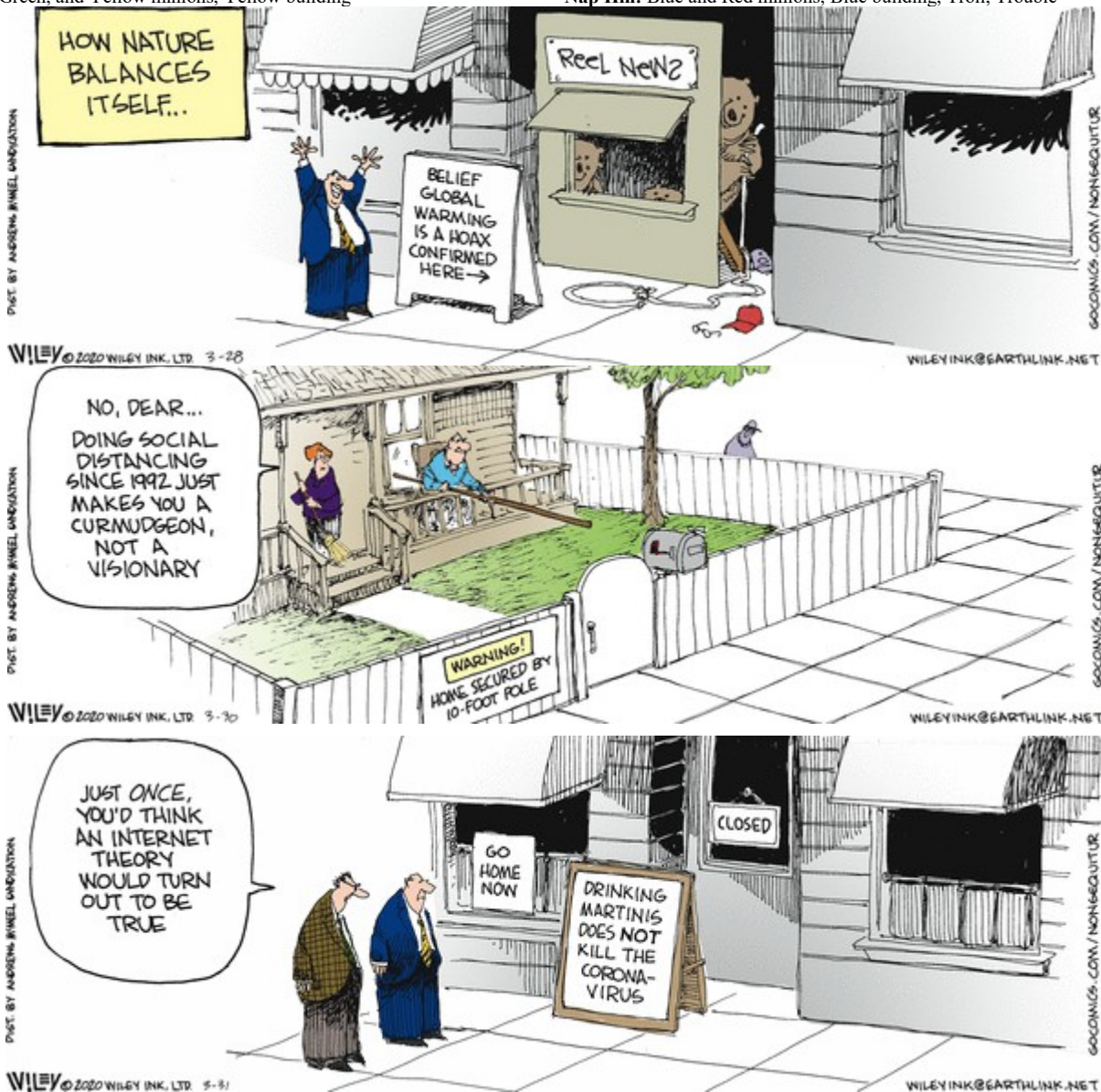
Player Name	Player Faction Name/Color	Minion Locations	Buildings	Misc	Money
Bill Scharf	Carpe Tempus/Red	The Shades, 2 Isle of Gods, Dragon's Landing, Longwall, Isle of Gods, 3 Unreal Estate, Nap Hill, 2 Dolly Sisters	Dolly Sisters	Bank of Ankh Morpork Loan	17
Kevin Wilson	PIKES/Green	Dolly Sisters, The Scours, The Shades, Seven Sleepers, Dimwell, The Hippo	The Shades, Dimwell		6
Christopher Hunt	The Librarian/Blue	2 Dolly Sisters, 2 The Scours, The Shades, Nap Hill, Longwall	Nap Hill, The Scours		8
Andy York	House of York/Yellow	Dolly Sisters, 2 The Scours, The Hippo, Dragon's Landing, Dimwell, Small Gods, Isle of Gods, Longwall	The Hippo		5

PIKES is P-Math Institute of Klatch, Ee Section

Board Position

Dolly Sisters: Yellow, Green, 2 Red, and 2 Blue minions, Red building, Trouble
Unreal Estate: 3 Red minions
Dragon's Landing: Yellow and Red minions
Small Gods: Yellow minion, Troll, Trouble
The Scours: Green, 2 Blue, and 2 Yellow minions, Blue building, Trouble
The Hippo: Green, and Yellow minions, Yellow building

The Shades: Red, Blue, and Green minions, Green building, Demon, Trouble
Dimwell: Green and Yellow minions, Green building, Demon, Troll, Trouble
Longwall: Red, Yellow, and Blue minions, Demon, Trouble
Isle of Gods: Yellow and 2 Red minions, Trouble
Seven Sleepers: Green minion
Nap Hill: Blue and Red minions, Blue building, Troll, Trouble



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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

Will Brad Martin please take over for Naples and Venice in Kai Ken!