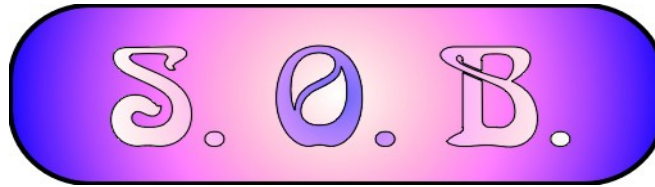


Number 252



June, 2020

Notes from Hades

I hope everyone is doing well in the current situation. As I write this, Wilson, will take up to 3 more. California is still on lock down, but we've managed to adapt pretty well. **Outpost:** This will use the usual rules. Have Dave Hooton, Andy York, Bill We've been walking a lot more, and have gotten our apartment settled in and Scharf, Kevin Wilson, will take up to 6 more. home now. I have been furloughed from the Aquarium, so I still have a job, but **Caverna:** A game of farming and mining very similar to Agricola. This will be run can collect unemployment for the time being. My wife has adapted to remote by email. Have Chris Geggus, will take up to 6 more. teaching so well, she doesn't really want to go back. So, things are going well for **Merchant of Venus:** Have Andy York, Bob Robles, Chris Geggus, will take up to us, all things considered. 3 more.

We've had two games end this time around: Puli, the Terraforming Mars **Gunboat Machiavelli:** Scenario to be decided by player vote on game start. Have game, with Dave gaining the victory, and Lowchen, the Puerto Rico game, with 4, will take up to 4 more. Christopher Hunt gaining his first Puerto Rico victory here. Congratulations to **Machiavelli:** Scenario to be decided by player vote on game start. Have Bob both. I have started up four other games in the meantime, which you will see Robles, Kevin Wilson, Ward Narhi, will take up to 5 more. below.

Thanks for the feedback that those of you gave on which games you would like Wilson, Bob Robles, Bill Scharf, will take up to 3 more. to see here. I have incorporated it, and we now have openings for Suburbia, Lords **Agricoila:** Will be run by email. Have Dave Hooton, Andy York, will take up to 3 of Waterdeep, 2038, Titan, and Raace for the Galaxy. in addition to some of the more. more traditional offerings. The games being run by email do run significantly **Terra Mystica:** This will be run by email. Have Kevin Wilson, Bill Scharf, will faster than those run on the zine's schedule, so fair warning. take up to 3 more.

The next deadline is **Tuesday, June 9 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 7 **Wonders:** Will be run by email. Have the Cities, Leaders, Wonder Pack, Babel, run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), and Armada expansion available. Will take up to 8. Martin Burgdorf(\$), will take up to 2 more.

Norrbotenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), Martin Burgdorf(\$), will take up to 1 more.

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

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

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

Tornjak. Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson, Dave Hooton, Andy York(\$), will take up to 2 more.

Tosa: Puerto Rico: This will be run by email and will be just the base game. Have Kevin Wilson, Dave Hooton, Andy York(\$), will take up to 2 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, Kevin

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill

Caverna: A game of farming and mining very similar to Agricola. This will be run

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

Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have

Machiavelli: Scenario to be decided by player vote on game start. Have Bob

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

Agricoila: Will be run by email. Have Dave Hooton, Andy York, will take up to 3

Terra Mystica: This will be run by email. Have Kevin Wilson, Bill Scharf, will

Puerto Rico: This will be run by email and will include the buildings expansion.

Puerto Rico: This will be run by email and will include the nobles expansion.

Discworld: Ankh-Morpork: Have Kevin Wilson, Andy York, will take up to 2

Suburbia: This will be run by email. Have the Suburbia, Inc. and 5 Star

Lords of Waterdeep: This will be run by email. Have the Scoundrels of Skullport

2038: Will be run by email. Will take up to 6.

Titan: Will be run by email. Will take up to 6.,

Dominion: Many expansions available. Will be run by email. Will take up to 6.

Power Grid: Will be run by email. Have many expansion maps as well as the

Race for the Galaxy: Will be run by email. Have The Gathering Storm and Rebel

Terraforming Mars: This will be run by email. Have the Hellas & Elysium,

In general, game ownership is recommended, but not required.

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

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

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

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

Kai Ken

Summer 1456

Deadline/Fall 1456 6/9 Tuesday

Austria and the Pope teach Venice and Naples that two can play at that game as they both utilize the moneylenders to bribe some of their tormentors' units. France continues to dominate the western seas while Milan moves to surround Florence.

Expenditures

Austria borrows 18 ducats from the Moneylenders for 2 years (27 ducats dur Summer 1458) and spends 18 ducats to buy Venice F Upper Adriatic. The Papacy borrows 5 ducats for 1 year (6 ducats due Summer 1457) and spends 12 ducats to disband Naples F Rome.

Outstanding Loans

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

Summer 1457: 6 ducats from the Papacy (5 borrowed).

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

Summer 1458: 27 ducats from Austria (18 borrowed).

Orders

AUSTRIA (Wilke): A Austria to CARINTHIA, A Slavonia to CROATIA, A Bosnia to DALMATIA, A Croatia to PADUA, A TREVISO supports A Croatia to Padua, F UPPER ADRIATIC transports A Croatia to Padua

FLORENCE (Robles): A LUCCA to Bologna, A (EP) PISTOIA to Lucca, A SIENNA supports G Pisa convert to F, G PISA convert to F

FRANCE (Wilson): A GENOA supports A Milan A Modena, F Gulf of Lions to LIGURIAN SEA, F WESTERN MEDITERRANEAN holds, F Naples to CAPUA, F (EM) TYRRHENIAN SEA supports F Naples to Capua

MILAN (Wilson): AA Mantua to BOLOGNA, A MODENA supports A Mantua to Bologna, A Bergamo to MANTUA

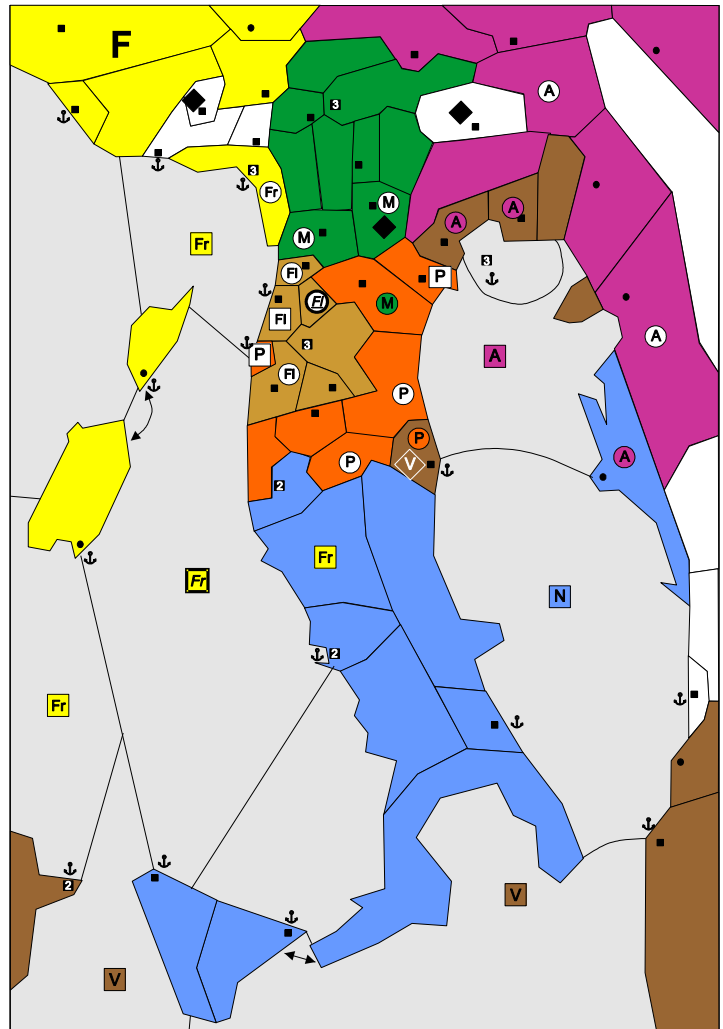
NAPLES (Martin): F Rome to Tyrrhenian Sea (nsu), F Dalmatia to LOWER ADRIATIC

PAPACY (Robles): A ANCONA besieges, A SPOLETO supports A Ancona, A URBINO supports A Ancona, F Bologna to FERRARA, G PIOMBINO convert to F

VENICE (Martin): F Upper Adriatic to Venice (nsu), F Lower Adriatic to IONIAN SEA, F Tunis to CENTRAL MEDITERRANEAN, G ANCONA holds (u)

Your treasury:

Kai Ken



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

Spaniel

Turn 26

Turn 27, June 9

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Rotate Right (320)	Move 1 (490)	U-Turn (20)	Move 1 (650)	Rotate Left (390)
Robot Nick	Move 2 (690)	Move 1 (520)	Move 1 (580)	Move 1 (630)	Rotate Left (230)
meRobot	U-Turn (30)	Rotate Right (340)	Move 3 (820)	Move 2 (750)	Move 2 (700)
SmaD	Move 2 (670)	Move 2 (760)	Rotate Right (100)	Back Up (470)	Rotate Left (350)

Registers in italics are locked.

Phase 1

Robot Nick moves ahead 2 to H14, SmaD moves ahead 2 to A11, GECS rotates right to face south, and meRobot makes a U-turn to face south.

Phase 2

SmaD moves ahead 2 to A13 (archive relocated), Robot Nick moves ahead 1 to G14, GECS moves ahead 1 to J22 (flag 2 touched, archive relocated), and meRobot rotates right to face west. The conveyor belt moves Robot Nick to G12. meRobot shoots Robot Nick.

Phase 3

meRobot dashes ahead 3 to H12, Robot Nick moves ahead 1 to F12, SmaD rotates right to face west, and GEGS makes a U-turn to face north. meRobot shoots Robot Nick.

Phase 4

meRobot moves ahead 2 to F12, pushing Robot Nick to E12, GEGS moves ahead 1 to J21, Robot Nick moves ahead 1 to D12, and SmaD backs up to B13. meRobot shoots Robot Nick.

Phase 5

meRobot moves ahead 2 to D12, pushing Robot Nick to C12, GEGS rotates left to face west, SmaD rotates left to face south, and Robot Nick rotates left to face south. meRobot shoots Robot Nick.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam	J21>W	1, 2	1	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	C12>S	1, 2	3	4
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	D12>W	1, 2	1	1
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	B13>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****V Empire Selection and Franks****Deadline, Epoch V Vikings, Holy Roman Empire, and Chola, June 9**Epoch V Empire Selection

CUTE (Scharf) passes to the Republic of Texas.

HICK (Hood) passes to RMHS.

Romulus & Remus (Anderson) passes to CJVH.

CJVH (Hunt) passes to HICK.

GEGS (Geggus) passes to Romulus & Remus.

Republic of Texas (York) passes to GEGS.

RMHS (Wilson) passes to CUTE.

Epoch V

Republic of Texas (York): FRANKS: Army and Capital Northern Gaul (Goth army retreats to Albion), army Central Massif (vs. Byzantines; F: 5, 5; B: 6; loses), Central Massif (vs. Byzantines; F: 3, 3; B: 3; F: 4, 2; B: 3; wins), fleet Western Mediterranean (vs. RMHS; RoT: 4, 2; RMHS: 6; loses), Western Mediterranean (vs. RMHS; RoT: 2, 1; RMHS: 6; loses), Western Mediterranean (vs. RMHS; RoT: 4, 3; RMHS: 4; RoT: 5, 3; RMHS: 5; RoT: 5, 1; RMHS: 6; loses), Western Mediterranean (vs. RMHS; RoT: 6, 5; RMHS: 3; wins), Northern Appenines (vs. Byzantium; F: 5, 1; B: 5, 1; F: 6, 5; B: 3, 1; wins), Dalmatia (vs. Byzantium; F: 6, 1; B: 3; wins), Pindus (vs. Romans; F: 5, 4; R: 4+1, 4+1; F: 6, 1; R: 4+1, 3+1; wins, city eliminated). Points: Dominance in Southern Europe (6), Northern Europe (4), Presence in Eurasia (1), 1 Capital (2), 1 city (1), 1 Sea (1), and 1 Monument (1) for 16 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
David Hood	Hood's InterContinental Kingdom (red)	39	79
Chris Geggus	Greco-Etruscan Great Sword (yellow)	39	56
Kevin Wilson	Royal Manticoran Historical Society (purple)	40	72
Dave Anderson	Romulus & Remus (orange)	40	65
Andy York	Republic of Texas (blue)	45	85

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. SASSANIDS: Armies Persian Salt Desert, Ganges Valley. ANGLO-SAXONS: Armies Baltic Seaboard, Scandinavia. BYZANTINES: Army and Capital Balkans, armies Western Anatolia, Southern Appenines.

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 fort

Crete, army Middle Tigris.

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

MACEDONIANS: Army Morea. GOTHs: Three armies and Monument Albion, armies Pyrenees, Central Europe, Danubia, Dniepr. FRANKS: Army and Capital Northern Gaul, armies Central Massif, Northern Appenines, Dalmatia, Pindus.

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, Nubia, armies Libya, Nile Delta, Palestine, Levant, Eastern Anatolia, Hindu Kush.

Event Cards

Epoch V Empire

Puli

Generation 8 Actions through End of Game Statements

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Martin Burgdorf	University of Mars	Thorgate	Blue	4	29
Kevin Wilson	PIKES (Prevaricating, Insidious, Kretinous, Ego-centric Schulb)	Helion	Green	0	37
Andy York	TTT (Texas Terraform Technologies)	Point Luna	Black	0	27
Chris Geggus	GEGS (Grass Eaters Generally Suck)	Interplanetary Cinematics	Yellow	0	31
Dave Hooton	Coloniae Neptunalia	Poseidon	Red	0	37

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Production	On Hand	Production	On Hand	Production	On Hand	Prod	On Hand	Production	On Hand	Production	On Hand
Martin Burgdorf	26	60	0	0	3	3	1	1	6	6	0	5
Kevin Wilson	7	50	3	3	0	0	4	2	1	1	18	28
Andy York	24	61	6	10	3	5	14	4	0	0	0	0
Chris Geggus	21	57	2	2	0	0	9	1	2	2	6	8
Dave Hooton	25	65	0	0	1	1	5	2	0	0	4	15

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Luna	Coloniae Neptunalia	Coloniae Neptunalia	PIKES	4 (7M€)
Pluto	Coloniae Neptunalia	(2 cards)	(2 cards)	2 (1 card)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	1 (0 plants)
Titan	Coloniae Neptunalia	(3 floaters)	(3 floaters)	2 (1 floater)
Europa	Coloniae Neptunalia	University of Mars	University of Mars	5 (1 plant production)
Callisto	Coloniae Neptunalia	(1 energy production)	(1 energy production)	2 (2energy)
Enceladus	GEGS	(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 8

Action Phase

TTT spends 9M€ to trade with Luna, gaining 10M€. Coloniae Neptunalia gains 4M€. TTT then spends 8 plants to place a greenery tile at D7, increasing the oxygen level to 11% and his TR to 27.

GEGS spends 8 plants to place a greenery tile at C1, gaining 4M€, increasing the oxygen level to 12% and his TR to 29, then spends 20M€ for Imported Nitrogen, increasing his TR to 30 and gaining 2M€, 4 plants, 3 microbe resources on Ants, 3 animal resources on Martian Zoo, and 1 card.

Coloniae Neptunalia spends 8 plants to place a greenery tile at G5, gaining 2 plants, increasing the oxygen level to 13% and its TR to 36, then spends 23M€ to place a greenery tile at F3, gaining 2M€, increasing the oxygen level to 14% and its TR to 37.

University of Mars spends 3 energy to trade with Titan, placing 2 floaters on Titan Air-Scraping. Coloniae Neptunalia gains 1 floater on Atmo Collectors.

University of Mars then spends 3 energy to trade with Ganymede, gaining 2

plants.

PIKES spends 32M€ for a Beam from a Thorium Asteroid, gaining 3 energy and 3 heat production.

TTT spends 11M€ for a power plant, increasing energy production by 1, then spends 11 steel and 1M€ for an Open City, reducing energy production by 1, gaining 4M€ production, 2M€, and 2 plants, and placing a city tile at C6, gaining 2 more plants. University of Mars gains 1M€ production.

GEGS spends 2 steel and 13M€ for a Mohole Area in F5, gaining 4 heat production, 2M€, 2 plants, and a card, then spends 8 plants to place a greenery tile in C3, gaining 2M€.

Coloniae Neptunalia spends 1 floater from Atmo Collectors to gain 3 energy, then spends 3 energy to trade with Callisto, gaining 8 energy.

University of Mars spends 8 plants to place a greenery tile at I7, gaining 2M€.

PIKES spends 8 steel and 4M€ for a Magnetic Field Generator, losing 4 energy

production but gaining 2 plant production and increasing his TR to 36. TTT adds a resource to Sub-Zero Salt Fish and spends 1M€ production to add a resource to Refugee Camps. GEGS spends 1 floater from Titan Floating Launch-Pad to trade with Pluto, gaining 2 cards. Coloniae Neptunalia draws 1 card then discards 1 card. GEGS then uses the Electro-Catapult to convert 1 plant into 7M€. Coloniae Neptunalia spends 1 energy to draw a card using the Development Center, then spends 1 titanium and 6M€ to play Lagrange Observatory, drawing another card. University of Mars uses Jupiter Floating Station to gain 4M€. PIKES spends 8 heat with the Caretaker Contract to increase his TR to 37. TTT sells 1 card for 1M€ then spends 8 plants to place a greenery tile at B5, gaining 2 plants. GEGS draws a card using Business Network and buys it for 3M€, then spends 2M€ to draw a card using Restricted Area. Coloniae Neptunalia spends 1 floater for an Air Raid, stealing 5M€ from TTT, then plays Productive Outpost, gaining 5M€, 3 energy, 1 floater, and 1 card, discarding a card. University of Mars spends 2 floaters from Titan Air-Scrapping to increase his TR to 29. PIKES sells a card for 1M€. TTT spends 9M€ for Insects, gaining 7 plant production. GEGS sells 2 cards for 2M€, then spends 1M€ to Search for Life, drawing Worms and succeeding, adding a resource to the card. Coloniae Neptunalia adds a resource to the Psychrophiles, then spends 25M€ to build a city at D4, gaining 1M€ production, 1 plant, and 2M€. University of Mars gains 1M€ production and TTT gains 2M€. University of Mars spends 14M€ for a Warp Drive. PIKES passes. TTT spends 5 titanium and 1M€ for Sky Docks, gaining 1 card and a second trade fleet. GEGS uses Extreme Cold Fungus to add 2 microbe resources to Nitrite Reducing

TTT produces 51M€, 6 steel, 3 titanium, and 14 plants. GEGS produces 52M€, 2 steel, 9 plants, 2 energy, and 6 heat.

Coloniae Neptunalia moves 3 energy to heat and then produces 62M€, 1 titanium, 5 plants, and 4 heat. University of Mars produces 56M€, 3 titanium, 1 plant, and 6 energy.

Production Phase

PIKES moves 2 energy to heat and then produces 44M€, 3 steel, 4 plants, 1 energy, and 18 heat.

Solar Phase

End of game conditions have been met.

Final Greenery Tile Placement

TTT spends 8 plants to place a greenery tile in B6, gaining 1 plant, and 8 plants to place a greenery tile in D6, gaining 1 plant. GEGS spends 8 plant to place a greenery tile in G9.

Coloniae Neptunalia spends 8 plants to place a greenery tile at D2, gaining 2M€. PIKES spends 8 plants to place a greenery tile at A2, gaining 2M€.

Victory Points

Awards

Thremalist: Heat resources. PIKES has 28, Coloniae Neptunalia has 15, GEGS has 8, University of Mars has 5, and TTT has 0. PIKES gains 5 and Colopniae Neptunalia gains 2. **Miner:** Steel and titanium resources. TTT has 15, University of Mars and PIKES each have 3, GEGS has 2, and Coloniae Neptunalia has 1. TTT gains 5 and

University of Mars and PIKES each gain 2. **Scientist:** Science tags. University of Mars has 8, GEGS has 7, PIKES and Coloniae Neptunalia each have 2, and TTT has 0. University of Mars gains 5, and GEGS gains 2.

Milestones

Mayor and **Planner** go to University of Mars. **Builder** goes to TTT.

	University of Mars	PIKES	TTT	GEGS	Coloniae Neptunalia
Terraform Rating	29	37	27	31	37
Awards	7	7	5	2	2
Milestones	10	0	5	0	0
Map	5	4	8	9	14
Cards	11	8	20	25	18
Total	62	51	70	67	71

S.O.B.

Bacteria, then spends 3 resources on Nitrite Reducing Bacteria to increase his TR to 31. Colonia Neptunalia adds a resource to Fish and discards a card for 1M€. University of Mars spends 2 titanium and 12M€ for an Interstellar Colony Ship, gaining 3M€ from Media Group. TTT spends 17M€ for Lake Marineris then sells 1 card for 1M€. GEGS spends 2M€ for a Minority Refuge, losing 2M€ production and placing a colony on Eneceledus, gaining 3 microbe resources on Ants. Coloniae Neptunalia gains 1M€ production. GEGS then uses Ants to consume a resource from Nitrite Reducing Bacteria to add another resource to Ants. Coloniae Neptunalia discards a card for 1M€ then spends 4M€ for Power Infrastructure. University of Mars spends 21M€ for Phobos Space Haven, gaining 1 titanium and 1M€ production. TTT gains 2M€. TTT passes. GEGS spends 9M€ for Gene Repair, gaining 2M€ production and a resource on Olympus Conference, then spends 8M€ on Breathing Filters, spending the resource on Olympus Conference to gain a card. Coloniae Neptunalia discards a card, gaining 1M€. University of Mars passes. GEGS discards 2 cards for 2M€ and uses the Martian Zoo to gain 10M€. Coloniae Neptunalia uses Power Infrastructure to convert 7 energy to 7M€ then spends 23M€ to place a greenery tile at C4, gaining 1 plant. GEGS discards 2 cards for 2M€ then spends 25M€ for Methane From Titan, gaining 2 plant and 2 heat production and a card. Coloniae Neptunalia discards a card for 1M€. GEGS spends 1 energy on Martian Rails to gain 11M€. Coloniae Neptunalia passes. GEGS spends 8M€ for Solar Power, gaining 1 energy production, then discards 2 cards for 2M€. GEGS passes.

Coloniae Neptunalia wins. Congratulations to Dave Hooton on his victory!

End of Game Statements

Dave Hooton (Coloniae Neptunalia): Well, Poseidon Corporation's colonies are certainly celebrating Neptunalia tonight. It was a close game though, with only 4 VPs between the first three players.

This is the first time I've actually won with a colony strategy, and starting with two Luna colonies was certainly a help. The biggest part of the engine, though, was the Callisto/energy portion. I'm surprised that nobody else put a colony there to take advantage of my trading there every generation.

Thanks to Chris for running it and to my opponents for keeping it competitive.

Kevin Wilson (PIKES): Once again, back of the pack. And once again I fell short in VP from cards. At least this time I was in the hunt everywhere else. It seemed the cards came well early but slacked off later. I had the heat as cash to spend just not enough to spend it on of any value/VP. But, I'll keep trying.

Thanks to Chris for running the game. How he does it with so many games going is beyond me. Better him than me.

Thanks to the other players for letting me keep trying.

Andy York (TTT): What a great game, I thought I was going to be further back in the pack but Dave edged to win. Congrats to him and, as always, thanks to Chris H for a masterfully run game.

Chris Geggus (GEGS): Well done to Dave and thanks to Chris. I realised that I was going to be just short at the end and was trying to conjure up some combo to scrape the points, but nothing helped even with all the late card flurry. Certainly the best cash production engine I have ever had, but either didn't spend it wisely or got poor cards at the wrong times. However, that is the nature of the game. Enjoyed it as ever.

Martin Burgdorf (University of Mars): Congratulations to Dave, a big thank you to Chris and thanks to the other players as well

This was the first time I did not finish last, so I achieved my aim. David wrote that he was surprised that nobody else established a colony on Callisto, but I have an excuse: I had double the energy production of all other players combined, so I did not need more. After three games I feel now familiar with Terraforming Mars, and I would like to play it again in the future.

Pumi

Turn 3 Actions through Turn 5 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	4	Lantids	13	5	0	0	0	0	1	3
Kevin Wilson	2	Itars	11	4	0	1	6	0	0	7
Chris Geggus	1	Xenos	0	1	4	1	0	0	0	6
Martin Burgdorf	3	Hadsch Hallas	2	3	0	0	0	2	8	3

Turn 3

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.

The **Xenos** convert 2 power into credits and spend 3 credits and 2 ore to upgrade the mine in G11 to a trading station. The **Lantids** and **Hadsch Hallas** each charge 1

power.

The **Lantids** sell 1 ore for 1 credit then spends 4 ore and 6 credits to upgrade the trading station in L8 to a planetary institute. The **Hadsch Hallas** spend 4VP to charge 5 power and the **Xenos** charge 1 power.

The **Itars** pass, gaining 2VP and take the bonus tile that provides 4VP per planetary institute or academy and charges 4 power.

The **Hadsch Hallas** discard 2 power from Area II placing satellites at J8 and L5 then forming a federation, gaining 7VP and 6 credits.

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

The **Lantids** pass, taking the bonus tile with the action to extend navigation range by 3 and that charges 2 power.

The **Hadsch Hallas** spend 8 credits to gain 2 Q.I.C., then spend 3 Q.I.C. to score his federation token again, gaining 7VP and 6 credits.

The **Hadsch Hallas** spend 6 credits to gain 2 ore then spend 3 ore and 5 credits to upgrade the trading station in J12 to a research lab, taking the tech tile that gives an action to charge 4 power, advancing to level 1 in Gaiaforming and gaining a Gaiaformer. The **Itars** spend 4VP to charge 5 power and the **Lantids** spend 1VP to charge 2 power.

The **Hadsch Hallas** use the tech tile action to charge 4 power.

The **Hadsch Hallas** spend 3 power to gain 2 power.

The **Hadsch Hallas** spend 2 power for 2 credits then move 6 power to the Gaia area to move the Gaiaformer to I11.

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

Turn 4

Income Phase

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

The **Xenos** gain 4 ore, 3 credits, and 3 knowledge.

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

The **Hadsch Hallas** gain 3 ore, 5 credits, 3 knowledge, 3 power, and charge 5

power.

The **Xenos** transform the transdim planet at M11 to a Gaia planet and move 6 power from their Gaia area to Area I.

The **Itars** spend 4 knowledge to advance to level 1 in Gaiaforming, gaining 2VP and a Gaiaformer.

The **Xenos** spend 1 Q.I.C. to increase their navigation range, then spend 3 ore to terraform Q6 by 1 step and 1 ore and 2 credits to place a mine there.

The **Lantids** spend 4 power to gain 7 credits.

The **Hadsh Hallas** spend twelve credits to gain 3 Q.I.C., then spend 3 Q.I.C. to score their federation token again, gaining 7VP and 6 credits.

The **Itars** spend Q.I.C. to make D11 habitable then 1 ore and 2 credits to place a mine there. The Lantids charge 1 power.

The **Xenos** convert 2 ore into 2 credits and spend 2 ore and 3 credits to upgrade the mine in J9 to a trading station. The Lantids and the Hadsh Hallas each spend 2VP to charge 3 power and the Itars spend 1VP to charge 2 power.

The **Lantids** discard 2 power placing satellites at L9 and M9 and forming a federation, taking the tile that provides 8VP and 2 knowledge.

The **Hadsch Hallas** use the action on their tech tile to charge 4 power.

The **Itars** move 6 power to the Gaia area and place their Gaiaformer on G13.

The **Xenos** convert 2 knowledge into credits then spend 2 credits and 1 ore to place a mine in M11, reclaiming the Gaiaformer. The Lantids spend 2VP to charge 2 power.

The **Lantids** spend 4 knowledge to advance to level 4 in Navigation, gaining 2VP.

The **Hadsch Hallas** spend 1 ore and 2 credits to place a mine in I11, reclaiming the Gaiaformer.

Gaia Phase

The **Hadsh Hallas** transform the transdim planet at I11 to a Gaia planet and move 6 power from their Gaia area to Area I.

Action Phase

The **Itars** convert 1 power to 1 credit then spend 2 ore and 3 credits to convert the mine in D12 to a trading station.

The **Xenos** pass, gaining 5VP and taking the bonus tile that provides 2 credits and 1 Q.I.C. income.

The **Lantids** spend 1 Q.I.C. to make N12 habitable, then spends 1 ore and 2 credits to place a mine there. The Xenos charge 1 power.

The **Hadsch Hallas** spend 4 credits for 1 knowledge, then spend 4 knowledge to advance to level 1 in Artificial Intelligence, gaining 1 Q.I.C and 2VP.

The **Itars** pass, gaining 4VP and taking the bonus tile that gives 2VP per trading station and 1 ore income.

The **Lantids** spend 1 ore and 2 credits to place a mine on L13. The Xenos charge 1 power.

The **Hadsch Hallas** convert 1 power to credit and spend 2 ore and 3 credits to upgrade the mine in I11 to a trading station. The Xenos spend 3VP to charge 4 power and the Itars spend 1VP to charge 2 power.

The **Lantids** spend 1 ore and 2 credits to place a mine at P5, gaining 2 knowledge.

The Xenos spend 2VP to charge 3 power.

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

The **Lantids** convert 1 Q.I.C. to an ore, then spend 2 ore and 3 credits to convert the mine at N12 to a trading station. The Xenos charge 1 power.

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

Turn 5

Income Phase

The **Xenos** gain 5 ore, 9 credits, 3 knowledge, and 1 Q.I.C.

The **Itars** gain 4 ore, 7 credits, 4 knowledge, and 1 power.

The **Hadsch Hallas** gain 3 ore, 8 credits, 4 knowledge, charge 5 power, and gain 1

power.

The **Lantids** gain 7 ore, 7 credits, 2 knowledge, 2 power, and charge 4 power.

Gaia Phase

The **Itars** transform the transdim planet at G13 to a Gaia planet and move 6 power from their Gaia area to Area I.

Action Phase

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

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

The **Hadsch Hallas** spend 8 credits to gain 2 Q.I.C. then spend 3 Q.I.C. to re-score his federation token, gaining 7VP and 6 credits.

The **Lantids** spend 4 power to gain 7 credits.

The **Xenos** spend 2 ore and 3 credits to upgrade the mine in P5 to a trading station. The Lantids charge 1 power.

The **Itars** spend 1 ore and 2 credits to place a mine at G13, reclaiming their Gaiaformer and gaining 2VP. The Hadsch Hallas, Lantids, and Xenos each spend 1VP to charge 2 power.

The **Hadsch Hallas** spend 3 power to terraform I14 one step, then spend 1 ore and 2 credits to place a mine there, gaining 2VP. The Itars spend 2VP to charge 3 power.

The **Lantids** spend 4 knowledge to advance to level 5 in Navigation, flipping their federation token to its gray side and placing the Lost Planet token in E12, gaining 2VP. The Xenos spend 1VP to charge 1 power and the Itars spend 2VP to charge

3 power.

The **Xenos** spend 4 ore and 6 credits to upgrade the trading station in P6 to a planetary institute. The Lantids charge 1 power.

The **Itars** move 1 power from Area I and 5 power from Area II to the Gaia area and move their Gaiaformer to D10.

The **Hadsch Hallas** spend 1 ore and 2 credits to place a mine on G12, gaining 2VP. The Itars charge 1 power, the Xenos spend 1VP to charge 2 power, and the Lantids spend 2VP to charge 3 power.

The **Lantids** spend 2 ore and 3 credits to upgrade the mine in E13 to a trading post.

The Hadsch Hallas charge 1 power, the Xenos spend 1VP to charge 2 power, and the Itars spend 2VP to charge 3 power.

The **Xenos** discard 2 power for satellites in O4 and Q5 and form a federation, taking the 12VP marker.

The **Itars** discard 2 power for satellites in H13 and I12 and form a federation, taking the 7VP and 6 credit marker.

The **Hadsch Hallas** spend 4 knowledge to advance to level 2 in Terraforming, gaining 2 ore.

Lowchen

Turn 11 through End of Game Statements

Turn 11

Governor Martin selects the Mayor, gains 1 doubloon, and places a noble on the Sugar Mill and a colonist on a sugar plantation. Dave places a colonist in the Quarry. Christopher places a colonist in San Juan. Kevin places a colonist on the Quarry, moves colonists from the Small Indigo Plant and indigo plantation to the

Tobacco Storage, and moves a noble from the Construction Hut to the Construction Office. One noble and 8 colonists are placed on the colonist ship.

Dave selects the Prospector, gaining 3 doubloons.

Christopher selects the Settler and takes a Quarry along with a colonist from the

Hospice. Kevin takes a coffee plantation. Martin uses the Hacienda to gain a tobacco plantation and takes an indigo plantation. Dave draws a sugar plantation with his Hacienda then takes an indigo plantation and a VP from the Chapel. New plantations: corn, indigo, indigo, sugar, coffee.

Kevin selects the Craftsman, gains 1 doubloon, and produces 2 tobacco. Martin produces 4 corn, 1 indigo, and 2 sugar. Dave produces 2 corn and 1 tobacco. Christopher produces 2 indigo and 2 coffee. Kevin produces a bonus tobacco.

Turn 12

Governor Dave selects the Trader, gains 1 doubloon, and trades tobacco for 5 doubloons (3 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 City Hall (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 6 doubloons spent). Kevin passes. Martin passes. Martin builds the Residence (2 doubloon discount for Quarries, 8 doubloons spent).

Kevin selects the Mayor and places the noble on the Small Warehouse and colonists on the indigo plantation, Small Indigo Plant, and Tobacco Storage. Martin places a colonist on the Sugar Mill and one on a sugar plantation. Dave places colonists on the Residence and a corn plantation. Christopher places colonists on City Hall and in San Juan. One noble and 4 colonists are placed on the colonist ship.

Martin selects the Prospector, gaining 1 doubloon.

Turn 13

Governor Christopher selects the Captain, gains 2 doubloons, and ships 2 indigo on Ship 2 for 3VP. Kevin ships 2 tobacco on Ship 1 for 2VP (Ship 1 sails). Martin ships 1 indigo on Ship 2 for 1VP. Christopher ships 1 coffee on Ship 3 for 1VP. No further shipping is possible. Martin discards 3 corn and Dave discards 1 corn, gaining 1VP from the Court Supplier.

Kevin selects the Trader and trades tobacco for 5 doubloons (3 base +1 for Trader +1 for Small Market). Martin trades sugar for 2 doubloons. Dave trades corn for 1 doubloon (0 base +1 for Small Market).

Martin selects the Mayor and places a noble on the Sugar Mill and colonists on a sugar and tobacco plantations. Dave places a colonist on a corn plantation. Christopher places a colonist in San Juan. Kevin places a colonist on the Construction Hut. Three colonists and one noble are placed on the colonist ship. **Dave** selects the Craftsman, gains 1 doubloon, and produces 4 corn and 1 tobacco. Christopher produces 2 indigo and 2 coffee. Kevin produces 1 indigo and 3 tobacco. Martin produces 4 corn, 1 indigo, and 4 sugar. Dave produces a bonus tobacco.

Turn 14

Governor Kevin selects the Captain and ships 3 tobacco on Ship 1 for 4VP. Martin ships 1 indigo on Ship 2 for 1VP (Ship 2 sails). Dave ships 2 tobacco on Ship 1 for 2VP (Ship 1 sails). Christopher ships 2 coffee on Ship 3 for 2VP. Martin discards 4 corn. Dave discards 3 corn, gaining 1VP from the Court Supplier. Christopher discards 1 indigo.

Martin selects the Craftsman and produces 4 corn, 1 indigo, and 3 sugar. Dave produces 3 corn and 1 tobacco. Christopher produces 2 indigo and 2 coffee. Kevin produces 1 indigo and 3 tobacco. Martin produces a bonus indigo.

Dave selects the Builder, gains 1 doubloon, and builds a Wharf (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 6 doubloons spent). Christopher passes. Kevin builds a Customs House (2 doubloon discount from Construction Office, 3 doubloon discount for Quarries, 5 doubloons spent). Martin builds a Tobacco Storage (5 doubloons spent).

Christopher selects the Trader and trades coffee for 5 doubloons (4 base +1 for Trader). No further trading is possible.

Turn 15

Governor Martin selects the Captain and ships 5 corn on Ship 1 for 6VP (Ship 1 sails). Dave ships 1 tobacco on Ship 2 for 1VP. Christopher ships 1 coffee on Ship 3 for 1VP. Kevin ships 3 tobacco on Ship 2 for 3VP. Martin discards 1 indigo. Dave discards 3 corn, gaining 1VP for the Court Supplier. Christopher discards 2 indigo.

Dave selects the Mayor, gains 1 doubloon, and places a noble on the Wharf, a colonist on the Small Indigo Plant, and moves a colonist from a corn plantation to the indigo plantation. Christopher places a colonist in San Juan. Kevin places a

colonist on the Customs House. Martin places a colonist on the Tobacco Storage and moves 2 nobles from the Sugar Mill to the Tobacco Storage. Three colonists and 1 noble are placed on the colonist ship.

Christopher selects the Builder and builds a Guild Hall (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 6 doubloons spent). Kevin passes. Martin can't build. Dave builds a Small Sugar Mill (1 doubloon discount for Quarry, 1 doubloon spent).

Kevin selects the Prospector, gaining 3 doubloons.

Turn 16

Governor Dave selects the Captain and ships 1 corn on Ship 1 for 2VP. No further shipping is possible.

Christopher selects the Settler, gains 4 doubloons, and takes an indigo plantation, along with a colonist from the Hospice. Kevin takes the corn plantation. Dave uses the Hacienda to draw a coffee plantation and gains 1VP from the Chapel. New plantations are: indigo, indigo, sugar, sugar, coffee.

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 Mayor and places a noble on the Sugar Mill and a colonist on a tobacco plantation. Dave places a colonist on a corn plantation. Christopher places a colonist on the Guild Hall. Kevin places a colonist on a corn plantation. Three colonists and 1 noble are placed on the colonist ship.

Turn 17

Governor Christopher selects the Builder, gains 1 doubloon, and builds the Gardens (1 doubloon discount for Builder, 3 doubloon discount for Quarries, 6 doubloons spent). Kevin builds a Jeweler (3 doubloon discount from Quarries, 5 doubloons spent). Martin builds a Land Office (2 doubloons spent). Dave builds a Land Office (1 doubloon discount from a Quarry, 1 doubloon spent).

Kevin selects the Mayor and places a noble on the Land Office, a colonist on the coffee plantation, and swaps the noble and the colonist between the Construction Office and Customs House. Martin places a colonist on the Land Office. Dave moves a noble from the Wharf to the Land Office and places a colonist on the

Wharf. Christopher places a colonist on the Gardens. Three colonists and 1 noble are placed on the colonist ship.

Martin selects the Craftsman, gains 2 doubloons, and produces 4 corn, 1 sugar, 1 indigo, and 3 tobacco. Dave produces 4 corn, 1 indigo, and 1 tobacco and gains 1VP from the Chapel. Christopher produces 3 indigo and 2 coffee. Kevin produces 1 corn, 1 indigo, and 1 tobacco, and gains 4 doubloons from the Jeweler. Martin produces a bonus indigo.

Dave selects the Trader and trades tobacco for 5 doubloons (3 base +1 for Trader +1 for Small Market). Christopher trades coffee for 4 doubloons.

Turn 18

Governor Kevin selects the Builder and builds a Villa (1 doubloon discount from Builder, 1 doubloon discount from the Construction Office, 3 doubloon discount

from Quarries, 2 doubloons spent). Martin passes. Dave builds a Factory (2 doubloon discount from Quarries, 5 doubloons spent). Christopher builds a Villa

(3 doubloon discount from Quarries, 4 doubloons spent). Since both Dave and Christopher have no more empty spaces in their city, this will be the last turn.

Martin selects the Captain, gains 1 doubloon, and ships 4 corn on Ship 1 for 5VP (Ship 1 sails). Dave ships 4 corn via the Wharf for 4VP. Christopher ships 1 coffee on Ship 3 for 1VP (Ship 3 sails). Kevin ships 1 tobacco on Ship 2 for 1VP. Martin ships 1 tobacco on Ship 2 for 1VP (Ship 2 sails). Dave discards 1 indigo, gaining 1VP from the Court Supplier, Christopher discards 3 indigo, Martin discards 3 indigo and 1 tobacco.

Dave selects the Settler, gains 1 doubloon, and then gains 1VP from the Chapel

but does not take a plantation due to lack of space. Christopher selects a coffee plantation. Kevin takes a sugar plantation. Martin cannot take a plantation due to lack of space. New plantations are: corn, indigo, indigo, sugar, tobacco.

Christopher selects the Mayor and places a noble on the Villa and a colonist in San Juan. Kevin moves a noble from the Small Warehouse to the Villa and places a colonist on the Small Warehouse. Martin places a colonist on the Sugar Mill. Dave places a colonist on a sugar plantation and moves a colonist from a corn plantation to the Small Sugar Mill. Three colonists and a noble are placed on the colonist ship.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Christopher Hunt	Mayor	Indigo, Quarry, Coffee, Quarry, Indigo, Sugar, Coffee, Quarry, Indigo, Coffee	Hospice, Indigo Plant (x3), Coffee Roaster (x2), Fortress, City Hall, Guild Hall, Gardens, Villa	5	0	1 indigo	17
Kevin Wilson	Builder	Indigo, Tobacco, Quarry, Tobacco, Tobacco, Quarry, Quarry, Coffee, Corn, Sugar	Small Indigo Plant, Small Market, Construction Hut, Small Warehouse, Tobacco Storage (x3), Construction Office, Customs House, Jeweler, Villa		7	1 corn, 2 indigo	16
Martin Burgdorf	Captain	Corn, Indigo, Corn, Corn, Sugar, Corn, Sugar, Sugar, Tobacco, Sugar, Tobacco, Indigo	Hacienda, Small Indigo Plant, Small Sugar Mill, Small Warehouse, Sugar Mill (x2, x1), Tobacco Storage x1, x2, Land Office		3	10 sugar, 1 tobacco	31
Dave Hooton	Settler	Corn, Corn, Tobacco, Corn, Quarry, Corn, Tobacco, Sugar, Quarry, Sugar, Indigo, Coffee	Small Market, Hacienda, Tobacco Storage (x1), Chapel, Court Supplier, Small Indigo Plant, Residence, Wharf, Small Sugar Mill, Land Office		1		33

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: 0 Colonist Ship: 3

Nobles: Supply: 5 Colonist Ship: 1

Trading House: Empty

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

Victory Points: 3

Commodities

Corn: 9 **Indigo:** 7 **Sugar:** 1 **Tobacco:** 8 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x2, 3d, 2vp)		
Small Sugar Mill (x2, 2d, 1vp)	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	
	Hospice (4d, 2vp)		
	Hunting Lodge (x2, 4d, 2vp)	Factory (7d, 3vp)	
	Office (x2, 5d, 2vp)		
	Construction Office (5d, 2vp)	University (x2, 8d, 3vp)	
Construction Hut (2d, 1vp)	Large Market (x2, 5d, 2vp)	Jeweler (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 (2d), Settler, Trader

Plantations

Corn, Indigo, Indigo, Sugar, Tobacco

Discard Pile: Indigo, Sugar, Coffee, Indigo, Indigo, Sugar

Victory Points

	Christopher	Kevin	Martin	Dave
VP Chips	17	16	31	33
Nobles	2	4	6	2

	Christopher	Kevin	Martin	Dave
Buildings	26	19	10	21
Bonus	20	4	0	7
Total	65	43	47	63

Congratulations to Christopher on his victory!

End of Game Statements

Dave Hooton: Congratulations, Christopher. Well played! Thanks again, Chris, for running this.

Christopher Hunt: Thanks to Chris for being as ever a great GM. Great game, not just because I won. Got lucky. Just when I got money, I was able to build a large violet, I got FOUR! That's thirty six of my points.

Kevin Wilson: Last, again. :- (But, this time I was in the hunt in buildings just too short on chits. Just didn't have stuff to ship at the right times.

Thanks to Chris, as always, for running the game. I'm still learning and will keep

playing. I have to win one eventually, right?

Thanks to the others for letting me continue to learn.

Martin Burgdorf: Congratulations, Christopher, and thanks, Chris, for running this.

I produced a lot during the craftsman phase, but I could not turn all of my products into victory points. Doubloons were missing as well, and I should have tried to buy at least one really expensive building. But at least I did not finish last...

Stabyhound Generation 2 Actions through Generation 5

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Andy York	TTT (Texas Terraforming Technologies)	Chen Shing Mars	Blue	7	23
Christopher Hunt	CJVH (Corporate Joint Venture for Humanity)	Teractor	Green	9	18
Kevin Wilson	PIKES (Pusillanimous Insincere Kitchy Egocentric Simpleton)	Ecoline	Black		23
Dave Hooton	Greater Earth	Point Luna	Red	4	22
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	5	34	4	17	0	2	0	2	1	1	4	4
Christopher Hunt	6	36	1	4	4	4	2	6	4	4	2	14
Kevin Wilson	6	32	0	0	1	3	3	5	4	4	1	7
Dave Hooton	16	43	3	3	2	4	1	3	0	0	6	8
Chris Geggus	8	37	0	2	0	3	1	3	0	0	1	2

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)	7 (3 animals)
Io	(1 heat production)	(1 heat production)	(1 heat production)	3 (4 heat)
Triton	PIKES	GEGS	(3 titanium)	4 (2 titanium)
Callisto	CJVH	GEGS	(1 energy production)	4 (5 energy)
Ceres	Greater Earth	(1 steel production)	(1 steel production)	3 (3 steel)
Europa	GEGS	(1 ocean)	(1 ocean)	3 (1 energy production)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	4 (3 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	TTT	2 (1 TTT, 1 neutral)
Scientists	Neutral	1 (neutral)
Unity	Neutral	3 (1 GEGS, 2 neutral)
Greens	TTT	2 (1 TTT, 1 PIKES)
Reds	GEGS	4 (1 TTT, 2 GEGS, 1 neutral)
Kelvinists	Greater Earth	3 (1 Greater Earth, 1 CJVH, 1 neutral)

Chair is neutral. Ruling Party: Scientists

Global Events

Distant	Coming	Current
AI Research/Solarnet Shutdown	Local Terraforming Support/Successful Organisms	Increased Interplanetary Trade/Solar Flare

Generation 2Action 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€.

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.

TTT spends 8M€ for House Printing, gaining 1 steel production.

CJVH moves a delegate from the Lobby to the Greens.

PIKES spends 4 titanium for a Security Fleet, then 1 titanium to add a resource to Security Fleet.

Greater Earth moves its delegate from the Lobby to the Kevlinists, assuming the party leadership, then spends 10M€ to take advantage of the Kelvinist policy, gaining 1 energy and 1 heat production.

GEGS passes.

TTT moves a delegate from the Lobby to Mars First.

CJVH passes.

PIKES moves a delegate from the Lobby to the Greens, then spends 5M€ to move another delegate to the Greens, assuming party leadership.

Greater Earth passes.

TTT spends 5M€ to add a delegate to Mars First, assuming the party leadership.

PIKES passes.

TTT spends 10M€ to take advantage of the Kelvinist policy, gaining 1 energy and 1 heat production.

TTT passes.

Production Phase

CJVH gains 23M€, 1 steel, 1 titanium, 1 plant, and 3 energy.

PIKES gains 21M€, 3 plants, and 3 energy.

Greater Earth gains 29M€, 1 titanium, 1 plant, 2 energy, and 2 heat.

GEGS gains 27M€ and 1 plant.

TTT moves 1 energy to heat then gains 21M€, 4 steel, 1 energy, and 2 heat.

Solar PhaseColonies

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

Turmoil PhaseTR Revision

All players TR is reduced by 1.

Global Event

Mud Slides: CJVH, Greater Earth, and PIKES all have 1 tile adjacent to ocean.

PIKES has an influence of 2 (leader of dominant party and member of dominant party) and so loses nothing. CJVH has an influence of 1 (member of dominant party) and also loses nothing. Greater Earth each lose 4M€.

New Government

The Greens become the ruling party. CJVH gains 1M€ and PIKES gains 2M€.

PIKES delegate becomes Chairman, PIKES gains 1 TR. All remaining Green delegates are returned to reserve and the lobby is restored. Mars First are dominant party.

Changing Times

Thaw Patera Boring/Volcanic Eruptions becomes current global event, neutral delegate added to Scientists party. Bioengineering Boom/Spin-Off Products becomes coming global event. Mining Restrictions/Asteroid Mining becomes distant global event. Neutral delegate added to Red party.

Generation 3Research Phase

PIKES takes 2 cards, spending 6M€.

Greater Earth takes 1 card, spending 3M€.

GEGS takes 3 cards, spending 6M€.

TTT takes 3 cards, spending 9M€.

CJVH takes 4 cards, spending 12M€.

Action Phase

PIKES spends 3 energy to trade with Triton, gaining 2 titanium, then spends 1 titanium to add a resource to Security Fleet.

Greater Earth spends 12M€ for an Interplanetary Colony Ship, placing a colony on Ceres, gaining 1 steel production and 1 card, then spends 8M€ to claim the Generalist milestone.

GEGS spends 18M€ for a Research Outpost in A3, gaining 2 titanium.

TTT spends 4 steel and 1M€ for an Equatorial Magnetizer, then spends 1 energy production to use the Equatorial Magnetizer to increase his TR to 20.

CJVH spends 10M€ for Cryosleep, then spends 2 energy to trade with Callisto, gaining 13 energy. GEGS gains 3 energy.

PIKES spends 18M€ for a Power Grid, gaining 3 energy production.

Greater Earth spends 3 steel for Carbonite Processing, losing 1 energy production and gaining 3 heat production.

GEGS spends 3 energy to trade with Ganymede, gaining 3 plants.

TTT spends 8 heat to raise the temperature to -28C and his TR to 21, then spends

11M€ for a Medical Lab, gaining 4M€ production.

CJVH spends 3 energy to trade with Europa, gaining 1 plant production. GEGS gains 1M€.

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

Greater Earth moves a delegate from the Lobby to Mars First.

GEGS moves a delegate from the Lobby to Mars First.

TTT moves a delegate from the Lobby to Mars First.

CJVH moves a delegate from the Lobby to the Greens.

PIKES passes.

Greater Earth passes.

GEGS passes.

TTT passes.

CJVH passes.

Production Phase

PIKES gains 21M€, 3 plants, and 6 energy.

Greater Earth moves 2 energy to heat and gains 28M€, 1 steel, 1 titanium, 1 plant,

1 energy, and 5 heat.
 GEGS gains 26M€ and 1 plant.
 TTT moves 1 energy to heat then gains 26M€, 4 steel, and 2 heat.

CJVH moves 11 energy to heat then gains 22M€, 1 steel, 1 titanium, 2 plants, and 3 energy.

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

Volcanic Eruptions: Temperature increases 2 steps to -24C. CJVH, Greater Earth, GEGS, and PIKES each gain 1 heat production and TTT gains 2 heat production.

New Government

Mars First become the ruling party. PIKES gains 1M€, Greater Earth gains 3M€, GEGS gains 2M€, TTT gains 8M€, and CJVH gains 3M€. TTT delegate becomes Chairman and gains 1 TR. All remaining Mars First delegates are returned to reserve and the lobby is restored. Reds are dominant party.

Changing Times

Bioengineering Boom/Spin-Off Products becomes current global event, neutral delegate added to Scientists party. Mining Restrictions/Asteroid Mining becomes coming global event. Increased Interplanetary Trade/Solar Flare becomes distant global event. Neutral delegate added to Unity party.

Generation 4

Research Phase

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

TTT takes 3 cards, spending 9M€. CJVH takes 2 cards, spending 6M€.

PIKES takes 1 card, spending 3M€.

Action Phase

Greater Earth spends 23M€ to place a greenery tile at F5, gaining 3 plants, 1 steel, increasing the oxygen level to 2% and increasing his TR to 18. He then spends 8 plants to place a greenery tile at E4, gaining 1 plant, 1 steel, 2M€, increasing the oxygen level to 3% and increasing his TR to 19.

GEGS moves his delegate from the Lobby to the Red party, assuming party leadership, then spends 8 plants to place a greenery tile at F2, gaining 3 steel, increasing the oxygen level to 4% and his TR to 22.

TTT spends 23M€ for Towing a Comet, gaining 2 plants, increasing the oxygen level to 5% and his TR to 22, then placing an ocean at B1, gaining 1 titanium, 1 steel, 2M€, and increasing his TR to 23.

CJVH spends 3 energy to trade with Callisto, gaining 10 energy. GEGS gains 3 energy. CJVH then spends 3 energy to trade with Europa, gaining 1 energy production. GEGS gains 1M€.

PIKES plays Market Manipulation advancing Triton to the right and Io to the left, then spends 3 energy to trade with Triton, gaining 3 titanium.

Greater Earth spends 3M€ and 3 titanium for Space Hotels, gaining 4M€ production and a card, and 4M€ and 3 steel for a Spin-Off Department, gaining 2M€ production.

GEGS spends 2 titanium and 11M€ to build a Trading Colony on Triton, gaining 3 titanium, then spends 3M€ for Research Coordination.

TTT moves a delegate from the Lobby to Mars First, assuming the party leadership.

CJVH moves a delegate from the Lobby to the Green party, assuming the party leadership.

PIKES spends 7 plants to place a greenery tile at D6, gaining 2M€, 1 plant, 1 steel, increasing the oxygen level to 6% and his TR to 21.

Greater Earth moves a delegate from the Lobby to the Scientists party.

GEGS spends 3 titanium for Satellites, gaining 4M€ production, then spends 7M€ for GHG Producing Bacteria.

TTT passes.

CJVH spends 25M€ for a city at E1, gaining 1 card and 1M€ production.

PIKES spends 1 steel and 6M€ for a Rad-Chem Factory, losing 1 energy production and increasing his TR to 23.

Greater Earth spends 8 heat to raise the temperature to -22C and his TR to 20.

GEGS spends 3 energy to trade with Io, gaining 8 heat.

CJVH spends 8 heat to raise the temperature to -20C, gaining 1 heat production and increasing his TR to 19.

PIKES spends 1 titanium to add a resource to Security Fleet.

Greater Earth passes.

GEGS spends 8 heat to increase the temperature to -18C and his TR to 23.

CJVH passes.

PIKES spends 1 titanium and 3M€ for a Trans-Neptune Probe.

GEGS adds a resource to GHG Producing Bacteria.

PIKES moves a delegate from the lobby to the Greens, then spends 5M€ to move a delegate from reserve to the Greens, assuming the party leadership. The Greens become the dominant party.

GEGS passes.

PIKES passes.

Production Phase

Greater Earth moves 1 energy to heat and gains 36M€, 1 steel, 1 titanium, 1 plant, 1 energy, and 6 heat.

GEGS gains 31M€, 1 plant, and 1 heat.

TTT gains 28M€, 4 steel, and 4 heat.

CJVH moves 7 energy to heat then gains 23M€, 1 steel, 1 titanium, 2 plants, 3 energy, and 2 heat.

PIKES moves 3 energy to heat then gains 23M€, 3 plants, 5 energy, and 1 heat.

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

Spin-Off Products: GEGS has 5 science tags and 0 influence, earning 10M€. TTT has 1 science tag and 1 influence, gaining 4M€. CJVH has 2 science tags and 1 influence, earning 6M€. PIKES has 1 science tag and 2 influence, earning 6M€.

New Government

Greens become the ruling party. GEGS gains 2M€, CJVH gains 1M€, and PIKES gains 2M€. PIKES delegate becomes Chairman and gains 1 TR. All remaining Green delegates are returned to reserve and the lobby is restored. Scientists are the new dominant party.

Changing Times

Mining Restrictions/Asteroid Mining becomes current global event, neutral delegate added to Unity party and assumes party leadership. Increased Interplanetary Trade/Solar Flare becomes coming global event. Local

Terraforming Support/Sucessful Organisms becomes distant global event. Neutral delegate added to Mars First party.

Generation 5

Research Phase

GEGS takes 3 cards, spending 9M€.

CJVH takes 3 cards, spending 9M€.

Greater Earth takes 1 card, spending 3M€.

TTT takes 2 cards, spending 6M€.

PIKES takes 2 card, spending 6M€.

Action Phase

GEGS spends 6M€ for Business Contacts, drawing 4 cards and keeping 2, then spends 9M€ for a Nuclear Zone in C4, increasing the temperature to -14C and his TR to 24 and gaining 4M€ and 1 plant.

level to 10% and his TR to 24.

Greater Earth moves a delegate from the Lobby to the Scientists party.

TTT spends 3M€ to play Search for Life, then spends 1M€ to attempt a Search for Life, drawing Domed Crater (failure).

GEGS spends 3 energy to trade with Triton, gaining 4 titanium. PIKES gains 1 titanium. GEGS then spends 3 titanium and 8M€ for Sky Docks, gaining a second trade fleet.

CJVH spends 3M€ for an Energy Market, then spends 2 energy to trade with Europa gaining 1 energy production. GEGS gains 1M€.

TTT spends 8 heat to raise the temperature to 10C and his TR to 24.

CJVH moves a delegate from the Lobby to the Kelvinists, then spends 4 titanium, and 28M€ for an Earth Elevator, gaining 3 titanium production and a resource on Martian Zoo.

PIKES spends 3 energy to trade with Ceres, gaining 4 steel. Greater Earth gains 2 steel. PIKES then spends 4 steel and 10M€ for Noctis City in C6, gaining 1 plant and 3M€ production and losing 1 energy production.

PIKES spends 2 titanium and 20M€ for Callisto Penal Mines, gaining 3M€ production, then spends 7M€ for a Titanium Mine, gaining 1 titanium production.

Greater Earth spends 11M€ to increase his energy production by 1, then spends 23M€ for a Strip Mine, losing 2 energy production and gaining 2 steel production, 1 titanium production, increasing the oxygen level to 8% and the temperature to -12C and his TR to 22.

Greater Earth spends 8 heat to raise the temperature to -8C and his TR to 23.

GEGS moves a delegate from the Lobby to the Scientists.

GEGS spends 7M€ for Lightning Harvest, gaining 1 energy and 1M€ production, then spends 3 steel and 6M€ for an Immigrant City, losing 1 energy and 2M€ production, placing a city at H8, gaining 1M€ production and 2 steel.

TTT moves a delegate from the Lobby to the Greens, assuming the party leadership.

TTT spends 12M€ for a Mining Expedition, gaining 2 steel, increasing the oxygen level to 9% and his TR to 23, and removing 2 plants from CJVH. GEGS pays 3M€ to CJVH. TTT then spends 1M€ for Hired Raiders, stealing 2 steel from Greater Earth. GEGS pays 3M€ to Greater Earth.

CJVH plays Heavy Taxation, gaining 4M€, 2M€ production, and a resource on Martian Zoo, then spends 8 heat to raise the temperature to -6C and his TR to 19.

PIKES moves a delegate from the Lobby to the Greens.

CJVH spends 2 energy to trade with Callisto, gaining 8 energy. GEGS gains 3 energy. CJVH then uses the Energy Market to gain 8M€ at the cost of 1 energy production.

Greater Earth passes.

GEGS passes.

PIKES spends 1 titanium to add a resource to Security Fleet, then spends 7 plants to place a greenery tile at B5, gaining 2 plants and 4M€, increasing the oxygen

TTT spends 11M€ to increase his energy production by 1.

CJVH gains 2M€ from the Martian Zoo.

PIKES passes.

TTT passes.

CJVH passes.

Production Phase

GEGS gains 32M€, 1 plant, and 1 heat.

PIKES moves 2 energy to heat then gains 30M€, 1 titanium, 3 plants, 4 energy, and 1 heat.

TTT gains 29M€, 4 steel, 1 energy, and 4 heat.

Greater Earth moves 1 energy to heat and gains 39M€, 3 steel, 2 titanium, 1 plant, and 6 heat.

CJVH moves 8 energy to heat then gains 25M€, 1 steel, 4 titanium, 2 plants, 4 energy, and 2 heat.

Solar Phase

Colonies

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

New Government

Scientists become the ruling party. GEGS gains 5M€, TTT gains 2M€. CJVH gains 2M€, PIKES gains 1M€, and Greater Earth gains 0M€. Neutral delegate becomes Chairman. All remaining Scientists delegates are returned to reserve and the lobby is restored. Reds are the new dominant party.

Turmoil Phase

TR Revision

All players TR is reduced by 1.

Global Event

Asteroid Mining: GEGS has 1 Jovian tag and 1 influence, earning 2 titanium.

TTT has 1 Jovian tag and 0 influence, gaining 1 titanium. CJVH has 0 Jovian tags and 0 influence. PIKES has 1 Jovian tag and 1 influence, earning 2 titanium.

Greater Earth has 0 Jovian tags and 1 influence, earning 1 titanium.

Changing Times

Increased Interplanetary Trade/Solar Flare becomes current global event, neutral delegate added to Kelvinist party. Increased Local Terraforming

Support/Sucessful Organisms becomes coming global event. AI

Research/Solarnet Shutdown becomes distant global event. Neutral delegate

added to Scientists party, assuming party leadership.

Schapendoes

Game Start through Turn 8 Bidding

Notes

We are playing on the Italy map, all regions in play except the brown area. We are using a random selection from both power plant decks. Power plants will be noted in the following format: XX Fuel I→O (FF), where XX is the power plant number, "Fuel" is the type of fuel it takes, I is the number of inputs, O is the number of cities it powers, and (FF) is the amount of fuel stored on it, if any.

Turn 1

Bidding

PESTO bids 4 Elektros on power plant 04. All other players pass. Power plant 05 is moved to the current market and power plant 10 is moved to the future market.

Tabula Rasa bids 5 Elektros on power plant 05. GEGS bids 6. TIM, Industria Optima, and Tabula Rasa pass. Power plant 06 is moved to the current market and

power plant 44 is added to the future market. Tabula Rasa bids 6 Elektros for power plant 06. TIM bids 7. Industria Optimum passes. Tabula Rasa passes. Power plant 07 is moved to the current market and power plant 27 is added to the future market. Tabula Rasa bids 7 on power plant 07. Industria Optimum bids 8.

Tabula Rasa bids 9. Industria Optimum passes. Power plant 08 is moved to the current market and power plant 28 is moved to the future market. Industria Optimum bids 8 Elektros for power plant 08 and gets it. Power plant 10 is moved to the current market and power plant 13 is added to the future market.

Fuel Purchases

PESTO buys 2 coal for 6 Elektros.
GEGS buys 3 coal for 11 Elektros.

TIM buys 2 trash for 10 Elektros.
Tabula Rasa buys 2 oil for 8 Elektros.

Industria Optimum buys 3 coal for 14 Elektros.

Grid Connections

PESTO connects to Reggio for 10 Elektros (power plant 01 is obsolete and discarded, power plant 13 is moved to the current market and power plant 39 is added to the future market), Parma for 12 Elektros (power plant 02 is obsolete and discarded, power plant 11 is added to the current market), and Modena for 12 Elektros (power plant 03 is obsolete and discarded, power plant 22 is added to the current market).

GEGS connects to Venezia for 10 Elektros, Mestre for 10 Elektros, and Padua for 13 Elektros.
TIM connects to Piacenza for 10 Elektros and Brescia for 15 Elektros.
Tabula Rasa connects to Ravenna for 10 Elektros and Rimini for 14 Elektros.
Industria Optimum connects to Bologna for 10 Elektros and Firenze for 18 Elektros.

Bureaucracy

Power Cities

Industria Optimum powers 2 cities, spending 3 coal and gaining 33 Elektros.
Tabula Rasa powers 2 cities, spending 2 oil and gaining 33 Elektros.
TIM powers 2 cities, spending 1 trash and gaining 33 Elektros.

GEGS powers 2 cities, spending 3 coal and gaining 33 Elektros.
PESTO powers 1 city, spending 1 coal and gaining 22 Elektros.

Adjust Power Plant Market

Power plant 44 goes to the bottom of the deck, power plant 31 is drawn and added to the future market.

Turn 2

Bidding

GEGS opens the bidding on power plant 13 for 13 Elektros. PESTO passes. Industria Optimum bids 14. Tabula Rasa bids 15. TIM passes. GEGS and Industria Optimum pass. Power plant 16 is added to the current market. GEGS then bids 16 Elektros on power plant 16. PESTO passes. Industria Optimum passes. TIM passes. Power plant 27 is moved into the current market and power plant 33 is added to the future market.
PESTO bids 22 Elektros on power plant 22. Industria Optimum and TIM pass.

Power plant 28 is moved to the current market and power plant 42 is added to the future market.
Industria Optimum bids 10 Elektros on power plant 10. TIM passes. Power plant 31 is moved to the current market and power plant 37 is added to the future market.
TIM buys power plant 27 for 27 Elektros and transfers the fuel from power plant 06. Power plant 09 is added to the current market.

Fuel Purchases

TIM passes.
Tabula Rasa buys 4 oil for 14 Elektros.

Industria Optimum buys 3 coal for 12 Elektros.
PESTO passes.

GEGS buys 2 oil for 9 Elektros.

Grid Connections

TIM passes.
Tabula Rasa spends 10 Elektros to connect to San

Marino.
Industria Optimum passes.

PESTO passes.
GEGS passes.

Bureaucracy

Power Cities

GEGS spends 2 oil to power 3 cities for 44 Elektros.
PESTO spends 1 coal to power 3 cities for 44 Elektros.
Industria Optimum spends 3 coal to power 2 cities for 33 Elektros.

Tabula Rasa spends 3 oil to power 3 cities for 44 Elektros.
TIM spends 1 trash to power 2 cities for 33 Elektros.

Adjust Power Plant Market

Power plant 42 is placed on the bottom of the deck and power plant 46 is added to the future market.

Turn 3

Bidding

PESTO bids 31 Elektros on power plant 31. GEGS bids 32. Tabula Rasa bids 33. TIM passes. Industria Optimum passes. PESTO bids 34. GEGS passes. Tabula Rasa bids 35. PESTO bids 36. Tabula Rasa bids 37. PESTO bids 38. Tabula Rasa bids 39. PESTO passes. Power plant 33 is moved to the current market and power plant 50 is added to the future market. PESTO bids 33 Elektros on power plant 33. GEGS passes. TIM passes. Industria Optimum passes. Power plant 25 is added to the current market.

GEGS bids 25 Elektros on power plant 25. TIM passes. Industria Optimum bids 26. GEGS bids 27. Industria Optimum bids 28. GEGS passes. Power plant 37 is moved to the current market and power plant 38 is added to the future market.
GEGS bids 37 Elektros on power plant 37. TIM passes. Power plant 36 is added to the current market.
TIM passes.

Fuel Purchases

Industria Optimum buys 2 coal for 6 Elektros.
TIM buys 2 trash for 7 Elektros.

Tabula Rasa buys 1 uranium for 7 Elektros.
GEGS passes.

PESTO passes.

Grid Connections

Industria Optimum passes.

TIM connects to Bergamo for 13 Elektros, Verona for 14 Elektros, and Vicenza

for 13 Elektros.
Tabula Rasa passes.

S.O.B.

GEGS passes.
PESTO connects to Ferrara for 14 Elektros.

BureaucracyPower Cities

PESTO powers 4 cities for 54 Elektros.
GEGS powers 3 cities for 44 Elektros.
Tabula Rasa spends 1 uranium to power 3 cities for 44 Elektros.

TIM spends 2 trash to power 5 cities for 64 Elektros.
Industria Optimum spends 2 coal to power 2 cities for 33 Elektros.

Adjust Power Plant Market

Power plant 50 is placed on the bottom of the deck and power plant 15 is added to the current market, pushing power plant 36 to the future market.

Turn 4Bidding

TIM bids 28 Elektros on power plant 28. PESTO passes. GEGS passes. Tabula Rasa passes. Industria Optimum passes. Power plant 30 is added to the current market.
PESTO passes.

GEGS passes.
Tabula Rasa passes.
Industria Optimum passes.

Fuel Purchases

Industria Optimum buys 2 coal for 4 Elektros.
Tabula Rasa buys 1 uranium for 6 Elektros.

GEGS buys 2 oil for 5 Elektros.
PESTO passes.

TIM buys 2 trash for 6 Elektros.

Grid Connections

Industria Optimum expands to Pisa for 15 Elektros and La Spezia for 15 Elektros.
Tabula Rasa expands to Ancona for 16 Elektros and Perugia for 20 Elektros.
GEGS expands to Udine for 17 Elektros, Bolzano for 22 Elektros, and Trieste for 14 Elektros.

PESTO expands to Milano for 18 Elektros, Torino for 18 Elektros, and Livorno for 20 Elektros. Step 2 begins in the next phase.
TIM expands to Genova for 17 Elektros.

BureaucracyPower Cities

TIM spends 2 trash to power 6 cities for 73 Elektros.
PESTO powers 6 cities for 73 Elektros.
GEGS spends 2 oil to power 6 cities for 73 Elektros.

Tabula Rasa spends 1 uranium to power 5 cities for 64 Elektros.
Industria Optimum spends 2 coal to power 4 cities for 54 Elektros.

Adjust Power Plant Market

Step 2 begins. Power plant 09 is discarded and power plant 24 is added to the current market. Then, power plant 46 is placed on the bottom of the deck and power plant 32 is added to the future market.

Turn 5Bidding

PESTO bids 24 Elektros on power plant 24. GEGS passes. TIM passes. Tabula Rasa passes. Industria Optimum passes. PESTO discards power plant 04. Power plant 26 is added to the current market.
GEGS bids 26 Elektros on power plant 26. TIM passes. Tabula Rasa passes. Industria Optimum passes. GEGS discards power plant 05. Power plant 14 is

added to the current market.
TIM passes.
Tabula Rasa passes.
Industria Optimum passes.

Fuel Purchases

Industria Optimum buys 2 coal for 2 Elektros.
Tabula Rasa buys 2 uranium for 9 Elektros and 3 oil for 5 Elektros.
TIM buys 1 uranium for 6 Elektros and 2 trash for 6 Elektros.

GEGS buys 2 oil for 5 Elektros.
PESTO buys 1 uranium for 7 Elektros.

Grid Connections

Industria Optimum connects to Livorno for 15 Elektros, Ferrara for 18 Elektros, and Ravenna for 19 Elektros.
Tabula Rasa connects to Pescara for 19 Elektros and Foggia for 20 Elektros.

TIM connects to Modena for 23 Elektros.
GEGS passes.
PESTO expands to Pisa for 15 Elektros and Bergamo for 18 Elektros.

BureaucracyPower Cities

PESTO spends 1 uranium to power 9 cities for 98 Elektros.
GEGS spends 2 oil to power 6 cities for 73 Elektros.
TIM spends 1 trash and 1 uranium to power 7 cities for 82 Elektros.

Tabula Rasa spends 1 uranium and 1 oil to power 7 cities for 82 Elektros.
Industria Optimum spends 2 coal to power 6 cities for 73 Elektros.

Adjust Power Plant Market

Power plant 39 is placed on the bottom of the deck. Power plant 12 is added to the current market, pushing power plant 30 to the future market.

Turn 6Bidding

PESTO passes.
Tabula Rasa bids 14 Elektros on power plant 14. TIM passes. Industria Optimum

passes. GEGS passes. Tabula Rasa transfers 1 oil from power plant 07 to 13, discards the other along with power plant 07. Power plant 21 is added to the

current market.

TIM passes.

Industria Optimum bids 15 Elektros on power plant 15. GEGS passes. Industria

Optimum discards power plant 08. Power plant 29 is added to the current market.

GEGS passes.

Fuel Purchases

GEGS buys 4 oil for 9 Elektros.

Industria Optimum buys 4 coal for 5 Elektros.

TIM buys 2 uranium for 11 Elektros and 1 trash for 2 Elektros.

Tabula Rasa buys 3 coal for 7 Elektros and 1 uranium for 7 Elektros.

PESTO buys 1 uranium for 8 Elektros.

Grid Connections

GEGS connects to Vicenza for 18 Elektros, Verona for 18 Elektros, Parma for 21 Elektros, Reggio for 17 Elektros, and Piacenza for 19 Elektros. Power plant 11 is discarded and power plant 34 is added to the future market, pushing power plant 30 into the current market.

Industria Optimum connects to Rimini for 19 Elektros, San Marino for 15 Elektros, and Genova for 20 Elektros.

TIM expands to Bologna for 18 Elektros, Firenze for 23 Elektros, and Roma for 30 Elektros for 18 Elektros.

Industria Optimum connects to Rimini for 19 Elektros, San Marino for 15 Elektros, and Genova for 20 Elektros.

Bureaucracy

Power Cities

PESTO spends 1 uranium to power 9 cities for 98 Elektros.

Tabula Rasa spends 1 uranium, 3 coal, and 1 oil to power 10 cities for 105 Elektros.

TIM spends 2 trash and 1 uranium to power 10 cities for 105 Elektros.

Industria Optimum spends 4 coal to power 9 cities for 98 Elektros.

GEGS spends 4 oil to power 11 cities for 112 Elektros.

Adjust Power Plant Market

Power plant 38 is placed on the bottom of the deck. Power plant 40 is added to the future market.

Turn 7

Bidding

GEGS bids 29 Elektros on power plant 29. Tabula Rasa bids 30. Industria Optimum passes. PESTO bids 31. GEGS bids 32. PESTO bids 33. GEGS bids 34. PESTO bids 35. GEGS bids 36. PESTO bids 37. GEGS bids 38. PESTO bids 39. GEGS passes. PESTO discards power plant 22. Power plant 20 is added to the current market. GEGS bids 20 Elektros on power plant 20. Tabula Rasa bids 21. TIM passes. Industria Optimum passes. GEGS bids 22. Tabula Rasa bids 23. GEGS bids 25. Tabula Rasa bids 26. GEGS bids 28. Tabula Rasa bids 29. GEGS bids 30. Tabula Rasa passes. GEGS discards power plant 16. Power plant 35 is added to the future market, pushing power plant 32 to the current market.

Tabula Rasa bids 21 Elektros on power plant 21. TIM passes. Industria Optimum passes. Tabula Rasa transfers 1 oil from power plant 13 to 21 and discards power plant 13. Power plant 23 added to the current market.

TIM bids 32 Elektros on power plant 32. Industria Optimum bids 33. TIM bids 34. Industria Optimum bids 35. TIM bids 36. Industria Optimum passes. TIM discards power plant 06. Power plant 19 is added to the current market. Industria Optimum bids 30 Elektros on power plant 30 and discards power plant 10. The Step 3 card is drawn. Step 3 begins. The Step 3 card and power plant 12 are discarded and the markets are combined.

Fuel Purchases

PESTO buys 3 coal for 3 Elektros, 3 oil for 5 Elektros, and 2 uranium for 13 Elektros.

Industria Optimum buys 5 coal for 12 Elektros.

TIM buys 1 trash for 2 Elektros.

Tabula Rasa buys 3 coal for 11 Elektros and 1 oil for 2 Elektros.

GEGS buys 3 coal for 14 Elektros and 2 oil for 6 Elektros.

Grid Connections

PESTO connects to Brescia for 18 Elektros, Padua for 22 Elektros, Mestre for 18 Elektros, and Venezia for 15 Elektros.

Industria Optimum connects to Ancona for 21 Elektros and Pescara for 24 Elektros.

TIM connects to Napoli for 29 Elektros and Foggia for 27 Elektros.

Tabula Rasa connects to Brindisi for 17 Elektros, Bologna for 24 Elektros, and Modena for 23 Elektros.

GEGS connects to Ravenna for 32 Elektros, Rimini for 24 Elektros, and San Marino for 20 Elektros.

Bureaucracy

Power Cities

GEGS spends 3 coal and 2 oil to power 14 cities for 129 Elektros.

Tabula Rasa spends 1 uranium, 3 coal, and 2 oil to power 13 cities for 124 Elektros.

TIM spends 1 trash and 1 uranium to power 12 cities for 118 Elektros.

Industria Optimum spends 5 coal to power 12 cities for 118 Elektros.

PESTO spends 1 uranium, 1 oil, and 2 coal to power 13 cities for 124 Elektros.

Adjust Power Plant Market

Power plant 19 is discarded. Power plant 39 is added to the market.

Turn 8

Bidding

GEGS bids 40 Elektros on power plant 40. PESTO passes. Tabula Rasa bids 41. TIM bids 42. Industria Optimum passes. GEGS bids 43. Tabula Rasa bids 44. TIM bids 45. GEGS bids 46. Tabula Rasa passes. TIM bids 47. GEGS bids 48. TIM bids 49. GEGS passes. TIM discards power plant 28 and power plant 44 is added to the market. GEGS bids 36 Elektros on power plant 36. PESTO bids 37. Tabula Rasa bids 38. Industria Optimum passes. GEGS bids 39. PESTO bids 40.

Tabula Rasa bids 41. GEGS bids 42. PESTO bids 43. Tabula Rasa bids 44. GEGS bids 45. PESTO bids 46. Tabula Rasa bids 47. GEGS bids 48. PESTO passes. Tabula Rasa bids 49. GEGS bids 50. Tabula Rasa bids 51. GEGS passes. Tabula Rasa discards power plant 14. Power plant 46 is added to the market. GEGS bids 46 Elektros on power plant 46. PESTO bids 56. Industria Optimum passes. GEGS bids 58. PESTO bids 60. GEGS bids 62. PESTO bids 64. GEGS

bids 66. PESTO bids 68. GEGS bids 69. PESTO passes. GEGS discards power plant 37. Power plant 38 is added to the market.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
2	Dave Hooton	PESTO	Orange	24 Nuclear 1→4 (1), 29 Hybrid 3→5 (2o, 1c), 33 Eco X→4	13	189
3	Bill Scharf	Tabula Rasa	Gray	Hybrid 2→4, 31 Nuclear 1→5, 36 Hybrid 2→6	13	94
1	Chris Geggus	GEGS	Yellow	20 Coal 3→5, 26 Oil 2→5, 46 Hybrid 3→7	14	60
4	Andy York	TIM	Blue	27 Trash 1→4, 32 Eco X→4, 40 Oil 1→6	12	128
5	Kevin Wilson	Industria Optimum	Green	15 Coal 2→3, 25 Coal 2→5, 30 Coal 1→4	12	137

GEGS is Gas, Electricity Geothermal and Solar. TIM is Texas Infrastructure Management. PESTO is Power & Energy Storage & Transfer Organization.

Power Plant Market

23 Nuclear 1→3	34 Coal 3→6	35 Oil 1→5
38 Nuclear 1→6	39 Nuclear 1→6	44 Eco X→5

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium						1	1	1	1	1	1	1
Trash	3	3	3	3	3	3	3	3				
Oil	1	3	3	3	3	3	3	3				
Coal				3	3	3	3	3				

Schipperke

Game Start through Turn 7.1

Initial Placement

<p>Dave places a settlement at E10 with a road from E10 to E9.</p> <p>Kevin places a settlement at F6 with a road from F6 to E6.</p> <p>Martin places a settlement at F13 with a road from F13 to G13.</p> <p>Andy places a settlement at G5 with a road from G5 to G6.</p> <p>Chris places a settlement at E8 with a road from E8 to F8 and a settlement at E15</p>	<p>with a road from E15 to D15.</p> <p>Andy places a settlement at F9 with a road from F9 to G9.</p> <p>Martin places a settlement at E13 with a road from E13 to E12.</p> <p>Kevin places a settlement at G7 with a road from G7 to F7.</p> <p>Dave places a settlement at G11 with a ship from G11 to G10.</p>
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Turn 1

<p>Dave: Die roll = 2. Martin receives 2 wool. Passes.</p> <p>Kevin: Die roll = 4. No resources received. Passes.</p> <p>Martin: Die roll = 7. Martin moves the Robber to the 10 field space at D16 and steals lumber from Chris then passes.</p>	<p>Andy: Die roll = 7. Moves the Robber to the 8 hill space at D14 and steals ore from Martin then passes.</p> <p>Chris: Die roll = 4. No resources received. Passes.</p>
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Turn 2

<p>Dave: Die roll = 10. Dave receives 1 wool, Kevin receives 1 ore, and Martin and Chris each receive 1 grain. Dave spends 1 wool and 1 lumber to build a ship from G10 to H10. Martin spends 1 lumber and 1 brick to build a road from E12 to F12.</p> <p>Kevin: Die roll = 11. Andy and Dave each receive 1 ore. Passes.</p> <p>Martin: Die roll = 5. Dave receives 1 brick, Andy and Kevin each receive 1 grain, and Chris receives 1 grain and 1 lumber. Passes</p>	<p>Andy: Die roll = 10. Dave receives 1 wool, Kevin receives 1 ore, and Martin and Chris each receive 1 grain. Builds a road from G8 to G9.</p> <p>Chris: Die roll = 5. Dave receives 1 brick, Andy and Kevin each receive 1 grain, and Chris receives 1 grain and 1 lumber. Chris trades 3 grain to Dave for 1 brick and 1 ore, then builds roads from D15 to D14 to C14. During the special build turn, Andy upgrades the settlement at G5 to a city.</p>
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Turn 3

<p>Dave: Die roll = 5. Dave receives 1 brick, Kevin receives 1 grain, Andy receives 2 grain, and Chris receives 1 grain and 1 lumber. Trades 1 brick and 1 ore to Chris for 2 grain, then trades 4 grain for 1 lumber and builds a settlement at H10. During the special build turn, Chris builds a road from C14 to C15.</p> <p>Kevin: Die roll = 7. Moves the robber to the 8 forest space at F12 and steals a wool from Martin. Trades 4 grain at the grain port for 2 lumber and builds a ship from G7 to G8 and a road from F7 to F6.</p>	<p>Martin: Die roll = 5. Dave receives 1 brick, Kevin receives 1 grain, Andy receives 2 grain, and Chris receives 1 grain and 1 lumber. Martin trades 1 wool to Chris for 1 ore. Martin buys a development card.</p> <p>Andy: Die roll = 4. Dave receives 1 brick. Passes.</p> <p>Chris: Die roll = 6. Andy and Kevin each receive 2 wool. Plays a Knight, moving the robber to the 11 space at F10 and steals a brick from Dave then passes.</p>
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Turn 4

<p>Dave: Die roll = 6. Andy and Kevin each receive 2 wool. Passes.</p> <p>Kevin: Die roll = 9. Andy receives 2 lumber and Martin receives 1 ore. Kevin trades 2 wool to Chris for 1 lumber, then builds a ship from G8 to H8, gaining the longest trade route, and buys a development card.</p> <p>Martin: Die roll = 6. Andy and Kevin each receive 2 wool. Martin plays the Knight and moves the robber to the 6 pasture space at F6 and steals a lumber from Andy. Passes.</p>	<p>Andy: Die roll = 10. Dave receives 1 wool, Kevin receives 1 ore, and Martin and Chris each receive 1 grain. Andy trades 4 wool for 1 brick and builds a road from G5 to F5.</p> <p>Chris: Die roll = 8. Andy each receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Chris builds a settlement at C15. Dave builds a road from H10 to H9. Martin builds a road from F12 to F13.</p>
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Turn 5

<p>Dave: Die roll = 12. No resources received. Passes.</p> <p>Kevin: Die roll = 5. Dave receives 1 brick, Kevin receives 1 grain, Andy receives</p>	<p>2 grain, and Chris receives 1 grain and 1 lumber. Plays Monopoly for grain, then trades 6 grain for 3 lumber and 4 grain for 2 brick and builds a settlement in H8</p>
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and a road from H8 to H9. Chris builds a road from C15 to C16. Dave builds a road from H9 to I9.

Martin: Die roll = 6. Chris receives 1 grain. Martin passes.

Andy: Die roll = 9. Andy receives 2 lumber, Martin receives 1 ore, and Kevin

receives 1 wool. Passes.

Chris: Die roll = 6. Chris receives 1 grain. Chris trades 1 grain to Martin for 1 ore then buys a development card.

Turn 6

Dave: Die roll = 6. Chris receives 1 grain. Passes.

Kevin: Die roll = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Passes.

Martin: Die roll = 5. Dave receives 1 brick, Kevin receives 1 grain, Andy receives 2 grain, and Chris receives 1 grain and 1 lumber. Builds a road from G13

to G14. Chris builds a road from C16 to C17. Kevin builds a ship from H8 to H7.

Andy: Die roll = 6. Chris receives 1 grain. Passes.

Chris: Die roll = 5. Dave receives 1 brick, Kevin receives 1 grain, Andy receives 2 grain, and Chris receives 1 grain and 1 lumber. Trades 3 grain for 1 wool then passes.

Turn 7

Dave: Die roll = 2. Martin receives 2 wool. Dave trades 1 brick to Andy for 2 grain, then builds a settlement at I9. Andy builds a road from F5 to F4.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Dave Hooton	Orange	1		1				5
Kevin Wilson	Green	2	1			2		6 ¹
Martin Burgdorf	Blue	1	2	1		1	1 Knight	2
Andy York	Brown	2	2	3				3
Chris Geggus	Yellow	1	1	2			1 Knight, 1 Unplayed	4

¹Longest Trade Route

Shiba Inu

Game Start through Turn 2, Phase 2

Initial Bids

Christopher Hunt bids \$2 and takes Venice.

Dave Hooton bids \$2 and takes Barcelona.

Martin Burgdorf bids \$1 and takes Genoa.

Chris Geggus bids \$1 and takes Paris

Bob Robles bids \$0 and takes London

Initial Token Purchases

Barcelona buys 15 tokens

Venice buys 15 tokens

Genoa buys 17 tokens

Paris buys 12 tokens

London buys 10 tokens.

Turn 1, Phase 1: Card Draw

Done

Turn 1, Phase 2: Buy Cards

None eligible

Turn 1, Phase 3: Play Cards

London plays St. Benedict.

Paris plays Dionysus Exiguus and Rashid ad Din.

Barcelona plays Fur.

Venice plays Pirates/Vikings on Genoa.

Genoa passes.

Played Leaders

St. Benedict (10: E, N) – London only.

Dionysus Exiguus (20: N) – Paris and one other.

Rashid ad Din (10: N, R) – Paris and two others.

Turn 1, Phase 4: Purchases

London buys a ship upgrade (\$10) and Written Record (N, \$10 discount from St.

Benedict, \$20 spent). Lack of stabilization increases Misery to 10.

Paris buys Caravan (I, \$20 spent), Written Record (N, \$20 discount from Dionysus

Exiguus, \$10 discount from Rashid ad Din, \$0 spent), and stabilization (\$1).

Barcelona buys Caravan (I, \$20 spent) and stabilization (\$3).

Venice buys Caravan (I, \$20 spent) and stabilization (\$3).

Genoa buys Caravan (I, \$20 spent). Lack of stabilization increases Misery to 10.

Turn 1, Phase 5: Expansion

London expands to Portsmouth (5), York (3), and Edinburgh (2).

Paris expands to St. Malo (2), Bordeaux (4), Dijon (3), and Strasbourg (3).

Barcelona expands to Montpellier (2), Grenada (2), Valencia (2), Basque (2),

Toledo (3), Seville (3), and Toulouse (1).

Venice expands to Belgrade (2), Budapest (3), Esseg (1), Florence (4), Nuremberg

(3), St. Gali (1), and Salzburg (1).

Genoa expands to Naples (5), Rome (4), Milan (3), and Marseilles (5).

Barcelona gains the expansion bonus card.

Turn 1, Phase 6: Collect Income

London gains \$35.

Paris gains \$40.

Barcelona gains \$50.

Venice gains \$40.

Genoa gains \$35.

Surplus of Silk (Barcelona loses \$1), Shortage of Wool (London gains a card).

Turn 1, Phase 7: Buy Tokens

Venice buys 14 tokens.

Barcelona buys 33 tokens.

Genoa buys 19 tokens.

Paris buys 21 tokens.

London buys 10 tokens.

Turn 2, Phase 1: Draw Cards

Done

Turn 2, Phase 2: Buy Cards

None eligible.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Venice	0	14	\$26	2	5		3	I
Dave Hooton	Barcelona	0	33	\$16	5	7		4	I
Martin Burgdorf	Genoa	10	19	\$18	3	4		4	I
Chris Geggus	Paris	0	21	\$25	4	5		2	I, N
Bob Robles	London	10	10	\$25	1	4	2	4	N

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Ridgeback

Game Start through Age I Recruitment

The Players

Player	Wonder	Money
Kevin Wilson	Alexandria A	4
Chris Geggus	Petra B	4
Bill Scharf	Rhodes A	2
Martin Burgdorf	Giza A	11
Dave Hooton	Rome A	6
Christopher Hunt	Olympia A	1

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

Age I

Recruitment Phase

Alexandria spends 2 gold for Leonidas.

Rhodes spends 4 gold for Nebuchadnezzar.

Rome spends 0 gold for Archimedes.

Petra spends 2 gold for Berenice.

Giza spends 1 gold for Creosus, gaining 6 gold.

Olympia spends 5 gold for Caesar.



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Standbys

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

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

Standby Calls

None this issue!