**Notes from Hades**

The pandemic continues, although it does appear to be slowly tapering off. We have managed to stay healthy here, although the closures did seriously up to 2 more. We disrupt my sons' senior year of high school. They picked up their diplomas when they turned in their books. The only real graduation celebration was a parade through the neighborhood organized by the homeowners' association. It turned out to be a lot nicer than I had anticipated. They do have a plan for a more graduation ceremony, but it is in August and is contingent upon being allowed to gather a lot of people in one place. If that falls through, the next plan is late November. I'm not sure how well that will work out.

Only one game ended this time, Schapendoes, the Power Grid game. Congratulations to Dave Hooton on his victory! I've started up two others, Tornjak, a Terraforming Mars game and Tosa, a Puerto Rico game. Several games are close to conclusion, but I do have several others ready to go.

The next deadline is **Tuesday, July 14 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machriavelli Gamestart	Page 2
Spaniel	Robo Rally	Page 3
Hamiltonstovare	History of the World	Page 3
Pumi	Gaia Project	Page 4
Stabyhound	Terraforming Mars	Page 6
Schapendoes	Power Grid	Page 3
Schipperke	Seafarers of Catan	Page 9
Shiba Inu	Age of Renaissance	Page 10
Ridgeback	7 Wonders	Page 11
Tornjak	Terraforming Mars	Page 14
Tosa	Puerto Rico	Page 16

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(\$), Bill Scharf(\$). This game is full.

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.

Vizsla. Agricola: Will be run by email. Have Dave Hooton, Andy York(\$), Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus. Thji game is full.

Weimaraner. Terra Mystica: This will be run by email. Have Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt(\$), Chris Geggus, will take up to 1 more.

Xoloitzcuintli. Puerto Rico: This will be run by email and will include the buildings expansion. Have Kevin Wilson(\$), Dave Hooton, Christopher Hunt(\$), Chris Geggus(\$), will take up to 2 more.

Yorkie. Puerto Rico: This will be run by email and will include the nobles expansion. Have Kevin Wilson(\$), Dave Hooton, Christopher Hunt, will take up to 2 more.

Afghan. Discworld: Ankh-Morpork: Have Kevin Wilson(\$), Andy York(\$), Christopher Hunt, Bill Scharf(\$). This game is full.

Coonhound. Suburbia: This will be run by email. Have the Suburbia, Inc. and 5 Star expansions. Have Christopher Hunt, Bill Scharf(\$), Andy York(\$), will take

Water Spaniel. Terraforming Mars: This will be run by email. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt, Bill Scharf(\$), Andy York(\$), Chris Geggus, will take up to 1 turned out to be a lot nicer than I had anticipated. They do have a plan for a more graduation ceremony, but it is in August and is contingent upon being allowed to gather a lot of people in one place. If that falls through, the next plan is late November. I'm not sure how well that will work out.

Anatolian Shepherd. Race for the Galaxy: Will be run by email. Have The Gathering Storm and Rebel vs. Imperium expansion. Have Bob Robles(\$), Christopher Hunt, Bill Scharf(\$), will take up to 2 more.

Wish List

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

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, Kevin Wilson, will take up to 3 more.

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

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, Bill Scharf, will take up to 5 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 4, will take up to 4 more.

Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson, Ward Narhi, will take up to 5 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson, Bob Robles, Bill Scharf, will take up to 3 more.

Lords of Waterdeep: This will be run by email. Have the Scoundrels of Skullport expansion. Have Christopher Hunt, Bill Scharf, Chris Geggus, will take up to 4 more.

2038: Will be run by email. Have Bill Scharf, will take up to 5 more.

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

Dominion: Many expansions available. Will be run by email. Have Christopher Hunt, Bill Scharf, will take up to 4 more.

Gaia Project: Will be run by email. Will take up to 4.

7 Wonders: Will be run by email. Have the Cities, Leaders, Wonder Pack, Babel, and Armada expansion available. Have Christopher Hunt, Chris Geggus, will take up to 7 more.

Power Grid: Will be run by email. Have many expansion maps as well as the expansion deck and an unofficial expansion. Have Bill Scharf, Andy York, Chris Geggus, will take up to 4 more.

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

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

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

Chris Hassler a.k.a. Cerberus
 11152 Wallingsford Road Unit 7L
 Rossmoor, CA 90720
 Phone: (562) 882-1763
 cerberus@sob-zine.org

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

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

Kai Ken

Fall 1456

Deadline/Winter-Spring 1457 7/14 Tuesday

Naples and Venice are unable to pay their loans and are assassinated! Austria takes advantage of the situation and works with Milan against the Pope. The Pope gets help from Florence to advance against France in the north, but loses out to France in the south.

Expenditures

Naples fails to repay its loan and is assassinated! Rebellions in Rome, Naples, and Salerno. Naples may no longer take out loans.
 Venice fails to repay its loan and is assassinated! Rebellions in Tunis and Durazzo. Venice may no longer take out loans.

NAP	Lower Adriatic	1
PAP	Ligurian Sea, Upper Adriatic	2

Outstanding Loans

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 DALMATIA holds, A Croatia to ISTRIA, A Carinthia to FRIULI, A TREVISO supports A Padua, A PADUA supports Milan A Bologna to Ferrara, F Upper Adriatic to VENICE
- FLORENCE (Robles): A LUCCA supports A Pistoia, A Sienna to FLORENCE, A (EM) PISTOIA supports A Sienna to Florence, F PISA supports Papal F Piombino to Ligurian Sea
- FRANCE (Wilson): A Genoa to MODENA, F Ligurian Sea supports F Western Mediterranean to Tyrrhenian Sea (cut, DISLODGED, retreat to Genoa, Savoy, Provence, Gulf of Lions, Corsica, OTB), F Capua to NAPLES, F (EM) Tyrrhenian Sea to ROME (rebellion liberated), F Western Mediterranean to TYRRHENIAN SEA
- MILAN (Wilson): A Modena to BOLOGNA, A MANTUA supports A Bologna to Ferrara, A Bologna to FERRARA
- NAPLES (Martin): Assassinated! F LOWER ADRIATIC holds
- PAPACY (Robles): A URBINO supports A Ancona, A ANCONA besieges (Venice garrison destroyed), A SPOLETO to Rome, F Ferrara holds (u, Dislodged, retreat UPPER ADRIATIC), F Piombino to LIGURIAN SEA
- VENICE (Martin): Assassinated! F CENTRAL MEDITERRANEAN holds, F IONIAN SEA holds, G Ancona holds (eliminated)
- Your treasury:

Notes

Venice no longer controls any of its home cities and is eliminated! Also note, that if the French fleet in Ligurian Sea retreats to Savoy, France will then control Savoy.

Spring 1457 Famine

Good Year – No Natural Disaster!

Spring 1457 Income

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

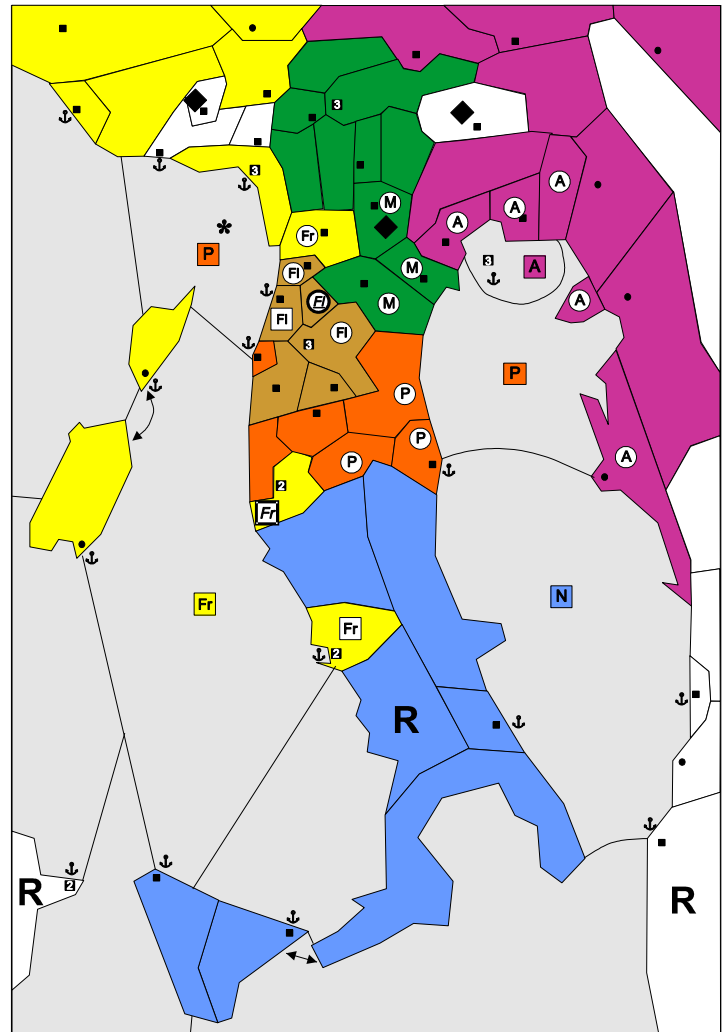
Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia, Verona, Carniola, Croatia, Padua, Treviso, Friuli, Istria, Dalmatia	13
FLO	Lucca, Pisa, Pistoia, Florence, Arezzo, Siena	6
FRA	Avignon, Swiss, Turin, Provence, Marseilles, Genoa, Modena, Corsica, Sardinia, Rome, Naples	11
MIL	Como, Pavia, Milan, Bergamo, Cremona, Parma, Fornova, Mantua, Bologna, Ferrara	8
NAP	Capua, Aquila, <u>Salerno</u> , Bari, Otranto, Messina, Palermo	6
PAP	Patrimony, Perugia, Spoleto, Ancona, Urbino, Piombino	6

Seas

AUS	Venice	1
FRA	Tyrrhenian Sea	1

Kai Ken



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

AUS	Tyrolea, Austria, Hungary, Carniola, Croatia, Padua, Treviso, Dalmatia, Venice (2)	10
FLO	Lucca, Pisa, Florence (3), Arezzo, Siena	7
FRA	Avignon, Swiss, Turin, Marseilles, Genoa (3), Modena, Corsica, Sardinia, Rome (2), Naples (2)	14
MIL	Pavia, Milan (3), Cremona, Mantua, Bologna, Ferrara	8
NAP	Bari, Messina, Palermo	3
PAP	Perugia, Ancona, Urbino, Piombino	4

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	4	13	1	10	28
FLORENCE:	10	6	0	7	23
FRANCE:	10	11	1	14	36
MILAN:	5	8	0	8	21

Country	Variable	Provinces	Seas	Cities	Total
NAPLES:	4	6	1	3	14
PAPACY:	6	6	2	4	18

Game Summary

	1454	1455	1456	1457
Austria:	3	4	5	9
Florence:	3	4	5	5
France:	3	4	7	10

	1454	1455	1456	1457
Milan:	3	3	4	6
Naples:	4	7	6	3
Papacy:	4	4	4	4
Turks:	3	0	0	0
Venice:	4	6	7	0

Spaniel

Turn 27

Turn 28, July 14

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 3 (830)	Rotate Right (140)	Move 2 (680)	Move 1 (570)	Back Up (450)
Robot Nick	Move 3 (840)	Move 1 (650)	Move 1 (580)	Move 2 (780)	<i>Rotate Right (380)</i>
meRobot	Move 1 (660)	Rotate Right (300)	Rotate Left (190)	Rotate Right (340)	Rotate Left (270)
SmaD	Rotate Left (210)	Move 1 (600)	Rotate Right (400)	Move 2 (720)	Rotate Right (180)

Registers in italics are locked.

Phase 1

Robot Nick dashes ahead 3 into a wall, GEGS dashes ahead 3 to G21, meRobot moves ahead 1 to C12 pushing Robot Nick to B12, and SmaD rotates left to face east. meRobot shoots Robot Nick (register 5 locked) and Robot Nick shoots SmaD.

Phase 2

Robot Nick moves ahead 1 to B13, pushing SmaD to B14, SmaD moves ahead 1 to C14, meRobot rotates right to face north, and GEGS rotates right to face north. The conveyor belt moves SmaD to D13 and rotates it to face north.

Phase 3

GEGS moves ahead 2 to G19 (archive relocated), Robot Nick moves ahead 1 to B14, SmaD rotates right to face east, and meRobot rotates left to face west. Conveyor belts: Robot Nick is moved to D14 and rotated to face east and SmaD is moved to D12. SmaD shoots meRobot with the Rear-Firing Laser.

Phase 4

Robot Nick moves ahead 2 to E14 and hitting a wall, SmaD moves ahead 2 to F12, GEGS moves ahead 1 to G18 (archive relocated), and meRobot rotates right to face north. SmaD shoots meRobot with the Rear-Firing Laser.

Phase 5

GEGS backs up to G19 (archive relocated), Robot Nick rotates right to face south, meRobot rotates left to face west, and SmaD rotates right to face south.

Cleanup

GEGS is repaired one point and gains the Dual Processor option. The Circuit Breaker of meRobot activates – meRobot will be shut down next turn.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam, Dual Processor	G19>N	1, 2	1	1
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	E14>S	1, 2	3	5
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	C12>W	1, 2	1	3
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	F12>S	1, 2, 3	3	2
6	Andy York	Delekbob	Black		Eliminated	1	0	

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

Program Cards

Hamiltonstovare

Epoch V Vikings, Holy Roman Empire

Deadline, Epoch V Sung Dynasty, Seljuk Turks, Mongols, July 14

Epoch V

CUTE (Scharf): Plays Empires Revive. Armies Ceylon, Eastern Ghats, Eastern Steppes, Caucasus. VIKINGS: Army Scandinavia (Anglo-Saxon army retreats to Baltic Seaboard), fleet North Sea (vs. RMHS; C: 6, 5; R: 3; wins), army Western Gaul, Central Massif (vs. Franks; V: 4, 1; F: 5; loses), Central Massif (vs. Franks; V: 5, 3; F: 5; V: 5, 4; F: 4; wins), Northern Gaul (vs. Franks; V: 5, 5; F: 2; wins, Capital reduced to city), Lower Rhein, fleet Atlantic Ocean, army Deep South. Points: Dominance in Northern Europe (4), Eurasia (2), Presence in Middle East (2), India (3), Southern Europe (3), North America (1), 1 Capital (2), 1 city (1), and 2 Seas (2) for 20 points.

RMHS (Wilson): Plays Kingdom in the Malay Peninsula. Army, city, and fort Malayan Peninsula (2 Mauryan armies retreat to Sumatra). HOLY ROMAN EMPIRE:

Army and Capital Central Europe (Goth army retreats to Danubia), army Northern Gaul (vs. Vikings; H: 5, 4; V: 5, 5; H: 5, 2; V: 4, 4; wins, city eliminated), Albion (vs. Goths; plays Treachery; wins), Dalmatia (vs. Franks; H: 4, 3; F: 4, 4; H: 4, 4; F: 6, 3; loses), Dalmatia (vs. Franks; H: 6, 6; F: 5, 2; wins), Northern Apennines (vs. Franks; H: 2, 2; F: 3; loses), Northern Apennines (vs. Franks; H: 4, 4; F: 5; loses), Northern Apennines (vs. Franks; H: 4, 4; F: 2; wins), Central Massif (vs. Vikings; H: 5, 2; V: 5, 1; H: 4, 3; V: 4, 2; H: 5, 2; V: 5, 2; H: 5, 1; V: 4, 4; wins), Dneipr (vs. Goths; H: 2, 2; G: 2; H: 5, 3; G: 2; wins). Builds Monument Central Europe. Points: Dominance in Southern Europe (6), Northern Europe (4), Presence in Middle East (2), India (3), Southeast Asia (2), Eurasia (1), 1 Capital (2), 1 city (1), 2 Seas (2), and 2 Monuments (2) for 25 points.

CJVH (Hunt): Plays Disaster Arabian Peninsula (Monument eliminated, Capital reduced to city). Plays Famine in North Africa. One Carthaginian army lost in Shatts Plateau. CHOLA: Army and Capital Eastern Ghats (Gupta army retreats to Ceylon), fleet Bay of Bengal (vs. CUTE; CJVH: 3, 1; CUTE: 2; wins), army Eastern Deccan (vs. Huns; C: 4, 3; H: 6; loses), Eastern Deccan (vs. Huns; C: 5, 2; H: 1; wins, city eliminated), Western Deccan (vs. Huns; C: 3, 1; H: 3; C: 6, 2; H: 1; wins), Upper Indus (vs. Arabs; C: 3, 1; A: 4; loses), Upper Indus (vs. Arabs; C: 4, 1; A: 4; C: 5, 3; A: 3; wins), fort Western Deccan. Builds Monument Eastern Ghats. Points: Dominance in China (6), India (6), Presence in Northern Europe (2), Southeast Asia (2), 2 Capitals (4), 1 city (1), 2 Seas (2), and 5 Monuments (5) for 28 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	35	82
Christopher Hunt	Christian Juvenile Volunteer Host (green)	42	95
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)	50	97
Dave Anderson	Romulus & Remus (orange)	40	65
Andy York	Republic of Texas (blue)	45	85

Positions

CUTE: Fleets North Sea, Atlantic Ocean. 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: Two armies Ceylon, army Western Ghats. VIKINGS: Armies Scandinavia, Lower Rhein, Western Gaul, Deep South.

HICK: NORTH AMERICAN MIGRANTS: Armies West Indies and Great Plains. CARTHAGINIA: Army, 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.

RMHS: Fleets Black Sea, Eastern Mediterranean. SASSANIDS: Armies Persian Salt Desert, Ganges Valley. ANGLO-SAXONS: Two armies Baltic Seaboard. BYZANTINES: Army and Capital Balkans, armies Western Anatolia, Southern Apennines. MALAYAN KINGDOM: Army, city, fort Malayan Peninsula. HOLY ROMAN EMPIRE: Army, Capital, and Monument Central Europe, army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Apennines, Central Massif, Dneipr.

CJVH: Fleets Sea of Japan, Bay of Bengal. MAURYA: Three armies 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. CHOLA: Army, Capital, and Monument Eastern Ghats, army and Monument Eastern Deccan, Upper Indus, army and Fort Western Deccan.

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. KHMERS: Army and Capital Mekong, army and Fort East Indies, army Si-Kyang.

Republic of Texas: Fleet Western Mediterranean. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia. MACEDONIANS: Army Morea. GOTHS: Two armies Danubia, army Pyrenees. FRANKS: Army Pindus.

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

Event Cards

Epoch V Empire

Pumi

Turn 5 Actions through Turn 6 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	6	4	6	1	0	5	0	0
Kevin Wilson	2	Itars	7	0	3	0	2	10	0	0
Chris Geggus	3	Xenos	0	1	0	1	0	3	1	0
Martin Burgdorf	1	Hadsch Hallas	17	0	4	1	0	0	9	2

Turn 5

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.

The **Lantids** spend 1 ore and 2 credits to place a mine on D12, gaining 2VP and 2 knowledge.

The **Xenos** convert 4 power into 1 Q.I.C. and 2 power into 2 credits, then spend 4 knowledge to increase Navigation to level 2.

S.O.B.

The **Itars** spend 1 ore to terraform B13 one step, then spend 1 ore and 2 credits to place a mine there, gaining 2VP.

The **Hadsch Hallas** convert 3 power to credits then spend 3 ore and 5 credits to upgrade the trading station in I11 to a research lab, taking the tech tile that provides 7VP and advancing to level 4 in Navigation.

The **Lantids** spend 1 ore and 2 credits to build a mine in G13, gaining 2 knowledge and 2VP. The Hadsch Hallas spend 2VP to charge 3 power.

The **Xenos** move 6 power from Area I to the Gaia area and place their Gaiaformmeer on S4.

The **Itars** spend 2 ore and 3 credits to upgrade the mine in E10 to a trading post. The Lantids charge 1 power.

The **Hadsch Hallas** pass, gaining 9VP and taking the bonus tile that provides 4VP per planetary institute or academy and charges 4 power.

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

The **Xenos** spend 1 ore, 2 credits, and 1 Q.I.C. to place a mine on R7, gaining 2VP.

The **Itars** pass, gaining 6VP and taking the bonus tile that provides 1VP per mine and 1 ore income.

The **Lantids** spend 1 ore, 2 credits, and 1Q.I.C. to place a mine in P11, gaining 2VP.

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

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

The **Lantids** spend 2 ore and 3 credits to upgrade the mine in E14 to a trading station. The Hadsch Hallas charge 1 power.

The **Lantids** discard 1 power to place a satellite in F13 and create a federation, taking the token that gives them 8VP and 1 Q.I.C.

The **Lantids** pass, taking the bonus tile with the action to give +3 navigation range and charge 2 power as income.

Turn 6

Income Phase

The **Hadsch Hallas** gain 4 ore, 5 credits, 4 knowledge, charge 9 power, and gain 1 power.

The **Itars** gain 4 ore, 11 credits, 4 knowledge, and 1 power.

The **Xenos** gain 5 ore, 7 credits, 4 knowledge, and 1 Q.I.C.

The **Lantids** gain 8 ore, 15 credits, 2 knowledge, and charge 6 power.

Gaia Phase

The **Itars** convert D9 into a Gaia planet and move 6 power from the Gaia area to Area I.

The **Xenos** convert S4 to a Gaia planet and move 6 power from the Gaia area to Area I.

Action Phase

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

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

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

The **Lantids** use the +3 navigation range on their bonus tile to spend 1 ore, 2 credits, and 1 Q.I.C. to place a mine at G7.

The **Hadsch Hallas** spend 4 power to gain 2 ore.

The **Itars** spend 2 credits and 1 ore to place a mine on D10, reclaiming the Gaiaformer.

The **Xenos** spend 2 credits and 1 ore to place a mine on S4, reclaiming the Gaiaformer.

The **Lantids** spend 3 credits and 2 ore to upgrade the mine at L13 to a trading post. The Xenos charge 1 power.

The **Hadsch Hallas** spend 6 credits and 6 ore to upgrade the research lab in J12 to an academy, gaining 5VP, taking the advanced tech tile in the Navigation column, and advancing to level 2 in Economy. Their federation token is flipped to the gray side. The Itars spend 5VP to charge 6 power.

The **Itars** discard 2 power for satellites in C12 and D11, forming a federation and taking the federation token that grants 12VP.

The **Xenos** spend 3 ore and 5 credits to upgrade the trading station in G11 to a research lab, taking the tech tile that provides 1 ore and 1 Q.I.C. and advancing to level 2 in Artificial Intelligence, gaining 1 Q.I.C. The Itars charge 1 power and the

Hadsch Hallas spend 3VP to charge 4 power.

The **Lantids** spend 3 ore and 5 credits to upgrade the trading station at N12 to a research lab, taking the tech tile that provides 1 ore and 1 Q.I.C. and advancing to level 2 in terraforming, gaining 2 ore. The Xenos charge 1 power.

The **Hadsch Hallas** use the action on the advanced tech tile to gain 5 credits and 1 Q.I.C.

The **Itars** spend 4 ore and 6 credits to upgrade the trading station in E10 to a planetary institute, gaining 5VP.

The **Xenos** spend 3 Q.I.C. to rescure their federation token, gaining 12VP.

The **Lantids** spend 1 ore and 2 credits to build a mine in M11, gaining 2 knowledge. The Xenos spend 2VP to charge 3 power.

The **Hadsch Hallas** discard 3 power for satellites in H12, I12, and I13 to form a federation, taking the token that provides 7VP and 6 credits.

The **Itars** convert 1 Q.I.C. to ore and spend 3 power for 1 ore, then spend 2 ore to terraform B11 2 steps and 1 ore and 2 credits to place a mine there.

The **Xenos** discard 2 power to charge 2 power, then spend 2 power for 2 coins, then spend 1 ore and 2 coins to place a mine on T6.

The **Lantids** spend 3 power to gain 2 power.

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

The **Itars** move 2 power to the Gaia area from Area II to charge 2 power from Area II to Area III, then spends 7 power to gain 3 knowledge.

Stabyhound Generation 6 and Generation 7

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Andy York	TTT (Texas Terraforming Technologies)	Chen Shing Mars	Blue	7	22
Christopher Hunt	CJVH (Corporate Joint Venture for Humanity)	Teractor	Green	8	21
Kevin Wilson	PIKES (Pusillanymous Insincere Kitchy Egocentric Simpleton)	Ecoline	Black	4	22
Dave Hooton	Greater Earth	Point Luna	Red	3	28
Chris Geggus	GEGS (Galactic Explorers Gathering Samples)	Mons Insurance	Yellow	4	22

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	15	43	4	8	0	0	0	3	1	1	5	17
Christopher Hunt	7	41	1	15	4	10	2	11	6	6	2	22
Kevin Wilson	5	39	0	1	1	3	4	15	5	5	1	25
Dave Hooton	15	56	3	3	3	3	1	3	1	1	6	14
Chris Geggus	13	41	0	1	0	1	2	15	7	7	3	16

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)	2 (1 animal)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Triton	PIKES	GEGS	GEGS	5 (3 titanium)
Callisto	CJVH	GEGS	PIKES	5 (7 energy)
Ceres	Greater Earth	(1 steel production)	(1 steel production)	3 (3 steel)
Europa	GEGS	Greater Earth	(1 ocean)	4 (1 energy production)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	2 (1 plant)

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	6 (4 TTT, 2 neutral)
Scientists	Neutral	3 (3 neutral)
Unity	Neutral	4 (1 GEGS, 2 neutral, 1 Greater Earth)
Greens	PIKES	3 (1 TTT, 2 PIKES)
Reds	CJVH	1 (CJVH)
Kelvinists	None	0

Chair is neutral. Ruling Party: Scientists

Global Events

Distant	Coming	Current
Viral Modifications Approved/Pandemic	Free Academia Treaty/Diversity	AI Research/Solarnet Shutdown

Generation 6

Research Phase

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

PIKES takes 3 cards, spending 9M€.
Greater Earth takes 3 cards, spending 9M€.

GEGS takes 3 cards, spending 9M€.

Action Phase

TTT spends 2 titanium and 1M€ for Imported GHG, gaining 1 heat production and 3 heat, then spends 8M€ to claim the Legend Milestone.

CJVH spends 2 energy to trade with Callisto, gaining 8 energy. GEGS gains 3 energy. CJVH then spends 2 energy to trade with Europa, gaining 1 energy production. GEGS gains 1M€.

PIKES spends 6M€ for Trade Envoys, then spends 3 energy to trade with Triton, gaining 4 titanium. GEGS gains 1 titanium.

Greater Earth spends 5M€ for a Vote of No Confidence, replacing the neutral Chairman with his own delegate and increasing his TR to 23, then he spends 3

steel and 3M€ for Mining Rights in C7, gaining 1 titanium and 1 titanium production.

GEGS spends 4 titanium and 13M€ for a Space Port Colony, gaining a trade fleet and placing a colony on Triton, gaining 3 titanium, then spends 3M€ for Sub-Zero Salt Fish, lowering his own plant production by 1.

TTT spends 10M€ to use the Scientists' policy to draw 3 cards.

CJVH spends 20M€ on an Earth Catapult, gaining a resource on Martian Zoo.

PIKES spends 5 titanium and 5M€ for a Research Colony on Callisto, gaining 1 energy production and 2 cards, then spends 1 titanium to add a resource to

Security Fleet.

Greater Earth spends 5 titanium and 5M€ for an Ice Asteroid, placing oceans in D1, gaining 2M€ and 1 steel, and D2, gaining 4M€, a card, and increasing his TR to 25, then spends 23M€ for an Ice Moon Colony, placing an ocean in E3, gaining 2M€, 1 plant, increasing his TR to 26, gaining a card, and placing a colony on Europa, placing an ocean in F4, gaining 2M€, 1 plant, and increasing his TR to 27.

GEGS spends 8M€ for an Acquired Company, gaining 3M€ production and 2M€ for Luna Governor, gaining 2M€ production.

TTT spends 1M€ on a Search for Life, drawing Jupiter Floating Station (fails).

CJVH spends 8 heat to raise the temperature to -4C and his TR to 19 then moves a delegate from the Lobby to the Kelvinists, assuming party leadership.

PIKES spends 3M€ for a Media Group, then plays an Investment Loan, losing 1M€ production and gaining 10M€ plus 3M€ from Media Group.

Greater Earth spends 1 steel and 4M€ for Windmills, gaining 1 energy production.

GEGS moves a delegate from the Lobby to the Reds, then spends 2 titanium and 1M€ for Import of Advanced GHG, gaining 2 heat production.

TTT uses Equatorial Magnetizers, reducing his energy production by 1 and increasing his TR to 24.

CJVH spends 4 titanium and 1M€ on Imported Hydrogen, gaining 3 plants, 1 resource on Martian Zoo, and placing an ocean at G4, gaining 1 plant, 2M€, and increasing his TR to 20. He then spends 8 plants to place a greenery tile at C2, gaining 6M€, increasing the oxygen level to 11% and his TR to 21..

TTT gains 29M€, 4 steel, 1 energy, and 5 heat.

CJVH moves 8 energy to heat then gains 27M€, 1 steel, 4 titanium, 2 plants, 5 energy, and 2 heat.

PIKES moves 1 energy to heat then gains 28M€, 1 titanium, 6 plants, 5 energy, and 1 heat.

Greater Earth gains 43M€, 3 steel, 3 titanium, 1 plant,

2 energy, and 6 heat.

GEGS gains 36M€ and 3 heat.

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

Solar Flare: TTT has 0 space tags. CJVH has 2 space tags and 0 influence, so loses 6M€. PIKES has 4 space tags and 0 influence, so loses 12M€. Greater Earth has 3 space tags and 2 influence, so loses 3M€. GEGS has 5 space tags and 2 influence, so loses 9M€.

Generation 7

Research Phase

CJVH takes 2 cards, spending 6M€.

PIKES takes 2 cards, spending 6M€.

Greater Earth takes 1 card, spending 3M€.

GEGS takes 3 cards, spending 9M€.

TTT takes 3 cards, spending 9M€.

Action Phase

CJVH spends 2 energy to trade with Europa, gaining 1 energy production. Greater Earth and GEGS each gain 1M€.

PIKES spends 3 energy to trade with Callisto, gaining 13 energy. CJVH and GEGS each gain 3 energy. PIKES then sells a card for 1M€.

Greater Earth spends 23M€ for a greenery tile at G5, gaining 4M€ and 2 plants, increasing the oxygen level to 12% and his TR to 28, and paying 3M€ according to current policy. He then spends 8 plants for a greenery tile at E6, gaining 2M€ and 1 plant, and increasing the oxygen level in 13% and his TR to 29, and paying 3M€ according to current policy.

GEGS spends 1 steel for an Industrial Center in D3, gaining 6M€, then spends 3 energy to trade with Triton, gaining 6 titanium. PIKES gains 1 titanium.

TTT spends 1M€ to Search for Life, drawing Dusk Laser Mining (fails).

CJVH spends 2 energy to trade with Ceres, gaining 4 steel. Greater Earth gains 2 steel.

PIKES spends 12M€ for an Ecological Zone in H5, gaining 2 plants, 2M€ and 2 resources on the card, then spends 1 titanium to add a resource to Security Fleet.

S.O.B.

PIKES spends 13M€ for Trees, gaining 3 plant production and 1 plant, then moves a delegate from the Lobby to the Greens, assuming party leadership.

Greater Earth spends 1M€ for Fueled Generators, losing 1M€ production and gaining 1 energy production.

GEGS spends 3 energy to trade with Miranda, gaining 3 animal resources on Sub-Zero Salt Fish, then adds another resource to that card.

TTT moves a delegate from the Lobby to Mars First.

CJVH spends 8M€ to fund the Industrialist Award, then spends 5M€ for a Mineral Deposit, gaining 5 steel.

PIKES passes.

Greater Earth moves a delegate from the Lobby to the Reds.

GEGS adds a resource to GHG Producing Bacteria.

TTT spends 5 steel and 1M€ for Martian Rails.

CJVH collects 4M€ from Martian Zoo.

Greater Earth spends 8 heat to raise the temperature to -2C and his TR to 28.

GEGS passes.

TTT spends 1 energy to activate Martian Rails, gaining 7M€.

CJVH spends 1 energy production to gain 8M€ through Energy Market, then spends 11M€ for Solar Wind Power, gaining 1 energy production and 2 titanium.

Greater Earth passes.

TTT spends 11M€ for a standard Power Plant, gaining 1 energy production.

CJVH passes.

TTT passes.

Production Phase

New Government

Reds become the ruling party. CJVH TR increases to 21. GEGS delegate becomes Chairman and GEGS TR increases to 23. All other Red delegates are moved to the reserve and the Lobby is refreshed. Kelvinists become the dominant party.

Changing Times

Local Terraforming Support/Successful Organisms becomes the current global event. Neutral delegate added to Scientists party. AI Research/Solarnet Shutdown becomes the coming global event. Free Academia Treaty/Diversity becomes the distant global event. Neutral delegate added to Scientists party.

Greater Earth spends 5 steel and 7M€ for an Electro Catapult, losing 1 energy production, then spends 1 plant to use the Electro Catapult to gain 7M€.

GEGS spends 13M€ for Energy Saving, gaining 7 energy production.

TTT spends 16M€ on Tundra Farming, gaining 2M€ production, 1 plant production, and 1 plant.

CJVH spends 4M€ on Rad Suits, gaining 1M€ production.

PIKES spends 7 plants to place a greenery tile at B6, gaining 1 steel, increasing the oxygen level to 14% and his TR to 23 and paying 3M€ according to current policy.

Greater Earth spends 10M€ for Birds, reducing PIKES plant production by 2.

GEGS pays PIKES 3M€. Greater Earth then spends 3 titanium to trade with Miranda, gaining 1 animal on Birds.

GEGS spends 4M€ for Heather, gaining 1 plant and 1 plant production, then spends 5M€ for Lichen, gaining 1 plant production.

TTT spends 5 steel for a Food Factory, losing 1 plant production and gaining 4M€ production.

CJVH moves a delegate from the Lobby to the Reds, assuming party leadership.
 PIKES moves a delegate from the Lobby to the Kelvinists.
 Greater Earth adds a resource to Birds.
 GEGS spends 3 titanium to trade with Ganymede, gaining 5 plants, then spends 3 titanium to trade with Io, gaining 8 heat.
 TTT moves a delegate from the Lobby to Mars First.
 CJVH spends 5M€ to move a delegate from reserve to the Kelvinists.
 PIKES passes.
 Greater Earth discards a card for 1M€.
 GEGS adds resources to GHG Producing Bacteria and to Sub-Zero Salt Fish.
 TTT spends 7 steel for a Commercial District in B3, losing 1 energy production and gaining 4M€ production.

CJVH passes.
 Greater Earth moves a delegate from the Lobby to the Unity party.
 GEGS moves a delegate from the Lobby to the Kelvinists.
 TTT discards a card for 1M€.
 Greater Earth passes.
 GEGS passes.
 TTT spends 1 energy to use Martian Rails, gaining 7M€, then sells 2 cards for 2M€.
 TTT spends 5M€ to move a delegate from Reserve to Mars First, then spends 11M€ for a standard power plant, gaining 1 energy production.
 TTT passes.

Production Phase

CJVH moves 4 energy to heat then gains 28M€, 1 steel, 4 titanium, 2 plants, 6 energy, and 2 heat.
 PIKES moves 15 energy to heat then gains 28M€, 1 titanium, 4 plants, 5 energy, and 1 heat.

Greater Earth moves 2 energy to heat then gains 44M€, 3 steel, 3 titanium, 1 plant, 1 energy, and 6 heat.
 GEGS gains 36M€, 2 plants, 7 energy, and 3 heat.
 TTT gains 38M€, 4 steel, 1 energy, and 5 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

Successful Organisms: CJVH has 2 plant production and 2 influence, so gains 4 plants. PIKES has 4 plant production and 1 influence, so gains 5 plants. Greater Earth has 1 plant production and 1 influence, so gains 2 plants. GEGS has 2 plant production and 2 influence, so gains 4 plants. TTT has 0 plant production and 0 influence.

New Government

Kelvinists become the ruling party. CJVH gains 2M€. PIKES gains 1M€. Greater Earth gains 6M€. GEGS gains 3M€. TTT gains 5M€. CJVH delegate becomes Chairman and CJVH TR increases to 21. All other Red delegates are moved to the reserve and the Lobby is refreshed. Mars First become the dominant party.

Changing Times

AI Research/Solarnet Shutdown becomes the current global event. Neutral delegate added to Mars First party. Free Academia Treaty/Diversity becomes the coming global event. Viral Modifications Approved/Pandemic becomes the distant global event. Neutral delegate added to Green party.

Schapendoes

Turn 8 to End of Game Statements

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. PESTO bids 38 Elektros on power plant 38. Industria Optimum passes. PESTO transfers 1 uranium from power plant 24 to power plant 38 and discards power plant 38. Power plant 42 is added to the market. Industria Optimum pays 39 Elektros for power plant 39, discarding power plant 15. Power plant 50 is added to the market and the power plant deck is exhausted.

Fuel Purchases

Industria Optimum buys 1 uranium for 6 Elektros and 5 coal for 22 Elektros.
 TIM buys 1 trash for 1 Elektro and 1 oil for 1 Elektro.
 Tabula Rasa buys 4 oil for 9 Elektros and 1 uranium for 7 Elektros.

PESTO passes.
 GEGS buys 3 coal for 17 Elektros and 5 oil for 23 Elektros.

Grid Connections

Industria Optimum connects to Padua for 27 Elektros, Mestre for 23 Elektros, and Venizia for 20 Elektros.
 TIM connects to Pisa for 25 Elektros and Livorno for 20 Elektros.
 Tabula Rasa connects to Reggio for 22 Elektros and Parma for 22 Elektros.

PESTO connects to La Speza for 20 Elektros, Udine for 22 Elektros, Trieste for 19 Elektros, and Vicenza for 23 Elektros. As a player has now connected to 17 cities, this will be the last turn of the game.
 GEGS connects to Milano for 19 Elektros.

Bureaucracy

Power Cities

GEGS spends 3 coal and 5 oil to power 15 cities for 134 Elektros.
 PESTO spends 1 uranium, 1 coal, and 2 oil to power 15 cities for 134 Elektros.

Tabula Rasa spends 1 uranium and 4 oil to power 15 cities for 134 Elektros.
 TIM spends 1 trash, 1 oil, and 1 uranium to power 14 cities for 129 Elektros.

Industria Optimum spends 5 coal and 1 uranium to power 15 cities for 134 Elektros.

Adjust Power Plant Market

Power plant 23 is discarded.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
2	Dave Hooton	PESTO	Orange	29 Hybrid 3→5, 33 Eco X→4, 38 Nuclear 1→6	17	201
3	Bill Scharf	Tabula Rasa	Gray	21 Hybrid 2→4, 31 Nuclear 1→5, 36 Hybrid 2→6	15	168
1	Chris Geggus	GEGS	Yellow	20 Coal 3→5, 26 Oil 2→5, 46 Hybrid 3→7	15	134
4	Andy York	TIM	Blue	27 Trash 1→4, 32 Eco X→4, 40 Oil 1→6	14	210
5	Kevin Wilson	Industria Optimum	Green	25 Coal 2→5, 30 Coal 1→4, 39 Nuclear 1→6	15	135

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

Power Plant Market

34 Coal 3→6 35 Oil 1→5 42 Trash 2→7 44 Eco X→5 50 Fusion X→6

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			3	3	3	3	3	3				
Coal					3	3	3	3				

Aftermath

There was a 4-way tie for the most cities powered at 15. The first tiebreaker is the most money, so congratulations to Dave Hooton on his victory!

End of Game Statements

Dave Hooton (PESTO): That was a really tense game, guys. It all came down to the last big auction, where I had to bid enough to keep GEGS from affording to build to 16 cities while not so much as to loose to Tabula Rosa on the tie-breaker.

As always, thanks to Chris H. for efficiently running the game.

Andy York (TIM): As usual, plotting for the next turn and not paying attention to this vis a bus endgame conditions. Thanks to Chris for running his usual superlatively managed games and congrats to Dave for expertly managing his win.

Chris Geggus (GEGS): Cracking play by Dave if I might say so. In my very naive way of playing as a newbie really to the intricacies of this game, I just worked on the very simple first to 17 rule and thought I had a good shout for the next turn. But Dave demonstartred a tactical awareness that I hadn't even thought about. They say you learn from the best and I still need a lot of learning.

Thanks to Chris for running and look forward to the next one. Although I really do need some dice rolling in the game to improve my chances!

Bill Scharf (Tabula Rasa): I agree, this was a very close game. I ran the entire game on the edge...a stronger power plant, a bit more income, paying less for the plants would have all helped me for a win. Fuel was never terribly expensive or unavailable...and the portion of the board I was on was a bit pricier, but also less subject to the expansion choices of those moving before me so I suppose it all evened out. Clearly with our final scores everyone did quite well...no one was pushed into a corner or had a disastrous turn. Great game, congrats to David on his well deserved win and thanks to Chris for running it.

Kevin Wilson (Industria Optimum): Well, once again I've subjected several of you to the potential of rookie mistakes as I played my first game of Power Grid just now. Initially I focused on the mechanics and not the strategy but the mechanics were straightforward enough that I was able to think a bit on strategy later. But an early mistake got me behind and I never really felt I could catch up. In the very first turn I forgot that connection was reverse order! I ended up last and kind of got stuck in the more expensive growth area. That feel for not being able to catch up almost lead me to pass on a new plant in what turned out to be our last turn in hopes that no one would go to 17 and I could have the network to compete and get the resources next time. But I couldn't find a means to have enough production even the next time or gt to 16 connected and powered cities that time so decided I'd go for 15 and see if I had one more turn to try. I really thought someone would get to 16 powered cities but hoped may not a 17th connection to let us go one more time.

A great learning experience. I understand better now some the strategy about blocking (or at least increasing the cost) of connections to others and buying and stockpiling extra resources to drive up costs to others at times. I just didn't learn than fast enough to try to take advantage of it enough to help. Loads of fun though and probably a hoot face-to-face. Let's play again.

Thanks to Chris as usual for offering and running the game in his usual crisp and clean manner. Thank you to the rest of you for not crushing me too badly as a rookie. Hopefully next time I'll be more in the hunt all along that rushing to do so at the end.

Schipperke

Turns 7 through 11.1

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. Martin buys a development card.

Kevin: Die roll = 7. Moves the robber to the 8 forest space at E9 and steals lumber from Martin. Builds a ship from H7 to H6.

Martin: Die roll = 8. Dave receives 1 lumber, and Martin receives 1 lumber and 1 brick, and Chris receives 1 brick. Plays a Knight and moves the robber to the 6

pasture space at F6 and steals an ore from Kevin then passes.

Andy: Die roll = 10. Dave receives 1 wool, Kevin receives 1 ore, and Martin and Chris each receive 1 grain. Passes.

Chris: Die roll = 10. Dave receives 1 wool, Kevin receives 1 ore, and Martin and Chris each receive 1 grain. Builds a settlement at C17. Dave builds ships from I10 to I9 and I9 to I8. Kevin upgrades the settlement at F6 to a city. Martin builds a settlement at G14.

Turn 8

Dave: Die roll = 10. Dave receives 1 wool, Kevin receives 2 ore, Martin receives 2 grain, and Chris receives 1 grain. Passes.

Kevin: Die roll = 5. Dave receives 1 brick, Kevin and Andy each receive 2 grain, and Chris receives 1 grain and 1 lumber. Passes.

Martin: Die roll = 7. Andy discards 2 grain, 1 wool, and 1 lumber. Martin moves the robber to the 8 forest space at E9 and steals a brick from Dave and

passes.

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

Chris: Die roll = 7. Moves the robber to the 6 pasture space at F6 and steals grain from Kevin. Trades 3 grain for brick and builds roads from D14 to D13 and D13 to D12. Martin builds a road from E13 to E14.

Turn 9

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 = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Martin trades 1 brick to Dave in exchange for 2 lumber. Martin builds roads from E14 to F14 and F14 to F15, gaining the longest trade route. Chris builds a road from D12 to D11 and Dave builds a settlement at I7.

Andy: Die roll = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Trades 1 grain and 1 lumber to Chris for 1 brick and builds a settlement at F4. Martin builds a road from F15 to F16.

Chris: Die roll = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Trades 3 grain for 1 wool and builds a settlement at D11 and a road from D11 to D10. Martin builds a road from F16 to E16.

Turn 10

Dave: Die roll = 5. Dave receives 1 brick, Kevin receives 2 grain, Andy receives 3 grain, and Chris receives 1 grain, 1 brick, and 1 lumber. Dave trades 1 brick to Andy for 2 grain. Trades 6 lumber for 3 ore at the lumber port and spends 2 grain and 3 ore to upgrade the settlement at E10 to a city. Andy builds a road from G6 to H6. Chris builds a road from D10 to C10.

Kevin: Die roll = 6. Chris receives 1 grain. Trades 1 ore to Chris for 2 lumber then 2 grain for 1 wool and builds a ship from H5 to H5.

Martin: Die roll = 5. Dave receives 1 brick, Kevin receives 2 grain, Andy receives 3 grain, and Chris receives 1 grain, 1 brick, and 1 lumber. Martin trades 1 ore to Chris for 1 brick. Martin then trades 2 grain to Dave for 1 brick. Martin

builds a road from E16 to E17.

Andy: Die roll = 5. Dave receives 1 brick, Kevin receives 2 grain, Andy receives 3 grain, and Chris receives 1 grain, 1 brick, and 1 lumber. Trades 6 grain for 2 wool and builds ships from F4 to E4 and E4 to E5. Chris builds a road from C10 to C9.

Chris: Die roll = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin and Chris each receive 1 lumber and 1 brick. Chris trades 1 brick to Kevin for 1 grain, then trades 3 grain for 1 ore and spends 2 grain and 3 ore to upgrade the settlement at E15 to a city.

Turn 11

Dave: Die roll = 10. Dave receives 1 wool, Kevin receives 2 ore, Martin receives 2 grain, Andy receives 1 ore, and Chris receives 1 grain.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Dave Hooton	Orange	2	1	2	1			7
Kevin Wilson	Green	4		1	1	3		5
Martin Burgdorf	Blue	3		2	2		2 Knights	5 ¹
Andy York	Brown	1		2		1		4
Chris Geggus	Yellow	1		2			1 Knight, 1 Unplayed	7

¹Longest Trade Route

Shiba Inu**Turn 2, Phase 3 through Turn 3, Phase 4**Turn 2, Phase 3: Play Cards

London plays Revolutionary Uprisings. Misery increases: Venice, Barcelona, and Paris to 10, Genoa to 20).

Venice plays Enlightened Ruler, Cloth/Wine as Cloth (Venice gains \$45), and Mysticism Abounds. Misery increases: Barcelona, Paris, and London to 50 and Genoa to 60.

Genoa plays Stone (Genoa gains \$9, Paris gains \$4, and Barcelona gains \$1). Paris passes.

Barcelona plays The Crusades, placing a dominance marker in Suez and increasing his Misery to 60 and Stirrups.

Turn 2, Phase 4: Purchases

London buys a ship upgrade (\$10) and stabilization (\$6).

Venice buys Overland East (R, \$40) and Urban Ascendancy (V, \$20).

Genoa buys Urban Ascendancy (V, \$20) and stabilization (\$6).

Paris buys Urban Ascendancy (V, \$20) and stabilization (\$3).

Barcelona buys a ship upgrade (\$10) and stabilization (\$3).

Turn 2, Phase 5: Expansion

London expands to Waterford (2), Chester (3), Bourges (4), and Amsterdam (1).

Venice expands to Basel (3), Cologne (4), Corfu (1), Dubrovnik (3), Durazzo (1), and Salonika (2).

Genoa expands to Bari (1), Bordeaux (8, vs. Paris; dr = 2, 5, 6; loses), Bordeaux (8, vs. Paris; dr = 6, 2, 3; wins), St. Gali (2, vs. Venice; dr = 4, 5, 2; wins).

Genoa expands to Lyons (4), Nuremberg (7, vs. Venice; dr = 4, 6, 4; wins), Prague

(2), Loire (3), Amsterdam (2, vs. London; dr = 5, 1, 5; wins), and St. Gali (2, vs.

Genoa; dr = 3, 5, 4; wins).

Barcelona expands to Alexandria (5), , Cairo (4), Acre (5), Fez (2), Lisbon (3),

Bordeaux (7, vs. Genoa; dr = 5, 6, 3; wins), buys a card (3), then expands to Oran

(1), Jerusalem (1), Leon (1), and Palma (1).

Barcelona gains the expansion bonus card.

Turn 2, Phase 6: Income

London gains \$50.

Venice gains \$55.

Genoa gains \$35.

Paris gains \$55.

Barcelona gains \$85.

Shortage of Timber (Barcelona gains a card), Shortage of Cloth (Venice gains a card).

Turn 2, Phase 7: Buy Tokens

London buys 5 tokens.

Genoa buys 14 tokens.

Barcelona buys 18 tokens.

Venice buys 13 tokens.

Paris buys 19 tokens.

Turn 3, Phase 1: Draw Cards

Done

Turn 3, Phase 2: Buy Cards

London does not buy off a shortage.

Genoa buys a card for \$10.

Venice buys a card for \$10.

Paris buys a card for \$10.

Turn 3, Phase 3: Play Cards

London plays Metal (Paris gains \$24, Barcelona and London each gain \$6) and Walter the Penniless (20: R).

removed), Spice (Barcelona receives \$36), Rebellion on Cologne, and Stone (Genoa gains \$9, Paris gains \$4, and Barcelona gains \$1).

Venice plays Cloth (Venice gains \$120, London gains \$20, shortage removed).

Paris plays Ivory/Gold as Gold (Paris and Barcelona each gain \$10), Gunpowder (Armor becomes an unplayable Misery burden), and Alchemist's Gold on

Genoa passes.

Barcelona (Barcelona loses \$36).

Barcelona plays Timber (Barcelona gains \$27, Venice gains \$12, shortage

Played Leaders

Walter the Penniless (20: R) – London only.

Turn 3, Phase 4: Purchases

London buys a ship upgrade (\$10), Overland East (R, 20 discount from Walter the Penniless, \$20 spent), The Heavens (A, \$30 spent), and stabilization (\$3).

increases to 20), Seaworthy Vessels (S, 20 credit from Exploration, \$60 spent), and stabilization (\$3).

Venice buys The Heavens (A, \$30 spent), Holy Indulgence (F, \$60 spent, Misery

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Venice	20	13	\$27	2	7	10	2	A, F, I, R, S, V
Dave Hooton	Barcelona	50	18	\$115	4	14	2	2	I
Martin Burgdorf	Genoa	60	14	\$21	3	4		5	I, V
Chris Geggus	Paris	50	19	\$70	5	8		1	I, N, V
Bob Robles	London	50	5	\$17	1	7	6	2	A, N, R

Players are listed in reverse tie breaking order.

Commodity Log

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

Surplus, Shortage

Ridgeback

Age I, Phase 1 through Age III, Phase 4

The Players

Player	Wonder	Money
Kevin Wilson	Alexandria A	4
Chris Geggus	Petra B	28
Bill Scharf	Rhodes A	5
Martin Burgdorf	Giza A	14
Dave Hooton	Rome A	3
Christopher Hunt	Olympia A	14

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

Age IPhase 1

Alexandria plays and East Trading Post.
 Petra spends 1 gold for a Forest Cave.
 Rhodes plays a Tavern, gaining 5 gold.

Giza spends 1 stone to play Baths.
 Rome spends 1 gold to play a Clay Pit.
 Olympia discards a card for 3 gold.

Phase 2

Alexandria plays a Gambling Den, gaining 6 gold. Petra and Olympia each gain 1 gold.
 Petra plays a Tavern, gaining 5 gold plus one more for Berenice.
 Rhodes plays a Theater.

Giza spends 1 gold to play a Mine.
 Rome plays a Loom
 Olympia spends 1 gold for a Timber Yard.

Phase 3

Alexandria plays an Ore Vein.
 Petra plays a West Trading Post.
 Rhodes plays a Clay Pool

Giza plays a Pawnshop.
 Rome plays an Apothacary.
 Olympia plays a Stone Pit.

Phase 4

Alexandria plays a Guard Tower.
 Petra plays a Marketplace.
 Rhodes plays a Glassworks.

Giza spends 2 gold to play a Secret Warehouse.
 Rome plays a Scriptorum.
 Olympia plays an Ore Vein.

Phase 5

Alexandria plays an Altar.
 Petra pays 2 gold to Rhodes for 1 brick and 1 ore, then spends 2 brick and 2 ore to build the first stage of his wonder. All other players lose 2 gold.
 Rhodes plays a Lumberyard.

Giza spends 2 stone to build the first stage of his wonder.
 Rome plays a Press.
 Olympia spends 2 lumber to build the first stage of his wonder.

Phase 6

Alexandria spends 1 gold for an Excavation.
 Petra spends 1 brick for a Residence, gaining a Diplomacy token.
 Rhodes plays a Lumberyard.

Giza spends 1 ore to build a Barracks.
 Rome plays a Stone Pit.
 Olympia spends 2 stone to build the second stage of his wonder.

Phase 7

Alexandria pays 1 gold to Olympia for 1 stone and uses 2 stone to build the first stage of his wonder.
 Petra plays Glassworks.
 Rhodes spends 1 gold to play a Tree Farm.

Giza plays a Theater.
 Rome discards a card to gain 3 gold.
 Olympia uses his wonder power to play an Apothecary.

Conflict

Petra has the Diplomacy marker and does not participate in conflicts.
 Alexandria has 1 shield, versus 2 for Olympia and 0 for Rhodes, winning versus Rhodes and losing versus Olympia.
 Rhodes has 0 shields, versus 1 for Alexandria and 1 for Giza, losing both conflicts.

Giza has 1 shield, versus 0 for Rhodes and 0 for Rome, winning both conflicts.
 Rome has 0 shields, versus 1 for Giza and 2 for Olympia, losing both conflicts.
 Olympia has 2 shields, versus 1 for Alexandria and 0 for Rome, winning both conflicts.

Age IIRecruitment Phase

Alexandria spends 3 gold to play Imhotep.
 Petra spends 3 gold to play Caligula.
 Rhodes spends 3 gold to play Justinian.

Giza spends 1 gold for Nero.
 Rome plays Praxiteles.
 Olympia discards a leader for 3 gold.

Phase 1

Alexandria spends 1 brick and 1 ore for Stables.
 Petra plays a Vineyard, gaining 7 gold, plus 1 more gold from Berenice.
 Rhodes plays a Statue, which is free because of the Theater.
 Giza spends 1 gold for a Gambling House, gaining 9 gold. Rhodes and Rome each

gain 2 gold.
 Rome plays Stables, which is free because of the Apothecary.
 Olympia spends 2 wood to play a Caravansery.

Phase 2

Alexandria pays Olympia 2 gold for 2 wood and spends 2 wood for a Caravansery.
 Petra plays the Tabularium, which is free because of Caligula.
 Rhodes spends 2 wood and 1 ore for an Archery Range.
 Giza pays 2 gold to Rhodes for 1 wood, uses the Secret Warehouse to produce a

second ore, then spends 1 wood and 2 ore for a Training Ground.
 Rome plays the Library, which is free because of the Scriptorum.
 Olympia spends 2 ore and 1 lumber for Training Grounds.

Phase 3

Alexandria spends 1 gold for a Foundry.
 Petra discards a card for 3 gold, plus 1 more for Berenice.
 Rhodes plays a Press.
 Giza uses the Secret Warehouse to produce an extra stone and spends 3 stone for

Walls.
 Rome plays a Dispensary, which is free because of the Apothecary.
 Olympia plays a Dispensary, which is free because of the Apothecary.

Alexandria discards a card for 3 gold.
 Petra plays a Loom.
 Rhodes spends 1 wood and 1 papyrus to play a School.
 Giza pays 2 gold to Rhodes for papyrus and spends 1 papyrus and 1 gold for an

Alexandria spends 1 ore to build the second stage of his wonder.
 Petra plays a Press
 Rhodes spends 1 wood and 1 glass for a Lair. All other players lose 2 gold.
 Giza builds the second stage of his wonder, which is free because of the

Alexandria discards a card for 3 gold.
 Petra plays a Bazaar, gaining 10 gold.
 Rhodes plays a Temple, which is free because of the Altar.
 Giza plays an Aqueduct, which is free because of the Baths.

Alexandria plays a Loom.
 Petra spends 14 gold to build the second stage of his wonder.
 Rhodes spends 2 lumber to build the first stage of his wonder.
 Giza builds the third stage of his wonder, which is free because of the Architect's

Rome has the Diplomacy marker and does not participate in conflicts.
 Alexandria has 3 shields, versus 4 for Olympia and 0 for Petra, winning against Petra and losing to Olympia.
 Petra has 0 shields, versus 3 for Alexandria and 2 for Rhodes, losing both conflicts.
 Rhodes has 2 shields, versus 0 for Petra and 5 for Giza, winning against Petra and

Alexandria spends 2 gold for Hammurabi.
 Petra spends 3 gold for Aspasia, gaining a Diplomacy marker.
 Rhodes spends 4 gold for Plato.

Alexandria pays 2 gold to Petra for papyrus, then spends 1 cloth, 1 glass, and 1 papyrus to play a Trader's Guild.
 Petra pays Alexandria 2 gold for stone, then spends 1 stone and 1 glass for a Lighthouse, gaining 5 gold, plus 1 more for Berenice.
 Rhodes pays Petra 2 gold for cloth, then spends 2 wood, 1 ore, and 1 cloth for an

Alexandria pays 2 stone, 1 ore, and 1 glass for a Town Hall.
 Petra pays 1 gold to Rhodes for 1 lumber and spends 2 lumber, 1 papyrus, and 1 glass for a University.
 Rhodes pays 2 gold to Petra for cloth then spends 1 lumber, 1 ore, and 1 cloth for a Haven, gaining 4 gold.

Alexandria buys 1 Papyrus from Petra for 2 gold then spends 2 brick, 1 ore, 1 cloth, 1 glass, and 1 papyrus for a Pantheon.
 Petra plays a Capitol, which is free because of Caligula.
 Rhodes spends 2 brick and 1 lumber for Gardens.
 Giza pays 2 gold to Rome for 1 stone, creates a second ore with the Secret

Alexandria spends 1 stone, 1 ore, 1 lumber, 1 brick, 1 glass, and 1 papyrus for a Palace.
 Petra pays 1 gold to Rhodes for 1 brick and spends 2 brick and 1 papyrus for a Chamber of Commerce, gaining 6 gold, plus 1 gold from Berenice.
 Rhodes pays 4 gold to Petra for 1 brick and 1 cloth then spends 3 brick, 1 papyrus, and 1 cloth for a Philosophers' Guild.

S.O.B.

Phase 4

Architect's Cabinet.
 Rome spends 1 gold to play a Sawmill.
 Olympia plays Spy Ring for free using its wonder power.

Phase 5

Architect's Cabinet.
 Rome spends 1 brick and 1 papyrus to play a Laboratory.
 Olympia spends 2 ore to build the third stage of his wonder.

Phase 6

Rome spends 1 brick and 1 papyrus for a Consulate, gaining the Diplomacy marker.
 Olympia pays 2 gold to Alexandria for a brick, 2 gold to Rome for cloth and spends 2 brick and 1 cloth for a Courthouse.

Phase 7

Cabinet.
 Rome buys an ore from Olympia for 2 gold and spends 1 brick, 1 lumber, and 1 ore to build the first stage of his wonder.
 Olympia sells a card for 3 gold.

Conflict

losing to Giza.
 Giza has 5 shields versus 2 for Rhodes and 4 for Olympia, winning both conflicts.
 Giza gains 4 gold from Nero.
 Olympia has 4 shields, versus 5 for Giza and 3 for Alexandria, losing to Giza but winning against Alexandria.

Age III

Recruitment Phase

Giza spends 3 gold for Phidias.
 Rome plays Euclid.
 Olympia spends 5 gold for Ptolemy.

Phase 1

Arsenal.
 Giza plays a Circus, which is free because of the Training Grounds.
 Rome plays a Senate, which is free because of the Library.
 Olympia plays a Siege Workshop which is free because of the wonder power.

Phase 2

Giza pays 2 gold to Rhodes for glass, produces an extra stone with the Secret Warehouse, then spends 2 stone, 1 ore, and 1 glass for a Town Hall.
 Rome plays an Observatory, which is free because of the Laboratory.
 Olympia plays an Arena, which is free because of the Caravansery, gaining 9 gold.

Phase 3

Warehouse, then spends 2 ore and 2 stone for a Craftmen's Guild.
 Rome spends 1 lumber and 1 papyrus for a Study.
 Olympia pays 2 gold to Alexandria for cloth then spends 1 lumber, 1 ore, and 1 cloth for a Haven, gaining 3 gold.

Phase 4

Giza uses the Secret Warehouse to produce a second stone, then spends 2 stone and 1 ore for an Arena, gaining 9 gold.
 Rome pays Giza and Olympia 2 gold each for 1 stone each and spends 3 stone for an Academy.
 Olympia plays a Lodge, which is free because of the Dispensary.

Tornjak Game Start through Generation 3 Actions

The Players

Player	Company	Color	Cards	Terraform Rating
Andy York	Viron	Blue	4	19
Kevin Wilson	Polyphemos	Black	11	20
Dave Hooton	Phoblog	Red	4	20
Chris Geggus	Aridor	Yellow	5	19
Christopher Hunt	Valley Trust	Green	8	19

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	35	0	0	1	1	2	4	1	1	0	0
Kevin Wilson	4	15	0	4	0	8	1	2	1	1	0	0
Dave Hooton	12	25	0	0	1	0	0	0	0	0	1	5
Chris Geggus	15	27	0	1	0	0	0	0	3	3	0	0
Christopher Hunt	0	20	0	0	0	0	3	6	2	2	2	9

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
Ceres	(1 steel production)	(1 steel production)	(1 steel production)	4 (4 steel)
Miranda	(1 animal)	(1 animal)	(1 animal)	3 (1 animal)
Luna	Valley Trust	Aridor	(2M€ production)	3 (4M€)
Europa	(1 ocean)	(1 ocean)	(1 ocean)	2 (1M€ production)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	4 (2 floaters)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	4 (2 microbes)
Io	(1 heat production)	(1 heat production)	(1 heat production)	4 (6 heat)
Triton	Phoblog	(3 titanium)	(3 titanium)	2 (1 titanium)

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	Phoblog	3 (1 neutral, 2 Phoblog)
Scientists	Aridor	1 (Aridor)
Unity	Neutral	1 (neutral)
Greens	Viron	3 (2 Viron, 1 neutral)
Reds	Valley Trust	1 (Valley Trust)
Kelvinists	Valley Trust	2 (Valley Trust, neutral)

Chair is Polyphemos. Ruling Party: Unity

Global Events

Distant	Coming	Current
Mohole Lake/Snow Cover	Experimental Lifeforms/Eco Sabotage	Martian Protectionism/Venus Infrastructure

Generation 1

Initial Card and Company Selection

Andy selects Viron and retains 5 cards, paying 15M€.

Kevin selects Polyphemos and retains 5 cards, paying 25M€.

Dave selects Phoblog, gaining 10 titanium, and retains 4 cards, paying 12M€.

Chris selects Aridor and retains 6 cards, paying 16M€.

Christopher selects Valley Trust, and retains 5 cards, paying 15M€.

Prelude Phase

Viron plays Dome Farming, gaining 1 plant production, 2M€ production, and Nitrogen Shipment, gaining 1 plant production, 5M€, and increases his TR to 21.

Polyphemos plays Acquired Space Agency, gaining 6 titanium and 2 space cards (discarded cards are: Industrial Center, Commercial District, Lightning Harvest, Productive Outpost, Jovian Lanterns, Mangrove, Caretaker Contract, and Livestock) and Biolab, gaining 1 plant production and 3 cards.

Phoblog plays Smelting Plant, gaining 5 steel and raising the oxygen level to 2%

and his TR to 22, and Mohole, gaining 3 heat production and 3 heat.

Aridor plays Business Empire, gaining 7M€ production and losing 6M€ and Power Generator, gaining 1M€ production and 3 energy production.

Valley Trust plays Experimental Forest, placing a greenery tile at G8, gaining 2 heat and 4M€, increasing the oxygen level to 3% and his TR to 21, and drawing cards until he gets 2 plant tagged cards (discarded cards are: Archaeobacteria, Asteroid, Conscripton, Power Plant, Olympus Conference, Sponsored Mohole,

Aquifer Pumping, AI Central, Lunar Mining, Martian Media Center, Cartel, Open City, Mining Area, Galilean Waystation, Investment Loan, Recruitment, Martian Rails, Martian Zoo, Large Convoy, Orbital Deflectors, Hired Raiders, Protected Habitats, Food Factory, Martian Survey, Titan Air Scrapping, steroid Asteroid Mining, Omnicourt, Icy Asteroid, GHG Import from Venus, Immigrant City, Comet for Venus, Psychrophiles, Heat Trappers, Research Colony, Floater Prototypes, Imported Nitrogen, GHG Factories, Geothermal Power, Domed Crater, Wave Power, Space Elevator, Energy Market, Security Fleet, Research

Viron spends 23M€ for an Earth Catapult then moves a delegate from the Lobby to the Greens, assuming the party leadership.

Polyphemos spends 3 titanium and 1M€ for a Space Station, then pays 1M€ for Space Mirrors.

Phoblog spends 6 titanium and 1M€ for Phobos Space Haven, gaining 1 titanium production, then moves a delegate from the Lobby to the Reds.

Aridor places Triton in play then moves a delegate from the Lobby to the Unity party, assuming party leadership.

Valley Trust plays Society Support, gaining 1 plant, 1 energy, and 1 heat production, and losing 1M€ production, then spends 17M€ to place a colony on Luna, gaining 2M€ production.

Viron spends 11M€ for Regolith Eaters, then places a resource on it. Enceladus activates.

Polyphemos moves a delegate from the Lobby to the Unity party.

Phoblog spends 4 titanium and 3M€ for Lunar Exports, gaining 5M€ production,

Viron gains 23M€ and 2 plants.

Polyphemos gains 25M€ and 1 plant.

Phoblog gains 30M€, 1 titanium, and 1 heat.

Aridor gains 30M€ and 3 energy.

Valley Trust gains 21M€, 3 plants, 1 energy, and 1 heat.

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 Reds become the ruling party. Polyphemos increases its TR to 20. Unity party becomes dominant party.

Changing Times

Minimal Impact Policy/Dry Deserts becomes the current event, neutral delegate added to Unity party. Martian Protectionism/Venus Infrastructure becomes the coming event. Experimental Lifeforms/Eco Sabotage becomes the distant event. Neutral delegate added to the Greens.

Generation 2

Research Phase

Polyphemos takes 2 cards, spending 10M€.

Aridor takes 2 cards, spending 6M€.

Viron takes 2 cards, spending 6M€.

Phoblog takes 3 cards, spending 9M€.

Valley Trust takes 1 card, spending 3M€.

Action Phase

Polyphemos moves a delegate from the Lobby to the Unity party, assuming party leadership, then spends 7M€ to use Space Mirrors to increase his energy production by 1.

Phoblog moves a delegate from the Lobby to Mars First, then spends 5M€ to moves a delegate from Reserve to Mars First, assuming party leadership.

Aridor spends 13M€ for a Pioneer Settlement on Luna, gaining 1M€ production.

Valley Trust spends 9M€ to trade with Europa, gaining 1 energy production.

Viron moves a delegate from the Lobby to the Green party.

Polyphemos spends 11M€ for a Restricted Area in D5, gaining 2 steel, then spends 2M€ to use the Restricted Area to draw a card.

Phoblog spends 1 titanium and 8M€ for an Interplanetary Colony Ship, placing a colony on Triton, gaining 3 titanium.

Aridor spends 10M€ for Pets, gaining 1M€ production and a resource on the card.

Outpost, Event Analysts, Callisto Penal Mines, Technology Demonstration, Release of Inert Gasses, Permafrost Extraction, Business Network, Beam from a Thorium Asteroid, Sulphur-Eating Bacteria, House Printing, Air Raid, Natural Perserve, Power Infrastructure, Underground Detonations, Mining Colony, Law Suit, Nitrogen-Rich Asteroid, Stratopolis, Luxury Foods, Extreme-Cold Fungus, Earth Office, Viral Enhancers, Cultural Metropolis, and Insects), and Biosphere Support, losing 1M€ production and gaining 2 plant production.

then spend 5 steel and 3M€ for a Tropical Resort, reducing his heat production by 2 and gaining 3M€ production.

Aridor spends 11M€ for Dirigibles, gaining 1M€ production, then spends 5M€ on Vote of No Confidence, replacing the neutral chairman with his own delegate and increasing his TR to 21. Titan activates.

Valley Trust spends 7M€ for a LaGrange Observatory, gaining 1 card, then moves a delegate from the Lobby to the Kelvinists, assuming the party leadership.

Viron uses its corporate ability to add a resource to Regolith Eaters.

Polyphemos passes.

Phoblog passes.

Aridor places a resource on Dirigibles.

Valley Trust passes.

Viron passes.

Aridor passes.

Miranda activates. Aridor then moves a delegate from the Lobby to the Scientists party, assuming party leadership.

Valley Trust spends 11M€ for Imported GHG, increasing his heat production by 1 and gaining 3 heat, then spends 4M€ for Local Shading.

Viron plays Fueled Generators, losing 1M€ production and gaining 1 energy production.

Polyphemos spends 10M€ for Refugee Camps, then spends 1M€ production to add a resource to Refugee Camps.

Phoblog spends 3 titanium for a Toll Station, gaining 4M€ production.

Aridor spends 3 energy to trade with Luna, gaining 6M€. Valley Trust gains 2M€.

Aridor then adds a resource to Dirigibles.

Valley Trust moves a delegate from the Lobby to the Reds, assuming party leadership.

Viron adds a resource to Regolith Eaters.
 Polyphemos spends 3M€ for Extremophiles, then places a resource on the card.
 Phoblog passes.
 Aridor spends 2 floaters from Dirigibles and 1M€ for Sister Planet Support, gaining 3M€ production.
 Valley Trust adds a resource to Local Shading.

Viron uses its company ability to add a resource to Regolith Eaters.
 Polyphemos passes.
 Aridor passes.
 Valley Trust passes.
 Viron spends 5M€ for a Titanium Mine, gaining 1 titanium production.
 Viron passes.

Production Phase

Polyphemos gains 24M€, 1 plant, and 1 energy. Aridor gains 34M€ and 3 energy. 3 plants, 2 energy, and 2 heat.
 Phoblog gains 33M€, 1 titanium, and 1 heat. Valley Trust moves 1 energy to heat and gains 20M€, Viron gains 21M€, 1 titanium, 2 plants, and 1 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

Dry Deserts. No ocean tiles to remove. Polyphemos has 2 influence and gains 2 steel. Aridor has 1 influence and gains 1 steel. No other players have influence.

New Government

The Unity become the ruling party. Polyphemos gains 2M€. Phoblog gains 1M€. Aridor gains 5M€. Valley Trust gains 2M€. Viron gains 1M€. Polyphemos becomes Chair and increases TR to 20. Mars First party becomes dominant party.

Changing Times

Martian Protectionism/Venus Infrastructure becomes the current event, neutral delegate added to Unity party, assuming party leadership. Experimental Lifeforms/Eco Sabotage becomes the coming event. Mohole Lake/Snow Cover becomes the distant event. Neutral delegate added to the Kelvinists.

Generation 3

Research Phase

Phoblog takes 3 cards, spending 9M€. Valley Trust takes 2 cards, spending 6M€. Polyphemos takes 3 cards, spending 15M€.
 Aridor takes 3 cards, spending 9M€. Viron takes 1 card, spending 3M€.

Action Phase

Phoblog spends 9M€ to trade with Triton, gaining 3 titanium, then spends 4 titanium and 3M€ for Titan Shuttles.
 Aridor spends 18M€ for Titan Floating Launch-Pad, gaining 1M€ production and 2 floaters on the card, then spends 1 floater from there to trade with Luna, gaining 9M€. Valley Trust gains 2M€.

Tosa

Turns 1 through 12

Turn 1

Governor Andy selects the Builder and builds an Indigo Plant (1 doubloon discount for Builder, 2 doubloons spent). Kevin builds a Small Indigo Plant (1 doubloon spent). Dave builds a Small Market (1 doubloon spent). Christopher builds a Hospice (4 doubloons spent). Chris builds a Small Market (1 doubloon spent).

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

Governor Kevin selects the Mayor and places colonists on the Quarry, Small Indigo Plant, and in San Juan. Dave places a colonist on the indigo plantation. Christopher places a colonist on the Hospice. Chris places a colonist on the Small Market. Andy places a colonist on the Indigo Plant. Five colonists are placed on the colonist ship.

Dave selects the Trader, gains 1 doubloon, and trades corn for 2 doubloons (0 base

Governor Dave selects the Settler, gains 1 doubloon, and takes a tobacco plantation. Christopher takes a corn plantation with a colonist from the Hospice. Chris takes a tobacco plantation. Andy takes a sugar plantation. Kevin takes a sugar plantation. New plantations are: corn, indigo, indigo, sugar, tobacco, coffee.
Christopher selects the Craftsman, gains 1 doubloon, and produces 2 corn. Chris produces 1 corn. Andy produces 1 indigo. Kevin produces 1 indigo. Dave

Dave selects the Mayor and places colonists on the corn plantation and the Small Market. Christopher places a colonist on the corn plantation. Chris places a colonist on the corn plantation. Andy places a colonist on an indigo plantation. Kevin places a colonist on an indigo plantation. Six colonists are placed on the colonist ship.

Christopher selects a Prospector, gaining 1 doubloon.

Chris selects the Craftsman and produces 1 corn. Dave produces 1 corn.

Christopher produces 1 corn. Chris produces a bonus corn.

Turn 2

+1 for Trader +1 for Small Market). No other trading is possible.

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

Chris selects a Prospector, gaining 2 doubloons.

Andy selects a Prospector, gaining 1 doubloon.

Turn 3

produces 1 corn. Christopher produces a bonus corn.

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

Andy selects the Mayor and places colonists on an indigo plantation and the Indigo Plant. Kevin places a colonist on the sugar plantation. Dave places a

colonist on the tobacco plantation. Christopher places a colonist on the coffee plantation. Chris places a colonist on a tobacco plantation. Five colonists are

Governor Christopher selects the Builder, gains 2 doubloons, and builds a Coffee Roaster (1 doubloon discount for Builder, 5 doubloons spent). Chris builds a Tobacco Storage (5 doubloons spent). Andy passes. Kevin passes. Dave builds a Tobacco Storage (5 doubloons spent).

Chris selects the Mayor and places two colonists on the Tobacco Storage. Andy places a colonist on the sugar plantation. Kevin places a colonist in San Juan. Dave places a colonist on the Tobacco Storage. Christopher places a colonist on

Governor Chris selects the Trader, gaining 2 doubloons.

Andy selects the Mayor and places colonists on the indigo plantation and Indigo Plant. Kevin places a colonist on the sugar plantation. Dave places a colonist on the corn plantation. Christopher places a colonist on the Coffee Roaster. Chris places a colonist on a tobacco plantation. Five colonists are placed on the colonist ship.

Kevin selects the Builder and builds a Sugar Mill (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 2 doubloons spent). Dave builds a Small Indigo Plant (1 doubloon spent). Christopher can't build. Chris builds a Small Sugar Mill (2 doubloons spent). Andy builds a Small Sugar Mill (2 doubloons

Governor Andy selects the Mayor and places colonists on the Small Sugar Mill and in San Juan. Kevin places a colonist on the Sugar Mill and moves 2 colonists from San Juan to the Sugar Mill. Dave places a colonist on the Small Indigo Plant. Christopher places a colonist in San Juan. Chris places a colonist on the tobacco plantation. Five colonists are placed on the colonist ship.

Kevin selects the Builder and builds a Large Market (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 3 doubloons spent). Dave builds a Construction Hut (2 doubloons spent). Christopher passes. Chris can't buy

Governor Kevin selects the Mayor and places colonists on the sugar plantation and Large Market. Dave places a colonist on the Construction Hut. Christopher places a colonist in San Jan. Chris places a colonist on the Quarry. Andy places a colonist on the corn plantation. Five colonists added to the colonist ship.

Dave selects a Prospector, gaining 3 doubloons.

Christopher selects the Captain, gaining 1 doubloon. Nothing available to ship.

Governor Dave selects the Mayor and places colonists on the tobacco plantation and Small Warehouse. Christopher places a colonist in San Juan. Chris places a colonist on the Small Warehouse. Andy and Kevin each place a colonist in San Juan. Five colonists are placed on the colonist ship.

Christopher selects the Settler, gains 1 doubloon, and takes a Quarry along with a colonist from the Hospice. Chris takes a corn plantation. Andy takes a sugar plantation. Kevin takes a corn plantation. Dave uses the Construction Hut to take a Quarry. New plantations: corn, indigo, indigo, indigo, tobacco, coffee.

Chris selects the Craftsman, gains 2 doubloons, and produces 1 corn and 2 tobacco. Andy produces 1 corn, 3 indigo, and 1 sugar. Kevin produces 1 indigo

Governor Christopher selects the Builder, gains 1 doubloon, and builds a Fortress (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 8 doubloons spent). Chris builds a Small Indigo Plant (1 doubloon discount for Quarry, 0 doubloons spent). Andy builds a Large Warehouse (5 doubloons spent). Kevin builds a Hospice (1 doubloon discount from the Quarry, 3 doubloons spent). Dave builds a Hacienda (2 doubloons spent).

Chris selects the Mayor and places colonists on the corn plantation and Tobacco Storage. Andy places a colonist on the Large Warehouse and moves a colonist from San Jan to the sugar plantation. Kevin places a colonist on the Hospice and moves a colonist from San Juan to the corn plantation. Dave places a colonist on

S.O.B.

placed on the colonist ship.

Kevin selects a Prospector, gaining 1 doubloon.

Turn 4

the Coffee Roaster. Five colonists are placed on the colonist ship.

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

Kevin selects a Prospector, gaining 2 doubloons.

Dave selects a Prospector, gaining 1 doubloon.

Turn 5

spent).

Dave selects the Craftsman, gains 1 doubloon, and produces 2 corn and 1 tobacco.

Christopher produces 2 corn and 2 coffee. Chris produces 1 corn and 2 tobacco.

Andy produces 3 indigo. Kevin produces 1 indigo. Dave produces a bonus corn.

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

Turn 6

anything. Andy passes.

Dave selects a Prospector, gaining 2 doubloons.

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

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

Turn 7

Chris selects the Builder and builds a Small Warehouse (1 doubloon discount from Builder, 1 doubloon discount from Quarry, 1 doubloon spent). Andy passes. Kevin passes. Dave builds a Small Warehouse (3 doubloons spent). Christopher passes.

Andy selects a Prospector, gaining 1 doubloon.

Turn 8

and 3 sugar. Dave produces 1 corn, 1 indigo, and 1 tobacco. Christopher produces 2 coffee. Chris produces a bonus tobacco.

Andy selects the Trader, gains 1 doubloon, and trades sugar for 3 doubloons (2 base +1 for Trader). Kevin trades indigo for 3 doubloons (1 base +2 for Large Market). No further trading is possible.

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

Turn 9

the Quarry and moves a colonist from a corn plantation to the Tobacco Storage. Christopher places a colonist on the Fortress. Five colonists are placed on the colonist ship.

Andy selects a Prospector, gaining 2 doubloons.

Kevin selects the Settler and takes a corn plantation along with a colonist from the Hospice. Dave uses the Construction Hut to take a Quarry. Christopher takes an indigo plantation along with a colonist from the Hospice. Chris takes an indigo plantation. Andy takes an indigo plantation. New plantations: corn, indigo, indigo, sugar, tobacco, coffee.

Dave selects a Prospector, gaining 2 doubloons.

Turn 10

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

Andy selects the Captain, gains 1 doubloon, and ships 4 indigo on Ship 2 for 5VP. Kevin ships 2 corn on Ship 3 for 2VP. Dave ships 1 corn on Ship 3 for 1VP. Christopher ships 2 corn on Ship 3 for 2VP. Chris ships 2 corn on Ship 3 for 2VP. Andy ships 1 sugar on Ship 1 for 1VP. Kevin ships 2 sugar on Ship 1 for 2VP (Ship 1 sails). Dave ships 2 indigo on Ship 2 for 2VP. Andy ships 1 corn on Ship 3 for 1VP (Ship 3 sails). Kevin ships 1 indigo on Ship 2 for 1VP (Ship 2 sails).

Governor Andy selects the Builder, gains 1 doubloon, and builds a Small Indigo Plant (1 doubloon discount for Builder, 0 doubloons spent). Kevin builds an Office (1 doubloon discount from Quarry, 4 doubloons spent). Dave builds a Harbour (2 doubloon discount from Quarries, 6 doubloons spent). Christopher builds an Indigo Plant (1 doubloon discount for Quarry, 2 doubloons spent). Chris passes.

Kevin selects the Settler, gains 1 doubloon, and takes a Quarry with a colonist from the Hospice. Dave uses the Construction Hut to take a Quarry. Christopher takes a corn plantation with a colonist from the Hospice. Chris takes an indigo plantation. Andy takes a sugar plantation. New plantations: indigo, sugar, sugar,

Governor Kevin selects the Builder and builds a Factory (1 doubloon discount for Builder, 2 doubloon discount for Quarries, 4 doubloons spent). Dave builds an Indigo Plant (2 doubloon discount from Quarries, 1 doubloon spent). Christopher builds a Factory (1 doubloon discount for Quarry, 6 doubloons spent). Chris builds a Hacienda (1 doubloon discount for Quarry, 1 doubloon spent). Andy builds a Sugar Mill (4 doubloons spent).

Dave selects a Prospector, gaining 2 doubloons.

Christopher selects the Settler and takes a Quarry along with a colonist from the Hospice. Chris takes a sugar plantation. Andy takes a sugar plantation. Kevin

Christopher discards 2 coffee.

Kevin selects the Trader and trades sugar for 5 doubloons (2 base +1 for Trader +2 for Large Market). Dave trades tobacco for 4 doubloons (3 base +1 for Small Market). Christopher trades coffee for 4 doubloons. No further trading is possible.

Dave selects the Mayor and places colonists on the Quarry and corn plantation. Christopher places a colonist in San Juan. Chris places a colonist on the indigo plantation. Andy places a colonist on the indigo plantation. Kevin places a colonist in San Juan. Five colonists are placed on the colonist ship.

Christopher selects a Prospector, gaining 1 doubloon.

Turn 11

tobacco, tobacco tobacco.

Dave selects the Mayor and places colonists on the Quarry and the Harbour. Christopher places a colonist on the Indigo Plant and moves 2 colonists from San Juan to the Indigo Plant. Chris places a colonist on the Small Indigo Plant. Andy places a colonist on the Small Indigo Plant and moves a colonist from San Juan to the sugar plantation. Kevin places a colonist on the Office. Five colonists are placed on the colonist ship.

Christopher selects a Prospector, gaining 2 doubloons.

Chris selects the Captain and ships 4 tobacco on Ship 3 for 5VP. Dave ships 1 tobacco on Ship 3 for 2VP.

Turn 12

takes a tobacco plantation along with a colonist from the Hospice. Dave takes an indigo plantation. New plantations are: indigo, indigo, sugar, sugar, tobacco, coffee.

Chris selects the Mayor and places colonists on the Small Sugar Mill and sugar plantation. Andy places a colonist on the Sugar Mill and moves a colonist from the corn plantation to the sugar plantation. Kevin places a colonist on the Factory. Dave places a colonist on the Indigo Plant. Christopher places a colonist on the Factory. Seven colonists placed on the colonist ship.

Andy selects the Prospector, gaining 1 doubloon.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York		Indigo, Indigo, Sugar, Indigo, Corn, Sugar, Indigo, Sugar, Sugar	Indigo Plant (x3), Small Sugar Mill, Large Warehouse, Small Indigo Plant, Sugar Mill (x1)		1		11
Kevin Wilson		Indigo, Quarry, Sugar, Sugar, Sugar, Corn, Corn, Quarry, Tobacco	Small Indigo Plant, Sugar Mill (x3), Large Market, Hospice, Office, Factory	1	0		11
Dave Hooton		Indigo, Corn, Tobacco, Corn, Tobacco, Quarry, Quarry, Quarry Indigo	Small Market, Tobacco Storage (x2), Small Indigo Plant, Construction Hut, Small Warehouse, Hacienda, Harbour, Indigo Plant (x1)		2		12
Christopher Hunt		Corn, Coffee, Corn, Coffee, Coffee, Quarry, Indigo, Corn, Quarry	Hospice, Coffee Roaster (x2), Fortress, Indigo Plant (x3), Factory	2	0		10
Chris Geggus		Corn, Tobacco, Tobacco, Tobacco, Quarry, Corn, Indigo., Indigo, Sugar	Small Market, Tobacco Storage (x3), Small Sugar Mill, Small Warehouse, Small Indigo Plant, Hacienda		2		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: 5 Colonist Ship: 7

Trading House: Sugar, Tobacco, Coffee

Cargo Ships: Ship 1 (capacity 6): Empty Ship 2 (capacity 7): Empty Ship 3 (capacity 8): 5 tobacco

Victory Points: 60

Commodities

Corn: 10 Indigo: 10 Sugar: 10 Tobacco: 3 Coffee: 8

Buildings

Column 1	Column 2	Column 3	Column 4
		Tobacco Storage (5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x2, 2d, 1vp)	Sugar Mill (4d, 2vp)	Coffee Roaster (x2, 6d, 3vp)	Residence (10d, 4vp)
	Office (5d, 2vp)	University (x2, 8d, 3vp)	Custom House (10d, 4vp)
Construction Hut (2d, 1vp)	Large Market (5d, 2vp)	Harbour (8d, 3vp)	City Hall (10d, 4vp)
	Large Warehouse (6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

Builder, Captain (1d), Craftsman (2d), Mayor, Prospector, Settler, Trader (2d), Prospector

Plantations

Indigo, Indigo, Sugar, Sugar, Tobacco, Coffee

Discard Pile: Tobacco, Tobacco



Addresses

Dave Anderson	Forest Cole	Tom Howell "Whippet"	Brad Martin	Bob Robles "Howler"
Debbie Anderson	11210 Montverde Ln	365 Storm King Road	180 Peninsula Road	28 Oakwood Rd.
20832 Tuck Rd., Site 32	Houston, TX 7099	Port Angeles, WA 98363	Maylands 6051	Orinda, CA 94563
Farmington Hills, MI 48336	simply4est@yahoo.com	off-the-shelf@olympus.net	Western Australia	Rlrobles5@comcast.net
(248) 473-7482	Simply4est@aol.com	(360) 928-9698	Australia	(510) 254-6354
ravenclawnerdz@sbcglobal.net	Caleb Cousins	Christopher Hunt	martibr2003@yahoo.com	Bill Scharf "Doge"
andersond4@michigan.gov	96 Cedar St. #4	christopherhunt487@btinternet.c	Jack McHugh	4814 Walnut Grove Ave.
Howard Bishop	Bangor, ME 04401	om	jwmchughjr@gmail.com	Rosemead, CA 91770
43 Guinions Road	(207) 941-8568	Geoff Kemp	Lynn Mercer	(626) 286-4428
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	geoff.kemp@hotmail.com	hancockfc@yahoo.com	bear-hugs@sbcglobal.net
latics@globalnet.co.uk	Chris Geggus "Davey Boy	Doug Kent	Ward Narhi	Mike Scott
John Boardman	Smith"	diplomacyworld@yahoo.com	wnarhi@icloud.com	4040 E. Piedmont Dr.
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	Robert Koehler	Walt O'Hara	Space 61
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	rkhoeler@triad.rr.com	hussar@hotmail.com	Highland, CA 92346
Eric Brosius	Geggus@sky.com	Andy Lewis "Marmaduke"	Dave Partridge	mikesmag2@jsbcglobal.net
53 Bird St.	Ron Fisher	16 Gossling Dr.	15 Woodland Drive	(909) 864-4343
Needham, MA	skylark3@charter.net	Lewes, DE 19958	Brookline NH, 03033	Gina Teh
Public.brosius@comcast.net	Pasquale Giovine	Alewis161@hom.com	rebhuhn@rocketmail.com	lone_hammy@yahoo.com.sg
Colin Bruce	Via Osanna N.2/e	(302) 644-1984	James Pratt	Brendan Whyte
30 Almoners' Avenue	I-89127 Reggio Calabria, Italia	Dane Maslen	prattjames1960@yahoo.com	Assistant Map Curator
Cambridge, CB1 8PA, England	giovine@unirc.it	games@dane.me.uk	Berend Renken	Map Section
furyofthenorthmen@btopenworl	David Hood	Michael Longdin	P.O. Box 249	National Library of Australia
d.com	dhood@phd-law.com	michasel.longdin@virgin.net	Roy, WA 98580-0249	Paarkes, ACT 2600 Australia
Dennis Cain "Red Dog"	Dave Hooton	Michael Lowrey	berend02@aol.com	obiwonfive@hotmail.com
1218 N. 3 rd St.	hootond@yahoooc.com	6903 Kentucky Derby Drive	Paul Risner	Kevin Wilson
Quincy, IL 62301-1727	Dale Horsely	Charlotte, NC 28215	10325 NW 63rd Dr.	4758 Doncaster Ct.
(217) 223-2284	dale.horsely@yahoo.com	Mlowrey@infionline.net	Parkland, FL 33076	Long Grove, IL 60047
iamthedbear@sbcglobal.net		(704) 569-4269	goeben@aol.com	ckeivin@comcast.net
				Andrew York "Greyhound"
				P.O. Box 201117
				Austin, TX 78720-1117
				wandrew88@gmail.com

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!