Number 254

S.O.B.

August, 2020

Notes from Hades

Up to this point, I have included the games I run via email in the zine, collecting the activity in the game since the last issue in a single report. Lately, however, most of the games I have been running have been that sort, and the pace of those games is such that the zine can get quite bulky – such as this particular issue. I don't know how much attention those games get from people who are not in them, so I am going to leave them out of the zine starting next issue. I will keep them on the website only, while the zine (both paper and electronic), will be focused on the games with deadlines that coincide with the zine deadline. This will make the zine slimmer and cheaper to mail, and ease up on some of my work.

Since the last issue, 6 games have ended. You read that correctly, 6 games, two of which started since the last issue as well. The games are: Pumi (won by Martin Burgdorf), Stabyhound (won by Dave Hooton), Ridgeback (won by Dave Hooton), Tosa (won by Chris Geggus), Afghan (won by Bill Scharf), and Coonhound (won by Dave Hooton). Congratulations to all the winners! As for next time, I will be starting up Pekingese and Sheltie next issue, so there is still time to get in on those games. Games being run by email will be announced periodically, so keep watch on the website.

The next deadline is **Tuesday, August 18 at 5:00 p.m. Pacific Time.**

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Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf($), Martin Burgdorf($), will take up to 2 more.

Norrbottenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson($), Chris Geggus($), Christopher Hunt($), Andy York($), Dave Anderson($), Martin Burgdorf($), Bill Scharf($). This game is full.

Pekingese: New World: Have Chris Geggus, Bob Robles($), Andy York($), Martin Burgdorf($), will take up to 2 more. **Will start next issue with whoever is signed up.**

Sheltie. Silverton: Will use the advanced rules. Have Bill Scharf($), Dave Hooton, Brendan Whyte($), Andy York($). Will take up to 2 more. **Will be starting next issue with whoever is signed up.**

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

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.

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.

Appenzeller. 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($), Kevin Wilson($), Dave Hooton($), will take up to 1 more.

Kelpie. 7 Wonders: Will be run by email. Have the Cities, Leaders, Wonder Pack, Babel, and Armada expansion available. Have Christopher Hunt($), Chris Geggus, Kevin Wilson($), Bill Scharf($), Dave Hooton, will take up to 3 more.

Barbet. Lords of Waterdeep: This will be run by email. Have the Scoundrels of Skullport expansion. Have Christopher Hunt($), Bill Scharf($), Chris Geggus, Kevin Wilson($), will take up to 2 more.

Basset Fauve. Terraforming Mars: Will be played by email. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Dave Hooton, Chris Geggus, Kevin Croskery, will take up to 2 more.

Players who have a ($) after their name have paid the necessary game fee.

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

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

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.

2038: Will be run by email. Have Bill Scharf, Dave Hooton, will take up to 4 more.

Titan: Will be run by email. Have Christopher Hunt, Bill Scharf, will take up to 4 more.

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. Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Agricola: Will be run by email. Have Chris Geggus, will take up to 4 more.

Terra Mystica: Will be run by email. Have Chris Geggus, will take up to 4 more.

Puerto Rico: This will be the base game and will be played by email. Have Chris Geggus, will take up to 4 more.

Puerto Rico: This will include the Buildings expansion and will be played by email Have Chris Geggus, will take up to 4 more.

Power Grid: Have multiple maps and the alternate expansion deck and the Energy Crisis expansion available. Will be run by email. Have Chris Geggus, will take up to 5 more.

Discworld: Ankh Morpork: This will be run by email. Will take up to 4.

Settlers of Catan: This will be run by email. Have the Seafarers and Cities and Knights expansions available. Will take up to 6.

Suburbia: This will be run by email. Have the Suburbia, Inc. and 5 Star expansions available. Will take up to 5.

Age of Renaissance: This will be run by email and use the Eurogames rules and the usual map changes. Will take up to 6.

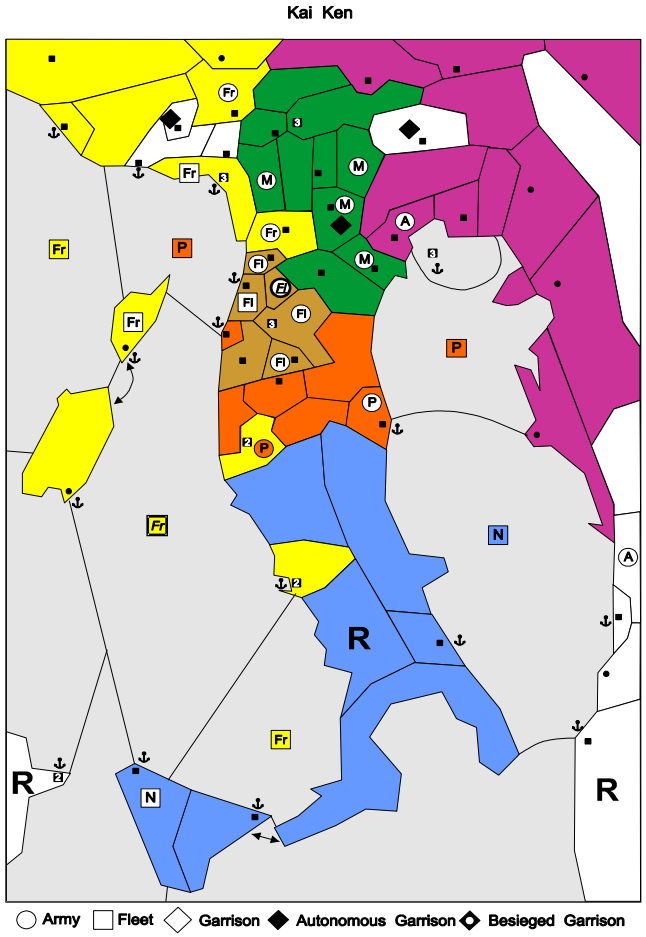
In general, game ownership is recommended, but not required.
Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

Kai Ken

Spring 1457

Deadline/Summer 1457 8/18 Tuesday

Austria sits tight while France and Milan battle with Florence and the Pope. Naples has no luck advancing.



France	Maintains all, builds A Swiss, F Marseilles, A Avignon	27
Milan	Maintains all, builds A Pavia, A Milan	15
Naples	Maintains all, build F Palermo	6
Papacy	Maintains all, builds F Piombino (not a home city)	18

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 PADUA holds, A TREVISO holds, A Istria to CROATIA, A Dalmatia to HERZEGOVINA, F VENICE holds

FLORENCE (Robles): A LUCCA to Modena, *A (EP) PISTOIA supports Papal A Urbino to Bologna*, A FLORENCE supports Papal A Urbino to Bologna, A Sienna to Patrimony (nsu), A AREZZO holds (u), F PISA supports Papal F Ligurian Sea

FRANCE (Wilson): A MODENA supports Milan A Bologna (cut), A Swiss to TURIN, A Avignon to PROVENCE, F Marseilles to GULF OF LIONS, F GENOA to Ligurian Sea, F Tyrrhenian Sea to CORSICA, *F (EM) Rome to TYRRHENIAN SEA*, F Naples to GULF OF NAPLES

MILAN (Wilson): A MANTUA supports French A Modena, A FERRARA supports A Bologna, A Bologna supports French A Mantua (cut, Dislodged, retreats to GARRISON), A Pavia to FORNOVA, A Milan to BERGAMO

NAPLES (Martin): F LOWER ADRIATIC to Upper Adriatic, F PALERMO to Tyrrhenian Sea

PAPACY (Robles): A Urbino to BOLOGNA, A ANCONA holds, A Spoleto to ROME, F LIGURIAN SEA supports Florence A Lucca to Modena (cut), F UPPER ADRIATIC supports A Urbino to Bologna (cut), F Piombino to Tyrrhenian Sea (nsu)

Your treasury:

Fall 1456 Retreats

France retreats F Ligurian Sea to Genoa

Builds

		Cost
Austria	Maintains A Dalmatia, A Istria, A Treviso, A Padua, F Venice	15
Florence	Maintains all, builds A Arezzo, A (Elite Professional) Sienna (not a home city)	30

Summer 1457 Plague

Bad Year – Row and Column: Piombino, Hungary, Urbino, Treviso (Austrian A destroyed), Como, Croatia (Austrian A destroyed), Bologna (Milan G and Papal A destroyed), Austria, Avignon (French A destroyed), Venice (Austrian F destroyed)

Spaniel

Turn 28

Turn 29, August 18

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 3 (820)	Rotate Left (410)	Move 3 (790)	Move 1 (510)	Rotate Right (120)
Robot Nick	Rotate Left (70)	Move 3 (830)	Back Up (480)	Move 1 (570)	*Rotate Right (380)*
meRobot	Shut down				
SmaD	Move 1 (540)	Rotate Right (360)	Move 3 (800)	Rotate Left (270)	Move 2 (760)

Registers in italics are locked. Robot Nick schedules a shut down for next turn.

Phase 1

GEGS dashes ahead 3 to G16, SmaD moves ahead 1 to F13, and Robot Nick rotates left to face east.

Phase 2

Robot Nick dashes ahead 3 into the wall, GEGS rotates left to face west, and SmaD rotates right to face west.

Phase 3

SmaD dashes ahead 3 to C13, GEGS dashes ahead 3 to D16, and Robot Nick Backs up to D14. The conveyor belt moves Robot Nick to D12.

Phase 4

Robot Nick moves ahead 1 to E12, GEGS moves ahead 1 to C16, and SmaD rotates left to face south. SmaD shoots GEGS.

Phase 5

SmaD moves ahead 2 to C15, Robot Nick rotates right to face south, GEGS rotates right to face north. GEGS uses the Pressor Beam to moves SmaD to C14 and SmaD shoots GEGS.

Cleanup

Robot Nick shuts down and repairs all damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam, Dual Processor	C16>N	1, 2	1	3
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	E12>S	1, 2	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	C12>W	1, 2	1	0
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	C14>S	1, 2, 3	3	2
6	Andy York	Delekbot	Black		Eliminated	1	0	

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

Program Cards

Hamiltonstovare

Epoch V Sung Dynasty, Seljuk Turks, and Mongols
Deadline, Epoch VI Empire Selection and Ming Dynasty, August 18

Epoch V

HICK (Hood): Plays Disaster (Volcano) in Zagors. Monument eliminated. Plays Empire Revives. Armies Lower Indus, Tarim Basin, Wei River. SUNG DYNASTY: Army and Capital Szechuan (T'ang Dynasty army retreats to Yangtse Kain), army Mekong (vs. Khmers; S: 4, 1; K: 4, 1; S: 6, 1; K: 5, 2; wins, Capital reduced to city), fleet South China Sea (vs. R&R; H: 6, 5; R: 3; wins), army Irrawaddy (vs. T'ang Dynasty; S: 6, 1; T: 6; S: 6, 5; T: 5; wins), fort Irrawaddy, Mekong, army Malayan Peninsula (vs. Malayan Kingdom; S: 6, 2; M: 1+1; wins, city eliminated), fort Malayan Peninsula, army Yangtse Kian (vs. T'ang Dynasty; S: 4, 3; T: 3; S: 4, 1; T: 2; wins, Capital reduced to city). Points: Dominance in China (6), Southeast Asia (4), Presence in North Africa (2), India (3), Southern Europe (3), Eurasia (1), North America (1), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 2 Monuments (2) for 29 points.

GEGS (Geggus): Plays Disaster in the Eastern Ghats. Monument eliminated and Capital reduced to city. Plays Fujiwara. Army and Capital Hokkaido, fleet Sea of Japan (vs. CJVH; G: 5, 2; C: 1; wins), army Great Plain of China (vs. T'ang Dynasty; F: 4, 3; T: 4, 4; F: 3, 1; T: 6, 2; loses). SELJUK TURKS: Army Turanian Plain (Hun army retreats to Tarim Basin), Hindu Kush (vs. Arabs; automatic victory), Upper Indus (vs. Chola; S: 4, 1; C: 4; S: 4, 3; C: 2; wins), Ganges Valley (vs. Sassanids; Se: 6, 6; Sa: 3; wins), Ganges Delta (vs. T'ang Dynsaty; S: 4, 4; T: 4; S: 4, 2; T: 1; wins), Tarim Basin (vs. Huns; S: 5, 4; H: 3, 3; S: 2, 1; H: 5, 3; loses), Tarim Basin (vs. Huns; S: 5, 2; H: 2, 1; S: 5, 1; H: 5, 4; S: 6, 1; H: 6, 5; S: 6, 3; H: 6, 2; S: 3, 1; H: 6, 4; loses), Tarim Basin (vs. Huns; S: 6, 5; H: 4, 1; wins), Western Steppe (vs. Huns; S: 3, 1; H: 4; loses), Western Steppe (vs. Huns; S: 5, 4; H: 1; wins), Dniepr (vs. Holy Roman Empire; S: 4, 2; H: 3; wins), Central Europe (vs. Holy Roman Empire; S: 5, 4; H: 3; wins, Capital reduced to a city). Points: Dominance in North Africa (4), Middle East (4), India (6), Presence in China (3), Northern Europe (2), Eurasia (1), 1 Capital (2), 2 cities (2), 1 Seas (1), and 7 Monuments (7) for 32 points.

Romulus & Remus (Anderson): MONGOLS: Army Mongolia (Hsuing-nu army eliminated), Wei River (vs. Huns; M: 6, 5; H: 5, 4; M: 3, 2; H: 6, 6; loses), Wei River (vs. Huns; M: 5, 1; H: 2, 1; wins), Great Plain of China (vs. T'ang Dynasty; M: 5, 4; T: 1; wins), Manchurian Plain, fleet Sea of Japan (vs. GEGS; R: 5, 4; G: 6, loses), Sea of Japan (vs. GEGS; R: 4, 1; G: 4; R: 4, 1; G: 1; wins), army Korean Peninsula, Honshu, Hokkaido (vs. Fujiwara; M: 6, 1; F: 5; wins, Capital reduced to city), Tarim Basin (vs. Seljuk Turks; M: 2, 1; S: 3; loses), Tarim Basin (vs. Seljuk Turks; M: 4, 3; S: 2; wins), Chekiang (vs. T'ang Dynasty; M: 2, 1; T: 3; loses), Chekiang (vs. T'ang Dynasty; M: 5, 1; T: 2; wins), Turanian Plain (vs. Seljuk Turks; M: 4, 4; S: 5; loses), Turanian Plain (vs. Seljik Turks; M: 4, 3; S: 5; loses), Turanian Plain (vs. Seljuk Turks; M: 6, 1; S: 4; wins), Western Steppe (vs. Seljuk Turks; M: 1, 1; S: 4; loses), Western Steppe (vs. Seljuk Turks; M: 3, 2; S: 3; M: 2, 1; S: 2; M: 4, 2; S: 4; M: 5, 1; S: 2; wins), Dniepr (vs. Seljuk Turks; M: 4, 2; S: 4; M: 4, 2; S: 3; wins). Builds Monument Hokkaido. Points: Dominance in China (6), Eurasia (2), Presence in North Africa (2), Middle East (2), Southern Europe (3), Southeast Asia (2), North America (1), 1 Capital (2), 2 cities (2), 1 Seas (1), and 4 Monuments (4) for 27 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

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	45	85
David Hood	Hood's IinterContinental Kingdom (red)	48	108
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	97
Chris Geggus	Greco-Etruscan Great Sword (yellow)	51	88
Dave Anderson	Romulus & Remus (orange)	60	92

Press

Romulus & Remus: The Romulan Commander lamented. Finally I get a Empire worthy of my honor and prestige to lead, but sadly no great Khan to lead them. The blasted Federation destroyed him just because he stole one of their flawed science experiments Pity. Anyhow, I would have wanted to take China all to myself , but I have to stick my fingers into all the pies this little blue marble has to offer. Fortunately for North Africa, I have stretched my limit.

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. GUPTAS: Two armies Ceylon, army Western Ghats. VIKINGS: Armies Scandinavia, Lower Rhein, Western Gaul, Deep South.

HICK: Fleet South China Sea. 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. HUNS: Two armies Lower Indus. SUNG DYNASTY: Army and Capital Szechuan, army, city, and fort Mekong, army and city Yangtse Kian, army and fort Irrawaddy, Malayan Peninsula.

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 Appenines. HOLY ROMAN EMPIRE: Army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Apennines, Central Massif.

CJVH: Fleet Bay of Bengal. MAURYA: Three armies Sumatra. SCOTS: Army, city, and fort Highlands. CHOLA: Army and city Eastern Ghats, army and Monument Eastern Deccan, army and Fort Western Deccan.

Romulus & Remus: Fleet Sea of Japan. 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 Fort East Indies, army Si-Kyang. MONGOLS: Army, city, and Monument Hokkaido, army and Monument Great Plain of China, Wei River, Tarim Basin, armies Honshu, Korean Peninsula, Manchurian Plain, Mongolia, Chekiang, Taranian Plain, Western Steppe, Dneipr.

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.

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

Event Cards

Epoch VI Empire Draw

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		Lantids	2	0	2	0	0	5	0	0
Kevin Wilson		Itars	7	0	3	0	2	10	0	0
Chris Geggus		Xenos	0	1	0	1	0	3	1	0
Martin Burgdorf		Hadsch Hallas	12	0	0	0	0	5	6	0

Turn 6

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 rescore 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.
The **Xenos** pass, gaining 6VP.
The **Lantids** spend 2 ore and 3 credits to upgrade the mine in N8 to a trading station.
The **Hadsch Hallas** use their action to gain 1 Q.I.C.
The **Itars** pass, gaining 5VP.
The **Lantids** spend 4 knowledge to advance to level 2 in Terraforming.
The **Hadsch Hallas** spend 2 Q.I.C. to gain 3VP plus 1VP per planet type colonized for a total of 8VP.
The **Lantids** convert 1 Q.I.C. to 1 ore, spend 2 ore to terraform O10 1 level, then spend 1 ore and 2 credits to place a mine there.
The **Hadsch Hallas** spend 4 knowledge to advance to level 3 in Economy, charging 3 power.
The **Lantids** pass.
The **Hadsch Hallas** spend 5 power for 2 terraforming steps on O6, spend 3 credits for 1 ore, then spend 1 ore and 2 credits for a mine on O6.
The **Hadsch Hallas** pass, gaining 8VP.

Victory Points

	Lantids	Itars	Xenos	Hadsch Hallas
Victory Points	27	43	48	79
Technology	12	12	0	12
Colony Types	9	9	0	18
Gaia Planets	15	6	15	0
Resources	1	3	0	4
Total	**64**	**73**	**63**	**113**

Congratulations to Martin on his victory!

End of Game Statements

Chris Geggus (Xenos): Really, really did not enjoy that. Obviously my first time and I expected it to be Terra Mystica in space. However I found the whole process difficult to grasp and the mechanics lost me as well. I spent most of the game annoying poor Chris about legal moves, rules queries, even my inability to understand or recognise the icons. Apologies if that distracted from the good play of my fellows, but I was woefully out of my depth. It's funny how some games can be like that considering how many we have played over the years. Well done Martin - an absolute lesson and thanks to Chris for his patience and expert GM'ing. I don't think my name will be going down for the next one. However, at least I've played it.

Bill Scharf (Lantids): I have to admit my purpose in playing this game was figuring out the Lantids. Never been them, never played in the game with them, haven't seen them in a game, even on the web. Terra seems to be just too good to pass up....

Anyway, the real advantage of this faction isn't their knowledge gain with mine placement, which very limited....once you place a mine it's a mine forever (but there are advantages in getting the ore). You can't upgrade them, and you'll eventually run out of them. No, their real advantage is they can't be blocked off from portions of the board by others building in their way. You can make them "share space" as you build through their empire.

This revelation came a bit late as I'd already invested into navigation, and I didn't need to to the degree I did, but it was a learning game ...ie one that I didn't expect to do well in. Red seemed really interested in that column so I decided to see if I could get to the top of navigation before him...letting the rest of your game go to hell you can accomplish some amazing things, lol.

Anyway I have a bundle of ideas on how to make this faction play even better next time around, and eventually I'll have a chance to do so. Congrats to Martin for the win and thanks to Chris for running it, not a lot of gm's have the courage to run a game this complicated by mail. I have to psych myself up just to play it!

Kevin Wilson (Itars): I've been thinking about this one. Unlike Chris, I really liked this game. I too expected it to be Terra Mystica in space but being not overly familiar with either game, the differences from TM didn't distract me. As this was my first play I really wanted to concentrate on the mechanics so I'd be better at future plays. But, the mechanics were similar enough to TM that the mechanics cleared earlier than I would otherwise have expected. Unfortunately by the time I really felt I had a sufficient understanding of the mechanics, I had missed a couple of chances. I went whole hog the first turn, making sure I got my PI in play and the 3 knowledge each turn so I could run up the research tracks. But even then, I think I maybe could have used that ability better. And I should have paid more attention to the QIC actions as that 7-point QIC Federation re-score really let Martin run away with the game. 28 VP off 1 Federation was critical. I'm not sure I could have done anything much differently to have closed his gap but maybe getting a federation in play sooner might have allowed me to steal that QIC action once or twice from him.

Like Chris G I struggled at times with the iconography. It's not as intuitive as TM. Red arrows, green arrows, blue arrows, and especially the research tracks. Those I kept having to re-check as I just couldn't put them to memory. But, I liked the theme, I like the mechanic, I liked the play so sign me up for the next.

Congrats to Martin for a run away win. Thanks to Chris for running the game, and answer my many questions too. And, as usual, thanks to the other players for playing so we all could.

Martin Burgdorf (Hadsch Hallas): I want to thank you all for an exciting game and especially Chris for organising it. In my opinion Gaia Project is even a bit better than Terry Mystica, because its research tracks offer more strategic possibilities than the four cult tracks of TM. But I agree with Kevin that the symbols on the research tracks are not easy to guess or to remember. He also identified correctly the key element in my winning strategy: the federation re-score really brought me a lot of VPs. If more players had tried to do this trick, I would have probably concentrated on colonizing more Gaia planets instead.

It was the first time I played this game, and I hope that next time I shall enjoy it even more, because I shall need less time to check the rules.

Stabyhound

Generation 8 through End of Game Statements

The Players

Player	Name	Company	Color	Cards	Terraform Rating
Andy York	TTT (Texas Terraforming Technologies)	Chen Shing Mars	Blue	0	25
Christopher Hunt	CJVH (Corporate Joint Venture for Humanity)	Teractor	Green	0	21
Kevin Wilson	PIKES (Pusillanimous Insincere Kitchy Egocentric Simpleton)	Ecoline	Black	0	24
Dave Hooton	Greater Earth	Point Luna	Red	0	31
Chris Geggus	GEGS (Galactic Explorers Gathering Samples)	Mons Insurance	Yellow	0	24

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	48	4	4	0	0	0	3	3	3	5	22
Christopher Hunt	6	35	1	14	4	14	2	5	9	9	4	31
Kevin Wilson	6	42	0	0	1	1	3	1	5	5	1	17
Dave Hooton	16	48	3	8	3	3	1	3	1	1	6	13
Chris Geggus	18	42	2	4	0	0	3	0	6	6	3	30

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)	1 (0 animals)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Triton	PIKES	GEGS	GEGS	5 (3 titanium)
Callisto	CJVH	GEGS	PIKES	4 (5 energy)
Ceres	Greater Earth	(1 steel production)	(1 steel production)	2 (2 steel)
Europa	GEGS	Greater Earth	(1 ocean)	3 (1 energy production)
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	1 (0 plants)

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

Terraforming Committee

Party	Leader	Delegates
Mars First	TTT	10 (5 TTT, 2 neutral, 1 PIKES, 1 CJVH, 1 Greater Earth)
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	GEGS	1 (GEGS)

Chair is neutral. Ruling Party: Scientists

Global Events

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

Generation 8

Research Phase

PIKES takes 0 cards, spending 0M€.
Greater Earth takes 0 cards, spending 0M€.
GEGS takes 1 card, spending 3M€.
TTT takes 1 card, spending 3M€.
CJVH takes 2 cards, spending 6M€.

Action Phase

PIKES spends 8 heat to increase the temperature to 0C and his TR to 23 then spends another 8 heat to increase the temperature to 2C and his TR to 24.

Greater Earth spends 18M€ for Lava Flows in A2, gaining 1 titanium, increasing the temperature to 6C and his TR to 30, then spends 8 heat to raise the temperature to 8C and his TR to 31.

GEGS spends 3 energy to trade with Triton, gaining 6 titanium. PIKES gains 1 titanium. GEGS then spends 1 steel and 14M€ for an Underground City at G6, losing 2 energy production, and gaining 1M€ production and 1 plant.

TTT spends 1M€ for a Search for Life, drawing Red Spot Observatory (fails).

CJVH discards a card for 1M€.

PIKES spends 7 plants to place a greenery tile on D7, gaining 1 steel, then spends 7 plants to place a greenery tile on D8, gaining 2 steel.

Greater Earth spends 25M€ to place a city at E7, gaining 1M€ production. GEGS gains 1M€ production.

GEGS spends 8 plants to place a greenery tile in H4, gaining 1 steel and 1 plant, and 8 plants to place a greenery tile in G7, gaining 1 steel.

TTT spends 3 steel for Mars University, discarding a card and drawing a new one.

CJVH spends 2 energy to trade with Europa, gaining 1 energy production. GEGS

and Greater Earth each gain 1M€. CJVH then spends 2 energy to trade with Ganymede, gaining 1 plant.
PIKES spends 1 titanium to add a resource to Security Fleet, then spends 3 titanium and 3M€ for a Stanford Torus. GEGS gains 1M€ production.
Greater Earth spends 14M€ to fund the Benefactor award.
GEGS spends 1 steel and 1M€ for a Magnetic Field Dome, losing 2 energy production but gaining 1 plant production and increasing his TR to 23.
TTT spends 1 energy production to use Equatorial Magnetizers to increase his TR to 23.
CJVH spends 8 plants to place a greenery tile at B2, gaining 2M€.
PIKES spends 4 steel and 3M€ for a Development Center, then spends 1 energy to use the Development Center to draw a card.
Greater Earth uses the Electro Catapult to convert 1 plant into 7M€ then spends 3 titanium to trade with Miranda, gaining 1 animal on Birds.
GEGS spends 3 energy to trade with Callisto, gaining 13 energy. CJVH and PIKES each gain 3 energy.
TTT spends 11M€ for Research, drawing 2 cards, then uses Mars University to discard 2 cards and draw 2 new cards.
CJVH spends 10M€ for a Mangrove, placing a greenery tile in E2 and gaining 6M€.
PIKES spends 25M€ to build a city at A5, gaining 2 plants and 1M€ production.
GEGS gains 1M€ production. PIKES then moves a delegate from the Lobby to Mars First.
Greater Earth spends 1 titanium and 7M€ for a Space Station, then adds a resource to Birds.
GEGS spends 3 energy to trade with Ceres, gaining 4 steel. Greater Earth gains 2 steel. GEGS then moves a delegate from the Lobby to the Kelvinists, assuming party leadership.
TTT sells a card for 1M€ then moves a delegate from the Lobby to Mars First.
CJVH moves a delegate from the Lobby to Mars First.
PIKES sells 2 cards for 2M€.
Greater Earth moves a delegate from the Lobby to Mars First.
GEGS spends 7 titanium for Imported Nitrogen, increasing his TR to 24, gaining 4 plants, 3 microbes on GHG Producing Bacteria, and 2 animals on Sub-Zero Salt Fish.
TTT sells a card for 1M€.
CJVH spends 2 steel for a Power Plant, gaining 1 energy production.
PIKES sells a card for 1M€.
Greater Earth sells a card for 1M€.
GEGS adds a resource to Sub-Zero Salt Fish.
TTT spends 5 steel and 2M€ for Fusion Power, gaining 3 energy production and discarding a card and drawing a new one using Mars University.
CJVH sells a card for 1M€.
PIKES passes.
Greater Earth passes.
GEGS spends 13M€ for a Galilean Waystation, gaining 1M€ production.
TTT sells a card for 1M€.
CJVH uses the Energy Market to convert 1 energy production to 8M€.
GEGS spends 10M€ and 3 steel for Tectonic Stress Power, gaining 3 energy production.
TTT sells a card for 1M€.
CJVH spends 8M€ for a Lunar Beam, losing 2M€ production but gaining 2 energy and 2 heat production and a resource on Martian Zoo.
GEGS passes.
TTT sells a card for 1M€.
CJVH spends 7M€ for Fish, reducing PIKES plant production by 1. GEGS pays 1M€ to PIKES.
TTT spends 1 energy to use Martian Rails to gain 10M€.
CJVH adds a resource to Fish.
TTT sells a card for 1M€, then spends 33M€ for Terraforming Ganymede, increasing his TR to 25.
CJVH spends 25M€ for a city in G9, gaining 1M€ production and 1 card.
TTT passes.
CJVH gains 5M€ from Martian Zoo then sells 4 cards for 4M€.
CJVH spends 3M€ for Media Archives, gaining 19M€ and 1 resource on Martian Zoo then spends 23M€ for a greenery tile at F9.
CJVH passes.

Production Phase

PIKES moves 7 energy to heat then gains 30M€, 1 titanium, 3 plants, 5 energy, and 1 heat.
Greater Earth moves 1 energy to heat then gains 47M€, 3 steel, 3 titanium, 1 plant, 1 energy, and 6 heat.
GEGS moves 11 energy to heat then gains 42M€, 2 steel, 3 plants, 6 energy, and 3 heat.
TTT gains 40M€, 4 steel, 3 energy, and 5 heat.
CJVH moves 5 energy to heat then gains 27M€, 1 steel, 4 titanium, 2 plants, 9 energy, and 4 heat.

Solar Phase

Colonies

All global parameters are at their maximum, so the game end conditions have been met.

Final Greenery Tile Placement

PIKES spends 7 plants to place a greenery tile at A4, gaining 1 plant.
GEGS spends 8 plants to place a greenery tile at H7.

Victory Points

Awards

Industrialist: Steel and energy resources. CJVH has 23, GEGS has 10, Greater Earth has 9, TTT has 7, and PIKES has 4. CJVH gains 5VP and GEGS gains 2VP.
Benefactor: Terraforming Rating. Greater Earth has 31, TTT has 25, PIKES and GEGS have 24, and CJVH has 21. Greater Earth gains 5VP and TTT gains 2VP.
A third award was not funded.

Milestones

Generalist and **Specialist** go to Greater Earth. **Legend** goes to TTT.

	TTT	CJVH	PIKES	Greater Earth	GEGS
Terraform Rating	25	21	24	31	24
Awards	2	5	0	5	2
Milestones	5	0	0	10	0
Map	0	8	15	7	11
Cards	14	9	13	8	11
Total	**46**	**44**	**52**	**64**	**48**

Greater Earth wins. Congratulations to Dave Hooton on his victory!

End of Game Statements

Dave Hooton: Thanks to Chris for running this game. I was able to get some quick points by concentrating on two milestones early in the game, and then I did my best to shorten the game before the players with better-developed infrastructures caught up.

Kevin Wilson: Hey, I didn't come in last or next to last! An improvement!! But, once again, it was milestones and awards that made the difference. I kept coming up just a turn or order in the turn short. Taking one away from Dave could have made all the difference. Oh well. On to Water Spaniel!

Thanks as usual to Chris for running the game. It's truly become my top fav. Thanks to the other players for letting us all play. Congrats to Dave on a nice win. 15 points from awards and milestones made all the difference.

Christopher Hunt: Thanks to Chris H for running the game despite me. Congratulations to Dave on the victory. I find the game with Turmoil is very different for the original but still very enjoyable. Still trying to create synthesis and understand the changed approaches. Look forward to the next one.

Andy York: Not a great game for me, this time. Seems I couldn't quite get things going smoothly. Plus, not at all comfortable with Turmoil. That may change with more time playing using the expansion, but right now I'm not sure.

Congrats to Dave on a strong win, and as always, thanks to Chris for his masterful Gming.

Chris Geggus: Very much agree with Kevin. Once a single player gets 2 of the milestones (especially in a 5 player game), the game is almost done and dusted. Obviously very good play by David and an easy win for him. I made a least 4 blunders that I counted which cost me a couple of moves and a couple of points, so in no way affecting the result. Simple carelessness or stupidity on my account. I will aim not to do that again. And another thank you to Chris for hosting the usual fun-filled experience.

Schipperke

Turns 11 through 13.2

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 2 grain. Builds a ship fro I7 to I6. Martin builds a road from E17 to D17.

Kevin: Die roll = 4. Dave receives 2 brick and Chris receives 2 lumber. Kevin trades 2 grain for 1 wool and builds a settlement at H5.

Martin: Die roll = 6. Chris gains 1 grain. Passes.

Andy: Die roll = 3. Andy and Kevin each receive 1 brick. Passes.

Chris: Die roll = 6. Chris gains 1 grain. Trades 2 lumber to Dave for 1 brick then trades 3 grain for 1 wool and builds a settlement at C9.

Turn 12

Dave: Die roll = 10. Dave receives 1 wool, Kevin receives 2 ore, Martin and Chris each receive 2 grain, and Andy receives 1 ore. Trades 1 wool to Andy for 2 ore then 2 lumber for 1 ore and builds a city at G11. Andy builds a ship from E5 to D5.

Kevin: Die roll = 9. Andy receives 2 lumber, Martin and Chris each receive 1 ore, Dave receives 2 wool, and Kevin receives 1 wool. Kevin buys a development card. Dave builds a ship from I6 to I5.

Martin: Die roll = 10. Dave receives 1 wool, Kevin receives 2 ore, Martin and Chris each receive 2 grain, and Andy receives 1 ore. Trades 1 grain to Dave for 1 wool. Martin builds a settlement at F15.

Andy: Die roll = 8. Andy receives 1 lumber, Dave receives 2 lumber, and Martin receives 1 lumber and 1 brick, and Chris receives 1 lumber and 2 brick. Trades 3 lumber for 1 wool and builds a ship from D5 to D6. Chris builds a road from C9 to C8. Dave builds a settlement at I5.

Chris: Die roll = 6. Chris receives 1 grain and 1 brick. Trades 1 lumber to Kevin for 1 ore then trades 3 grain for 1 ore, then upgrades the settlement at D11 to a city. Dave builds a road from I5 to H5.

Turn 13

Dave: Die roll = 10. Dave receives 1 wool, Kevin receives 2 ore, Chris receives 2 grain, Martin receives 3 grain, and Andy receives 1 ore. Trades 1 wool to Martin for 2 grain. Passes.

Kevin: Plays a Knight, moving the Robber to the 8 Forest area at F12, stealing a grain from Martin. Die roll = 4. Dave receives 2 brick and Chris receives 2 lumber. Trades 4 ore for 1 wool, moves the ship from H5/H6 to H7/I7 then builds a settlement at H6.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Dave Hooton	Orange	2			2			9
Kevin Wilson	Green					3	1 Knight	6
Martin Burgdorf	Blue	5	1	1	1	1	2 Knights	6[1]
Andy York	Brown	1			1	2		4
Chris Geggus	Yellow	3		2	2		1 Knight, 1 Unplayed	9

[1]Longest Trade Route

Shiba Inu

Turn 3, Phase 4 through Turn 4, Phase 3

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).

Venice buys The Heavens (A, $30 spent), Holy Indulgence (F, $60 spent, Misery increases to 20), Seaworthy Vessels (S, 20 credit from Exploration, $60 spent), and stabilization ($3).

Genoa buys a ship upgrade ($10). Lack of stabilization increases Misery to 80.

Barcelona buys Holy Indulgence (F, $60 spent, Misery increases to 60), a ship upgrade ($10), Written Record (N, $30 spent), and stabilization ($3).

Paris buy The Heavens (A, $30 spent), Improved Agriculture (J, 10 discount for Commerce, $30 spent, Misery reduced to 40), and stabilization ($1).

Turn 3, Phase 5: Expansion

Holy Indulgence: Genoa, Paris, and London each lose 4 tokens and Vence and Barcelona each gain 6.
London expands to Cornwall (1).
Venice buys a card (3), and expands to Abasgia (1), Athens (1), Breslau (1), Crete (3), Gallipoli (1), Kaffa (1), Sicily (2), Tana (2), and Vienna (4).
Genoa expands to Basel (6, vs. Venice; dr = 3, 6, 5; wins), Durazzo (2, vs. Venice; dr = 5, 2, 1; wins), and Corfu (2, vs. Venice; dr = 2, 1, 4; fails).
Barcelona expands to Algiers (2), Tunis (4), Tripoli (2), Aleppo (4), Cyprus (3), Smyrna (2), buys a card (6).
Paris expands to Genoa (6, vs. Genoa; dr = 1, 5, 4; wins), Montpelier (4, vs. Barcelona; dr = 2, 5, 5; wins), Cologne (4, vs. Venice; dr = 5, 6, 2; wins), Salzburg (1, vs. Venice; dr = 1, 2, 2; wins).

Turn 3, Phase 6: Income

London gains $50. Venice gains $65. Genoa gains $40. Barcelona gains $110. Paris gains $$70.
Surplus of Cloth (Venice loses $3), Surplus of Silk (Barcelona loses $2).

Turn 3, Phase 7: Buy Tokens

London buys 9 tokens. Venice buys 17 tokens. Genoa buys 15 tokens. Barcelona buys 9 tokens. Paris buys 29 tokens.

Turn 4, Phase 1: Draw Cards

Done

Turn 4, Phase 2: Buy Cards

London does not buy off a surplus.
Venice buys a card for $10.
Genoa buys a card for $10.
Paris buys a card for $10.

Turn 4, Phase 3: Play Cards

London plays Civil War on Venice. Venice loses $36. Dominance in Venice reduced to a token.
Barcelona plays Papal Decree forbidding the purchase of Religious advances, and Mongol Armies, gaining $10. The Crusades are now an unplayable Misery burden and Marco Polo's values are doubled.
Genoa plays War! against Barcelona. Genoa dr = 6, Barcelona dr = 3. Genoa wins, Misery increases to 90. Barcelona Misery increases to 80 and he cedes Bordeaux, Fez, and Cyprus to Genoa.
Paris plays Religious Strife (Misery Increases: Venice to 40 and Barcelona to 100) and Metal (Paris gains $24, Barcelona and London each gain $6).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Christopher Hunt	Venice	40	17	$26	4	9	10	3	A, F, I, R, S, V
Dave Hooton	Barcelona	100	9	$126	2	16	4	3	F, I, N
Martin Burgdorf	Genoa	100	15	$26	3	8		6	I, V
Chris Geggus	Paris	60	29	$64	5	11		1	A, I, J, N, V
Bob Robles	London	50	9	$64	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	3
Wool (3)	4	4	--	--	--
Timber (4)	–	--	1	2	--
Grain (5)	1	1	2	--	1
Cloth (6)	1	1	2	--	2
Wine (7)	2	--	1	2	2
Metal (8)	1	1	--	--	2
Fur (9)	--	--	1	1	--
Silk (10)	2	--	1	--	--
Spice (11)	2	--	--	--	--
Gold (12)	1	--	--	--	1
Ivory (12)	2	--	--	--	--

Surplus, **Shortage**

Ridgeback

Age III, Phase 5 through End of Game Statements

The Players

Player	Wonder	Money
Kevin Wilson	Alexandria A	4
Chris Geggus	Petra B	20
Bill Scharf	Rhodes A	0
Martin Burgdorf	Giza A	6
Dave Hooton	Rome A	1
Christopher Hunt	Olympia A	1

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

Age III

Phase 5

Alexandria spends 3 ore, 1 glass, and 1 cloth for a Counterfeiter's Guild. All other players lose 3 gold.

Petra pays 1 gold to Rhodes for a brick and spends 2 brick, 1 ore, 1 glass, 1 papyrus, and 1 cloth for a Pantheon.

Rhodes pays 2 gold to Petra for cloth and spends 2 lumber, 1 ore, and 1 cloth for an Arsenal.

Giza pays 4 gold to Rhodes for brick and glass and 4 gold to Rome for papyrus and lumber and spends 1 lumber, 1 brick, 1 papyrus, and 1 glass for the Builders' Union. Olympia loses 3 gold, Alexandria and Petra each lose 2 gold, and Rhodes and Rome each lose 1 gold.

Rome discards a card for 3 gold.

Olympia pays 2 gold to Alexandria for glass then spend 3 gold, 2 ore, and 1 glass for a Torture Chamber.

Phase 6

Alexandria spends 1 glass to build the last stage of his wonder.

Petra spends 1 lumber, 1 papyrus, and 1 cloth for a Study.

Rhodes plays a Gardens, which is free because of the Statue.

Giza discards a card for 3 gold.

Rome plays a University, which is free because of the Library.

Olympia discards a card for 3 gold.

Phase 7

Alexandria spends 2 brick, 1 stone, 1 cloth, and 1 glass for a Cenotaph. Rhodes loses 1 gold, Giza loses 4 gold, and Olympia loses 2 gold.

Petra pays 1 gold to Rhodes for lumber and 2 gold to Alexandria for stone and spends 3 lumber, 1 stone, and 1 cloth for a Magistrates' Guild.

Rhodes pays 2 gold to Petra for 1 brick and spends 3 brick to build the second stage of his wonder.

Giza discards a card for 3 gold.

Rome pays 2 gold to Giza for stone and spends 2 stone, 1 brick, and 1 cloth to build the second stage of his wonder.

Olympia pays 2 gold to Alexandria for cloth and spends 2 lumber, 1 ore, and 1 cloth for a Bortherhood. All other players lose 3 gold.

Conflict

Petra has the Diplomacy tile and so does not participate in conflicts.

Alexandria has 3 shields, versus 10 for Rhodes and 7 for Olympia, losing both conflicts.

Rhodes has 10 shields, versus 8 for Giza and 3 for Alexandria, winning both conflicts.

Giza has 8 shields, versus 2 for Rome and 10 for Rhodes, winning versus Rome and losing versus Rhodes. Gains 2 gold from Nero.

Rome has 2 shields, versus 7 for Olympia and 8 for Giza, losing both conflicts.

Olympia has 7 shields, versus 3 for Alexandria and 2 for Rome, winning both conflicts.

Victory Points

	Alexandria	Petra	Rhodes	Giza	Rome	Olympia
Conflicts	0	-2	10	12	-4	14
Cash	1	6	-1	2	0	0
Wonder	10	17	3	15	10	10
Civics	23	7	19	19	6	4
Commercial	0	13	4	3	0	6
Science	0	2	1	0	55	26
Guilds	15	9	2	8	0	0
Cities	5	15	3	6	2	4
Leaders	0	2	15	1	4	0
Total	**54**	**69**	**56**	**66**	**73**	**64**

Congratulations to Dave on his victory!

End of Game Statements

Dave Hooton (Rome): Thanks to Chris for running this game, which I did not expect to win. It was fairly tight, and getting the University towards the end was worth 12 points. So, never underestimate the value of a college education.

Chris Geggus (Petra): Enjoyed it as usual. Was rather pleased to get as close as I did, but 55 points for Dave in Sciences was too much for anyone to match. Quite liked the leaders – fairly quirky. I do still harbour the suspicion that the sciences are a little too strong in this game. I know it's been argued a lot, but my experience is that a science builder wind more often than not. On that basis maybe I should actually start collecting them!

Thanks to Chris and roll on the next one.

Kevin Wilson (Alexandria): Well, I'm obviously still learning this game. Only my second time and while the mechanics are clearer the strategy remains to learn, or at least improve. I'm still completely intrigued by the game and see why it's so popular. I just need to play more and learn more so sign me up for the next one.

Congrats to Dave on a very nice win. Thank you Chris for running the game. Thanks to the rest of you for the patience while I improve.

Bill Scharf (Rhodes): I did terribly in this game and I did it to myself. I was focused on what I needed for my leaders to score (and I'll admit I did well in that, over twice as many points as everyone else put together), but in order to do that I had to pass on so much on other opportunities … gack I deserved to lose badly. I felt trapped into having to make the "right" moves because of my card choices rather than taking advantage of the cards as they came up … won't make that mistake again …. at least for a while lol.

Christopher Hunt (Olympia): Thanks to Chris H. for management of the game and his understanding of my missed and inaccurate orders. Congratulations to Dave on his win. I still forget how short the game is and how critical each card choice is. Like Chris G. I think the way to succeed is science but after getting the resources necessary to build ones monuments and the military it is too late with no science cards or no money available. Still an exciting game and put me down for another. I would like to explore a similar but more simple play: Hadara.

Martin Burgdorf (Giza): Congratulations to Dave for winning Ridgeback and thanks to the other players and Chris Hassler for making this game possible. Just like Chris Geggus I like the leaders - I have started reading the biography of Nero by Michael Grant, because I played this card. Alkmaeon, Orest and Nero are brothers. Why? They all murdered their mothers.

Tornjak

Generation 3 Actions through Generation 5

The Players

Player	Company	Color	Cards	Terraform Rating
Andy York	Viron	Blue	6	24
Kevin Wilson	Polyphemos	Black	7	23
Dave Hooton	Phoblog	Red	7	20
Chris Geggus	Aridor	Yellow	4	23
Christopher Hunt	Valley Trust	Green	7	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	3	31	0	0	1	1	4	8	0	0	2	6
Kevin Wilson	8	44	1	1	0	2	1	4	5	5	1	5
Dave Hooton	10	43	0	0	1	8	0	1	3	3	1	8
Chris Geggus	17	47	0	1	0	0	1	4	4	4	3	6
Christopher Hunt	0	25	0	2	0	0	4	8	4	4	5	6

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)	3 (3 steel)
Miranda	(1 animal)	(1 animal)	(1 animal)	6 (3 animals)
Luna	Valley Trust	Aridor	(2M€ production)	4 (7M€)
Europa	Valley Trust	(1 ocean)	(1 ocean)	5 (1 plant production)
Titan	Phoblog	Aridor	(3 floaters)	4 (2 floaters)
Enceladus	(3 microbes)	(3 microbes)	(3 microbes)	2 (1 microbe)
Io	(1 heat production)	(1 heat production)	(1 heat production)	2 (3 heat)
Triton	Phoblog	Aridor	Aridor	5 (3 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	Viron	1 (Viron)
Scientists	Neutral	3 (1 Aridor, 2 neutral)
Unity	Polyphemos	4 (2 neutral, 2 Polyphemos)
Greens	Viron	2 (1 Viron, 1 neutral)
Reds	Phoblog	4 (1 Valley Trust, 1 neutral, 2 Phoblog)
Kelvinists	None	0

Chair is Polyphemos. Ruling Party: Unity

Global Events

Distant	Coming	Current
Viral Modifications Approved/Pandemic	Science Summit/Sponsored Projects	Jovian Colony Boom/Jovian Tax Rights

Generation 3

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€.

Valley Trust spends 12M€ for Arctic Algae, gaining 1 plant.

Viron moves a delegate from the Lobby to the Greens. Greens become the dominant party.

Polyphemos spends 5 titanium for a Comet, increasing the temperature to -28C and placing an ocean at C7, gaining 2 titanium and increasing his TR to 22 and removing 3 plants from Valley Trust, then spends 10M€ for Nuclear Zone at B6, gaining 1 titanium and 2M€ and increasing the temperature to -24C, gaining 1 heat production and increasing his TR to 24.

Phoblog spends 17M€ to place a colony on Titan, gaining 3 floaters on Titan Shuttles.

Aridor spends 17M€ for an Electro-Catapult, gaining 1M€ production and losing 1 energy production, then spends 1 steel to use the Electro-Catapult, gaining 7M€.

Valley Trust moves a delegate from the Lobby to Mars First.

Viron spends 2 microbes from Regolith Eaters to increase the oxygen level to 4% and his TR to 20.

Polyphemos spends 7M€ for a PR Office, increasing his TR to 25 and gaining 3M€, then spends 4 steel and 1M€ for Mining Rights in D8, gaining 1 steel, 1 steel production, and 2M€.

Phoblog moves a delegate from the Lobby to Mars First. Mars First becomes the

dominant party.
Aridor spends 9M€ for a Soil Factory, losing 1 energy production and gaining 1 plant production, then adds a resource to Dirigibles.
Valley Trust spends 4M€ for Tardigrades.
Viron uses its corporate ability to spend 2 microbes from Regolith Eaters to increase the oxygen level to 5% and his TR to 21.
Polyphemos spends 4M€ for a Luna Governor, gaining 2M€ production and adds a resource to Extremophiles.
Phoblog adds 2 floaters to Titan Shuttles.
Aridor moves a delegate from the Lobby to the Greens, then spends 5M€ to move a delegate from Reserve to the Greens. The Greens become the dominant party.
Valley Trust spends 4M€ on Biomass Combustors, gaining 2 energy production and reduced Viron's plant production by 1.
Viron spends 18M€ for Venus Soils, increasing Venus to 2%, his TR to22, his plant production by 1 and adding 2 resources to Regolith Eaters.
Polyphemos spends 3 titanium for Miranda Resort, gaining 5M€ production, then spends 1M€ production to gain a resource on Refugee Camps.
Phoblog passes.
Aridor passes.
Valley Trust passes.
Viron passes.
Polyphemos moves a delegate from the Lobby to the Greens.
Polyphemos passes.

Production Phase

Phoblog gains 32M€, 1 titanium, and 1 heat.
Aridor moves 3 energy to heat then gains 35M€, 1 plant, and 1 energy.
Valley Trust moves 2 energy to heat and gains 19M€, 3 plants, 4 energy, and 2 heat.
Viron moves 1 energy to heat then gains 23M€, 1 titanium, 2 plants, and 1 energy.
Polyphemos moves 1 energy to heat then gains 35M€, 1 steel, 1 plant, 1 energy, and 1 heat.

Solar Phase

Colonies

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

Turmoil Phase

TR Revision

All players TR is reduced by 1.

Global Event

Venus Infrastructure. Phoblog has 0 Venus tags and 0 influence. Aridor has 2 Venus tags and 1 influence and gains 6M€. Valley Trust has 1 Venus tag and 0 influence and gains 2M€. Viron has 1 Venus tag and 2 influence and gains 6M€. Polyphemos has 1 Venus tag and 2 influence and gains 6M€.

New Government

The Green become the ruling party. Aridor gains 1M€. Valley Trust gains 2M€. Viron gains 4M€. Polyphemos gains 1M€. Viron delegate becomes Chairmain, Viron TR increases to 22. Mars First party becomes dominant party.

Changing Times

Experimental Lifeforms/Eco Sabotage becomes the current event, neutral delegate added to the Red party. Mohole Lake/Snow Cover becomes the coming event. Jovian Colony Boom/Jovian Tax Rights becomes the distant event. Neutral delegate added to the Scientists.

Generation 4

Research Phase

Aridor buys 3 cards, spending 9M€.
Valley Trust buys 2 cards, spending 6M€.
Viron buys 3 cards, spending 9M€.
Polyphemos buys 2 cards, spending 10M€.
Phoblog buys 3 cards, spending 9M€.

Action Phase

Aridor spends 18M€ for a Trading Colony on Triton, gaining 3 titanium, then spends 1 floater from Titan Floating Launch-Pad to trade with Ceres, gaining 8 steel.
Valley Trust moves a delegate from the Lobby to the Kelvinists.
Viron spends 13M€ for a Lava Tube Settlement in B2, losing 1 energy production and gaining 2M€ production and 2 plants. Aridor gains a resource on Pets. Viron then spends 8M€ to claim the Diversivier milestone.
Polyphemos spends 9M€ for Advanced Alloys, then moves a delegate from the Lobby to the Unity party.
Phoblog spends 9M€ to trade with Titan, gaining 4 floaters on Titan Shuttles, then spends 8M€ to claim the Hoverlord milestone.
Aridor uses the Electro-Catapult to convert 1 steel into 7M€.
Valley Trust spends 3 energy to trade with Luna, gaining 9M€. Aridor gains 2M€.
Valley Trust then spends 17M€ to place a colony on Europa, placing an ocean tile at A1, gaining 4 plants and increasing his TR to 19.
Viron spends 8 plants to place a greenery tile in C3, gaining 1 steel, 4M€, increasing the oxygen level to 6% and his TR to 23, then moves a delegate from the Lobby to the Greens, assuming party leadership.
Polyphemos spends 15M€ for a Plantation, placing a greenery tile at D4, gaining 4M€, 2 steel, increasing the oxygen level to 7% and his TR to 25, then adds a resource to Extremophiles.
Phoblog spends 10M€ for Nuclear Power, losing 2M€ production and gaining 3 energy production.
Aridor spends 7 steel and 9M€ for a Protected Valley in F5, gaining 3M€ production, 1 card, and 4M€ and increasing the oxygen level to 8%, which increases the temperature to -22C and his TR to 20. Then spends 14M€ for an Asteroid, increasing the temperature to -20C and his TR to 21 and gaining 1 heat production.
Valley Trust passes.
Viron spends 2 microbes from Regolith Eaters to raise the oxygen level to 9% and his TR to 24 then uses its corporate ability to add a resource to Regolith Eaters.
Polyphemos spends 2M€ to use the Restricted Area to draw a card, then spends 1M€ production to add a resrouce to Refugee Camps.
Phoblog adds 2 floaters to Titan Shuttles.
Aridor spends 1 floater from Dirigibles and 2 titanium for Venus Waystation, then moves a delegate from the Lobby to the Kelvinists.
Viron spends 2 titanium and 20M€ for Methane From Titan, gaining 2 plant production and 2 heat production, then spends 1 steel and 3M€ for SF Memorial, gaining 1 card.
Polyphemos spends 2 titanium and 1M€ for Solar Wind Power, gaining 1 energy production and 2 titanium, then spends 7M€ to use Space Mirrors to gain 1 energy production.
Phoblog moves a delegate from the Lobby to the Reds.
Aridor uses Dirigibles to add a resource to Titan Floating Launch-Pad.

Viron passes.
Polyphemos passes.
Phoblog passes.

Production Phase

Aridor moves 1 energy to heat then gains 40M€, 1 plant, 1 energy, and 1 heat.
Valley Trust moves 1 energy to heat and gains 19M€, 3 plants, 4 energy, and 2 heat.
Viron moves 1 energy to heat then gains 27M€, 1 titanium, 4 plants, and 2 heat.
Polyphemos moves 1 energy to heat then gains 34M€, 1 steel, 1 plant, 3 energy, and 1 heat.
Phoblog gains 29M€, 1 titanium, 3 energy, and 1 heat.

Solar Phase

Colonies

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

Turmoil Phase

TR Revision

All players TR is reduced by 1.

Global Event

Eco Sabotage. Aridor has 2 plants, so loses nothing. Valley Trust has 14 plants and 1 influence, so loses 10 plants. Viron has 4 plants and 1 influence, so loses nothing. Polyphemos has 4 plants and 0 influence, so loses 1 plant. Phoblog has 0 plants.

New Government

Mars First becomes the ruling party. Aridor gains 3M€. Valley Trust gains 1M€. Viron gains 4M€. Polyphemos gains 1M€. Phoblog gains 4M€. Phoblog delegate becomes Chairmain, Phoblog TR increases to 19. Kelvinists become the dominant party.

Changing Times

Mohole Lake/Snow Cover becomes the current event, neutral delegate added to the Kelvinists. Jovian Colony Boom/Jovian Tax Rights becomes the coming event. Science Summit/Sponsored Projects becomes the distant event. Neutral delegate added to the Scientists, assuming party leadership.

Generation 5

Research Phase

Valley Trust buys 1 card, spending 3M€.
Viron buys 3 cards, spending 9M€.
Polyphemos buys 2 cards, spending 10M€.
Phoblog buys 2 cards, spending 6M€.
Aridor buys 1 card, spending 3M€.

Action Phase

Valley Trust spends 3 energy to trade with Luna, gaining 9M€. Aridor gains 2M€.
Valley Trust then spends 8 heat to increase the temperature to -18C and its TR to 19.
Viron spends 7M€ for Sponsored Academies, discarding 1 card and drawing 3.
All other players draw 1 card. Viron then spends 1M€ for Mercurian Alloys.
Polyphemos spends 5 steel and 3M€ for Tectonic Stress Power, gaining 3 energy production, then spends 8M€ to claim the Tactician Milestone.
Phoblog spends 8M€ for Public Celebrations, then moves a delegate from the Lobby to the Reds, assuming party leadership.
Aridor spends 1 titanium and 24M€ on a Space Port Colony on Triton, gaining 1 trade fleet and 3 titanium, then spends 1 floater from Titan Floating Launch-Pad to trade with Triton, gaining 5 titanium. Phoblog gains 1 titanium.
Valley Trust spends 8 heat to raise the temperature to -16C and its TR to 20.
Viron adds a resource to Regolith Easers, then uses its corporate ability to spend 2 resources from Regolith Eaters to increase the oxygen level to 10% and its TR to 24.
Polyphemos adds a resource to Extremophiles, then moves a delegate from the Lobby to the Unity party, assuming party leadership.
Phoblog converts 11 floaters on Titan Shuttles to titanium.
Aridor spends 5 titanium and 8M€ for an Ice Moon colony on Titan, gaining 3 resources on Dirigibles, and places an ocean at A2, gaining 2 plants and 2M€ and increasing its TR to 21, then spends 3 titanium to trade with Io, gaining 13 heat.
Valley Trust spends 5M€ for a Mineral Deposit, gaining 5 steel, then spends 26M€ for an Aerobraked Ammonia Asteroid, gaining 2 resources on Tardigrades, 3 heat production, and 1 plant production.
Viron moves a delegate from the Lobby to Mars First, assuming party leadership, then spends 1 titanium for Rotator Impacts.
Polyphemos spends 2M€ to use the Restricted Area to draw a card, then spends 1M€ production to add a resource to Refugee Camps.
Phoblog spends 3 titanium for a Stanford Torus. Aridor gains a resource on Pets.
Airdor spends 8 heat to raise the temperature to -14C and its TR to 22, then spends 8 more heat to raise the temperature to -12C and its TR to 23.
Valley Trust spends 4M€ and 3 steel for Rego Plastics.
Viron spends 6M€ to place a resource on Rotator Impacts.
Polyphemos plays Project Inspection, allowing it to use Restricted Area again, paying 2M€ to draw 1 card.
Phoblog spends 4 titanium for a Convoy from Europa, gaining 1 card and placing an ocean at G4, gaining 1 plant and increasing its TR to 20.
Aridor spends 1 plant to gain 7M€ with the Electro-Catapult, then spends 13M€ for a Lunar Beam, losing 2M€ production and gaining 2 energy and 2 heat production.
Valley Trust passes.
Viron spends 8M€ to fund the Contractor award.
Polyphemos spends 3 energy to trade with Enceladus, gaining 4 microbes on Extremophiles, then spends 1 titanium and 1M€ for Optimal Aerobraking.
Phoblog spends 12M€ on a Water Splitting Plant, then spends 3 energy to use that plant to increase the oxygen level to 11% and its TR to 21.
Airdor spends 5M€ on a Power Supply Consortium, gaining 1 energy production and reducing Polyphemos' energy production by 1.
Vironn passes.
Polyphemos passes.
Phoblog passes.
Aridor moves a delegate from the Lobby to the Kelvinists, assuming party leadership, then uses Dirigibles to add a floater to Titan Floating Launch-Pad.
Aridor passes.

Production Phase

Valley Trust moves 1 energy to heat and gains 20M€, 4 plants, 4 energy, and 5 heat.
Viron gains 28M€, 1 titanium, 4 plants, and 2 heat.
Polyphemos gains 32M€, 1 steel, 1 plant, 5 energy, and 1 heat.
Phoblog gains 31M€, 1 titanium, 3 energy, and 1 heat.

Aridor moves 1 energy to heat then gains 40M€, 1 plant, 4 energy, and 3 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

Snow Cover. Temperature reduced to -16C. Valley Trust has 1 influence, so gains 1 card. Phoblog has 1 influence, so gains 1 card. Aridor has 2 influence, so gains 2 cards.

New Government

The Kelvinists becomes the ruling party. Valley Trust gains 5M€. Viron gains 2M€. Polyphemos gains 1M€. Phoblog gains 1M€. Aridor gains 3M€. Aridor delegate becomes Chairmain, Aridor TR increases to 23. Reds become the dominant party.

Changing Times

Jovian Colony Boom/Jovian Tax Rights becomes the current event, neutral delegate added to the Unity party. Science Summit/Sponsored Projects becomes the coming event. Viral Modifications Approved/Pandemic becomes the distant event. Neutral delegate added to the Greens.

Tosa

Turn 13 through End of Game Statements

Turn 13

Governor Dave selects the Trader, gaining 2 doubloons.

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

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

Andy selects the Mayor and places 1 colonist on the corn plantations and 2 colonists on the Sugar Mill. Kevin places 2 colonists in San Juan. Dave places a colonist on the indigo plantation. Christopher places a colonist in San Juan. Chris places a colonist on the Hacienda. Four colonists are placed on the colonist ship. Since the colonist supply is now empty, this is the last turn.

Kevin selects a Prospector and gains 1 doubloon.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Mayor	**Indigo**, **Indigo**, **Sugar**, **Indigo**, **Corn**, **Sugar**, **Indigo**, **Sugar**, **Sugar**	**Indigo Plant (x3)**, **Small Sugar Mill**, **Large Warehouse**, **Small Indigo Plant**, **Sugar Mill (x3)**		1	2 sugar	15
Kevin Wilson	Prospector	**Indigo**, **Quarry**, **Sugar**, **Sugar**, **Sugar**, **Corn, Corn, Quarry, Tobacco**	**Small Indigo Plant**, **Sugar Mill (x3)**, **Large Market**, **Hospice**, **Office**, **Factory**	3	3	1 sugar	13
Dave Hooton	Trader	**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)**		4	1 indigo	15
Christopher Hunt	Craftsman	**Corn**, **Coffee**, **Corn, Coffee, Coffee, Quarry, Indigo, Corn, Quarry**	**Hospice**, **Coffee Roaster (x2)**, **Fortress**, **Indigo Plant (x3)**, **Factory**	3	4	1 coffee	12
Chris Geggus	Captain	**Corn**, **Tobacco**, **Tobacco**, **Tobacco**, **Quarry**, **Corn**, **Indigo**., Indigo, **Sugar**	**Small Market**, **Tobacco Storage (x3)**, **Small Sugar Mill**, **Small Warehouse**, **Small Indigo Plant**, **Hacienda**		3	1 sugar	25

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 0 Colonist Ship: 4
Trading House: Sugar, Tobacco, Coffee
Cargo Ships: Ship 1 (capacity 6): Empty Ship 2 (capacity 7): Empty Ship 3 (capacity 8): Empty
Victory Points: 60

Commodities

Corn: 10 **Indigo:** 10 **Sugar:** 6 **Tobacco:** 8 **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~~, ~~Craftsman~~, ~~Mayor~~, ~~Prospector~~, Settler, ~~Trader~~, Prospector

Plantations

Indigo, Indigo, Sugar, Sugar, Tobacco, Coffee

Discard Pile: Tobacco, Tobacco

Victory Points

	Andy	Kevin	Dave	Christopher	Chris
VP Chips	15	13	15	12	25
Buildings	8	12	13	14	8
Bonus	0	0	0	6	0
Total	**23**	**25**	**28**	**32**	**33**

Congratulations to Chris on his victory!

End of Game Statements

Kevin Wilson: I missed the note on the colonist supply running out putting us to the end and thought we'd have another turn. I guess I should have bought something small for a VP or 2. Wouldn't have changed the outcome any but I should have paid attention better.

Fun as usual. Had we another turn, I felt pretty good with the factory, office and large market that I might be able to put something together. Oh well. Well played by Chris and Christopher, a tight finish. Thanks to the rest for letting us play and, as always, thanks to Chris for hosting/running the game.

I'll keep playing and maybe someday, will win one.

Dave Hooton: Congratulations to Chris G. on the win, thanks to Chis H. for running it, and apologies to Christopher H. for an oversight on my part that cost him the game. Had I realized that there were only three tobaccos left to be produced, I would have chosen Craftsman and later shipped those tobaccos instead of Chris G., resulting in Christopher H, me and then Chris G. for the win, place, and show.

Chris Geggus: Oooh, I was sweating on that last turn of Kevin. If he had chosen Builder I would have been beaten by Christopher on cash. Actions did seem to fall into line for me, but I guess that we suffer swings and roundabouts in all our games. Really enjoyed it yet again, but strange to think that this is still one of my all-time top 5 games considering it is genuinely one of the golden oldies now. It may look and even feel dated, but it just seems to work.

Thanks to Chris and a broad thank you to all for fair play, good spirit and attentive gaming. Couldn't ask for more.

Christopher Hunt: Thanks for running the game so well. A great game. Well done Chris. I knew that if I took craftsman Chris would captain for many points but I thought there would be at least one more turn and the 2 doubloons were so tempting. But I think my real mistake was building the factory instead of holding out for a lighthouse or wharf. Gave up on my early strategy craftsman and captain.

Andy York: Bottom of the list, so what's new. One of these days I'll figure the game out. Congrats to Chris on his win and thanks to the gm for a fun game.

Afghan

Game Start through End of Game Statements

Turn 1

TTG plays Here 'n' Now, rolling a 6 for no effect, then plays the Fools' Guild on VIOLENT, who pays $5.

VIOLENT plays the Pink Pussycat Club, gaining $3, then Nobby Nobbs, taking $3 from TTG, then plays Modo, discarding a card and adding a minion to Isle of Gods.

PIKES plays the Thieves' Guild, taking $2 from each other player and placing a minion and Trouble marker in Isle of Gods.

CJVH plays Drumknott, allowing the play of 2 other cards, then plays Dr. Crucis, removing a PIKES minion and the Trouble marker from the Dolly Sisters, then plays C.M.O.T. Dibbler, rolling an 8 and gaining $4, then Foul Ole Ron, moving a PIKES minion from the Scours to the Shades and removing the Trouble marker, and finally the Mended Drum, spending $6 for a building in Dolly Sisters and gaining $2.

Turn 2

TTG plays Groat, placing a minion in The Hippo.

VIOLENT plays Harga's House of Ribs, gaining $3 and placing a minion in Longwall.

PIKES plays Gimlet's Dwarf Delicatessen, gaining $3 and placing a minion in Dragon's Landing.

CJVH plays The Ankh Morpork Sunshine Dragon Sanctuary, collecting 1 card from each player, then plays Rosie Palm, placing a minion in Dimwell then giving a card to PIKES and receiving $2 in return.

Turn 3

TTG plays The Librarian, drawing 4 cards from the draw pile.

VIOLENT plays Mr. Gryle, removing the green minion and Trouble marker from Isle of Gods and gaining $1.

PIKES plays Mrs. Cake, looking at 2 unused personality cards, gaining $2, spending $12 to build a building in Dragon's Landing.

CJVH plays Bank of Ankh Morpork, gaining $10.

Turn 4

TTG plays Rincewind, drawing the Earthquake random event. Earthquakes are rolled in The Scours and Dimwell, neither of which contains buildings, so no effect. TTG moves a minion and Trouble marker from The Shades to Dimwell, then plays Fire Brigade on PIKES. PIKES pays the $5. TTG finally plays The Seamstresses' Guild, placing a minion in Isle of Gods then giving a card to CJVH and getting $2 in return.

VIOLENT plays The Royal Mint, spending $6 for a building in The Shades then gaining $5.

PIKES plays the Agony Aunts, removing a red minion and Trouble from Isle of Gods, gaining $2, and placing a minion in Small Gods, then gains $2 from Dragon's Landing.

CJVH plays Zorgo the Retrophrenologist and exchanges his personality card for one drawn randomly from those not in use, then spends $6 to build a building in The Scours.

Turn 5

TTG plays the Opera House, spending $12 for a building in The Hippo, gaining $1 from 1 minion in Isle of Gods.

VIOLENT plays Captain Carrot, placing a minion and Trouble marker in Isle of Gods, removing the Trouble from Isle of Gods, and gaining $1.

PIKES gains $2 from Dragon's Landing then plays History Monks, drawing 4 cards from the discard deck and placing a minion in Unreal Estate.

CJVH plays Mr. Boggis, taking $2 from each other player and placing a minion in Dimwell.

Turn 6

TTG plays Leonard of Quirm, drawing 4 cards, and gains $2 from The Hippo.

VIOLENT plays Sargent Angua, removing the Trouble market in Dimwell, then plays the Cable Street Particulars on PIKES, looking at his hand and choosing a card to discard, then placing a minion in Seven Sleepers.

PIKES gains $2 from Dragon's Landing, plays Drumknott, allowing him to play 2 more cards, playing Sacharissa Crisplock, gaining $0 from trouble markers and placing a minion and a Trouble marker in Dimwell, and finally playing the Agony Aunts, killing a blue minion in Dimwell, removing the Trouble marker, gaining $2, and placing a minion in Dimwell, adding a Trouble marker.

CJVH uses The Scours to discard a card, gaining $2, then plays Hobson's Livery Stable, paying $2 to VIOLENT and moving his minion from Dimwell to Nap Hill then spending $12 to build a building in Nap Hill. Trouble removed from Dimwell.

Turn 7

TTG gains $2 from The Hippo then plays Hex, drawing 3 cards and paying $6 for a building in Dimwell.

VIOLENT plays Hubert, forcing PIKES to give $3 to TTG then placing a minion and Trouble marker in Small Gods.

PIKES gains $2 from Dragon's Landing then plays Canting Crew, moving a CJVH minion from Nap Hill to Seven Sleepers, adding a Trouble marker to Seven Sleepers, then adding a minion and Trouble marker to Longwall.

CJVH gains $1 from Nap Hill, uses The Scours to discard a card for $2, then plays Dwarves, placing 2 minions and a Trouble marker in Unreal Estate.

Turn 8

TTG gains $2 from The Hippo, then plays Moist von Lipwig, placing a minion in Longwall, collecting $3, and gaining 2 cards, then plays Sir Charles Lavatory, gaining $7 for 7 buildings on the board then spends $12 to build in Isle of Gods.

VIOLENT plays Harry King, placing a minion in Nap Hill, then discarding 3 cards and gaining $6.

PIKES gains $2 from Dragon's Landing then plays Inigo Skimmer, removing a red minion and Trouble marker from Small Gods and gaining $2.

CJVH uses The Scours to discard a card for $2, Nap Hill to gain $1, then plays Mr. Pin and Mr. Tulip, removing the red minion and Trouble marker in Seven Sleepers and gaining $1.

Turn 9

TTG gains $2 from The Hippo then plays The Senior Wrangler. The event drawn is Mysterious Murders. TTG rolls a 5 and removes a blue minion from The Scours. VIOLENT rolls a 10 and removes a yellow minion from Isle of Gods. TTG plays Susan to prevent the removal. PIKES rolls a 12, removing the red minion from Nap Hill. CJVH rolls a 5, removing the red minion. TTG places a minion and Trouble market in Isle of Gods. TTG then plays Archchancellor Ridcully, drawing the Explosion event in The Scours, destroying the blue building there. TTG places two minions and a Trouble maker in Nap Hill.

VIOLENT plays Cosmo Lavish, paying $2 to TTG and forcing him to remove a minion from an area containing trouble that is not a VIOLENT minion. TTG chooses the green minion in Longwall. Trouble removed. VIOLENT then plays Carcer allowing him to roll twice and remove a minion from that area regardless of Trouble. The first roll is a 5. TTG plays Gaspode to prevent the removal of his minion. The second roll is a 5. TTG plays Wallace Sonky, allowing him to ignore the text on the Carcer card, preventing the removal of the minion. VIOLENT plays Syblil Vimes, gaining $3 and paying $6 to TTG to take over the building in Dimwell.

PIKES gains $2 from Dragon's Landing, then plays The Luggage, removing a blue minion and Trouble marker from Unreal Estate and discarding a card.

CJVH plays Deep Dwarves to place a minion in The Scours without adding Trouble, gains $1 from Nap Hill, then plays Edward d'Eath to remove a yellow minion and Trouble from Nap Hill, gain $3, then spend $18 to build a building in Seven Sleepers.

Turn 10

TTG gains $2 from The Hippo then plays Ruiby, placing a minion and Trouble marker in Nap Hill and spending $12 for a building in Longwall.

VIOLENT plays Errol, rolling a 10 and allowing him to remove a yellow minion and Trouble from Isle of Gods, then spends $3 to use Dimwell to add a minion and Trouble marker in Longwall, and finally plays Cheery Littlebottom to draw 2 cards.

PIKES gains $2 from Dragon's Landing, plays Ponder Stibbons, drawing The Dragon, which lands in Dimwell, removing all units from that area, then plays Sargent Detritus, removing the Trouble markers in Longwall and Nap Hill, and finally The Shonky Shop, discarding a card for $1 and spending $18 to build a building in Small Gods.

CJVH plays Dr. Whiteface on VIOLENT, who accepts it, then places a minion and Trouble marker in Nap Hill, gains $1 from Longwall and $3 from Seven Sleepers.

Turn 11

TTG plays The Bursar, creating the Fog event, discarding the following cards from the deck: The Smoking Gnu, William de Worde, Wilikins, The Chair of Indefinite Studies, and The Post Office, then exchanges the blue minion in Seven Sleepers for the red minion in Longwall, adding Trouble to Longwall. He gains $1 from Longwall and $2 from The Hippo. He then plays Lord Downey, removing the blue minion and Trouble from Nap Hill, gaining $3, then spending $6 to build

in The Scours, then plays Dr. Mossy Lawn, retaining Lord Downey.
VIOLENT plays Mr. Teatime, gaining $3, removing the yellow minion and the Trouble marker from Longwall, then playing The Beggers' Guild on TTG, gaining 2 cards and placing a minion and Trouble marker in Isle of Gods.
PIKES gains $2 from Dragon's Landing, then plays Burleigh & Stonginthearm, paying $2 to blue to remove a yellow minion in Nap Hill.
CJVH collects $1 from Longwall and $3 from Seven Sleepers then plays Sergent Colon, removing the Trouble marker from Isle of Gods and adding a minion and Trouble marker to Seven Sleepers.

Turn 12

TTG gains $2 from The Hippo and $1 from Longwall, then plays The Clacks, drawing the last two cards from the deck and ending the game.

Conclusion

First, we will cover the guesses. Neither Andy nor Christopher supplied any, but Bill and Kevin both guessed that Andy was a lord. Bill and Kevin each guessed that the other was a lord as well. Bill believed that Christopher was Crysoprase and Kevin believed he was Vimes. Here is the reality: In the initial draw, Andy, Kevin, and Christopher each drew a lord and Bill drew Vimes. Christopher later used Zorgo to change his personality to Crysoprase, so Bill not only wins the game, but also guessed everybody's personalities correctly. Congratulations, Bill!

Players

Player Name	Player Faction Name/Color	Minion Locations	Buildings	Misc	Money
Andy York	TTG/Yellow	Dolly Sisters, The Scours, The Hippo, Isle of Gods, Nap Hill	The Hippo, Isle of Gods, Longwall, The Scours		8
Bill Scharf	VIOLENT/Red	Dolly Sisters, The Shades, Longwall, 2 Isle of Gods, Seven Sleepers	The Shades	Dr. Whiteface	14
Kevin Wilson	PIKES/Green	2 The Shades, Dragon's Landing, Small Gods, Unreal Estate, Longwall	Dragon's Landing, Small Gods		2
Christopher Hunt	CJVH/Blue	Dolly Sisters, The Shades, Longwall, Unreal Estate, The Scours, Seven Sleepers	Dolly Sisters, Nap Hill, Seven Sleepers	Bank of Ankh Morpork	12

PIKES is P-Math Institute of Klatch, Ee Section. VIOLENT is Violent Indigent Order Legally Embezzling Non-citizens' Treasures. TTG is Texan Tenement Guild. CJVH is Cunning Junior Vetinari of the Hippo.

Board Position

Dolly Sisters: Yellow, Red, and Blue minions, Blue building
Unreal Estate: Green and Blue minions.
Dragon's Landing: Green minion and Green building.
Small Gods: Green minion, Green building.
The Scours: Yellow and Blue minions, Yellow building.
The Hippo: Yellow minion, Yellow building.
The Shades: 2 Green, Red, and Blue minions, Red building.
Dimwell: None.
Longwall: Blue and Red minions, Yellow building.
Isle of Gods: Yellow and 2 Red minions, Yellow building.
Seven Sleepers: Red and Blue minions, Blue building, Trouble.
Nap Hill: Yellow minion, Blue building.

End of Game Statements

Kevin Wilson (PIKES): Well, having had a peak with Mrs. What's Her Name I was pretty sure the 3 lords were in play so if I couldn't find a path to 4 area for myself I had to do what I could to see none of the others did. While I flirted with getting there, it just wasn't in the cards! ;-) So, once again, the deck runs out and Vimes takes home the win. While 2 games don't mean much, with 2 games with 4 players and 2 wins by Vimes, is that a trend?

Thanks to Chris for running the game as usual. Loads of fun. Thanks to the rest for playing so we all could. And, I guess, congrats to Bill although winning by just not losing long enough seems a bit unsatisfactory. Not to say I wouldn't give Vimes a shot myself were I to draw him!

Christopher Hunt (CJVH): Congratulations to Bill for winning and to Chris for running the game so well. My only guess was that the person who gave me the Bank of Ankh-Morpork was Crysoprase, which as I then become Crysoprase this was totally wide of the mark. Tried to slow them by avoiding playing plus play cards. Agree that with four people is is difficult to win before all the cards are played. Suggest play with three people or four and more and exclude the Vimes and say the winner in the case of cards running out is the best guesser, if drawn the person controlling most areas (we are supposed to be gang leaders fighting for control of the city) then the most cash then the most money (cash and property) then he most minions.

Bill Scharf (VIOLENT): I've had a lot of fun these discworld games and it's due to all of you, you're very good, and it's been a pleasure gaming with you. Chris, thanks again for running it.

As it's been commented on before, a Vimes win with four players who know what they are doing is more likely than any other outcome. I can see why it's an option though, the alternatives would be to say at round ten, hey nobody won! Or, I achieved 80 percent of my goals, but this other guy reached 83 percent of his (after doing a lot of calculating) so I lost, or let's shuffle the deck and play for another seven hours until we get a winner....no, the appeal of this game for me is it's simplicity, and I find it satisfying and appropriate (being very familiar with the novels) that Vimes wins if he can keep anyone else from winning.

As for figuring out who the other players are, that's half the game. Once people figure out who you are they can more easily stop you. For example, let's say dragon king of arms and ventenari are both in a game, how do you stop them? By removing a trouble marker, or by removing a minion? If you don't know you could guess wrong and lose the game...while if you can figure out who he is....

Anyway, if was very clear no one was dragon, everybody was removing trouble markers not adding them. No one was actively spreading themselves all over the board, so no ventenari either. I was Vimes, so that left the other three players as lords or the troll. One player (ahem, you know who you are) made enough plays that didn't improve his board position at all...but it did bring him money, bingo there's the troll.

I prefer a long run strategy that either directs people into thinking I'm a character I'm not, or them not being sure who I am....or by being so straightforward people don't think I'm the character because I'm being too obvious about what I'm trying to do....misdirection, subtlety, trickery, oh

yeah....great game!

When you're Vimes, you want to burn through the deck of cards as quickly as possible....because the quicker the deck depletes the sooner you will win and the less time your opponents will have to set up a win. Conversely, if you aren't Vimes, you may not want to use the "MAY play another card" option unless it's a particularly devastating combo...since it will end the game sooner, with you not the winner. If everyone draws two new cards each round, you can see the game will end in half the number of turns compared to everyone only drawing one. Ok I'm done. Thanks again.

Andy York (TTG): Good game, all working hard to win (or in the case of Bill to prevent anyone else from winning - congrats on outlasting the rest of us). Finding out I'm enjoying this game more as I'm figuring out the mechanics - plus I've started reading the novels. As always, thanks to Chris for another well run game - certainly making these times we're in less trying.

Visla

Game Start through Round 9

Round 1

Scharf collects 3 clay from the 3 clay space.
York plays the Berry Picker occupation.
Hunt collects 4 wood from the 4 wood space.
Geggus becomes starting player and spends 2 food for a Private Forest.
Hooton collects 3 wood from the 3 wood space.
Scharf spends 2 clay to build a Fireplace.
York spends 1 food to play the Clay Worker occupation.
Hunt collects 1 stone, 1 wood, and 1 reed.
Geggus plows a field.
Hooton collects 1 clay from the 1 clay space.

Round 2

Geggus gains 1 wood from the Private Forest.
Geggus plays the Net Fisherman occupation.
Hooton collects 3 clay from the 3 clay space.
Scharf collects 4 wood from the 4 wood space.
York collects 3 wood from the 3 wood space, gaining 1 food from the Berry Picker and 1 clay from the Clay Worker.
Hunt becomes first player and spends 1 wood for a Fish Trap.
Geggus collects 1 reed, 1 stone, and 1 wood.
Hooton spends 4 clay for a Cooking Hearth
Scharf spends 1 food to play the Master Forester occupation. The 2 wood space is now available.
York collects 1 clay from the 1 clay space, gaining a second clay with the Clay Worker.
Hunt plows a field.
Geggus uses the Net Fisherman to collect 2 food from the Fishing space.

Round 3

Hunt plays the Patron occupation.
Geggus spends 1 food to play the Clay Digger occupation.
Hooton collects 3 reeds from the 1 reed space.
Scharf trades in his Fireplace for a Cooking Hearth.
York becomes first player and spends 1 wood for a Writing Desk.
Hunt collects 1 reed, 1 wood, and 1 stone, plus 1 food with the Fish Trap.
Geggus collects 3 clay from the 3 clay space.
Hooton collects 1 wild boar.
Scharf collects 3 food from the Traveling Players.
York collects 4 wood from the 4 wood space and gains 1 clay from the Clay Worker and 1 food from the Berry Picker.

Round 4

Geggus collects 1 wood from the Private Forest.
York spends 2 clay for a Fireplace.
Hunt collects 2 food from the Patron, then spends 1 food to play the Layabout occupation.
Geggus collects 1 sheep and 1 food.
Hooton pays 1 food to play the Brush Maker occupation.
Scharf collects 3 clay from the 3 clay space.
York stays as first player and spends 2 wood on a Sack Cart.
Hunt spends 5 wood and 2 reeds to build a room.
Geggus goes Fishing, collecting 2 food.
Hooton collects 6 wood from the 3 wood space.
Scharf pays himself 2 food to collect 6 wood from the 2 wood space.

Harvest Phase 1

Hunt does not participate in this harvest phase because of the Layabout.

Field Phase

No planted fields.

Feeding the Family

York uses 4 food.
Geggus uses 4 food.
Hooton slaughters the wild boar for 3 food (boar goes to the Brush Maker) and uses 4 food.
Scharf uses 4 food.

Breeding

No animal pairs.

Round 5

York gains 1 grain from the Sack Cart.
York collects 8 wood from the 4 wood space, along with 1 clay from the Clay Worker and 1 food from the Berry Picker.
Hunt grows his family.
Geggus spends 3 clay for a Fireplace.
Hooton spends 1 food to play the Fence Overseer occupation.
Scharf becomes first player and spends 2 wood on a Raft.
York collects 4 sheep and cooks 3 for 6 food.
Hunt collects 2 reeds, 1 wood, and 1 stone.
Geggus collects 2 reeds.
Hooton collects a wild boar.
Scharf spends 6 wood to build fences.
Geggus uses the Net Fisherman to gain 1 food from Fishing.

Round 6

Geggus gains 1 wood from the Private Forest.
Scharf stays as first player and exchanges the Cooking Hearth for a Cooking

Corner.
York spends 1 food to play the Clay Plasterer occupation, then uses the Writing Desk to pay 2 food to play the Thatcher occupation.
Hunt collects 6 wood from the 3 wood space.
Geggus collects 1 reed, 1 stone, and 1 wood.
Hooton cooks a wild boar for 3 food (boar goes to the Brush Maker) and spends 5 wood and 2 reeds to build a room, 2 wood to build a stable, and 1 food to use the Fence Overseer to fence around the stable.
Scharf visits the Traveling Players, gaining 3 food.
York collects 6 clay from the 3 clay space, gaining 1 more clay from the Clay Worker.
Hunt spends 2 wood and 2 stone to build a Tavern.
Geggus collects 4 wood from the 4 wood space.
Hooton grows his family and pays 1 food for Boar Breeding, gaining 1 wild boar. Boar Breeding goes to Scharf.
Hunt visits the Tavern, gaining 3 food.
Geggus uses the Net Fisherman to collect 1 food from Fishing.

Round 7

Scharf spends 1 food to play the Serf occupation.
York collects 2 reeds.
Hunt visits the Tavern, gaining 2VP.
Geggus spends 2 wood and 2 stone for Joinery.
Hooton collects 2 sheep.
Scharf spends 1 food to gain 1 cattle.
York becomes the first player and plays a Beehive.
Hunt spends 5 wood and 2 reeds to add a room.
Geggus spends 5 wood and 2 reeds to add a room.
Hooton becomes a Day Laborer, gaining 2 food.
Hunt collects 1 reed, 1 wood, and 1 stone, plus 1 food from the Fish Trap.
Hooton collects 5 clay from the 1 clay space.

Harvest Phase 2

Field Phase

No planted fields.

Feeding the Family

York uses 4 food.
Hunt uses 6 food.
Geggus uses Joinery to convert 1 wood into 2 food and uses 4 food.
Hooton slaughters the wild boar for 3 food (boar goes to the Brush Maker) and uses 6 food.
Scharf slaughters the cattle for 4 food and uses 4 food.

Breeding

Hooton gains a sheep.

Round 8

York gains 1 grain from the Sack Cart and 2 food from the Beehive.
Geggus gains 1 wood from the Private Forest.
York collects 1 reed, 1 wood, and 1 stone, along with a bonus clay from the Clay Worker and a bonus food from the Berry Picker.
Hunt visits the Tavern gaining 3 food.
Geggus grows his family and exchanges Joinery for a Sawmill.
Hooton collects 8 wood from the 4 wood space.
Scharf goes Fishing, gaining 2 food, plus 1 reed from the Raft.
York spends 1 clay and 1 reed using the Clay Plasterer to renovate to a clay hut, then spends 3 wood and 1 stone for a Wood Fired Oven, baking 1 grain into 3 food.
Hunt grows his family.
Geggus collects 6 wood from the 3 wood space.
Hooton slaughters a sheep for 2 food, then spends 1 food to gain 1 cattle.
Scharf collects a vegetable.
Hunt collects 2 stone from the 1 stone space.
Hooton slaughters a sheep for 2 food then pays 1 food to play the Cattle Breeder occupation, gaining 1 cattle.

Round 9

York spends 6 clay and 2 reed to add 2 rooms to his hut, then spends 8 wood to build 4 stables.
Hunt spends 1 wood and 3 stone for a Well.
Geggus collects 2 sheep and slaughters them for 4 food.
Hooton collects 1 wild boar and slaughters it for 3 food, placing the carcass on the Brush Maker.
Scharf collects 10 wood from the 2 wood space, paying himself 2 food.
York collects 1 sheep and 1 food.
York collects 1 sheep and 1 food.
Hunt visits the Tavern, collecting 3 food.
Geggus spends 5 wood and 2 reeds to build add a room to his hut.
Hooton collects 2 reeds from the 1 reed space.
Scharf goes Fishing, collecting 1 food and 1 reed using the Raft.
Hunt collects 2 food from the Patron, then spends 1 food to play the Countryman occupation.
Geggus collects 9 clay from the 3 clay space.
Hooton becomes first player and plays a Fruit Tree.
Hunt collects 1 grain, then using the Countryman, sows the grain.

Harvest Phase 3

Field Phase

Hunt harvests 1 grain.

Feeding the Family

Hooton slaughters the sheep for 2 food and uses 6 food.
Scharf uses 4 food.
York uses 4 food.
Hunt uses 8 food.
Geggus uses the Sawmill to convert 1 wood into 3 food and uses 6 food.

Breeding

Hooton gains a cattle. York gains a sheep.

Round 10

Hooton collects 1 food from the Fruit Tree.
York collects 2 food from the Beehive.
Hunt collects 1 food from the Well.
Geggus collects 1 wood from the Private Forest.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Bill Scharf	Purple	2	Wood	Master Forester, Serf, 5 unplayed	Raft, Cooking Corner, 6 unplayed		0
Andy York	Blue	2	Clay	Berry Picker, Clay Worker, Clay Plasterer, Thatcher, 3 unplayed	Writing Desk, Sack Cart, Beehive, Wood Fired Oven, 3 unplayed	Fireplace	0
Christopher Hunt	Green	4	Wood	Patron, Layabout, Countryman, 4 unplayed	Fish Trap, Tavern, 5 unplayed	Well	0
Chris Geggus	Yellow	3	Wood	Net Fisherman, Clay Digger, 5 unplayed	Private Forest, Sawmill, 5 unplayed	Fireplace	0
Dave Hooton	Red	3	Wood	Brush Maker, Fence Overseer, Cattle Breeder, 4 unplayed	Fruit Tree, 5 unplayed	Cooking Hearth	0

Player in bold is current first player.

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Bill Scharf	12	4		2		1				0	
Andy York	2	4			`		3			5	
Christopher Hunt			1	1	1 (2)					3	2
Chris Geggus	3	9					1			2	
Dave Hooton	10	5		3			1		3	2	

Water Spaniel

Game Start through Generation 3 Actions

The Players

Player	Company	Color	Cards	Terraform Rating
Christopher Hunt	Lakefront Resorts	Green	6	20
Kevin Wilson	Arklight	Black	8	23
Chris Geggus	Pristar	Yellow	5	20
Andy York	Septem Tribus	Blue	6	19
Bill Scharf	Valley Trust	Red	5	20

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
Christopher Hunt	6	10	0	0	0	0	2	4	0	2	3	7
Kevin Wilson	3	3	2	2	1	4	0	0	1	1	4	6
Chris Geggus	5	4	0	1	1	1	0	0	2	1	8	6
Andy York	0	6	2	0	0	0	2	0	3	0	11	14
Bill Scharf	1	10	1	0	2	1	0	2	6	0	0	2

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

Colony Name	Colony 1	Colony 2	Colony 3	Resource Marker
Callisto	Lakefront Resorts	(1 energy production)	(1 energy production)	4 (5 energy)
Titan	(3 floaters)	(3 floaters)	(3 floaters)	N/A
Ganymede	(1 plant production)	(1 plant production)	(1 plant production)	4 (3 plants)
Ceres	Valley Trust	(1 steel production)	(1 steel production)	2 (2 steel)
Io	(1 heat production)	(1 heat production)	(1 heat production)	4 (6 heat)
Triton	Valley Trust	(3 titanium)	(3 titanium)	2 (1 titanium)
Luna	Lakefront Resorts	Pristar	Septem Tribus	4 (7M€)

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	Lakefront Resorts	12 (5 Valley Trust, 4 Lakefront Resorts, 1 Pristar, 1 neutral, 1 Arklight)
Scientists	Neutral	2 (1 neutral, 1 Lakefront Resorts)
Unity	Septem Tribus	1 (Septem Tribus)

Party	Leader	Delegates
Greens	Arklight	1 (Arklight)
Reds	Pristar	1 (Pristar)
Kelvinists	Neutral	2 (1 neutral, 1 Septem Tribus)

Chair is Pristar. Ruling Party: Kelvinists

Global Events

Distant	Coming	Current
Rising Alloy Demand/Miners on Strike	Antarctica Melts/Red Influence	Separatist Movement/War on Earth

Generation 1

Intial Card and Company Selection

Christopher selects Lakefront Resorts and retains 4 cards, paying 12M€.
Kevin selects Arklight, gaining 2M€ production and retains 8 cards, paying 18M€.
Chris selects Pristar, reducing his TR to 18, and retains 6 cards, paying 18M€.
Andy selects Septum Tribus and retains 6 cards, paying 18M€.
Bill selects Valley Trust, and retains 1 card, paying 3M€.

Prelude Phase

Lakefront Resorts plays Biofuels, gaining 1 plant and 1 energy production and 2 plants, and Polar Industris, gaining 2 heat production, placing a ocean tile somewhere, gaining 1M€ production, something else, and increasing his TR to 21.
Arklight plays Experimental Forst, placing a greenery tile at A4, gaining 1 titanium, 1 plant, and 4M€, plus 1 resource on the corporation card, increasing the oxygen level to 1% and his TR to 21, and drawing 2 plant tagged cards (discarded cards are: Saturn Surfing, Natural Preserve, Research Colony, Subterranean Reserve, Black Polar Dust, Methane From Titan, Special Design, Earth Catapult, Power Grid, Wave Power, Power Infrastructure, Sponsors, Gene Repair, Nitrogen-Rich Asteroid, and CEO's Favorite Project) and Loan, gaining 30M€ and losing 2M€ production.
Pristar plays Aquifer Turbines, placing an ocean in I9, gaining 2 titanium and increasing his TR to 19, then gaining 2 energy production and losing 3M€, and Self-Sufficient Settlement, gaining 2M€ production and placing a city in I8, gaining 1 titanium and 2M€. Lakefront Resorts gains 1M€ production.
Septem Tribus plays Mohole Excavation, gaining 1 steel and 2 heat production and 2 heat and Early Settlement, gaining 1 plant production and placing a city in F9, gaining 2 steel.
Valley Trust plays Supplier, gaining 2 energy production and 4 steel, and Io Research Outpost, gaining 1 titanium production and 1 card.

Action Phase

Lakefront Resorts spends 17M€ for colony on Luna, gaining 2M€ production, then moves a delegate from the Lobby to the Scientists.
Arklight spends 1 titanium and 21M€ for Callisto Penal Mines, gaining 3M€ production, then spends 32M€ for Beam from a Thorium Asteroid, gaining 3 energy and 3 heat production.
Pristar spends 8M€ on Rover Construction, then moves a delegate from the Lobby to the Kelvinists, assuming party leadership.
Septem Tribus moves a delegate from the Lobby to Mars First, then spends 2 steel for a Mine, gaining 1 steel production.
Valley Trust plays Research Network, gaining 1M€ production and 3 cards, then spends 20M€ on a Mining Colony on Triton, gaining 3 titanium and 1 titanium production.
Lakefront Resorts spends 3M€ on Micromills, gaining 1 heat production.
Arklight moves a delegate from the Lobby to the Greens, assuming party leadership.
Pristar spends 3 titanium and 16M€ for Phobos Space Haven, gaining 1 titanium production and 2M€.
Septem Tribus spends 5M€ to move a delegate from Reserve to Mars First, assuming party leadership. Mars First becomes dominant party. Septem Tribus then uses its special power to gain 2M€.
Valley Trust spends 7M€ for Advanced Alloys, then transfers a delegate from the Lobby to Mars First.
Lakefront Resorts spends 10M€ for Cryo-Sleep.
Arklight passes.
Pristar spends 4M€ for Research Coordination.
Septem Tribus spends 6M€ on Archaeobacteria, gaining 1 plant production.
Valley Trust spends 5M€ to move a delegate from Reserve to Mars First.
Lakefront Resorts spends 6M€ for Rad Suits, gaining 1M€ production.
Pristar spends 5M€ to move a delegate from the Reserve to the Kelvinists.
Septem Tribus passes.
Valley Trust passes.
Lakefront Resorts passes.
Pristar passes.

Production Phase

Lakefront Resorts gains 26M€, 1 plant, 1 energy, and 3 heat.
Arklight gains 24M€, 3 energy, and 3 heat.
Pristar gains 21M€, 1 titanium, and 2 energy.
Septem Tribus gains 20M€, 2 steel, 2 plants, and 2 heat.
Valley Trust gains 21M€, 2 titanium, and 2 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

No global event.

New Government

Mars First becomes the ruling party. Lakefront Resorts gains 2M€. Pristar gains 3M€. Septem Tribus gains 4M€. Valley Trust gains 1M€. Septem Tribus increases its TR to 20. The Scientists become dominant party.

Changing Times

Patera Boring/Volcanic Eruptions becomes the current event, neutral delegate added to the Kelvinists. Kelvinists become the dominant party. Separatist Movement/War on Earth becomes the coming event. Antarctica Melts/Red Influence becomes the distant event. Neutral delegate added to the Kelvinists.

Generation 2

Research Phase

Arklight takes 3 cards, spending 9M€.
Pristar takes 3 cards, spending 9M€.
Septem Tribus takes 2 cards, spending 6M€.
Valley Trust takes 3 cards, spending 9M€.
Lakefront Resorts takes 2 cards, spending 6M€.

Action Phase

Arklight spends 3 energy to trade with Ceres, gaining 3 steel, then plays 3 steel and 19M€ for a Strip Mine, gaining 2 steel production and 1 titanium production, losing 2 energy production, and increasing the oxygen level to 3% and his TR to 22.
Pristar spends 1 titanium and 9M€ for an Interplanetary Colony Ship, placing a colony on Luna, gaining 2M€ production.
Septem Tribus spends 2 steel and 16M€ for a Mohole Area in B1, gaining 3 steel and 4 heat production.
Valley Trust moves a delegate from the Lobby to Mars First, assuming party leadership.
Lakefront Resorts moves a delegate from the Lobby to Mars First then spends 17M€ to place a colony on Callisto, gaining 1 energy production.
Arklight moves a delegate from the Lobby to the Kelvinists.
Pristar spends 3M€ for an Investment Loan, gaining 10M€ and losing 1M€ production, then spends 11M€ for GHG Factories, gaining 4 heat production and losing 1 energy production.
Septem Tribus spends 9M€ on a Robotic Workforce, duplicating the Mohole Area production, thus gaining 4 heat production.
Valley Trust spends 5M€ to move a delegate from the Reserve to Mars First.
Lakefront Resorts spends 5M€ for Decomposers, adding a resource to the card.
Arklight passs.
Pristar moves a delegate from the Lobby to Mars First.
Septem Tribus moves a delegate from the Lobby to the Unity party, then uses its corporate ability to gain 2M€.
Valley Trust spends 4 steel and 1M€ for Deep Well Heating, gaining 1 energy production and increasing the temperature to -28C and its TR to 20.
Lakefront Resorts spends 5M€ to moves a delegate from Reserve to Mars First.
Pristar spends 5M€ to moves a delegate from Reserve to the Kelvinists.
Septem Tribus passes.
Valley Trust spends 5M€ to moves a delegate from Reserve to Mars First.
Lakefront Resorts passes.
Pristar passes.
Valley Trust passes.

Production Phase

Arklight gains 25M€, 2 steel, 1 titanium, 1 energy, and 3 heat.
Pristar moves 2 energy to heat then gains 27M€, 1 titanium, 1 energy, 1 heat, and 1 preservation resource.
Septem Tribus gains 20M€, 2 steel, 2 plants, and 10 heat.
Valley Trust moves 2 energy to heat then gains 21M€, 2 titanium, and 3 energy.
Lakefront Resorts moves 1 energy to heat then gains 25M€, 1 plant, 2 energy, and 3 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

Volcanic Eruptions. Temperature increased to -24C. Arklight has 1 influence and gains 1 heat production. Pristar has 2 influence and gains 2 heat production. Septem Tribus has 1 influence and gains 1 heat production. No other players have influence.

New Government

The Kelvinists become the ruling party. Arklight gains 4M€. Pristar gains 6M€. Septem Tribus gains 11M€. Valley Trust gains 0M€. Lakefront Resorts gain 3M€. Pristar becomes Chair and increases TR to 18. Mars First party becomes dominant party.

Changing Times

Separatist Movement/War on Earth becomes the current event, neutral delegate added to Kelvinist party, assuming party leadership. Antarctica Melts/Red Influence becomes the coming event. Rising Alloy Demand/Miners on Strike becomes the distant event. Neutral delegate added to the Mars First.

Generation 3

Research Phase

Pristar takes 4 cards, spending 12M€.
Septem Tribus takes 4 cards, spending 12M€.
Valley Trust takes 2 cards, spending 6M€.
Lakefront Resorts takes 3 cards, spending 9M€.
Arklight takes 1 card, spending 3M€.

Action Phase

Pristar spends 10M€ for a Nuclear Zone in G3, gaining 1 steel and 2M€, increasing the temperature to -20C and its TR to 20 and gaining 1 heat production, then moves a delegate from the Lobby to the Reds, gaining party leadership.
Septem Tribus spends 13M€ for a Pioneer Settlement, losing 2M€ production and placing a colony on Luna, gaining 2M€ production, then moves a delegate from the Lobby to the Kelvinists.
Valley Trust spends 5 titanium and 3M€ for an Ice Moon Colony, placing an ocean at F5, gaining 2 plants and increasing its TR to 20 and placing a colony on Ceres, gaining 1 steel production, then spends 3 energy to trade with Triton, gaining 3 titanium.
Lakefront Resorts moves a delegate from the Lobby to Mars First, then spends 5M€ to moves a delegate from Reserve to Mars First, assuming party leadership.
Arklight spends 1 titanium and 24M€ for a Big Asteroid, gaining 4 titanium and raising the temperature to -16C and its TR to 23. Septem Tribus loses 4 plants.
Arklight then moves a delegate from the Lobby to Mars First.
Pristar spends 3M€ for Heavy Taxation, gaining 4M€ and 2M€ production, then spends 10M€ to use the Kelvinists' policy to gain 1 energy and 1 heat production.
Septem Tribus spends 5 steel and 8M€ for Tectonic Stress Power, gaining 3 energy production.
Valley Trust moves a delegate from the Lobby to Mars First, then spends 5M€ to move a delegate from Reserve to Mars First, assuming party leadership.
Lakefront Resorts spends 5M€ for a Magnetic Field Dome, losing 2 energy production but gaining 1 plant production and increasing its TR to 20.
Arklight passes.
Pristar passes.
Septem Tribus uses its corporate power to gain 4M€.
Valley Trust spends 4 titanium and 1M€ for a Giant Space Mirror, gaining 3 energy production.

Coonhound

Game Start through End of Game Statements

The Players

Player	Borough Name	Color	Cash	Income	Reputation	Population
Andy York	Austin City Limits	Black	30	3	-1	77
Dave Hooton	Borough Goves	Red	33	10	15	99
Bill Scharf	Yellowtown	Yellow	36	12	1	72
Christopher Hunt	Coventry Jazz Valley Housing	Green	36	11	-4	36

Turn 1

Austin City Limits spends $9 for an Office Building, placing it next to the Community Park and Heavy Factory, and gains 1 income and 1 reputation. Gains $1 and 2 population.

Borough Goves spends $8 for a Municipal Airport, placing it next to the Community Park and Heavy Factory, and gains 1 income and 1 reputation. Gains $1 and 2 population.

Yellowtown spends $6 for a Convenience Store, placing it next to the Community Park and Heavy Factory, and gains 1 income and 1 reputation. Gains $1 and 2 population.

Coventry Jazz Valley Housing spends $9 for a Farm, placing it next to the Community Park and Heavy Factory. Gains 1 population.

Turn 2

Austin City Limits spends $4 for a Mobile Home Community, placing it next to the Suburbs and Community Park, and gains 1 reputation and 6 population. Gains $1 and 3 population.

Borough Goves uses the Parking Lot as a Lake, placing it next to the Municipal Airport and Heavy Factory, gaining $4. Gains $1 and 2 population.

Yellowtown uses the Fancy Restaurant as a Lake, placing it next to the Suburbs, Community Park, and Convenience Store for $6. Gains $1 and 2 population.

Coventry Jazz Valley Housing uses the Mint as a Lake, placing it next to the Suburbs, Community Park, and Farm, gaining $6. Gains 1 population.

Turn 3

Austin City Limits uses the Mobile Home Community as a Lake, placing it next to the Mobile Home Community, Community Park, and Heavy Factory, gaining $6. Gains $1 and 3 population, crossing a red line and losing 1 income and 1 reputation.

Borough Goves spends $8 for a Municipal Airport, placing it next to the Heavy Factory and the Lake, gaining 3 income and $2. Gains $4 and 2 population.

Yellowtown spends $15 for a Mint, placing it next to the Convenience Store and Heavy Factory, gaining 3 income and $4 and losing 1 reputation. Gains $4 and 1 population.

Coventry Jazz Valley Housing spends $8 for a Business Supply Store, placing it next to the Farm and Heavy Factory, gaining 2 income. Gains $2 and 1 population.

Turn 4

Austin City Limits spends $7 on a Fast Food Restaurant, placing it next to the Office Building and Heavy Factory, gaining 2 income. Coventry Jazz Valley Housing gains 1 income. Gains $2 and 2 population.

Borough Goves tosses the Farm and spends $3 for a Suburb, placing it next to the Suburb and Community Park, gaining 1 reputation and 2 population. Gains $4 and 3 population.

Yellowtown tosses the Office Building and spends $3 for a Suburb, placing it next to the Mint, gaining 2 population. Gains $4 and 1 population.

Coventry Jazz Valley Housing spends $5 for a Slaughterhouse, placing it next to the Farm and Business Supply Store, gaining 1 income and losing 2 reputation. Gains $4 and loses 1 population.

Turn 5

Austin City Limits spends $5 for a Slaughterhouse, placing it next to the Heavy Factory and Lake, gaining 1 income, $2, and losing 2 reputation. Gains $3.

Borough Goves spends $6 for a Convenience Store, placing it next to the Suburbs, Community Park, and Heavy Factory, gaining 1 income and 1 reputation. Gains $5 and 4 population, crossing a red line and losing 1 income and 1 reputation.

Yellowtown spends $6 on a Homeowners Association, placing it next to the Mint and Heavy Factory, gaining $16 and 1 population and losing 1 reputation. Gains $4.

Coventry Jazz Valley Housing spends $4 on a Landfill, placing it next to the Suburbs and Community Park, gaining 2 income and losing 1 reputation. Gains $6 and loses 2 population.

Turn 6

Austin City Limits spends $6 for the Waterfront Realty, placing it next to the Suburbs, Community Park, and Office Building, gaining $8, 1 income, and 1 reputation. Gains $4 and 1 population.

Borough Goves spends $11 for a Power Plant, placing it next to the Lake and a Municipal Airport, gaining $2 and 3 income. Gains $7 and 3 population.

Yellowtown spends $9 on an Office of Bureaucracy, placing it next to the Suburbs, gaining $2 and 3 income and losing 2 reputation. Coventry Jazz Valley Housing gains 1 income. Gains $7 and loses 2 population.

Coventry Jazz Valley Housing uses the Domestic Airport as a Lake, placing it next to the Landfill, Community Park, and Heavy Factory, gaining $6. Gains $7 and loses 2 population.

Turn 7

Austin City Limits uses the Museum as a Lake, placing it next to the Lake and Slaughterhouse, gaining $4. Gains $4 and 1 population.

Borough Goves uses the Shipping Center as a Lake, placing it next to the Convenience Store, Heavy Factory, and Municipal Airport, gaining $6. Gains $7 and 3 population, crossing a red line and losing 1 income and 1 reputation.

Yellowtown spends $5 for an Elementary School, placing it next to the Lake and the Convenience Store, gaining $4, 3 population, 1 income, and 1 reputation. Gains $8 and loses 1 population.

Coventry Jazz Valley Housing spends $20 for a Stadium, placing it next to the Heavy Factory and Business Supply Store, gaining 1 income and losing 1 reputation. Gains $8, but loses $3 because is unable to lose 3 population.

Turn 8

Austin City Limits spends $8 for a Retirement Village, placing it next to the Mobile Home Community and 2 Lakes, gaining $8 and 5 population, crossing a

red line and losing 1 income and 1 reputation. Yellowtown gains $2. Gains $3.
Borough Goves spends $17 for a Domestic Airport, placing it next to a Municipal Airport and a Lake, gaining $2, 4 income, and 3 reputation. Gains $10 and 5 population.
Yellowtown spends $22 for a Casino, placing it next to the Heavy Factory and Community Park, losing 2 reputation. Gains $8 and loses 3 population.
Coventry Jazz Valley Housing uses the Warehouse as a Lake, placing it next to the Slaughterhouse and Business Supply Store, gaining $4. Gains $8, but loses $3 due to lack of population.

Turn 9

Austin City Limits uses the Burg Von Alspach as a Lake, placing it next to the Retirement Village and Lake, gaining $4. Gains $4.
Borough Goves discards the Housing Projects to spend $3 on a Heavy Factory, placing it next to the Municipal Airport and a Lake, gaining 2 income and $2. Gains $12 and 5 population, crossing a red line and losing 1 income and 1 reputation.
Yellowtown spends $7 on a Gas Station, placing it next to the Homeowners Association, Mint, Suburbs, and Office of Bureaucracy, gaining 2 population and 1 income. Gains $9 and loses 3 population.
Coventry Jazz Valley Housing spends $14 on a Postal Service, placing it next to a Lake, gaining 1 income and $2. Gains $9, but loses $3 due to lack of population.

Turn 10

Austin City Limits spends $22 on a Casino, placing it next to 2 lakes, gaining $8 and losing 3 reputation. Gains $4 and loses 3 population.
Borough Goves discards the Warehouse to spend $3 for a Heavy Factory, placing it next to the Domestic Airport and a Like, gaining $2 and 2 income. Gains $13 and 4 population, crossing a red line and losing 1 income and 1 reputation.
Yellowtown spends $7 for an Elementary School, placing it next to the Homeowners Association and Gas Station, gaining 1 income, 1 reputation, and 3 population. Gains $10 and loses 2 population.
Coventry Jazz Valley Housing spends $7 on a gas station, placing it next to the Landfill and a Lake, gaining $2, 2 income, and losing 1 reputation. Gains $11 and loses $4 due to lack of population.

Turn 11

Austin City Limits spends $12 on the Burg von Alspach, placing it next to the Retirement Village and Mobile Home Community, gaining 3 population and 2 reputation. Gains $4 and loses 1 population.
Borough Goves spends $22 on a PR Firm, placing it next to Suburbs, Community Park, and Municipal Airport, losing 2 income and gaining 1 reputation. Gains $10 and 4 population, crossing a red line and losing 1 income and 1 reputation, but gaining back the reputation with the PR Firm.
Yellowtown spends $18 for a High School, placing it next to the Casino, gaining 1 reputation, $2, 1 income, and 9 population, crossing a red line, losing 1 income and 1 population, but gaining back the income with the Casino. Gains $11 and loses 2 population.
Coventry Jazz Valley Housing uses the Condominium as a Lake, placing it next to the Landfill and Gas Station, gaining $4. Gains $11, but loses $4 due to lack of population.

Turn 12

Austin City Limits uses the Office of Bureaucracy as a Lake, placing it next to a Lake and the Casino, gaining $4. Gains $3 and loses 1 population.
Borough Goves spends $22 for the International Airport, placing it next to a Heavy Factory, Lake, and the Power Station, gaining $2, 6 income, and 5 reputation. Gains $15 and 9 population, crossing a red line and losing 1 income and 1 reputation, but regaining the reputation with the PR Firm. The One More Round marker is drawn. The game will end at the end of Turn 13.
Yellowtown spends $10 on a Middle School, placing next to the High School and the Casino, gaining 6 population, $2, 1 reputation, and 1 income. Gains $12 and loses 1 population.
Coventry Jazz Valley Housing spends $12 for Appartments, placing it next to a Lake, gaining 5 population and $2. Yellowtown gains $2. Gains $11 and loses 4 population.

Turn 13

Austin City Limits uses the Local EPA Office as a Lake, placing it next to the Casino, a Lake, and the Slaughterhouse, gaining $8. Gains $3 and loses 1 population.
Borough Goves discards the Middle School to spend $3 to invest in the Community Part, losing 1 income and gaining 6 reputation. Gains $13 and 15 population, crossing 3 red lines, losing 3 income and 3 reputation, but gaining back the reputation with the PR Firm.
Yellowtown discards a Boutique to spend $4 on a Community Park, placing it next to the Middle School, Casino, Heavy Factory and Homeowners Association, gaining $2 and 2 reputation. Gains $13 and 1 population.
Coventry Jazz Valley Housing uses the Resort as a Lake, placing it next to the Appartments, a Lake, the Farm, and a Slaughterhouse, gaining $6. Gains $11, but loses 1 population and $3 due to lack of population.

Final Scoring

Public Goals

Capitalist: Fewest residential (green) tiles: Austin City Limits has 4, Borough Goves has 2, Yellowtown has 3, and Coventry Jazz Valley Housing has 2. Borough Goves and Coventry Jazz Valley Housing are tied – nobody claims the goal.
Socialist: Fewest commercial (blue) tiles. Austin City Limits has 4, Borough Goves has 2, Yellowtown has 3, and Coventry Jazz Valley Housing has 2. Borough Goves and Coventry Jazz Valley Housing are tied – nobody claims the goal.
Builder: Most residential (green) tiles: Austin City Limits has 4, Borough Goves has 2, Yellowtown has 3, and Coventry Jazz Valley Housing has 2. Austin City Limits gains 15 population.
Aquatic Engineer: Most Lakes. Austin City Limits has 5, Borough Goves has 2, Yellowtown has 1, and Coventry Jazz Valley Housing has 5. Austin City Limits and Coventry Jazz Valley Housing are tied – nobody claims the goal.

Private Goals

Austin City Limits has the Harbormaster: Most contiguous Lakes. He had 5, Coventry Jazz Valley Housing had 2, and Borough Goves and Yellowtown had 1. Austin City Limits gains 10 population.
Yellowtown has the Environmentalist: Fewest industrial (yellow) tiles. He has 1, Austin City Limits has 2, Borough Goves has 7, and Coventry Jazz Valley Housing has 4. Yellowtown gains 15 population.
Borough Goves has the Libertarian: Fewest civic (gray) tiles. He has 2, Austin City Limits has 1, Yellowtown has 7, and Coventry Jazz Valley Housing has 3. Borough Goves does not achieve his goal.
Coventry Jazz Valley Housing has the Air Traffic Controller: Most airport tiles. He has 0, along with Austin City Limits and Yellowtown, and Borough Goves has 4. Coventry Jazz Valley Housing does not achieve his goal.

Convert Mondy to Population

Austin City Limits gains 30 population.
Borough Goves gains 34 population.
Congratulations to Dave Hooton on his victory!
Yellowtown gains 36 population.
Coventry Jazz Valley Housing gains 36 population.

End of Game Statements

Christopher Hunt (Coventry Jazz Valley Housing): Many thanks to Chris for running the game. Well done Dave. Wow what a game. Lost decisively but most enjoyable. Much shorter than i thought.

Bill Scharf (Yellowtown): That was a fun puzzle type game. I'd like to play it again. Now that I have a better idea of what I'm doing, I should offer Dave more of a challenge!

Dave Hooton (Borough Goves): It been years since I played this game, and I was never really good at it. After making the mistake of not buying the Homeowners Association on Turn 5, I thought Borough Goves would end up rather mimsy. However, looking around on Turn 10 and seeing all the boroughs of ill repute, I realized that I would be having a frabjous day.

Thanks to Chris for running this.

Andy York (Austin City Limits): Well, that was fun. I'd only played a handful of times years ago and now remember how I had enjoyed it. However, it went quite snappily which added to the pleasure - thanks to all for keeping things moving. I'm ready for the next one!

Congrats to Dave on his strong win and thanks to Chris for his efforts to prep the game board for play and his fine GMing!

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Standbys

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

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

Standby Calls

None this issue!