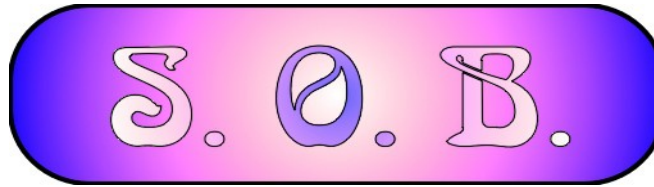


Number 267



October, 2021

Notes from Hades

Last time, I put the proposal to the players in the game about whether to move to the “play continuously via email” format for the games. Most of the games did make the switch. Sloughi, Sheltie, and Coton de Tulear all made the switch immediately. For Norbottenspets, the consensus was to not switch mid-Epoch, so it will be making the switch after this issue. Only Kai Ken also decided to expand the email games report summaries, given that space available in the zine now.

This has also prompted me to do a minor re-design of the website. moving the zine links to a separate page from the main page, and updating the Email Games page to link to all games. The link to the zine games will be a link to the game in the most recent issue. I will also no longer be publishing the openings and wish list after Notes from Hades on the website – it will be listing in the primary place.

Since the last issue, 3 games have completed, all of them email games are: Estrella Mountain Dog, a Terra Mystica game won by Sloughi, the Robo Rally game which quickly ran to its conclusion with a Brendan Whyte, and Rat Terrier, our second Terraforming Mars game, which, like the first one ran very quickly and was won by Congratulations to the winners!

The next deadline is **Tuesday, November 16 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 Martin Burgdorf(\$), will take up to 2 more.

Malinois. Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 4, will take up to 4 more.

French Spaniel. Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson(\$), Bob Robles(\$), Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

Karelian Bear Dog. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Croskery, Andy York(\$), Kevin Wilson(\$), Dave Hooton(\$), Chris Geggus. This game is full and will start after the conclusion of whichever of Irish Terrier or German Spitz ends first.

Komondor. Discworld: Ankh Morpork: Have Andy York(\$), Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt(\$). This game is just starting as of this issue. Robles, Kevin Wilson, Ward Narhi, will take up to 5 more.

Lagotto Romagnolo. Citadels: Have the Dark City expansion cards. Have Kevin Wilson(\$), Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 4 more.

Lakeland Terrier. 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), will take up to 3 more.

Lhasa Apso. Puerto Rico: This will include the Buildings expansion. Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), will take up to 2 more.

Neapolitan Mastiff. Age of Renaissance: This game will start only after English Setter has completed. Have Christopher Hunt(\$), Bob Robles(\$), Dave Hooton,

Chris Geggus(\$), Bill Scharf(\$), will take up to 1 more.

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

Norfolk Terrier. Concordia: Have Kevin Wilson(\$), Dave Hooton(\$), Bill Scharf(\$), will take up to 2 more.

Pharaoh Hound. Lords of Waterdeep: Have the Scoundrels of Skullport remain in the zine. In the future, any game that I open that would have been in the expansion. Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus, will take up to 2 more.

Plott Hound. Terra Mystica: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.

Pyrenean Mastiff. Power Grid: Have many different maps, the alternate deck and the Power Crisis unofficial expansion. Have Andy York(\$), Kevin Wilson(\$), Chris Geggus, will take up to 1 more.

Russel Terrier. Dominion: Have most of the expansion sets plus some extras. Have Bill Scharf(\$), Dave Hooton, Chris Geggus, Kevin Wilson(\$), Christopher Hunt(\$), will take up to 1 more.

Saint Bernard. Agricola: This is the first edition, published by Z-Man Games. Have Bill Scharf(\$), Dave Hooton, Chris Geggus, Christopher Hunt(\$), will take up to 1 more.

Scottish Terrier. Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Andy York(\$), Kevin Wilson(\$), Dave Hooton, Chris Geggus, will take up to 2 more.

Segugio Italiano. Age of Renaissance: This game will start only after English Setter has completed. Have Bob Robles(\$), Christopher Hunt(\$), Dave Hooton, Chris Geggus, will take up to 2 more.

Shih Tzu. Suburbia: Have the Suburbia, Inc. and 5 Star expansions. Have Bill Scharf(\$), Dave Hooton, Christopher Hunt(\$), 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.

Caverna: A game of farming and mining very similar to Agricola. 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.

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

2038: Have Bill Scharf, Dave Hooton, will take up to 4 more.

Titan: Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more.

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

Power Grid Factory Manager: Have Andy York, Chris Geggus, will take up to 3 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf, Bob Robles, Chris Geggus, will take up to 5 more.

Century Spice Road: Have Christopher Hunt, Bill Scharf, will take up to 3 more.

Robo Rally: Will start after Sloughi ends. Have Bill Scharf, Chris Geggus, Dave

Hooton, will take up to 5 more.

New World: Have Bob Robles, will take up to 5 more.

Silverton: Have Bill Scharf, Dave Hooton, will take up to 4 more.

Gaia Project: Will take up to 4.

Puerto Rico: This will include the Nobles expansion. Will take up to 5.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium updated more frequently than the zine issues. Will take up to 6.

Puerto Rico. This is the base game. Will take up to 5.

Terraforming Mars: Ares Expedition: Have Christopher Hunt, will take up to 3

more.

Terraforming Mars. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt, will take up to 4 more.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

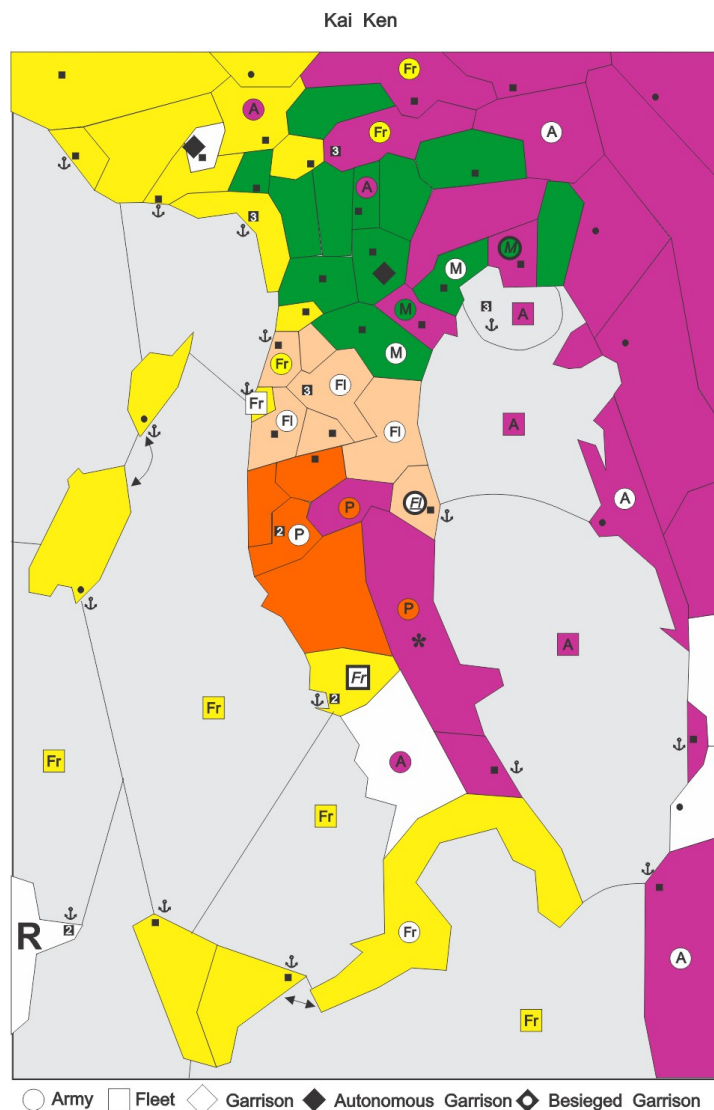
Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

Kai Ken

Summer 1461

Deadline/Fall 1461 11/16 Tuesday

Florence and the Pope disrupt Austria's plans in the south, while Venetian money does away with a Milanese Army. Austria and France advance into each other's territories.



Spring 1461 Retreats

Milan retreats A Padua to Verona.

Summer 1461 Plague

Poor Year – Row Only: Turin, Siena, Messina, Padua (Venetian EM A destroyed), Austria, Ferrara (Milan A destroyed).

Expenditures

Austria borrows 10 ducats for 2 years (15 ducats due Summer 1463) and spends 15 ducats to disband Milan A Mantua.

Outstanding Loans

Summer 1462: 12 ducats from Austria (8 borrowed).

Fall 1462: 8 ducats from Milan (5 borrowed).

Spring 1463: 21 ducats from France (14 borrowed).

Summer 1463: 15 ducats from Austria (10 borrowed).

Orders

- AUSTRIA (Wilke):** A Bergamo to CREMONA, A DURAZZO holds, A SALERNO to Bari, A Aquila supports A Salerno to Bari (cut, DISLOGGED, retreat Capua, OTB), A DALMATIA to Padua, A CARINTHIA to Tyrolea, A Tyrolea to TURIN, F LOWER ADRIATIC supports A Salerno to Bari (cut), F UPPER ADRIATIC transports A Dalmatia to Padua, F VENICE supports A Dalmatia to Padua
- FLORENCE (Robles):** A Arezzo to SIENNA, A (EP) ANCONA supports Papal A Spoleto to Aquila, A URBINO supports A Ancona, A FLORENCE holds
- FRANCE (Wilson):** A SWISS to TYROLEA, A OTRANTO to Bari, A MILAN supports A SWISS to Tyrolea, A Lucca to PISA, F Tyrrhenian Sea to WESTERN MEDITERRANEAN, F Ligurian Sea to TYRRHENIAN SEA, F (EM) NAPLES holds, F GULF OF NAPLES holds, F IONIAN SEA to Lower Adriatic, F PIOMBINO supports A Lucca to Pisa
- MILAN (Wilson):** A Modena to BOLOGNA, A Mantua to Bergamo (nsu), A Verona to PADUA, A Bologna to FERRARA, A (EM) TREVISO supports A Verona to Padua
- PAPACY (Robles):** A Capua to ROME, A Spoleto to AQUILA, A Perugia to SPOLETO

Norbottenspets

Epoch II Scytheans, Carthagina, and Persia

Epoch II

GEGS (Geggus): Plays Rebellion on Wei River (vs. Chou Dynasy; R: 4, 3; C: 3; wins, Capital reduced to city). Play Phoenicia. Army and Capital Levant (Hittite army eliminated), army Upper Tigris (vs. Assyria; P: 5, 3; A: 5; P: 4, 4; A: 2; wins, Capital reduced to a city), fleet Eastern Mediterranean (vs. Minotaurs; G: 4, 1; M: 2; wins). SCYTHEAN: Army Caucasus, Dnieper, Central Europe (vs. Greeks; S: 6, 3; G: 3; wins), Dalmatia, Eastern Anatolia (vs. Assyria; S: 3, 1; A: 6, 3; loses), Eastern Anatolia (vs. Assyrians; S: 6, 1; A: 4, 2; wins, city eliminated), Zagros (vs. Hittites; S: 5, 1; H: 6; loses). Points: Dominance in Middle East (6), Presence in China (2), India (2), Southern Europe (2), 1 Capital (2), 2 cities (2), 1 Sea, and 2 Monuments (2) for 18 points.

Atlantis (Burgdorf): CARTHAGINIA: Army and Capital Shatts Plateau (Greek army retreats to Southern Iberia), fleet Eastern Mediterranean (vs. GEGS; A: 6, 2; G:

5; wins), army Libya (vs. Minoans; C: 5, 3; M: 3; wins), Levant (vs. Phoenicia; C: 5, 4; P: 5, 4; C: 6, 5; P: 5, 3; wins, Capital reduced to city), Southern Iberia (vs. Greek City States; plays Treachery, wins), Western Iberia, Pyrenees, Central Massif. Builds Monument Shatts Plateau. Points: Dominance in North Africa (4), Southern Europe (4), Presence in Middle East (3), 1 Capital (2), 1 city (1), 1 Sea (1), and 1 Monument (1) for 16 points.

Republic of Texas (York): Plays North American Migrants: army Pacific Seaboard, Appalachia. PEERSIA: Plays Leader. Army and Capital Persian Plateau (Aryan army retreats to Hindu Kush), army Hindu Kush (vs. Aryans; P: 6, 4, 3; A: 5; P: 5, 3, 3; A: 1; wins), Persian Salt Desert, Zagros (vs. Hittites; P: 6, 2, 1; H: 2; wins), Eastern Anatolia (vs. Scythians; P: 3, 2, 2; S: 3; P: 6, 6, 4; S: 6; P: 6, 5, 3; S: 1; wins), fleet Black Sea (vs. Minotaurs; R: 5, 4, 3; M: 6; loses), army Levant (vs. Carthagina; P: 5, 4, 1; C: 4; wins, city eliminated), fleet Eastern Mediterranean (vs. Atlantis; R: 5, 4, 3; A: 6; loses), army Palestine (vs. Egypt; P: 5, 2, 2; E: 4; wins), Nile Delta (vs. Minoans; P: 6, 4, 2; M: 3; wins, city eliminated), fleet Black Sea, army Upper Tigris (vs. Phoenicia; Pe: 3, 3, 1; Ph: 4; loses), Upper Tigris (vs. Phoenicia; Pe: 6, 5, 1; Ph: 2; wins, city eliminated), Nubia (vs. Egypt; P: 5, 4, 4; E: 5; P: 5, 3, 2; E: 6; loses), Nubia (vs. Egypt; P: 4, 3, 1; E: 6; loses). Builds Monument Persian Plateau. Dominance Middle East (6), Presence North Africa (2), India (2), 1 Capital (2), 1 Sea (1), and 3 Monuments (3) for 16 points.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Bad Cards (turquoise)	10	23
Kevin Wilson	Royal Manticoran Historical Society (purple)	10	15
Dave Anderson	Romulus & Remus (red)	12	24
Chris Geggus	Guide to European Geographical Studies (yellow)	12	22
Christopher Hunt	The Minotaurs (green)	13	30
Martin Burgdorf	Atlantis (orange)	13	24
Andy York	Republic of Texas (blue)	19	20

Positions

RMHS: CHOU DYNASTY: Army and city Yellow River, armies Great Plain of China, Chekiang, Tarim Basin.

Atlantis: Fleet Eastern Mediterranean. EGYPT: Armies Nubia, Arabian Peninsula. CARTHAGINIA: Army, Capital, and Monument Shatts Plateau, armies Libya, Southern Iberia, Western Iberia, Pyrenees, Central Massif.

The Minotaurs: Fleets Western Mediterranean, Black Sea. MINOANS: Army, Capital, and fort Crete. GREEK CITY STATES: Army, Capital, and Monument Morea, armies Danubia.

Romulus & Remus: INDUS VALLEY: Army and Capital, Lower Indus, armies Western Deccan, Western Ghats. ASSYRIA: Army and city Middle Tigris, army and fort Balkans, armies Lower Tigris, Western Anatolia.

Republic of Texas: Fleet Red Sea. PERSIA: Army, Capital, and Monument Persian Plateau, army and Monument Eastern Anatolia, Nile Delta, armies Hindu Kush, Persian Salt Desert, Zagros, Upper Tigris, Levant, Palestine.

Bad Cards: SHANG DYNASTY: Armies Szechuan, Yangtse Kian. VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, armies Ganges Valley, Ganges Delta, Eastern Deccan, Eastern Ghats, Ceylon.

GEES: ARYANS: Armies Turanian Plain. REBELLION: Army, city, and Monument Wei River. SCYTHEANS: Armies Dalmatia, Central Europe, Dnieper, Caucases

Email Games Report

English Setter – Age of Renaissance

Player	Counry
Dave Hooton	Barcelona
Martin Burgdorf	Genoa
Chris Geggus	Hamburg
Bill Scharf	Venice
Michael Lowrey	Paris
Bob Robles	London

During Turn 6 card play, four leaders were played:

Desiderius Erasmus, William Caxton, Andreas Vesalius, and Christopher Columbus. Hamburg won a war against Genoa, gaining 4 provinces, and also

played Mysticism Abounds, resulting in much Misery all around. Venice played Alchemist's Gold versus Barcelona. Venice also made out the best with the commodity card play, gaining \$107. Michael Lowrey took over Paris from Christopher Hunt during this phase when Christopher was hospitalized.

During Turn 6 purchases, Genoa takes advantages of Erasmus and Vesalius to gain all of the Communication advances and all but one of the Science advances. Paris also buys a Science and a Communication advance. London buys Human Body. Hamburg buys Patronage, Improved Agriculture, Printed Word, and Seaworthy Vessels. Venice buys The Heavens, Patronage, Improved Agriculture, Wind/Watermill, Seaworthy Vessels, and Ocean Navigation. Barcelona buys Ocean Navigation and upgrades his ships.

During Turn 6 Expansion, Genoa takes Cyprus from Barcelona and Paris does not have enough tokens to expand. London attempts to expand to Iceland but fails.

German Spitz – Terraforming Mars

Player	Corporation
Chris Geggus	Tharsis Republic
Kevin Wilson	Vitor
Andy York	Hamburg
Martin Burgdorf	Morning Star, Inc. (MSI)
Dave Hoogon	Cheung Shing Mars

During Generation 6 actions, Tharsis Republic traded with Luna. Vitor took advantage of the ruling Reds to sponsor a tourism wave, then added a delegate to Unity, making it the dominant party. Philares sponsored some research and jumped on the Unity bandwagon. MSI placed a greenery tile, despite the objection of the ruling Reds, then traded with Europa. Cheung Shing Mars traded with Io. Tharsis Republic

activated its Business Network then deployed some Optimal Aerobraking. Vitor obtained some Viral Enhancers and Regolith Eaters. Philares added another delegate to Unity, taking over party leadership. MSI ignores the bandwagon and adds a delegate to the Kelvinists. Cheung Shing Mars gains an Acquired Company. Tharsis Republic uses Conscription to help pay for a Giant Ice Asteroid, placing the last two oceans and really annoying the Reds while destroying some of Vitor's plants along the way. Vitor bolsters his Regolith Eaters. Philares gains some Zeppelins, gaining some significant monetary production. MSI doubles down on the Kelvinists and becomes its party leader. Cheung Shing Mars sponsors some Saturn Surfing. Tharsis Republic gains some Ants and chomps some Regolith Eaters with them. Vitor opens the Media Archives, gaining some significant coin. Philares bows out. MSI adds a resource to Psychrophiles. Cheung Shing Mars charges for some Saturn Surfing. Tharsis Republic uses the Power Supply Consortium to steal some energy production from Cheung Shing Mars. Vitor gains a Miranda Resort. MSI buys a power plant. Cheung Shing Mars establishes a Galilean Waystation and adds a resource to Jetstream Microscrappers. Tharsis Republic raises the temperature, further annoying the Reds. Vitor passes. MSI adds a resource to Forced Precipitation. Cheung Shing Mars adds a delegate to Mars First. Tharsis Republic uses the Electro-Catapult to gain some cash. MSI

and Cheung Shing Mars pass. Tharsis Republic Gains some Algae and jumps on the Unity bandwagon, then passes.

During the Solar Phase, the global event was Improved Energy Templates, allowing everybody except MSI to gain some energy production. Unity became the ruling party and the Greens become the new dominant party.

During Generation 7 Actions, Vitor invests in some Equatorial Magnetizers and improves its TR using

Player	Faction
Bill Scharf	Nomads
Martin Burgdorf	Engineers
Kevin Wilson	Swarmllings
Brad Martin	Alchemists

During Turn 6, Brad Martin had to be called in to replace Christopher Hunt during his hospitalization. The Engineers first sent both priests to the air cult, upgraded both their remaining dwellings to trading

Player	Corporation
Kevin Wilson	Stormcraft
Bill Scharf	UNMI
Dave Hooton	Robinson Industries
Andy York	Lakefront Resorts
Chris Geggus	Polyphemos

During Generation 5 Actions, Polyphemos established and Ice Moon Colony on Luna then traded with Luna. Stormcraft moved a delegate to the Reds then added to his Security Fleet. UNMI traded with Ceres and gained some Protected Habitats. Robinson Industries moved a delegate to the Reds. (It was here that Dave Hooton took over for the hospitalized Christopher Hunt.) Lakefront Resorts trades with Miranda, gaining more Pets and uses its Restricted Area. Polyphemos uses its Development Center and gains a Tardigrade. Stormcraft adds a floater to Saturn Surfing then raises the temperature. UNMI places a greenery tile then uses an Interplanetary Colony Ship to gain a colony on Ganymede. Robinson Industries uses Extreme Cold Fungus to gain a plant. Lakefront Resorts establishes a Meltworks then uses it to convert heat into steel. Polyphemos jumps on the Reds bandwagon. Stormcraft gains some Solar Power and a Regolith Eater. UNMI boosts its terraform rating

Player	Faction
Martin Burgdorf	Ambas
Bill Scharf	Lantids
Kevin Wilson	Gleens

During Turn 1, The Amba upgraded both mines to a trading stations, built a mine on a Gaia planet, and advanced to level 1 in Economy. The Lantids upgraded a mine to a trading station and terraformed a planet and built a mine there. The Gleens upgraded a mine to a trading station, terraformed a planet and built a mine there, upgraded a mine to a trading station, and advanced to level 2 in Navigation.

them. Philares raises the temperature twice, MSI raises it once and improves Venus to 26%. Cheung Shing Mars trades with Luna and raises the temperature to the maximum. Tharsis Republic creates a Trading Colony on Pluto then trades with Pluto. Vitor invests in Cryo-Sleep and Gene Repair. Philares gains some Advanced Alloys and places a greenery tile, bumping up the oxygen level. MSI adds a delegate to the Kelvinists, making them the dominant party. Cheung Shing Mars uses Jet-Stream Microscrapers to raise Venus to 28%. Tharsis Republic adds a delegate to the Greens then gains a GMO Contract. Vitor gains some Small Animals. Philares adds a delegate to Mars First and does some Farming. MSI adds a resource to Psychrophiles. Cheung Shing Mars gets some Methane from Titan. Tharsis Republic activates its Business Network, but is unhappy with the result. Vitor joins a Cartel and adds a resource to Regolith Eaters. Philares indulges in some Tundra Farming. The Action phase is ongoing.

Estrela Mountain Dog – Terra Mystica

houses, then passed, gaining a total of 12VP from favors and their bonus tile. The Alchemists built a dwelling, used power to gain workers, sent a priest to the air cult, built a sanctuary and established a town, built 2 more dwellings, and bought 19VP. The Nomads upgraded a dwelling to a trading house, establishing a second town, sent a priest to the fire cult, built another dwelling, reduced the cost of shovels, sent another priest to the fire cult, used a sandstorm to build another dwelling, use power to buy a priest, then improve their shipping. The Swarmllings used power to gain coins, upgraded a trading house to a temple, built 3 dwellings, reduced the cost of shovels, upgraded a dwelling to a trading house for free, built another dwelling, improved shipping, and boosted their standing in the fire cult. In the end, the Swarmllings not only had the most raw victory points, they also had the most bonus victory points for a resounding victory. Congratulations to Kevin Wilson!

Irish Terrier – Terraforming Mars

and gains some Worms. Robinson Industries boosts its plant production. Lakefront Resorts builds some Martian Rails then uses them to gain some cash. Polyphemos goes big on Moss and Nitrophilic Moss. Stormcraft cashes in on some Saturn Surfing. UNMI moves a delegate to Unity, becoming the party leader. Robinson Industries moves a delegate to Mars First. Lakefront Resorts gains a Mine. Polyphemos bags the Ecologist milestone. Stormcraft and UNMI pass. Robinson Industries places a greenery tile. Lakefront Resorts builds the Vesta Shipyards and a Lagange Observatory. Polyphemos and Robinson Industries pass. Lakefront Resorts moves a delegate to Mars First, activates its Asteroid Deflection System unsuccessfully, and passes. During the Solar Phase, the global event was a Solar Flare hitting Lakefront Resorts hard, Stormcraft less hard, Polyphemos and UNMI a little, and Robinson Industries not at all. The Reds become the ruling party and Mars First becomes the dominant party.

During Generation 6 Actions, Stormcraft trades with Luna and adds a delegate to Unity. UNMI trades with Ganymede. Robinson Industries gains a Research Outpost and places a greenery tile. Lakefront Resorts trades with Europa and uses its Restricted Area. Polyphemos uses its Development Center then trades with Callisto. Stormcraft gains a floater on itself and a microbe on Regolith Eaters. UNMI adds a delegate to Unity. Robinson Industries establishes an Ecological Zone then sponsors a Red Tourism Wave. Lakefront Resorts adds a delegate to Mars First and successfully activates its Asteroid Deflection System. Polyphemos gains some Nitrite Reducing Bacteria and adds a resource to Tardigrades. Stormcraft adds a resource to the Security Fleet and spends a floater from Saturn Surfing. UNMI places a greenery tile increasing both the oxygen level and the temperature then uses its ability to increase its TR even further. Robinson Industries raises the temperature. Lakefront Resorts gains some Molecular Printing. Polyphemos gains some GHG Producing Bacteria, adding a microbe to it. Stormcraft gains some Cutting Edge Technology. UNMI creates Eos Chasma National Park. Robinson Industries funds the Desert Settler award. Lakefront Resorts conducts some Orbital Cleanup. Polyphemos buys some Fueled Generators. Stormcraft does some Local Heat Trapping. UNMI uses Space Mirrors to produce energy. Robinson Industries imports some Ants, who consume a resource from Polyphemos' Decomposers. Lakefront Resorts activates Martian Rails then gains some Wave Power. Polyphemos adds a delegate to Mars First. Stormcraft and UNMI pass. The Action phases is ongoing.

Finnish Lapphund – Gaia Project

During Turn 2, the Lantids built their planetary institute, advanced to level 1 in Navigation, and built a mine on the neighboring Green world. The Amba upgraded a trading station into a research lab, advancing to level 1 in Terraforming and converted a trading station to a planetary institute. The Gleens placed a mine on a Gaia planet.

During Turn 3, the Gleens built their planetary institute, gaining their special federation token and advanced to level 1 in Economy. The Amba built an academy, advancing to level 2 in Terraforming, and built a mine. The Lantids advanced to level 2 in Navigation, upgraded a mine to a trading station, built mines on two Amba worlds, and advanced to level 1 in Science.

During Turn 4, the Gleens terraform a planet and place a mine on it, do the same on a Gaia planet, and place a third mine on a desert world. The Amba upgrade a mine to a trading station then establish a Federation. The Lantids use power to gain credits then upgrade their trading station to a research lab, advancing to level 3 in navigation. The turn is ongoing.

Ibizan Hound – Puerto Rico

Player
Dave Hooton
Michael Lowrey
Kevin Wilson

During Turn 4, Michael Lowrey had to take over for the hospitalized Christopher Hunt. As governor Dave selected the Settler, gaining a quarry, which Michael took a sugar plantation and Kevin took a corn plantation. Michael selected the Mayor and populated his Hospice with a noble and the sugar plantation with a colonist. Kevin populated the Hospice and Dave populated the quarry. Kevin selected the Craftsman, gaining corn and indigo. Dave and Michael each gained indigo.

During Turn 5, Governor Michael selected the Captain, shipping indigo. Kevin shipped corn first, then indigo. Dave shipped indigo. Kevin selected the Mayor, populating the corn plantation and San Juan. Dave populated the Chapel with a noble. Michael populated a sugar plantation. Dave selected the Builder and built an Office. Michael built a Hacienda, and Kevin passed.

Player	Faction
Bob Robles	Dynamic Overlords of the Realms of Kings (D.O.R.K.)
Bill Scharf	The Kindly Ones (TKO)
Kevin Wilson	Optimum Mundos IN Manu (OMM)

Before the game began, Christopher Hunt had to be dropped from the game due to a lack of standbys. We are using both The Gathering Storm and the Rebels vs. Imperials expansions, but are not using the

Player	Faction
Bob Robles	The All Soviet Tractor Youths (TASTY)
Chris Geggus	Gulags Expecting Georgian Separatists (GEGS)
Kevin Wilson	Red Army Defense Intelligence Command – Armed Librarians (RADICAL)

Player	Robot
Bill Scharf	Roast Beef Sandwich (RBS)
Dave Hooton	Minimus Prime
Kevin Croskery	KrisKiller
Andy York	Dalekbot
Brendan Whyte	Robot Nick
Chris Geggus	Gas-Enabled Gear Shifts (GEGS)

During Turn 9, Robot Nick remains safe within its Power-Down Shield, Dalekbot tests out its new Ramming Gear on GEGS, and Minimus Prime

Player	Color
Bill Scharf	Pink
Dave Hooton	Orange

During Turn 6, Governor Kevin selects the Settler and gained a populated sugar plantation, Dave gained a corn plantation, and Michael a coffee plantation. Dave selected the Mayor and populated the Office and corn plantation, Michael populated the Hacienda, and Kevin added another colonist to San Juan. Michael selected the Trader for the doubloons.

During Turn 7, Dave selected the Craftsman and Michael the Builder, building a Sugar Mill. Kevin also built a Sugar Mill and Dave built a Hacienda. Kevin selected the Captain, gaining a total of 4VP during shipment. During Turn 8, Michael selects the Mayor and populates the Sugar Mill and a sugar plantation, Kevin populates a Sugar Mill and brings 2 colonists out of San Juan and onto the Sugar Mill, and Dave populates the Small Market. Kevin selects the Settler, gaining a quarry, Dave gains a corn plantation, and Michael gains 2 tobacco plantations, one with the Hacienda. Dave selects the Craftsman.

During Turn 9, Kevin selects the Trader and trades sugar, Dave uses the Office to trade indigo. Dave selects the captain, and all players ship all their goods. Michael selects the Settler and gains corn from the Hacienda and takes a Quarry. Kevin takes a coffee plantation and Dave a tobacco plantation.

During Turn 10, Dave selects the Builder and builds a Tobacco Storage. Michael passes and Kevin builds a Coffee Roaster. Michael selects the Mayor and populates a corn plantation and the Sugar Mill. Kevin populates the Coffee Roaster. Dave populates the tobacco plantation and moves a colonist from the Small Market to the Tobacco Storage. Kevin selects the Craftsman.

During Turn 11, Michael selected the Captain and between the three of them, filled up all three ships. Kevin selected the Craftsman, and Dave selected the Trader, filling up the Trading House with his tobacco.

During Turn 12, Kevin selected the trader, trading coffee. Dave traded tobacco and Michael traded sugar. Dave selected the Builder and built a City Hall. Michael built a Tobacco Storage, and that is where things stand.

Akitainu – Race for the Galaxy

Takeover rules from Rebels vs. Imperials. The First Goals are: First 6-cost Development, First person to have 4 goods in his tableau, First person to discard a card, and First person to gain 3 Alien worlds in his tableau. The Most Goals are: Most Developments and Highest Military.

During Turn 1, Explore, Settle, and Produce were selected. During Settle, TKO gained an Aquatic Uplift Planet.

During Turn 2, Develop and Consume were selected. TKO played an R&D Crash Program and OMM Galactic Advertisers. TKO traded biologicals for 4 cards.

During Turn 3, Explore and Develop were selected. D.O.R.K. Played Prospecting Guild, claiming the first 6-cost development goal, TKO discarded R&D Crash Program to play Drop Ships, and OMM passes.

During Turn 4, D.O.R.K. Selected Explore and TKO and OMM selected Settle. Waiting on the results of the Settle phase.

Coton de Tulear – Kremlin

Player	Faction
Bill Scharf	Heroic Porletarian Revolution Reform Party (HPRRP)

During Turn 1, nobody made a move until the Spy Investigation Phase, when GEGS and HPRRP conducted a bidding war on Defense Minister Badenuff, with HPRRP winning. Badenuff promptly condemned G. All politicians survived the Health roll, although Purgemoff and Manjak got sick and Krakemheds fell ill. B became a candidate by age, and HPRRP gained control of Aparatchik, who was able to wave.

During Turn 2, the Cure phase is quiet, with Aparatchik, Krakemheds, Purgemoff, and Manjak all aging. There are once again no purges, and we are waiting on the Spy Investigation Phase.

Sloughi – Robo Rally

touches Flag 4.

During Turn 10, there is much fun on conveyor belts as the robots maneuver within their programs. RBS and Robot Nick shoot each other.

During Turn 11, KrisKiller and Dalekbot get in on the “shooting each other” fun, while Dalekbot takes a couple of potshots at Robot Nick. GEGS touches Flag 1 (it's third) and Robot Nick touches Flag 4 (also its third). RBS shuts down for the next turn.

During Turn 12, Dalekbot keeps shooting Robot Nick and touches Flag 4 (it's third). Minimus Prime gets a Pressor Beam installed and RBS remains safely out of the way during its power-down.

During Turn 13, GEGS remains stuck on a conveyor belt, Robot Nick touches its fourth and final flag and Dalekbot gets a Flywheel installed.

During Turn 14, Robot Nick manages to reach a starting point, winning the game! Congratulations to Brendan!

Sheltie – Silverton

Andy York	Blue
Brendan Whyte	Red

During Turn 12, Pink is in dispute with Blue over a Lake City silver claim and with Orange over access to

Bowie, winning both. Gold, copper, and silver are all delivered, along with coal to Denver, Salt Lake City, and Santa Fe. Gold and silver prices decline, lumber prices increase in Salt Lake City, decrease in Pueblo, and remain steady elsewhere, and coal prices increase in Pueblo and Santa Fe and remain steady elsewhere. During Turn 13, Red and Blue have an unresolved dispute over a claim in York Canyon, while Pink wins disputes with Blue over a claim in Walsenburg and with Red over a claim in Canon City. Gold, copper, and silver are all delivered, along with lumber to Salt Lake City and El Paso and coal to Denver and Santa Fe. Gold prices improve while copper and silver declines. Lumber prices decline in Salt Lake and improve at Pueblo but remain steady elsewhere. Coal prices drop precipitously in Denver, improve in El Paso, and remain steady elsewhere. During Turn 14, Red and Blue are the disputants, with Blue winning the dispute over the York Canyon claim while the Red prospector goes to jail and Red winning the dispute over the Pagosa Springs to Lumberton line. Gold and copper are delivered, along with lumber to Salt Lake City and El Paso and coal to Salt Lake City, Pueblo, and Santa Fe. Gold prices decline, copper remains stable, and silver rebounds significantly. Lumber improves at Salt Lake City, declines at Santa Fe and El Paso, and remains stable at Denver and Pueblo. Coal improves in Denver and El Paso but declines elsewhere. During Turn 15, we have 3 3-way disputes between Blue, Pink, and Red, two of them over claims in Durango and one in Farmington. Pink wins both Durango claims with the advantage that he is already built there and Blue's prospector goes to jail in one of the disputes. In Farmington, Pink's prospector goes to jail and the dispute remains unresolved. Gold and silver are delivered, along with lumber in Denver and Salt Lake City and coal in Denver and El Paso. Gold and silver prices decline and copper recovers. Lumber drops significantly in Denver and somewhat in Salt Lake City, recovers in Santa Fe and El Paso,

Player
Kevin Wilson
Dave Hooton
Andy York
Chris Geggus

This game is using the base set only.

During Turn 1, Dave starts out with the Settler, taking a quarry, Kevin takes a sugar plantation, Chris a tobacco plantation, and Andy an indigo plantation. Kevin selects the Builder and builds a Small Indigo Plant. Chris builds a Small Market, and Andy and Dave each build a Small Indigo Plant. Chris selects the Mayor and populates the Small Market and corn plantation. Andy populates the corn plantation, Dave the quarry, and Kevin the indigo plantation. Andy selects the Craftsman.

During Turn 2, Kevin once again selected the Builder and built a Construction Hut. Chris and Andy passed and Dave built a Small Market. Chris selected the

and remains stable in Pueblo. Coal improves in Salt Lake City and El Paso and remains stable elsewhere. During Turn 16, there are three disputes: Fairplay with Pink beating out Blue, Georgetown with Blue beating out Pink, and Schofield, with Orange beating out Red. Gold, copper, and silver are delivered, along with lumber to El Paso and coal to Denver. The price of gold remains steady while copper declines and silver rebounds. Lumber declines at Pueblo and El Paso, rebounds at Denver and Salt Lake City, and remains steady in Santa Fe. Coal improves in Pueblo and Santa Fe and remains steady elsewhere.

During Turn 17, there are once again 3 disputes: Craig between Orange and Pink, which remains unresolved, Dolores between Pink and Orange, with Pink prevailing, and McGaffey between Pink and Red, with Pink once again winning out. Copper and a lot of silver are delivered, along with lumber at Salt Lake City and El Paso, and a great deal of coal to Denver. Gold recovers a little, copper remains steady, and silver drops. Lumber declines at Salt Lake City and El Paso, improves at Pueblo, and remains steady elsewhere. Coal drops like at stone in Denver, rebounds strongly in Santa Fe, and remains steady elsewhere.

During Turn 18, a Blue prospector goes to jail for trespassing, and there are 3 disputes. Orange beats out Pink for Craig coal, Red beats out Blue for Tyrone copper and the Blue prospector goes to jail, and Pink beats out Red for lumber in Hot Sulphur Springs. Huge amounts of gold are delivered, along with some silver, lumber and coal to Salt Lake City and Pueblo, and coal to El Paso. Gold prices declines, copper increases, and silver remains steady. Lumber prices hold across the board while coal gains big in Denver, declines big in Pueblo, declines a little in El Paso, and remains steady in Salt Lake City and Santa Fe.

During Turn 19, there were once again 3 conflicts. For Pagosa Springs lumber, Blue beat out Red and the Red prospector went to jail. Walsenburg coal was a three-way contest between Pink, Red, and Blue, in which Red emerged victorious. Paxton Springs saw a dispute between Pink and Red over lumber, with Red again winning. Blue lost a prospector to Apaches. A modest amount of silver was delivered, along with a lot of lumber and coal to Denver and Salt Lake City, a lot of lumber and a little coal to Pueblo, a lot of coal to Santa Fe, and a little coal to El Paso. The price of gold went up, copper remained steady, and silver saw a slight improvement. The price of lumber crashed in Denver, remained steady in Salt Lake City and Santa Fe, declined slightly in Pueblo, and rebounded in El Paso. Coal also crashed in Denver, declined at bit in Santa Fe, improved in Pueblo and El Paso, and remained steady in Salt Lake City.

During Turn 20, the four last claims are disputed. Silverton gold is disputed by Pink, Red, and Blue, with Pink prevailing. Leadville silver is disputed by Pink, Orange, and Blue, with Pink once again prevailing. Hot Sulphur Springs lumber was disputed by Pink, Red, and Blue, and once again Pink wins. Finally, Magdalena coal was disputed by Red, Orange, and Blue, with Blue prevailing. Deliveries were moderate, with a lot of silver being delivered, as well as lumber and coal to Salt Lake City, coal to Pueblo and El Paso, and lumber to Santa Fe. The price of gold drops a little, copper remains steady, and silver plummets. Lumber improves in Denver, Pueblo, and El Paso, declines in Salt Lake City, and remains steady in Santa Fe. Coal improves in Denver and Santa Fe, declines in Pueblo and El Paso, and remains steady in Salt Lake City.

During Turn 21, there are no disputes. Large quantities of copper are delivered along with moderate amounts of gold and a little silver. Lumber is delivered to Pueblo, Santa Fe, and El Paso and coal to Denver, Salt Lake City, and Santa Fe. The prices of gold and copper are at the lowest possible and Silver shoots upward. Lumber prices go up in Denver and Salt Lake City, down in Santa Fe and El Paso, and remain stable in Pueblo. Coal prices drop in Denver, edge up in Pueblo and El Paso, and remain stable in Salt Lake City and Santa Fe. We are currently in Turn 22.

Icelandic Sheepdog – Puerto Rico

Trader, trading corn. Andy selected the Mayor, populating an indigo plantation and the Small Indigo Plant. Dave populated the Small Indigo Plant and moved a colonist from the quarry to the indigo plantation. Kevin populated the Small Indigo Plant. Chris populated the tobacco plantation. Dave selected the Prospector. During Turn 3, Chris selected the Builder and built a Tobacco Storage. All the others passed. Andy selected the Captain and was the only one who could ship. Dave selected the Craftsman. Kevin selected the Trader and traded indigo.

During Turn 4, Andy selected the Settler and took a corn plantation. Dave and Kevin also got corn plantations, and Chris took a tobacco plantation. Dave selected the Mayor, populating the quarry and corn plantation. Kevin populated the Construction Hut. Chris populated the Tobacco Storage. Andy populated a corn plantation. Kevin selected the Builder and built a Sugar Mill. Chris built a Small Indigo Plant, Andy a Large Warehouse, and Dave a Small Sugar Mill. Chris selected the Craftsman.

During Turn 5, Dave selects the Prospector, Kevin selects the Mayor and populates a sugar plantation and the Sugar Mill. Chris populates a tobacco plantation. Andy populates the Large Warehouse. Dave populates the Small Market. Chris selects the Trader, trading his tobacco. Andy selects the Captain, and between them, they all fill up ships with corn and indigo.

During Turn 6, Kevin selects the Craftsman, Chris selects the Captain, and a corn ship is filled, Andy selects the Settler, taking a sugar plantation. Dave takes a tobacco plantation. Kevin uses the Construction Hut to gain a quarry, and Chris gains an indigo plantation. Dave selects the Builder and builds a Harbour. Kevin passes, Chris builds a Hospice, and Andy builds a Small Sugar Mill.

During Turn 7, Chris selected the Mayor, populating the Small Indigo Plant, Tobacco Storage, and Hospice. Andy populates the Small Sugar Mill and a sugar plantation. Dave populates the Harbour and Kevin populates the Quarry. Andy selects the Prospector. Dave selects the Settler and takes a quarry. Kevin takes sugar, Chris corn, and Andy coffee. Kevin selects the Craftsman.

During Turn 8, Andy selects the Trader and trades sugar, filling up the Trading House. Dave selects the Builder and builds a Tobacco Storage. Kevin passes, Chris builds a Small Warehouse, and Andy builds a

Player	Corporation
Kevin Wilson	Phoblog
Bill Scharf	Thorgate
Kevin Croskery	DevTech
Chris Geggus	Inventrix

For Round 1, DevTech and Inventrix chose Development, Phoblog chose Construction, and Thorgate chose Production. During Development, Phoblog played a Power Plant, Thorgate an Acquired Company, DevTech a Mine, and Inventrix Immigration Shuttles. During Construction, Phoblog played a Convoy from Europa, flipping the first ocean, and drew a card. Thorgate played a Research Outpost. DevTech played a Technology Demonstration, flipping another ocean tile. Inventrix played Assorted Enterprises, further playing Cartel. For Round 2, Thorgate chose Development, DevTech chose Construction, and Phoblog and Inventrix chose Production. During Development, Phoblog played Windmills, Thorgate a Power Supply Consortium, DevTech Space Heaters, and Inventrix Atmospheric Insulators. During Construction, DevTech played a Decomposing Fungus and drew a card, and Inventrix played Wood Burning Stoves. Phoblog and Thorgate passed.

For Round 3, Phoblog chose Construction, DevTech chose Production, and Thorgate and Invtrix chose Research. During Construction, Phoblog played Solarpunk and drew a card, DevTech played Martian University, and Inventrix played Imported Hydrogen, flipping the third ocean tile. Thorgate passes.

For Round 4, Phoblog, Thorgate, and DevTech all chose Development and Inventrix chose Construction. During Development, Phoblog played Great Escarpment Consortium, Thorgates Undersea Vents, DevTech a Power Grid, and Inventrix passes. During Construction, DevTech played Ironworks and Inventrix played Optimal Aerobraking and drew a card. Phoblog and Thorgate passed.

For Round 5, Phoblog, Thorgate, and DevTech all chose Production and Inventrix chose Research.

For Round 6, Thorgate, DevTech, and Inventrix and Phoblog selection Action. During Development, Thorgate gained Surface Mines, DevTech played Designed Microorganisms, and Inventrix Biomass Combustors. Phoblog passed. During Action, Phoblog uses Solarpunk to gain a forestry tile and

Coffee Roaster. Kevin selects the Captain, and everybody ships. Chris selects the Settler and takes a quarry. Andy takes coffee, Dave indigo, and Kevin uses the Construction Hut to take a quarry.

During Turn 9, Dave selected the Mayor, populating the Tobacco Storage and tobacco plantation, and moving a colonist from the Small Market to the quarry. Kevin populates a quarry. Chris populates the Small Warehouse and moves a colonist from a corn to an indigo plantation. Andy populates the Coffee Roaster and moves a colonist from a corn to a coffee plantation. Kevin selects the Trader and he and Andy make the only possible trades. Chris selects the Craftsman and Andy selects the Prospector.

During Turn 10, Kevin selected the Mayor and populated a sugar plantation, corn plantation, and Sugar Mill. Chris populated the corn plantation and Tobacco Storage. Andy populated a coffee plantation and Coffee Roaster. Dave populated the Small Market and Small Sugar Mill. Chris selected the Captain. Ships 1 and 2 sailed, but Andy locked up Ship 3 with coffee. Andy selected the Settler and took a corn plantation. Dave took sugar, and that is where things stand.

Rat Terrier – Terraforming Mars: Ares Expedition

increase the oxygen level and spends heat to raise the temperature 1 step. Thorgate spent heat to raise the temperature 1 step. DevTech gained plants from Decomposing Fungus and uses Ironworks to spend heat to raise the oxygen level 1 step. Inventrix uses Wood Burning Stoves to spend plants to raise the temperature 1 step and spent heat raise the temperature another step.

For Round 7, Inventrix selects Construction, Phoblog and DevTech select Production, and Thorgate selects Research. Phoblog constructs a Lagrange Observatory, Thorgate and Ice Asteroid, flipping 2 ocean tiles, DevTech an Interplanetary Conference, and Inventrix Research.

For Round 8, DevTech selects Development, Thorgate Construction, Inventrix Production, and Phoblog Research. During Development, Phoblog plays Deep Well Heating, increasing the temperature a step, Thorgate plays a Mohole Area, DevTech plays Ganymede Shipyard, and Inventrix passes. During Construction, Phoblog and DevTech pass, Thorgates constructs an Olympic Conference and draws a card and Inventrix uses Work Crews to construct Filter Feeders.

For Round 9, Phoblog and Thorgate select Development, DevTech Production, and Inventrix Construction. During Development, Phoblog plays Algae, Thorgate the Miranda Resort, DevTech a Food Factory, and Inventrix Trapped Heat. During Construction, Phoblog and Thorgate pass, DevTech invests in an Invention Contest, and Inventrix gains a Bribe Committee and Local Heat Trapping.

For Round 10, DevTech and Inventrix select Action, Phoblog selects Production, and Thorgate selects Research. During Actions, Phoblog uses Solarpunk to gain a forest and increase the oxygen level and spends heat to increase the temperature 1 step. Thorgate uses heat to increase the temperature 3 steps. DevTech gains plants from Decomposing Fungus, uses Ironworks twice to increase the oxygen 2 steps, and spends plants to increase it a third step. Inventrix uses Wood Burning Stoves and heat to increase the temperature 6 steps and plants to gain a forest tile and increase the oxygen 1 step. Temperature is now at the top of the yellow level and oxygen is at the top of the red level, and only 3 more oceans need to be flipped.

For Round 11, Thorgate and DevTech both chose Development, Inventrix Construction, and Phoblog Action. During Development, Phoblog plays Slash & Burn Agriculture, Thorgate gains a Protected Valley, a forest tile, and moves the oxygen level up a step, DevTech plays Callisto Penal Mines, and Inventrix plays Geothermal Power. During Construction, Phoblog passes, Thorgate plays a Nitrogen-Rich Asteroid, improving its TR by 3 and bumping up the temperature by 1 step, DevTech plays a Circuit Board Factory, and Inventrix plays Lake Marineris, flipping 2 ocean tiles, and Advanced Screening Technology. During Action, Phoblog uses Solarpunk twice, gaining 2 forest tiles and bumping the oxygen level up 2 steps, Thorgate spends heat to raise the temperature 1 step, DevTech uses the Circuit Board Factory to draw a card, Inventrix uses Advanced Screening Technology to reveal 3 cards, keeping Tundra Farming, and spends heat to raise the temperature 3 steps. At this point, the temperature is at maximum, there is only 1 more ocean tile to flip, and the oxygen is four steps away from maximum.

For Round 12, Inventrix selects Development, Thorgate and DevTech select Construction, and Phoblog selects Production. During Development, Phoblog passed, Thorgate built Industrial Farming, DevTech Eos Chasma National Park, and Inventrix Tundra Farming. During Construction, Phoblog passed, Thorgate built a Farmers' Market, DevTech Interplanetary Relations, and Inventrix Permafrost Extraction, flipping the last ocean tile, and Power Infrastructure.

For Round 13, Thorgate and DevTech selected Development and Phoblog and Inventrix Action. During Development, Phoblog passed, Thorgate built Kelp Farming, DevTech Gene Repair, and Inventrix Smelting. During Actions, Phoblog used Solarpunk twice and spent 8 plants to gain 3 forest tiles, increase the oxygen 3 steps, and gain 3 TR. Thorgate used Farmers' Market to gain plants and then spent them to gain a forest tile, increase the oxygen 1 step, and gain 1 TR. DevTech used Ironworks to raise the oxygen level 1 step, spent 8 plants and 20MC for 2 forest tiles and 2 more oxygen steps, gaining 2 TR. Inventrix spend 8 plants and 20MC to gain 2 forest tiles, increase oxygen 2 steps, and gain 2 TR.

This completes the terraforming of Mars, and in the end, Inventrix contributed the most to the effort. Congratulations to Chris Geggus on his victory!

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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. **Suburbia:** None yet. **Lords of Waterdeep:** None yet. **Dominion:** None yet.

Standby Calls

None this issue!