

Notes from Hades

Not much to report here. The job continues to go well, and both my sons are employed in the restaurant industry, so they are definitely getting an education in the workforce.

A couple of weeks ago, I got an email from Andy Lischett, the publisher of *Cheesecake*. He is looking for some Diplomacy players for a game opening he has. Chris Geggus(\$), will take up to 2 more.

That conversation prompted me to add a new section to the zine, highlighting the **Kopov**. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt(\$), Chris Geggus, Andy openings. So, check out that section and see if any of those possibilities appeal to you.

Since the last issue, 9 games have completed, all of them email games. The games are: **Ibzan Hound**, a Puerto Rico game won by Dave Hooton, **Akitainu**, the **Schnauzer**, Silverton: Have Bill Scharf(\$), Dave Hooton, Andy York(\$), will take Race for the Galaxy game which was won by Bill Scharf, Coton de Tulear, the up to 3 more.

Kremlin game won by Bill Scharf, **Sheltie**, the Silverton game won by Brendan **Swedish Vallhund**. Puerto Rico: This will include the Nobles expansion. Have Whyte, Icelandic Sheepdog, another Puerto Rico game won by Andy York, Dave Hooton, Kevin Wilson(\$), Andy York(\$), will take up to 2 more.

Komondor, a Discworld: Ankh Morpork game won by Kevin Wilson, Russell **Afador**. Puerto Rico: This is the base game. Have Chris Geggus, Kevin Terrier, a Dominion game won by Dave Hooton, and Shih Tzu, a Suburbia game Wilson(\$), Andy York(\$), will take up to 2 more.

won by Dave Hooton. Congratulations to the winners!
Affenhuahua. Terraforming Mars: Ares Expedition: Have Kevin Wilson(\$), Andy York(\$), Dave Hooton, will take up to 1 more.

The next deadline is **Tuesday, December 21 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.

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

Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Croskery(\$), Andy **Caverna**: A game of farming and mining very similar to Agricola. Have Bill York(\$), Kevin Wilson(\$), Dave Hooton(\$), Chris Geggus(\$). This game is full Scharf, will take up to 6 more.

and will start after the conclusion of whichever of Irish Terrier or German Spitz **Merchant of Venus**: Have Andy York, Bob Robles, Chris Geggus, will take up to ends first. 3 more.

Lagotto Romagnolo. Citadels: Have the Dark City expansion cards. Have **Machiavelli**: Scenario to be decided by player vote on game start. Have Bob Kevin Wilson(\$), Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take Robles, Kevin Wilson, Ward Narhi, will take up to 5 more.

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

Lhasa Apso. Puerto Rico: This will include the Buildings expansion. Have **Titan**: Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more.

Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), will take up to 2 more. **A Game of Thrones**: This is the Second Edition and will be GMed by Kevin **Neapolitan Mastiff.** Age of Renaissance: This game will start only after English Wilson. Have Bill Scharf, will take up to 5 more.

Setter has completed. Have Christopher Hunt(\$), Bob Robles(\$), Dave Hooton(\$), **Power Grid Factory Manager**: Have Andy York, Chris Geggus, will take up to 3 Chris Geggus(\$), Bill Scharf(\$), will take up to 1 more.

Porcelain. Outpost: This will use the usual rules. Have Dave Hooton(\$), Andy **Downfall XIII**: This is a Diplomacy variant that takes place in Tolkien's Middle York(\$), Bill Scharf(\$), Kevin Wilson(\$), will take up to 6 more. Earth. Have Bill Scharf, Bob Robles, Chris Geggus, will take up to 5 more.

Norfolk Terrier. Concordia: Have Kevin Wilson(\$), Dave Hooton(\$), Bill **Century Spice Road**: Have Christopher Hunt, Bill Scharf, will take up to 3 more. **New World**: Have Bob Robles, Andy York, will take up to 4 more.

Pharaoh Hound. Lords of Waterdeep: Have the Scoundrels of Skullport **Gaia Project**: Have Kevin Wilson, will take up to 3 more. **Race for the Galaxy**: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt, Kevin Wilson, will take up to 4 more.

Plott Hound. Terra Mystica: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill **Discworld: Ankh Morpork**: Have Kevin Wilson, Andy York, will take up to 2 Scharf(\$), will take up to 2 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 Settler has completed. Have Bob Robles(\$), Christopher Hunt(\$), Dave Hooton(\$), **Cheesecake**. He is looking for some Diplomacy players for a game opening he has. Chris Geggus(\$), will take up to 2 more.

Akbash. Robo Rally: Have Bill Scharf(\$), Chris Geggus, Dave Hooton(\$), Andy York(\$), will take up to 4 more.

Schnauzer. Silverton: Have Bill Scharf(\$), Dave Hooton, Andy York(\$), will take Race for the Galaxy game which was won by Bill Scharf, Coton de Tulear, the up to 3 more.

Swedish Vallhund. Puerto Rico: This will include the Nobles expansion. Have Whyte, Icelandic Sheepdog, another Puerto Rico game won by Andy York, Dave Hooton, Kevin Wilson(\$), Andy York(\$), will take up to 2 more.

Afador. Puerto Rico: This is the base game. Have Chris Geggus, Kevin Terrier, a Dominion game won by Dave Hooton, and Shih Tzu, a Suburbia game Wilson(\$), Andy York(\$), will take up to 2 more.

Affenhuahua. Terraforming Mars: Ares Expedition: Have Kevin Wilson(\$), Andy York(\$), Dave Hooton, will take up to 1 more.

Klee Kai. Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson(\$), Andy York(\$), Dave Hooton, will take up to 3 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

History of the World: Have Andy York, will take up to 6 more.

Dominion: Have most of the expansion sets plus some extras. Have Kevin Wilson, Dave Hooton, will take up to 4 more.

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, will take up to 3 more.

Agricola: This is the first edition, published by Z-Man Games. Have Andy York, will take up to 4 more.

Suburbia: Have the Suburbia, Inc. and 5 Star expansions. Have Andy York, Dave Hooton, will take up to 3 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada

expansions. Have Dave Hooton, will take up to 7 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson, Andy York, will take up to 3 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

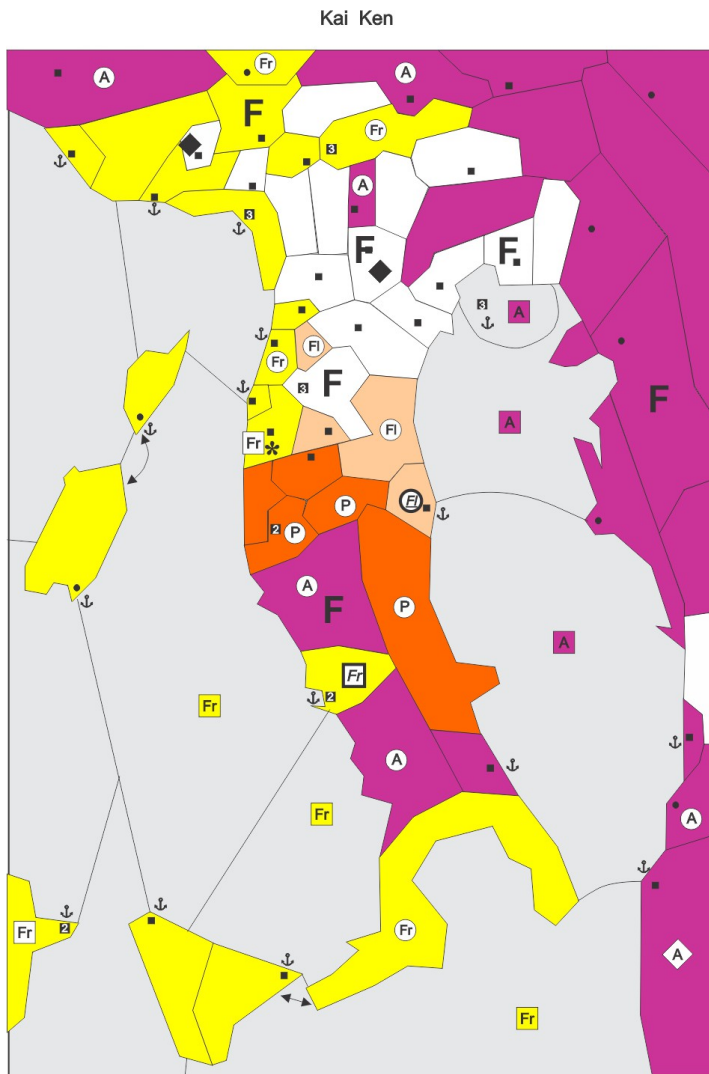
that a game fee will be charged to non-subbers.

Kai Ken

Fall 1461

Deadline/Winter-Spring 1462 12/21 Tuesday

France and Milan back off from Austria, but too late for Milan, who is eliminated. France makes some major inroads against Florence, while the Pope manages to stalemate Austria.



Summer 1461 Retreats

Austria retreats A Aquila to Capua.

Expenditures

Austria borrows 6 ducats for 2 years (9 ducats due Fall 1463) and spends 6 ducats to counterbribe A Cremona.

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).

Fall 1463: 9 ducats due from Austria (6 borrowed).

Orders

- AUSTRIA (Wilke):** A CREMONA hold, A DURAZZO convert to G, A SALERNO to Bari, A CAPUA to Aquila, A Dalmatia to ALBANIA, A Carinthia to TYROLEA, A Turin to AVIGNON, F LOWER ADRIATIC transports A Dalmatia to Albania, F UPPER ADRIATIC supports F Venice to Padua, F VENICE to Padua
- FLORENCE (Robles):** A Sienna to Piombino (DISLODGED, retreat Patrimony, Perugia, Arezzo, garrison, OTB), A (EP) ANCONA holds, A URBINO holds (u), A Florence to PISTOIA
- FRANCE (Wilson):** A Tyrolea to SWISS, A OTRANTO holds, A MILAN holds, A PISA supports Milan A Bologna to Florence, F Western Mediterranean to TUNIS (rebellion liberated), F TYRRHENIAN SEA supports F Piombino to Sienna, F (EM) NAPLES holds, F GULF OF NAPLES supports F Naples, F IONIAN SEA holds, F Piombino to SIENNA
- MILAN (Wilson):** A Bologna to FLORENCE, A Padua to FERRARA, A Ferrara to BOLOGNA, A (EM) TREVISO to Padua
- PAPACY (Robles):** A ROME holds, A AQUILA to Bari, A SPOLETO holds

Press

Austria to Milan: Buh bye :)

Notes

France proposes a concession to France/Austria. Please submit your votes with the next orders. Any concession must be unanimous and NVR = no.

Since Milan no longer controls any of its home cities, Milan is eliminated.

Spring 1462 Famine

Poor Year – Row Only: Croatia, Florence, Turin, Mantua, Capua, Treviso

Spring 1462 Income

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

Provinces

AUS	Avignon, Tyrolea, Austria, Hungary, Carinthia, Slavonia, Cremona, Verona, Carniola, <u>Croatia</u> , Istria, Dalmatia, Bosnia, Ragusa, Bari, Albania, <u>Capua</u> , Salerno, Durazzo	17
FLO	Pistoia, Arezzo, Urbino, Ancona	4
FRA	Swiss, <u>Turin</u> , Provence, Marseilles, Savoy, Genoa, Corsica, Sardinia, Naples, Palermo, Messina, Tunis, Pavia, Milan, Lucca, Pisa, Piombino, Sienna, Otranto	18
PAP	<i>Patrimony</i> , Rome, <u>Perugia</u> , Spoleto, Aquila	5

Seas

AUS	Venice, Upper Adriatic, Lower Adriatic	3
FRA	Tyrrhenian Sea, Gulf of Naples, Ionian Sea	3

Cities

AUS	Avignon, Tyrolea, Austria, Hungary, Cremona, Carniola, Croatia, Dalmatia, Ragusa, Bari, Albania, Durazzo, Venice (3)	14
FLO	Arezzo, Ancona	2
FRA	Swiss, Turin, Marseilles, Savoy, Genoa (3), Corsica, Sardinia, Naples (2), Palermo, Messina, Tunis (2), Pavia, Milan (3), Lucca, Pisa, Piombino, Sienna	22
PAP	Rome (2), Perugia	3

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	8	17	3	14	42
FLORENCE:	4	4	0	2	10
FRANCE:	4	18	3	22	47

S.O.B.

Country	Variable	Provinces	Seas	Cities	Total
PAPACY:	3	5	0	3	11

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462
Aus	3	4	5	9	10	11	14	12	13
Flor	3	4	5	5	6	7	6	5	2*
Fra	3	4	7	10	11	11	10	14	17*
Mil	3	3	4	6	6	6	6	6	0
Nap	4	7	6	3	2	1	0	0	0
Pap	4	4	4	4	4	3	2	2	2*
Tur	3	0	0	0	0	0	0	0	0
Ven	4	6	7	0	0	0	0	0	0

*Depends on retreat

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 222. Runs Banbury Merton St (number game), Bonnie Brae (number game), Where in the world is Kendo Nagasaki?, Roborally, Railway Rivals, Maneater, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Where in the world is Kendo Nagasaki?, Roborally, Railway Rivals, Maneater, Choice, Pandemic (Covid variant), Napoleonic Diplomacy, Wooden Ships & Iron Men, Snakes & Ladders, Café International, Backpacks and Blisters, Sopwith, Diplomacy, McMulti, Nomic, Britannia, Air Charter, Dot Boom, Machiavelli, Poleconomy, Eat me!

Western Front Published by Brad Martin. Current issue: 194. Currently running quizzes, Railway Rivals, Bus Boss, Britannia. Current openings for Britannia, Bus Boss, Hare & Tortoise, Puerto Rico, Railway Rivals, Settlers of Catan.

UK Zines

Fury of the Northmen Published by Colin Bruce. Current issue: 104. Currently running Chess, Diplomacy, Britannia, Conquistador, Diplomacy-The Gathering. Game openings for Chess, Diplomacy.

Quartz Published by Geoff Kemp. Current issue 115. Currently running brain-teasers, Middleman, Lucky Numbers, Diplomacy, Gunboat Diplomacy, Choice, Chess, Othello, Intimate Diplomacy, Sopwith, Railway Rivals, Breaking Away, Cathedral. Game openings for Choice, Diplomacy, Gunboat Diplomacy, Middleman, Mijnlief, Not so Intimate Diplomacy, Intimate Diplomacy.

US Zines

Cheesecake Published by Andy Lischett. Current issue: 401. Currently running Diplomacy. Current game openings: Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 150. Currently running Diplomacy, Hangman, Facts in Five, Where in the World is Kendo Nagasaki?, By Almost Popular Demand. Current game openings: Diplomacy, By Almost Popular Demand, Where in the World is Kendo Nagasaki?, Hangman, Facts in Five, Breaking Away.

Email Games Report

English Setter – Age of Renaissance

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

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. Hamburg buys a card and attempts to expand to Kiev, Fez, West Africa, and Edinburgh, but succeeds only in Edinburgh. Venice buys a card and expands to China, Tripoli, Novogorod, Abasgia, and Gallipoli. Barcelona expands to India, East Indies, Athens, Barcelona, and unsuccessfully attempts to expand to Salonika. Venice gains the expansion bonus.

Turn 6 Income: there are shortages of Timber and Cloth, both of which earn Venice a card.

Turn 7 Buy Cards: Hamburg buys off a shortage of Cloth and buys a card. London buys a card. Venice buys a card, Barcelona buys a Cards. Venice uses Wind/Watermill to create a surplus of Metal.

Turn 7 Play Cards: Hamburg plays Ibn Majid,

Gold/Ivory as Ivory, and Metal twice. London plays Spice, Cloth, Stone, Silk, and Cloth/Wine as Wine. Venice plays Leonardo da Vinci, Henry Oldenburg, Pirates/Vikings on Alexandria, Cairo, and Edinburgh, Rebellion in West Africa, Civil War on Hamburg, Black Death on Area IV, and Fur twice. Barcelona plays Enlightened Ruler and Wine. Paris plays Metal, Timber, Cloth, Grain, and Spice twice. Genoa plays Wine and a Papal Decree forbidding the purchase of Science advances.

Turn 7 Purchases: Hamburg buys Institutional Research, Cathedral, Wind/Watermill, Master Art, and Ocean Navigation. London buys Holy Indulgence. Venice buys Prosletyxn, Cathedral, Interest & Profit, Industry, Master Art, Renaissance, New World, Cosmopolitan, Middle Class, and a shipping upgrade. Barcelona buys Institutional Research, Improved Agriculture, Cathedral, Wind/Watermill, New World, Master Art, and a ship upgrade. Paris buys Improved Agriculture and Master Art.

Turn 7 Expansion: Venice expands to South America, Erzerum, and Suez. London expands to Iceland, Waterford, Edinburgh, St. Malo, and Stockholm. Barcelona attempts to expand to China, then retakes Alexandria, Valencia, West Africa, Barcelona, Toledo, Cairo, and Lisbon. Genoa expands to Naples, Genoa, and Milan, with unsuccessful attempts at Lyon, Loire, Fez, and Crete. Paris expands to St. Malo, with an unsuccessful attempt at St. Malo. Hamburg expands to Novogorod, Fez, and Tripoli.

Turn 7 Income: there is a surplus of Cloth, twice, causing Venice to pay.

Turn 8 Draw Cards: the deck is exhausted, so this will be the final turn.

Turn 8 Buy Cards: Barcelona and Paris discard cards, and Genoa uses Wind/Watermill to create a surplus of Metal.

Turn 8 Play Cards: Barcelona plays Sir Isaac Newton, Galileo Galilei, Silk, and Timber. Paris plays Revolutionary Uprisings. Hamburg plays Bartolome de las Casa, London passes. Venice plays Wool, and Genoa passes.

Turn 8 Purchases: Barcelona buys Human Body, Laws of Matter, Enlightenment, Renaissance, Cosmopolitan, and Interest & Profit. Paris buys The Heavens and Wind/Watermill. Hamburg buys Human Body and Cosmopolitan. London buys Improved Agriculture and Seaworthy Vessels. Venice buys Human Body, Laws

of Matter, and Enlightenment.

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

Generation 7 Actions: Vitor invests in some Equatorial Magnetizers and improves its TR using 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.

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

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

German Spitz – Terraforming Mars

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. MSI builds an Earth Catapult. Cheung Shing Mars builds a city. Tharsis Republic uses Energy Market to exchange energy production for cash and Electro-Catapult to get cash from a plant. Vitor builds an Urbanized Area. Philares passes. MSI gains some Sister Planet Support. Cheung Shing Mars adds a couple of delegates to Mars First making them the dominant party and gaining leadership. Tharsis Republic builds a Martian Zoo and plants some Heather. Vitor adds a delegate to Mars First. MSI builds some Space Hotels. Cheung Shing Mars profits from some Saturn Surfing. Tharsis Republic establishes Eos Chasma National Park the places a greenery tile. Vitor passes. MSI obtains a Caretaker Contract. Cheung Shing Mars establishes the Omnicourt. Tharsis Republic builds Atalanta Planitia Labs, uses Ants to consume a Psychrophile, and cashes in receipts from the Martian Zoo.

Generation 7 Solar Phase: the Successful Organisms global event sees everybody gain some plants. Mars First becomes the ruling party.

Generation 8 Actions: Philares brings Water to Venus, taking Venus to the maximum 30% terraforming, then funds the Cultivator award. MSI places a greenery tile, then uses some Hired Raiders to steal steel from Philares. Cheung Shing Mars finds some Venusian Animals, then trades with Miranda to gain more. Tharsis Republic places a greenery tile, then trades with Luna. Vitor imports some Nitrogen from Titan. Philares places a greenery tile. MSI builds some Aerial Mappers and a Parliament Hall. Cheung Shing Mars invests in the Solarnet, then builds Mars University. Tharsis Republic invokes their Business Network, then use their Electro-Catapult. Vitor uses Equatorial Magnetizers then gains a Small Animal. Philares builds a Stanford Torus. MSI builds some Titan Shuttles, then trades with Titan. Cheung Shing Mars arranges for Water from Europa. Tharsis Republic takes control of the Green party, and discovers a Symbiotic Fungus. Vitor adds a resource to Regolith Eaters and adds a delegate to the Greens. Philares likewise moves a delegate to the Greens. MSI uses Aerial Mappers to draw a card.

Irish Terrier – Terraforming Mars

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. Robinson Industries sells a card then gains an Acquired Company. Lakefront Resorts passes. Polyphemos adds a microbe to Nitrite Reducing Bacteria. Robinson Industries uses Extreme Cold Fungus to add 2 microbes to Ants. Polyphemos passes. Robinson Industries builds some Windmills then passes.

Generation 6 Solar Phase: Snow Cover reduces the temperature, then Mars First becomes the ruling party.

Generation 7 Actions: UNMI trades with Luna then builds some Biomass Combustors. Robinson Industries trades with Eneceledus, gaining 4 microbes on Ants then builds an Immigrant City. Lakefront Resorts sponsors a Convoy from Europa, placing the last ocean tile then gains a card from Restricted Area. Polyphemos adds a delegate to the Greens and builds a Wildlife Dome, adding a greenery tile and increasing the oxygen level. Stormcraft trades with Europa then builds a Magnetic Field Generator. UNMI builds a city and places a greenery tile next to it. Robinson Industries finds a Mineral Deposit. Lakefront Resorts adds a delegate to the Reds and to Mars First. Polyphemos places a greenery tile then raises the temperature. Stormcraft raises the temperature then uses Regolith Eaters to increase the oxygen level. UNMI increases its TR. Robinson Industries uses Extreme Cold Fungus to gain some Ants. Lakefront Resorts forms a Political Alliance then trades with Ceres. Polyphemos gains a Tardigrade and uses the Development Center to draw a card. Stormcraft adds a delegate to Unity and sells a card. UNMI adds a delegate to Unity. Robinson Industries builds a Martian Zoo then trades with Miranda. Lakefront Resorts raises the temperature. Polyphemos sponsors a Mining Expedition then builds a Rad Chem Factory. Stormcraft adds another delegate to Unity. UNMI builds a Medical Lab. Robinson Industries collects money from the Martian Zoo. Lakefront Resorts builds a Food Factory. Polyphemos spends for a Bribed Committee. Stormcraft builds a power plant then some GHG Factories. Robinson Industries places a greenery tile. Lakefront Resorts initiates the Meat Industry. Polyphemos spends resources from Nitrite-Reducing Bacteria. Stormcraft adds a resource to Security Fleet and gains cash from Saturn Surfing. Robinson Industries adds a delegate to Unity. Lakefront Resorts activates the Asteroid Deflection System. Polyphemos adds a resource to GHG Producing Bacteria. Stormcraft adds a delegate to Unity, becoming party leader. Robinson Industries uses Ants to consume a Decomposer. Lakefront Resorts gains money from Orbital Cleanup. Polyphemos builds a Hi-Tech Lab, then uses it to gain a card.

Generation 7 Solar Phase: the Aquifer Released by Public Council doesn't have much of a result, but Unity becomes the ruling party.

Generation 8 Actions: Robinson Industries introduces some Predators then trades with Miranda, gaining some more Predators. Lakefront Resorts funds the Estate Dealer award then trades with Luna. Polyphemos places a greenery tile then sponsors a Technology Demonstration. Stormcraft slams a Big Asteroid into Mars, then spends 8 heat, raising the temperature to -2C. UNMI builds an Urbanized Area. Robinson Industries build

Media Archives and Immigration Shuttles. Lakefront Resorts activates their Asteroid Deflection System unsuccessfully then uses the Restricted Area to draw a card. Polyphemos uses their Development Center then GHG Producing Bacteria to raise the

Player	Faction
Martin Burgdorf	Ambas
Bill Scharf	Lantids
Kevin Wilson	Gleens

Turn 4: the Gleens terraform a planet and place a mine on it, do the same on a Gaia planet, place a third mine on a desert world, upgrade a mine to a trading station, and use a power action to gain 2 power, and form a Federation. The Amba upgrade a mine to a trading station then establish a Federation, terraform a titanium world and place a mine there, use power to

Player
Dave Hooton
Michael Lowrey
Kevin Wilson

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 Kevin built a Construction Office. Michael selected the Mayor, populating the Small Indigo Plant, tobacco plantation, and Tobacco Storage. Kevin populates the Construction Office and Coffee Roaster. Dave populates a corn plantation.

Turn 13: Dave selects the Builder and builds a Custom House. Michael passes. Kevin builds a Large Market. Michael selects the Settler, gaining an

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

Turn 4: D.O.R.K. selected Explore and TKO and OMM selected Settle. D.O.R.K. plays Galactic Engineers, TKO the Alien Uplift Center, and OMM the Dying Colony.

Turn 5: D.O.R.K. selected Explore and TKO and OMM selected Trade. TKO ends up discarding 4 cards to collect the First to Discard goal.

Turn 6: D.O.R.K. selected Explore and TKO and OMM selected Develop. TKO plays a Colony Ship

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

temperature to 0C. Stormcraft launches a Solar Probe then adds a resource to Security Fleet. UNMI trades with Ganymede then places a greenery tile. Robinson Industries cashes in on the Martian Zoo. Lakefront Resorts crashes an Asteroid into Mars then uses heat to raise the temperature to 2C. Polyphemos conducts some Research. Stormcraft does some Tundra Farming and adds a delegate to the Greens. UNMI establishes a Space Port Colony on Ganymede.

Finnish Lapphund – Gaia Project

gain 2 ore, then use their planetary institute ability to exchange the places of a mine and their planetary institute, spend 4 knowledge to advance to Level 2 in Navigation, spend 4 power for 2 knowledge, spend 3 Q.I.C. to re-score their federation token, form a second Federation, and spend 4 knowledge to advance to level 3 in Navigation. The Lantids use power to gain credits then upgrade their trading station to a research lab, advancing to level 3 in navigation, place a mine on another Amba world, gaining knowledge.

Turn 5: The Lantids used power to gain 2 power, advanced to level 4 in Navigation, upgraded 2 mines to trading stations, terraformed a planet and placed a mine there, placed a mine on an Amba world, and advanced to level 2 in Science. The Gleens advanced to level 3 in Navigation, upgraded a trading station to a research lab, advancing to level 2 in Economy, charged 4 power, and used power to gain knowledge. The Amba used power to terraform a world and place a mine there, gained a Q.I.C., terraform another world and place a mine there, and re-score a federation tile.

Turn 6: The Gleens place a couple of mines. The Amba place a mine. The Lantids place a mine.

Ibizan Hound – Puerto Rico

indigo and a tobacco plantation. Kevin gains a sugar plantation, and Dave gains a corn plantation. Kevin selects the Captain, and all players ship, filling up Ship 1.

Turn 14: Michael chose the Builder and built a Factory. Kevin and Dave passed. Kevin selected the Craftsman. Dave selected the Captain and all three ships were filled.

Turn 15: Kevin selected the Mayor, populating the Large Market and placing a noble and a colonist in San Juan. Dave populated the City Hall and Custom House. Michael populated the Factory and Tobacco Storage. Dave selected the Trader, filling the last space in the Trading House with tobacco. Michael selected the Captain, and shipped tobacco while Kevin shipped coffee.

Turn 16: Dave selected the Settler, taking a quarry. Michael drew sugar with the Hacienda and took corn. Kevin also took corn. Michael selected the Craftsman. Kevin selected the Trader, trading coffee. Dave traded tobacco and Michael traded sugar.

Turn 17: Michael selected the Builder and built a Residence. Kevin built a Fortress, and Dave built a Guild Hall, filling up the last spaces in his city. Kevin selected the Mayor, populating the Fortress, Dave populated the Guild Hall and Michael populated the Residence. Dave selected the Trader and filled the last space in the Trading House with indigo.

The final tally was Dave with 56VP, Kevin with 51, and Michael with 46. Congratulations to Dave on his victory!

Akitainu – Race for the Galaxy

and OMM plays Terraforming Robots.

Turn 7: D.O.R.K. selected Develop while TKO and OMM both selected Settle. During Develop, D.O.R.K. plays Galactic Survey: SETI. TKO plays Galactic Salon. During Settle, TKO plays Rebel Warrior Race and OMM plays Alien Rosetta Stone World.

Turn 8: D.O.R.K. and OMM selected Explore and TKO selected Trade.

Turn 9: OMM selected Develop while D.O.R.K. and TKO selected Settle. During Develop, TKO played the Rebel Alliance and OMM a Mercenary Fleet. During Settle, D.O.R.K. settled a Mining World and TKO conquered the Lost Alien Battlefleet.

Turn 10: D.O.R.K. and OMM selected Explore and TKO selected Produce.

Turn 11: D.O.R.K. and OMM selected Settle and TKO selected Trade. During Settle, D.O.R.K. settles Prosperous World, TKO uses the Colony Ship to settle New Earth, and OMM conquers the Clandestine Uplift Lab.

Turn 12: D.O.R.K. selected Explore and TKO and OMM selected Settle. During Settle, D.O.R.K. settles Comet Zone. TKO conquers the Rebel Homeworld, and OMM conquers the Rebel Convict Mines.

The Rebel Homeworld is the 10th tableau card for TKO, so this ends the game. In the final tally, TKO had 49, D.O.R.K. had 26, and OMM had 11. Congratulations to Bill Scharf on his victory!

Coton de Tulear – Kremlin

Player	Faction
	(RADICAL)
Bill Scharf	Heroic Proletarian Revolution Reform Party (HPRRP)

Turn 2: the Cure phase is quiet, with Aparatchik, Krakemheds, Purgemoff, and Manjak all aging. There are once again no purges. Badenuff once again denounces a Candidate, this time B. Health remains status quo for all politicians, thus there is no Funeral Commission. During Replacement, RADICAL plays US Grain Deal

Falls Through, sending Foreign Minister Krakemheads to the People. Purgemoff advances to Foreign Minister by age, then RADICAL plays Rising Star in the Party, forcing Aparatchik to promote Putschnik to the now vacant Industry Minister position. Apratschik waves a second time, but it is clearly taking its toll.

Player	Color
Bill Scharf	Pink
Dave Hooton	Orange
Andy York	Blue
Brendan Whyte	Red

Turn 22: there are once again no disputes. Red buys the last purchasable passenger line. As for deliveries, a moderate amount of silver is delivered, small amounts of lumber and coal to Denver, maximum coal to Salt Lake City, a large amount of lumber and

Player
Kevin Wilson
Dave Hooton
Andy York
Chris Geggus

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, Kevin took a sugar, and Chris took a corn. Dave selecte the Trader and traded tobacco while Chris traded corn, filling up the Trading House.

Turn 11: Chris selected the Craftsman. Andy selected the Builder and built a Factory. Dave built a Wharf, Kevin built a Factory, and Chris built an Office. Dave selected the Mayor, populating a sugar plantation and the Wharf. Kevin populated the Factory, Chris the Office, and Andy the Factory.

Player	Corporation
Bill Scharf	Team Bill Door (TBD)
Christopher Hunt	The Beggars' Guild (TBG)
Kevin Wilson	P-Math Institute of Klatch, Ee Section (PIKES)
Andy York	Texas Tenement Guild (TTG)

Turn 1: TBD sees Mr. Bent for a loan, then plays Mr. Pin and Mr. Tulip, taking out a TTG minion in The Scours. TBG plays The Beggars' Guild on TBD, who negates it with Wallace Sonky, and places a minion in Dimwell. PIKES plays Mrs. Cake and builds a building in The Scours. TTG plays Nobby Nobbs, then The Ankh Morpork Sunshing Dragon Sanctuary, then plays Modo placing a minion in Dragon's Landing.

Turn 2: TBD plays Mr. Boggis and places a minion

Turn 3: the Cure Phase is quiet, with Aparatchik, Purgemoff, and Manjak all aging. During the Purge Phase, RADICAL and HPRRP contest for the KGB Head, with HPRRP winning. The KGB Head unsuccessful attempts to purge Putschnik. During the Spy Investigation Phase, TASTY declares some minor influence on Purgemoff, Strychnin, and Manjak, and Badenuff opens an investigation on Putschnik. During the Health Phase, Aparatchik, Badenuff, and Strychnin all suffer worsening health, but remain alive so there is no Funeral Commission. There is no activity in the Replacement phase. Aparatchik manages to wave despite his infirmity, so HPRRP wins! Congratulations to Bill Scharf!

Sheltie – Silverton

coal to Pueblo, and a large amount of coal to El Paso. Gold prices improve, copper prices improve a lot, silver declines slightly. Lumber improves at Santa Fe and El Paso, declines in Pueblo, and remains steady in Denver and Salt Lake City. Coal declines in Pueblo and El Paso, improves in Denver, and remains steady in Salt Lake City and Santa Fe.

Turn 23: all players continue to pull up unused track. A huge amount of gold is delivered along with moderate amounts of copper and silver. No lumber is delivered, but large amounts of coal are delivered to Denver, Salt Lake City, and Pueblo. Gold and Copper prices drop, silver rebounds slightly. Lumber improves in Pueblo and Santa Fe while holding steady elsewhere. Coal plummets in Denver, rebounds in Pueblo and El Paso, and holds steady in Salt Lake City and Santa Fe.

During the final turn, not much is left to be delivered, but in the end, Red ends up with the most money, followed by Orange, Pink, then Blue. Congratulations to Brendan Whyte on his victory!

Icelandic Sheepdog – Puerto Rico

Kevin selected the Settler and took a sugar plantation, Chris and Andy each take corn, and Dave takes indigo.

Turn 12: Andy selected the Trader, selling coffee, Dave traded tobacco, Kevin traded sugar, and Chris takes advantage of the Office to trade tobacco. Dave selected the Captain shipping indigo and corn. Kevin ships sugar and indigo, Chris ships indigo, and Andy ships sugar, indigo, and coffee. Kevin selects the Craftsman. Chris selects the Prospector.

Turn 13: Dave again selects the Captain, shipping indigo and sugar. Kevin ships indigo. Chris ships indigo. Andy ships sugar, indigo, and coffee. Kevin again selects the Craftsman. Chris selects the Builder, building a Fortress, Andy builds a Custom House. Dave builds an Indigo Plant, and Kevin builds a University. Andy selects the Trader and sells coffee. Dave traded tobacco, Kevin traded sugar, and Chris takes advantage of the Office to trade tobacco.

Turn 14: Kevin selected the Mayor, populating the University and Sugar Mill. Chris populates the Fortress and Andy populates the Custom House. Dave populates the Indigo Plant. Chris selects the Captain and fills up a ship with his corn. Andy ships sugar and coffee. Dave ships sugar. And selects the Craftsman. Dave selects the Builder and builds a Guild Hall. Kevin builds a Large Market, Chris an Indigo Plant, and Andy a Harbor.

Turn 15: Chris selects the Captain and the players fill all three ships. Andy selects the Trader and trades coffee. Dave trades indigo and Chris trades tobacco. Dave selects the Settler and takes a quarry. Kevin uses the Construction Hut to take a quarry. Chris takes a coffee plantation and Andy takes a sugar plantation. Kevin selects the Mayor and populates the quarry and an indigo plantation. Chris populates the Indigo Plant. Andy populates the Harbor. Dave populates the Guild Hall.

Turn 16: Andy selects the Trade and fills up the Trading House with sugar. Dave selects the Craftsman. Kevin selects the Builder and builds a City Hall. Chris builds a Coffee Roaster. Andy builds a Residence. Dave builds a Coffee Roaster. Chris selects the Captain, and the last of the VP chits are taken, ending the game. The final tally is Andy with 64, Dave with 61, Chris with 59, and Kevin with 39. Congratulations to Andy on his victory!

Komondor – Discworld: Ankh Morpork

in The Hippo. TBG plays the Pink Pussycat Club then Hex and building a building in Dimwell. PIKES plays Foul Ole Ron, moving a TBG minion from The Shades to Dimwell then plays The Royal Mint, building a building in The Shades. TTG plays The Mended Drum, building a building in Dragon's Landing.

Turn 3: TBD plays the Sonky Shop, building a building in The Hippo. TBG plays Rincewind, who releases Demons from the Dungeon Dimensions in Unreal Estate, Small Gods, Longwall, and Seven Sleepers, moves a minion from Dimwell to Isle of Gods, plays CMOT Dibbler, then Mr. Gryle, removing a TBD minion from Dolly Sisters. PIKES plays The Thieves' Guild, placing a minion in Isle of Gods. TTG plays The Fools' Guild on PIKES, who accepts it, then places a minion in Isle of Gods.

Turn 4: TBD plays Rosie Palm, placing a minion in Small Gods. TBG plays Harry Kingplacing a minion in Nap Hill. PIKES plays The Fire Brigade on TTG, who cannot pay and thus loses their building in Dragon's Landing, then plays The Librarian. TTG plays Here'N'Now, then Harga's House of Ribs, placing a minion in The Hippo.

Turn 5: TBD plays The Agony Aunts, taking out the Demon in Small Gods and placing a minion in Unreal Estate. TBG plays Zorgo the Retro-Phrenologist, changing his personality card. PIKES plays Carcer, removing TBG minions in Isle of Gods and Dimwell, then plays The History Monks. TTG plays Dorfl, moving a minion from Dolly Sisters to Nap Hill and Gimlet's Dwarf Delicatessen, placing a minion in Small Gods.

Turn 6: TBD plays The Senior Wrangler, who releases Trolls in Dolly Sisters, Isle of Gods, and Longwall, places a minion in Unreal Estate, plays Drumknot, then Captain Carrot, placing a minion in Dolly Sisters, removing trouble from Unreal Estate, and finally Inigo Skinner, removing a TTG minion from Small Gods. TBG plays Leonard of Quirm. PIKES plays Sergeant Angua, removing trouble from Isle of Gods, then The Royal Mint, building a building in Isle of Gods.

Turn 7: TBD plays Moist von Lipwig, placing a minion in Dolly Sisters, then Archchancellor Ridiculy, who creates an Explosion in Dragon's Landing, and places minions in Dolly Sisters and Dragon's Landing. TBG plays Sacarissa Crisplock, placing a minion in Nap Hill. PIKES plays The Beggars' Guild on TBD then places a minion in Nap Hill. TTG plays Dr. Whiteface on TBD, who accepts it, and places a minion in Dimwell.

Turn 8: TBD played Edward d'Eath, removing a

green minion from Dolly Sisters and building a building there. TBG plays Sybil Vimes, buys the building in The Shades from PIKES. PIKES plays Sergeant Detritus, removing trouble from The Hippo and Dimwell. TTG plays the Cable Street Particulars placing a minion in Longwall.

Turn 9: TBD plays The Duck Man, moving a yellow minion from Small Gods to Dragon's Landing. TBG plays The Dysk. PIKES plays Hobson's Livery Stable, moving a minion from Dolly Sisters to Nap Hill the builds in Nap Hill. TTG plays the Professor of Recent Runes, drawing Bloody Stupid Johnson, rendering the power of The Scours inoperative, plays The Bursar, drawing The Dragon, landing in Dimwell and removing everything from there, exchanging one of his minions in Dragon's Landing for a red minion in Small Gods, and finally plays Sergeant Cheery Littlebottom, removing trouble from Longwall.

Turn 10: TBD played the Post Office, placing a minion in Dragon's Landing. TBG plays The Canting Crew, moving a yellow minion from Nap Hill to Seven Sleepers and adding a minion to Dimwell, PIKES plays the Deep Dwarves, placing a minion in Dimwell, then plays Mrs. Cake, building in Dimwell. TTG played Adora Belle Dearheart, moving a minion from Seven Sleepers to Nap Hill, and adding a minion to Seven Sleepers.

Turn 11: TBD played Otto Chriek. TBG played The Alchemists' Guild. PIKES plays Errol to no effect then Sergeant Colon, removing trouble from Nap Hill and placing a minion in The Scours. TTG plays Dwarves, placing minions in The Scours and Dimwell.

Turn 12: TBD plays The Patrician's Palace, placing a minion in Dragon's Landing. TBG plays The Mob, placing trouble in Unreal Estate and a minion in Isle of Gods, then plays Sir Charles Lavatory. PIKES reveals that his is Lord Selachii and has control of Nap Hill, Isle of Gods, The Scours, and Dimwell, winning the game! Congratulations to Kevin!

Norbottenspets – History of the World

and India. Republic of Texas plays a Famine in China, Disaster in the Upper Indus, then the Hsuing-nu expand into China. RMHS plays a Leader with the Romans, who march through eastern Southern Europe, dominate the Mediterranean and Black Seas, continue in to Northern Europe, the Middle East, and India. The Minotaurs five the Sassanids Elite Troops, and they dominate the Middle east and establish a foothold in China.

Epoch IV: Bad Cards kept, Romulus & Remus passed to RMHS, the Minotaurs, Atlantis, and the Republic of Texas kept, GEGS passed to Romulus & Remus, and RMHS passed to GEGS.

Bad Cards starts with Barbarians from the Plateau of Tibet, who clear out the Gangetic Plain and the Upper Indus, then a Civil War on Rome, taking the Southern Apennines and Eastern Anatolia. With the Guptas, they Dominate India and establish a foothold in the Middle East and Southeast Asia. The Minotaurs start with a Kingdom in the Gold Coast, then Barbarians from the Alps. The Goths establish themselves in Northern Europe and expand to Southern Europe. Atlantis starts out with the Anglo-Saxons, who don't get past the North Sea. The Huns, starting from the Western Steppe, expanded into China to gain a presence, then India and the Indus Valley, and finally westward across the Middle East. Republic of Texas had the Byzantines, who quickly controlled the Black and Mediterranean Seas, moved to dominate Southern Europe and extend a presence into North Africa. Romulus & Remus had the T'ang Dynasty, who dominated China, sailed to Japan, and just managed to capture the Turainian Plain. GEGS has the Arabs, who manage to control North Africa and dominate the Middle East, and even manager to get into Southern and Northern Europe. Finally, RMHS has the Khmers, who expand into China.

Epoch V: Bad Cards, The Minotaurs, and Romulus & Remus keep, Republic of Texas passes to Atlantis, Atlantis passes to RMHS, RMHS passes to Republic of Texas, and GEGS gets to keep.

Republic of Texas starts with Fujiwars, establishing footholds in Nippon, Eurasia, and the Sea of Japan, then moves on to the Franks, dominating Northern Europe and establishing a presence in Southern Europe and Eurasia. RMHS starts out with a Crusade, settling in in the Middle East and North Africa, then move on to the Vikings, dominating Northern Europe and dipping into Eurasia. The Minotaurs have the Holy Roman Empire dominating Northern Europe, and getting into Eurasia and Southern Europe. GEGS has the Chola, who start out in India, but move on to Southeast Asia and China against significant resistance. Atlantis starts out with some Sub-Saharan Migrants and an unsuccessful Jewish Revolt, followed by the Sung Dynasty, who take central and southern China. Bad Cards comes in with the Seljuk Turks, who gain a foothold in China and India, then move west through Eurasia to Northern Europe. Romulus & Remus start out with a Kingdom in the Highlands followed by the Mongols, who dominate China, wipe out Fujiwara, then expand west through Eurasia gaining footholds in Northern and Southern Europe.

Player	Corporation
Kevin Wilson	Royal Manticoran Historical Society (RMHS)
Christopher Hunt	The Minotaurs
Martin Burgdorf	Atlantis
Bill Scharf	Bad Cards
Andy York	Republic of Texas
Dave Anderson	Romulus & Remus
Chris Geggus	Guade to European Geographical Studies (GEGS)

Epoch III: Bad Cards passed to The Minotaurs, RMHS kept, Romulus & Remus kept, GEGS passed to Bad Cards, The Minotaurs kept, and Atlantis and Republic of Texas both kept.

Bad Cards started out with Empires Revive in India and China and a Kingdom in Sourthern Iberia. The Celts expanded into Northern and Southern Europe. GEGS played a Kingdom in the Upper Nile, then gave Macedonia a Civil Service. Macedonia expelled the Celts from Southern Europe, but not without some resistance, then expanded into North Africa, facing very stiff resistance from Persia. Romulus & Remus started out with the Mayans, who forted up in Central America, then Barbarians from the Plateau of Tibet, who immediately fizzled. The Mauryans expanded into Southeast Asia, established an enclave in China, then worked on clearing the Gangetic Plain in India, facing some resistance, but eventually conquering the capital of the Vedic City States. Atlantis started out with Pestilence in Si-Kyang then Carthagina fortifies. The Han Dynasty expands through coastal China and into Souteast Asia

Russel Terrier – Dominion, Base Game (version 1), Intrigue (version 1), and Prosperity

Player
Kevin Wilson
Christopher Hunt
Bill Scharf
Dave Hooton
Chris Geggus

The cards used in this are: Adventurer and Council

Room from the base set, Nobles and Swindler from Intrigue, Walled Village from the bonus cards, and King's Court, Hoard, Vault, Bishop, and Watchtower from Prosperity. Since the last card drawn was from Prosperity, Platinum and Colony are also in play.

Turn 1: Christopher and Chris each bought a Walled Village, Dave bought a Bishop, and Bill and Kevin bought Silver.

Turn 2: Christopher and Dave bought Swindlers, Bill bought a Walled Village, and Kevin and Chris bought Silver.

Turn 3: Christopher didn't buy anything, Bill and Kevin bought a Walled Village, and Chris and Dave bought Vaults.

Turn 4: Christopher bought a Vault, Bill, Kevin, and Chris bought Silver, and Dave passed on buying.

Turn 5: Christopher played the first Swindler, giving Bill a Bishop in exchange for his Walled Village, while Dave got a Curse in exchange for Copper.

Christopher bought a Walled Village. Bill buys a Council Room. Kevin buys a Silver. Chris buys a Hoard. Dave also plays a Swindler, giving Christopher a Duchy in exchange for his Vault, while the rest each get a Curse in exchange for Copper. Dave buys a Walled Village.

Turn 6: Christopher and Chris each buy a Bishop, Bill buys a Swindler, Kevin buys a King's Court, and Dave buys Nobles.

Turn 7: Christopher played 2 Walled Villages and a Swindler, giving all other players a Curse for a Copper, then buys a Vault. Bill played a Walled Village, Council Room, and Swindler. Christopher gets a Curse for a Copper, Kevin gets a Copper for a Copper, Chris gets a Hoard for a Hoard, and Dave gets a Watchtower for a Swindler. Bill buys a Province. Kevin played a King's Court to play a Walled Village 3 times and buying a King's Court. Chris played a Walled Village and a Bishop, trashing an Estate, and buys a Hoard. Dave plays a Vault and buys a King's Court.

Turn 8: Christopher plays a Bishop, trashing an Estate and buys a Swindler. Bill buys a Silver. Kevin plays a Walled Village and buys a Walled

Village. Chris buys Nobles. Dave plays a Walled Village, then Nobles and buys a Swindler.

Turn 9: Christopher played a Walled Village and bought a Swindler. Bill bought a Silver. Kevin played a Walled Village and bought a Council Room. Chris played Nobles and bought a Swindler. Dave played a Walled Village, a Vault, and a King's Court on a Bishop, trashing 2 Curses and a Copper and bought a Silver. Turn 10: Christopher played a Walled Village, another Walled Village, then a Swindler. Bill and Kevin each gain a Curse for a Copper, Chris gains a Watchtower for a Silver, and Dave gains a Watchtower for a Watchtower. Christopher plays another Swindler, and Bill and Dave each gain a Walled Village for a Walled Village while Kevin and Chris each gain an Estate for an Estate. Christopher now plays a Vault and buying a King's Court. Bill plays a Council Room and buys Nobles. Kevin plays a King's Court on a King's Court on a Walled Village, then a Council Room, then buys a King's Court and a Vault. Chris plays a Vault and buys a Province, gaining 2 gold in addition from 2 Hoards. Dave plays a Bishop, trashing an Estate and buys Nobles. Turn 11: Christopher plays a Bishop, trashing a Curse and buys a Silver. Bill plays a Swindler. Christopher gains a Watchtower for a Swindler, Chris gains a Copper for a Curse, and Kevin and Dave each gain a King's Court for a King's Court. Bill buys a silver. Kevin plays a Walled Village, then a King's Court for a Vault, another King's Court for a Council Room, and buys a King's Court and 2 Council Rooms. Chris plays Nobles, then a Bishop, trashing an Estate and buys a Council Room. Dave plays Nobles, a Vault, Nobles, and a Swindler. Christopher gains a Curse for a Copper, Bill gains a Watchtower for a Silver, Kevin gains a King's Court for a King's Court, and Chris gains an Adventurer for a Hoard. Dave buys a Colony.

Turn 12: Christopher plays a Walled Village, another Walled Village, and a King's Court to play a Swindler 3 times. Bill gains an Estate for an Estate, a Council Room for a Council Room, and a Watchtower for a Silver. Kevin gains a Curse for a Copper, a Watchtower for a Silver, and an Estate for an Estate. Chris gains a Curse for a Copper, a Watchtower for a Silver, and an Estate for an Estate. Dave gains an Adventurer for Nobles, an Estate for an Estate, and a Bishop for a Walled Village. Christopher then plays a Vault and buys a Colony. Bill plays a Walled Village and buys a Province. Kevin plays a Walled Village and passes. Chris plays a Council Room and buys a Duchy. Dave plays a King's Court to play a Swindler 3 times. Christopher gains 2 Curses for 2 Coppers, avoiding both with a Watchtower, and a Colony for a Colony. Bill gains an Estate for an Estate, a Watchtower for a Swindler, and a Province for a Province. Kevin gains a Watchtower for a Silver, loses an Estate, and gains a Silver for a Silver. Chris gains a Curse for a Copper, an Adventurer for a Gold, and loses an Estate. Dave buys a Province. As all the Swindler trashing has exhausted four of the supply piles, the game is over. Dave has 25VP, Christopher 17VP, Bill 15VP, Chris 13VP, and Kevin -1VP. Congratulations to Dave on his victory!

Saint Bernard – Agricola

Geggus collects 4 clay. Scharf collects 4 wood. Hunt builds a Bookcase. Hooton upgrades his Simple Fireplace to a Cooking Hearth.

Harvest Phase 1: all players successfully feed their families.

Round 5: Hunt played the Corn Profiteer occupation, Hooton collected 6 wood, Geggus played the Estate Manager occupation, Scharf collected 1 stone, 1 reed, and 1 food, but Hooton used the Reed Buyer to buy the reed, Hunt collected 3 wood, Hooton added a room to his wooden hut, Geggus built a Fireplace, and Scharf built a Builder's Trowel.

Round 6: Scharf collects 4 wood, Hunt collects a reed, stone, and food, and Hooton buys the reed from him. Hooton collects and cooks 3 sheep. Geggus uses the Perpetual student to play the Mater Forester. Scharf collects 2 reeds. Hunt builds a Canoe. Hooton plays the Clay Deliveryman occupation. Geggus goes Fishing, gaining 4 food and 1 reed.

Round 7: Hooton grows his family and plays Acreage. Geggus collects 6 wood. Scharf adds a room to his wooden hut. Hunt collects 2 stone. Hooton builds a Wooden Hut Extension. Geggus uses the Perpetual Student to play the Fence Builder occupation. Scharf visits the Traveling Players, gaining 3 food.

Harvest Phase 2: all players successfully feed their families.

Round 8: Hunt plays the Fence Deliveryman occupation, Hooton grows his family and plays a Gypsy's Crock, Geggus builds a Wooden Hut Extension and builds fences, Scharf collects 8 clay, Hunt collects 1 stone, 1 reed, and 1 food, Hooton collects and cooks 2 sheep, Geggus uses the Perpetual Student to play the House Steward, Scharf builds a Cooking Hearth, and Hooton collects 8 clay.

Round 9: Geggus grows his family and plants a Fruit Tree, Scharf collects 2 wild boar, Hunt collects 6 wood, Hooton plows a field, Geggus collects 6 wood, Scharf plays the Social Climber occupation, Hunt adds a room to his wooden hut, and Hooton collects 2 stone, renovates to a clay hut, and collects 1 stone, 1 reed, and 1 food. Harvest Phase 3, all players successful feed their families.

Round 10: Geggus adds 2 rooms to his wooden hut, Scharf collects 4 reeds, Hunt grows his family and builds a Milking Shed, Hooton pays 2 food to Geggus to collect 8 wood from the Master Forester, Geggus builds a Swan Lake, Scharf goes Fishing, collecting 4 food, Hunt collects 1 reed, 1 stone, and 1 food, Hooton builds a Grain Cart, Geggus uses the Perpetual Student to play the Constable occupation, and Hooton collects 3 grain and 2 sheep, cooking the sheep into 5 food.

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus

Round 1: Scharf collected 3 wood. Hunt played the Stone Carver occupation. Hooton plays the Reed Buyer occupation, Geggus collects 1 stone, 1 reed, and 1 food, but Hooton buys the reed from him using the Reed Buyer. Scharf builds a Drinking Trough, Hunt collects 2 wood, Hooton collects 2 clay, and Geggus collects 1 grain.

Round 2: Scharf plays the Countryman occupation, Hunt collects 1 reed, 1 stone, and 1 food, and Hooton buys the reed using the Reed Buyer. Hooton builds a Simple Fireplace. Geggus plays the Perpetual Student occupation. Scharf collects 3 wood. Hunt collects 2 clay. Hooton collects 2 wood. Geggus collects 2 wood.

Round 3: Hooton, collects 3 wood, Geggus plays the Reeve occupation. Scharf builds 2 stables. Hunt plays the Butcher occupation. Hooton collects 3 sheep, cooking 2 of them. Geggus builds a Raft. Scharf goes Fishing. Hunt collects 1 stone, 1 reed, and 1 food.

Round 4: Geggus collects 4 reeds, Scharf plays the Rennovator occupation, Hunt plays the Bread Seller occupation, Hooton visits the Traveling Players.

Round 11: Geggus grows his family and builds a Clay Deposit, Scharf upgrades his Cooking Hearth into a Cooking Corner, Hunt plays the Conservator occupation, Hooton builds a Clay Oven and bakes some bread, Geggus collects a vegetable, Scharf collects 6 wood, Hunt collects 2 stone, Hooton fences off 2 pastures, Geggus collects 6 wood, Hunt collects

Player	Corporation
Christopher Hunt	Mai-Ni Productions
Bill Scharf	Phoblog
Kevin Croskery	Credicor
Chris Geggus	Thorgate

Round 1: Mai-Ni Productions and Phoblog both selected Development and Credicor and Thorgate both selected Construction. Development: Mai-Ni planted Heather, Phoblog built a Space Station, Credicor acquired some Balanced Portfolios, and Thorgate built some Geothermal Power.

Construction: Mai-Ni built facilities for Aquifer Pumping, Phoblog gains some Energy Subsidies, Credicor invested in some Standard Technology, and Thorgate sponsored an Interplanetary Conference and set up Water Import from Europa.

Round 2: Mai-Ni selected Action, Phoblog and Credicor selected Research, and Thorgate selected Development. Development: Phoblog built the Miranda Resort, Credicor invested in Laboratories, and Thorgate conducted some Import of Advanced GHG. Action: Mai-Ni used Farmers' Markets twice to gain plants and use Aquifer Pumping to flip an ocean tile. Credicor paid cash to flip an ocean tile.

Round 3: Phoblog and Credicor select Development, Thorgate selects Construction, and Mai-Ni selects Production. Development: Phoblog gains some Coal Imports, Credicor gains a Mine, and Thorgate invests in Lightning Harvest. Construction: Mai-Ni gains some Self-Replicating Bacteria and Thorgate built some Power Infrastructure.

Round 4: Mai-Ni selects Action, and everyone else selects Production. Action: Mai-Ni uses Farmers' Markets, flips an ocean tile with Aquifer Pumping, and builds a forest, increasing the oxygen level 1 step. Thorgate uses Water Import from Europa to flip an ocean tile.

Round 5: Phoblog and Credicor select Development, Thorgate selects Construction, and Mai-Ni selects Production. Development: Phoblog gains Building Industries, Credicor builds the Great Dam, and Thorgate constructs a Trading Post. Construction: Mai-Ni acquires some Advanced Screening Technology, Phoblog gains some Nitrite Reducing Bacteria, and Thorgate constructs a Colonizer Training Camp.

Round 6: Credicor selects Construction, Mai-Ni selects Action, Thorgate selects Production, and Phoblog selects Research. Construction: Mai-Ni

4 wood, Hooton collects 2 wild board and plays the Hobby Farmer, planting a vegetable.

Harvest Phase 4: Hooton harvests a vegetable, all players successfully feed their families, and Hooton breeds a wild boar.

Round 12: Scharf grows his family and plays a Wooden Hut Extension, Hunt grows his family, Hooton roasts a boar and collects 2 cattle, Geggus builds a Riding Plow and fences off another pasture, Scharf uses the Builder's Trowel to renovate to a clay hut then renovates to a stone house and builds a Well.

Cuvac – Terraforming Mars: Ares Expedition

hires some Interns, Phoblog sponsors a Convoy from Europa, flipping an ocean tile, Credicor conducts some Research, and Thorgate gains some Extended Resources. Action: Mai-Ni uses Farmers' Markets, Aquifer Pumping, flipping an ocean tile, adds a microbe to Self-Replicating Bacteria, and uses Advanced Screening Technology twice, gaining Greenhouses and a Research Outpost to his hand. Phoblog uses Nitrite Reducing Bacteria to flip an ocean tile. Thorgate uses Water Import from Europa to flip an ocean tile.

Round 7, Credicor selects Development, Phoblog selects Construction, Thorgate selects Action, and Mai-Ni selects Production. Development: Mai-Ni plants some Lichen, Phoblog sees some Algae, and Credicor invests in some Wave Power. Construction: Mai-Ni builds a Research Outpost, Phoblog stages a Technology Demonstration, flipping the last ocean tile, Credicor builds some Ironworks, and Thorgate gains some Developed Infrastructure. Action: Mai-Ni uses Farmers Markets, adds a microbe to Self-Replicating Bacteria, builds a forest and increases the oxygen level 1 step, and uses Advanced Screening Technology, to add Tundra Farming to his hand. Phoblog spends heat to raise the temperature one step and adds a microbe to Nitrite Reducing Bacteria. Credicor uses Ironworks to raise the oxygen level 1 step then pays to increase the temperature one step. Thorgate uses Developed Infrastructure to raise the temperature 2 steps.

Round 8: Credicor selected Construction, Thorgate Production, and Mai-Ni and Phoblog Research.

Construction: Mai-Ni builds Atmosphere Filtering, increasing the oxygen level 1 step, Phoblog forms the United Planetary Alliance, Credicor creates a Plantation, gaining 2 forest tiles and increasing the oxygen level 2 steps, and Thorgate founds a Think Tank.

Round 9: Mai-Ni and Thorgate select Development, Phoblog selects Construction, and Credicor selects Action. Development: Mai-Ni builds some Solar Power, Credicor uses some Deep Well Heating, increasing the temperature one step, and Thorgate builds a Processing Plant. Construction: Mai-Ni holds an Invention Contest and Phoblog builds a Matter Generator. Action: Mai-Ni used Farmers Markets, added a microbe to Self-Replicating Bacteria, and unsuccessfully used Advanced Screening Technology. Phoblog added a microbe to Nitrite-Reducing Bacteria and sold a card using Matter Generator. Credicor used Ironworks to increase the oxygen level 2 steps and paid to increase the temperature 1 step. Thorgate used Power Infrastructure to convert heat to cash and used Developed Infrastructure to increase the temperature 1 step and the Think Tank to draw a card.

Round 10: Phoblog selected Development, Credicor and Thorgate Production, and Mai-Ni Research.

Development: Mai-Ni gains some Economic Growth, Phoblog builds some Automated Factories, Credicor builds a Power Plant, and Thorgate gains some Imported GHG.

Round 11: Thorgate chose Development, Phoblog and Credicor Construction, and Mai-Ni Action.

Development: Mai-Ni built a Commercial District and Thorgate some Processed Metals. Construction: Phoblog built some Solarpunk, Credicor initiated some Lava Flows, increasing the temperature 2 steps, and Thorgate built an Artificial Jungle. Action: Mai-Ni used Farmers Markets, added a microbe to Self-Replicating Bacteria, spent 5 microbes from Self-Replicating Bacteria to play Phobos Falls, increasing the temperature 1 step, gained a forest tile, increasing the oxygen level 1 step, and using Advanced Screening Technology unsuccessfully. Phoblog adds a microbe to Nitrite-Reducing Bacteria, uses the Matter Generator, increases the temperature 1 step, and uses Solarpunk to gain a forest tile and increase the oxygen level 1 step. Credicor uses Ironworks to raise the oxygen level 2 steps. Thorgate uses Power Infrastructure to convert heat to cash, Developed Infrastructure to raise the temperature 1 step, and Think Tank to draw a card.

Round 12: Mai-Ni, Credicor, and Thorgate chose Production, and Phoblog Research.

Round 13: Phoblog, Credicor, and Thorgate chose Development, and Mai-Ni Research. Development: Mai-Ni went for Industrial Farming, Phoblog built some Microprocessors, Credicor perpetrated some Smelting, and Thorgate gained some Diversified Interests.

Round 14: Phoblog and Thorgate chose Construction and Mai-Ni and Credicor Production. Construction: Mai-Ni built a Lagrange Observatory, Phoblog built Wood Burning Stoves and Matter Manufacturing, and Thorgate used Work Crews to build an Olympus Conference then built a Composting Factory.

Round 15: Mai-Ni selected Development while everyone else selected Action. Development: Mai-Ni builds a Mass Converter, Phoblog a Quantum Extractor, Credicor the Callisto Penal Mines, and Thorgate some Space Heaters.

Shih Tzu – Suburbia with Suburbia, Inc.

Player	Borough
Dave Hooton	Lakeville
Christopher Hunt	Greenville
Andy York	Austin City Limits
Bill Scharf	Yellow Sky City

Round 1: Lakeville built Waterfront Realty, Greenville built a Cemetery, Austin City Limits built a Mobile Home Community, and Yellow Sky City built an Investment Property.

Round 2: Lakeville placed a Lake, Greenville a Heavy Factory, Austin City Limits a County Assessor's Office, and Yellow Sky City a Homeowners' Association.

Round 3: Lakeville built an Office Building, Greenville a Homeowners' Association, Austin City Limits a Convenience Store, and Yellow Sky City a Suburb.

Round 4: Lakeville invests in its Community Park, Greenville builds a Suburb, Austin City Limits builds a Heavy Factory, and Yellow Sky City builds a Municipal Airport.

Round 5: Lakeville builds a Fancy Restaurant, Greenville places a Lake, as does Austin City Limits, and Yellow Sky City builds a Domestic Airport.

Round 6: Lakeville builds a Municipal Airport,

Greenville a Retirement Village, Austin City Limits a Parking Lot, and Yellow Sky City a Heavy Factory.

Round 7: Lakeville builds a Parking Lot, Greenville some New Construction, Austin City Limits places a Lake, as does Yellow Sky City.

Round 8: Lakeville builds an Amusement Park border, Greenville a Hostel, Austin City Limits Light Rail, and Yellow Sky City another Domestic Airport.

Round 9: Lakeville builds a Heavy Factory, Greenville more New Construction, Austin City Limits a Suburb, and Yellow Sky City a Stadium.

Round 10: Lakeville builds a Casino, Greenville an Elementary School, Austin City Limits a Community Park, and Yellow Sky City places a Lake.

Round 11: Lakeville builds a Community Park, Greenville a Bed and Breakfast, Austin City Limits a Suburb, and Yellow Sky City a Lake House.

Round 12: Lakeville built a Hotel, Greenville a Local EPA Office, Austin City Limits invests in the County Assessor's Office, and Yellow Sky City builds a Desert border.

Round 13: Lakeville builds a PR Firm, Greenville a High School, Austin City Limits a Middle School, and Yellow Sky City a High School.

Round 14: Lakeville invests in a Community Park, Greenville places a lake, Austin City Limits builds a New Car Dealership, and Yellow Sky City places a lake.

Round 15: Lakeville builds an International Airport, Greenville a Community Park, Austin City Limits a lake, and Yellow Sky City a lake.

Round 16: Lakeville builds a Resort, Greenville a lake, Austin City Limits invests in Light Rail, and Yellow Sky City builds a Community Park.

Thus ends the game, with Lakeville taking the Investor goal and Greenville the Miscreant goal. Nobody gets the Socialist or Miser goals. As for the private goals, only Yellow Sky City gains the Air Traffic Controller goal. The final tally saw Lakeville with a healthy lead, followed by Yellow Sky City, then Greenville and Austin City Limits just behind him. Congratulations to Dave Hooton on his victory!

Pyrenean Mastiff – Power Grid

Player	Company
Dave Hooton	Arc de Décharge
Chris Geggus	Gallic Electrification Glorifies Socialism (GEGS)
Kevin Wilson	Meilleure Énergie
Bill Scharf	Power United
Andy York	Texas Railroad Commission (TRC)

We are playing on the France map with a random mixed deck, including the Promo cards and the Power Grid+ options.

Turn 1 Bidding: Meilleure Énergie wins the bid on power plant 05, TRC wins the bid on power plant 04, GEGS wins the bid on power plant 07, and Arc de Décharge wins the bid on power plant 07. Power United then got power plant 08. At that point, the Theme Park became available, and picked it up after some spirited bidding.

Turn 1 Fuel Purchase: a total of 10 coal and 5 oil were purchased.

Turn 1 City Connections: Meilleure Énergie connected to Montpellier and Nimes. TRC connected to all three areas of Paris. GEGS connected to La Mans and Angers. Arc de Décharge connected to Rouen and Amiens.

Power Unlimited connected to Marseilles and Aix-en-Provence.

Turn 1 Bureaucracy: Power United, Arc de Décharge, and GEGS powered 2 cities, TRC and Meilleure Énergie powered 1.

Turn 2 Bidding: TRC wins the bid on power plant 29. The bidding is ongoing on power plant 11.

Lakeland Terrier – 7 Wonders with Wonder Pack, Leaders, Cities, and Armada

Player	Wonder
Dave Hooton	Babylon A
Christopher Hunt	Manneken Pis B
Kevin Wilson	Giza B
Chris Geggus	Rome B
Bill Scharf	Abu Simbel A

We are playing with the Wonder Pack, Leaders, Cities, and Armada expansions.

Age I Leader Recruitment: Babylon A chose

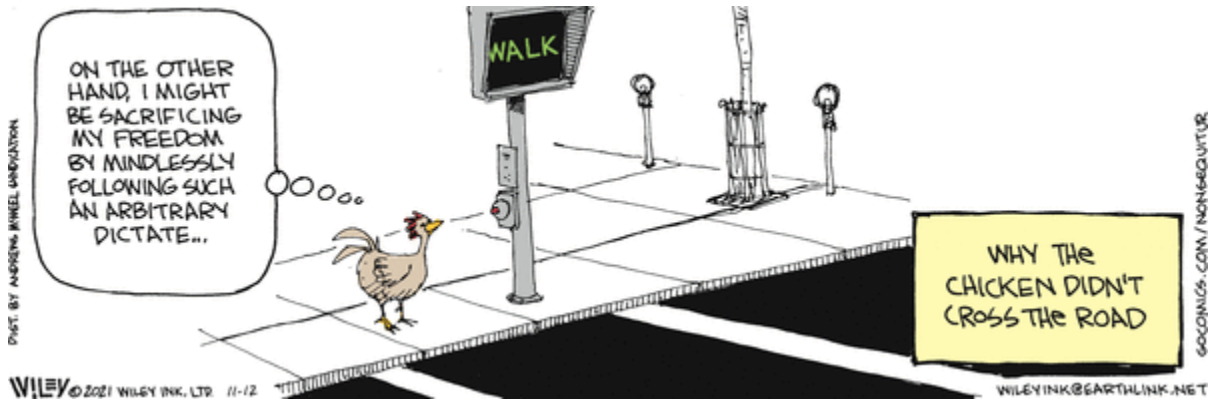
Imhotep, Manneken Pis chose Creosus, Giza chose Berenice, Rome chose Cleopatra, and Abu Simbel chose Maeceenas.

Age I, Round 1: Babylon plays Explorers' Office. Manneken Pis plays a Loom. Giza plays a Tavern. Rome plays a Western Trading Post. Abu Simbel plays a Forest Cave.

Age I, Round 2: Babylon plays a Clay Pool, Manneken Pis plays a Stone Pit. Giza plays a Secret Warehouse. Rome plays a Clay Pool. Abu Simbel plays an Altar.

Age I, Round 3: Babylon plays a Guard Tower, as does Manneken Pis. Giza plays an Ore Vein. Rome plays a Shipyard. Abu Simbel plays a Timber Yard.

Age I, Round 4: Babylon plays a Timber Yard. Manneken Pis plays an Apothecary. Giza plays a Marketplace. Rome plays a Gambling Den. Abu Simbel plays Glassworks.



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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!