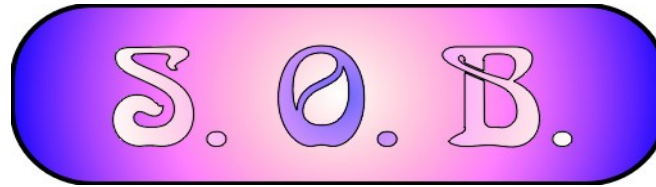


Number 269



December, 2021

Notes from Hades

First of all, I want to wish all of you happy holidays. I hope this holiday season finds all of you well and save from the latest COVID variant. Like every year, we are spending the time quietly at home. It will be a much less stressful holiday season than last year, given that this year I am fully employed. Both my sons are also working part-time, both in local restaurants. One of them enjoys it so much that he is looking at getting a Culinary Arts degree. The other one has discovered his passion in writing, and has written some pretty good short stories and is working on a novel. He is close to getting his first short story published.

Since the last issue, 10 games have completed, all of them email games. The games are: English Setter, an Age of Renaissance game won by Bill Scharf, German Spitz, a Terraforming Mars game which was won by Dave Hooton, Irish Terrier, a Terraforming Mars game won by Chris Geggus, Finnish Lapphund, the Gaia Project game won by Martin Burgdorf, Norbottenspets, a History of the World game won by Chris Geggus, Saint Bernard, an Agricola game won by Chris Geggus, Cuvac, a Terraforming Mars: Ares Expedition game won by Kevin Croskery, Lakeland Terrier, a 7 Wonders game won by Bill Scharf, Lagotto Romangnolo, our first Citadels game, also won by Bill Scharf, and Affenhuahua, a Terraforming Mars: Ares Expedition game won by Chris Geggus. Congratulations to the winners!

The next deadline is **Tuesday, January 25 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.

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(\$), Martin Burgdorf(\$), will take up to 1 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 up to 3 more.

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

Afador. Puerto Rico: This is the base game. Have Chris Geggus(\$), Kevin Wilson(\$), Andy York(\$), Martin Burgdorf(\$), 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.

Leopard Hound: Discworld: Ankh Morpork: Have Kevin Wilson(\$), Andy York(\$), Christopher Hunt(\$), will take up to 1 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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On the Web at: <http://www.sob-zine.org>

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 Bill Scharf, will take up to 6 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.

New World: Have Bob Robles, Andy York, will take up to 4 more.

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.

History of the World: Have Andy York, Kevin Wilson, Dave Anderson, will take up to 4 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., 5 Star expansions, Nightlife, expansions, plus the Cons and Essen Spiel additions. 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, Kevin Wilson, will take up to 6 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.

Terraforming Mars: Ares Expedition: Have Christopher Hunt, Kevin Croskery, will take up to 2 more.

Citadels: Have the Dark City expansion cards. Will take up to 8.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email. Will take up to 7.

Age of Renaissance: This game will start only after Neapolitan Mastiff has completed. Will take up to 6.

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

Outpost: This will use the usual rules. Will take up to 10.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Will take up to 5.

Concordia: Will take up to 5.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 5.

Terra Mystica: Will take up to 5.

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

Spring 1462

Deadline/Summer 1462 1/25 Tuesday

France and Austria continue to struggle against each other across the map. In the north, Austria has the advantage, but in the south, France does. Florence and the Pope are largely ignored.

Fall 1461 Retreats

Florence retreats A Sienna to Perugia.

Builds

		Cost
Austria	Maintains A Cremona, A Salerno, A Abania, A Tyrolea, F Lower Adriatic, F Upper Adriatic, F Venice, G Durazzo, builds A Austria, A Dalmatia	30
Florence	Maintains A Perugia, A Urbino, A Pistoia, builds A Arezzo	12
France	Maintains all, builds A Marseilles	36
Papacy	Maintains all, no new builds	9

Outstanding Loans

Summer 1462: 12 ducats from Austria (8 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 to PARMA, A Salerno to Bari (Dislodged, no retreat), A Dalmatia to FERRARA, A TYROLEA holds, A AUSTRIA supports A Tyrolea, A ALBANIA supports G Durazzo convert to F, F LOWER ADRIATIC supports A Salerno to Bari (cut), F UPPER ADRIATIC transports A Dalmatia to Ferrara, F Venice to PADUA, G DURAZZO convert to F
- FLORENCE (Robles):** A PERUGIA supports A Urbino to Florence, A Urbino to FLORENCE, A PISTOIA supports A Urbino to Florence, A AREZZO holds (u)
- FRANCE (Wilson):** A SWISS to Tyrolea, A OTRANTO to Bari, A MILAN supports A Swiss to Tyrolea, A PISA supports F Sienna, A Marseilles to PROVENCE, F Tunis to CENTRAL MEDITERRANEAN SEA, F Tyrrhenian Sea to NAPLES, F (EM) Naples to SALERNO, F GULF OF NAPLES supports F Tyrrhenian Sea to Naples, E IONIAN SEA to Lower Adriatic, F SIENNA holds
- PAPACY (Robles):** A ROME holds, A AQUILA holds, A SPOLETO supports A Aquila

Notes

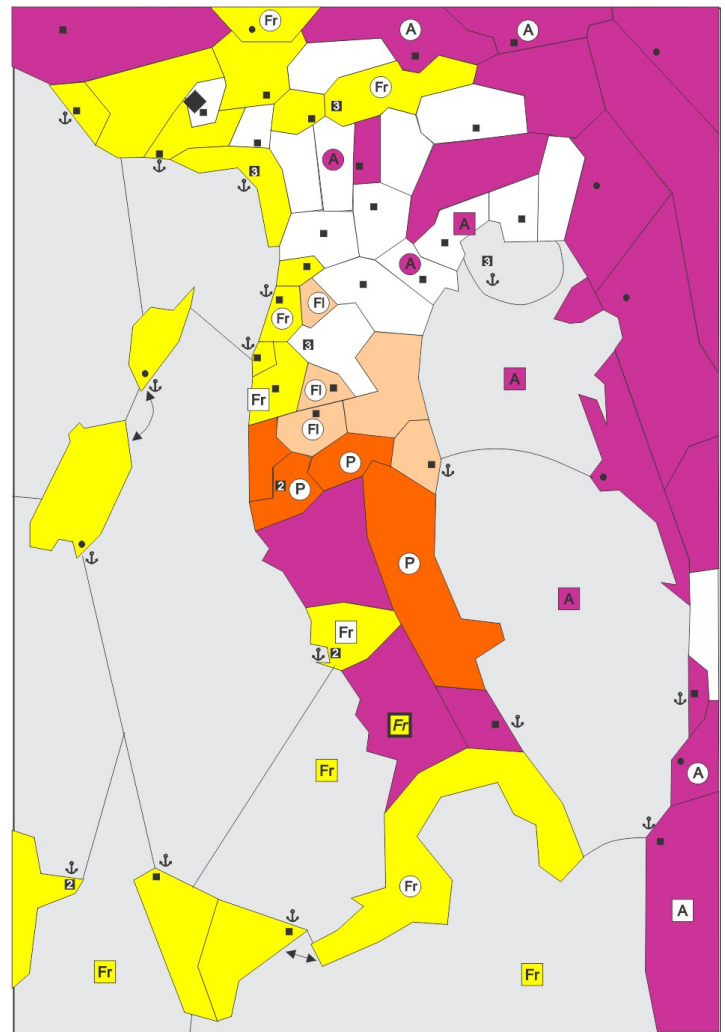
The previous proposal of a concession to France/Austria failed with 1 no vote.

France proposes the following: concession to France/Austria, concession to Austria, and a draw including all survivors. Please submit your votes on these as soon as possible. Any concession must be unanimous and NVR = no.

Spring 1462 Famine Losses

Florence A Florence and autonomous G Mantua eliminated.

Kai Ken



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

Summer 1462 Plague

Poor Year – Column Only: Pavia, Provence (France A eliminated), Mantua, Treviso

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: 105. Currently running Chess, Diplomacy, Britannia, Conquistador, Diplomacy-The Gathering, Victory in the Pacific. 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, Mijnlieff, Not so Intimate Diplomacy, Intimate Diplomacy.

US Zines

Cheesecake Published by Andy Lischett. Current issue: 402. Currently running Diplomacy. Current game openings: Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 151. Currently running Diplomacy, Railway Rivals, 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 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. Genoa buys Laws of Matter.

Turn 8 Expansion: Barcelona takes Kaffa. Hamburg takes Stettin. Venice expands to Kamishin, Kaffa, North America, Novogorod, Athens, Fez (unsuccessfully), and Adalia. Genoa expands to Varna (unsuccessfully), Tana, Basel, Fez (unsuccessfully), Bergen, and Dubrovnik. London expands to Riga (unsuccessfully), Hamburg, and St. Malo (unsuccessfully).

In the final tally, Venice leads with a whopping 3031 points, followed by Barcelona at 1703, Hamburg at 1166, Genoa at 873, London at 325, and Paris at 299. Congratulations to Bill Scharf on his victory!

German Spitz – Terraforming Mars, Hellas Map, Venus Next, Prelude, Colonies, and Turmoil Expansions

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

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 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. Cheung Shing Mars places a greenery tile, boosting the oxygen level. Tharsis Republic places an Ecological Zone and a Wildlife Dome, boosting the oxygen a step. Vitor builds a city. Philares builds an Open City then places a greenery tile next to it, increasing the oxygen level to 13%. MSI uses the Caretaker Contract to increase its TR. Cheung Shing Mars adds a delegate to the Greens. Tharsis Republic gains cash from the Energy Market then uses Symbiotic Fungus to add a resource to Ants. Vitor passes. Philares trades with Pluto. MSI adds a resource to Psychrophiles. Cheung Shing Mars adds a resource to Nitrite-Reducing Bacteria.

Tharsis Republic establishes Orbital Cleanup, then conducts some. Philares takes out an Investment Loan. MSI adds a delegate to the Greens. Cheung Shing Mars sells a card. Tharsis Republic sells a card. Philares plays Lightning Harvest. MSI converts floaters on Titan Shuttles to titanium. Cheung Shing Mars sells a card. Tharsis Republic gains some Industrial Microbes. Philares sells a card. MSI funds a Security Fleet. Cheung Shing Mars spends a floater from Saturn Surfing for cash and sponsors an Olympus Conference. Tharsis Republic sells 2 cards. Philares sells a card. Tharsis Republic builds a Luna Metropolis, places a greenery tile, collects money from Martian Zoo, uses Ants to consume a Psychropile, plays an Asteroid Mining Consortium, then sells 3 cards.

With that, Mars is fully terraformed. Cheung Shing Mars places a final greenery tile. Final score is Cheung Shing Mars at 74, Tharsis Republic at 71, Philares at 67, MSI at 45, and Vitor at 42. Congratulations to Dave Hooton on his victory!

Irish Terrier – Terraforming Mars, Elysium Map, Prelude, Colonies, and Turmoil Expansions

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

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 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. Robinson Industries uses Ants to consume a Decomposer. Lakefront Resorts adds a delegate to the Greens and gains cash from Orbital Cleanup. Polyphemos sells a couple of cards. Stormcraft adds a resource to its corporation. UNMI adds a delegate to the Greens. Robinson Industries sells a couple of cards and trades with Miranda. Lakefront Resorts builds a Mohole Area. Polyphemos uses the HI-Tech Lab. Stormcraft passes. UNMI has a Productive Outpost. Robinson Industries adds a delegate to the Greens. Lakefront Resorts cashes in on Martian Rails. Polyphemos moves a delegate to the Greens and becomes its leader. Robinson Industries uses Extreme Cold Fungus to add resources to Ants. Lakefront Resorts sells a card. Polyphemos builds a city and sells a card. Robinson Industries unleashes his Predators on the Martian Zoo. Lakefront Resorts sells a card. Polyphemos adds a resource to Tardigrades. Robinson Industries sells a card. Lakefront Resorts builds an Earth Catapult. Polyphemos designs a Symbiotic

Fungus and uses it to gain a resource on Nitrite-Reducing Bacteria. Robinson Industries sells a card. Lakefront Resorts builds an Equatorial Magnetizer and uses it to increase its TR. Polyphemos sells a card. Lakefront Resorts place a greenery tile. Polyphemos trades with Enceladus and uses Nitrite-Reducing Bacteria to increase its TR. Lakefront Resorts places a greenery tile.

Generation 8 Solar Phase: The event is Pandemic, and all companies lose money. The Greens become the ruling party and the Kelvinists become the dominant party.

Generation 9 Actions: Lakefront Resorts raises the temperature 1 step and funds the Celebrity award. Polyphemos trades with Luna and uses Development Center to draw a card. Stormcraft goes Terraforming Ganymede and increases the temperature the final step. UNMI places a city and greenery tile. Robinson Industries cashes in on the Martian Zoo and trades with Ganymede. Lakefront Resorts trades with Miranda. Polyphemos sells a card and obtains

Player	Faction
Martin Burgdorf	Ambas
Bill Scharf	Lantids
Kevin Wilson	Gleens

Turn 6: The Gleens place a couple of mines, charge power, place another mine, form a federation, place another mine, upgrade a mine into a trading station,

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	Guede to European Geographical Studies (GEGS)

Epoch VI: Bad Cards, The Minotaurs, and Republic of Texas keeps. Atlantis passed to Romulus & Remus. RMHS kept. Romulus & Remus passed to GEGS and GEGS passed to Atlantis. RMHS started out with the Safavids and a Plague in Tarim Basin, then played the Ming Dynasty, Dominating China, taking Korea, edging into Eurasia and India. Romulus & Remus started with an unsuccessful rebellion in the Korean Peninsula, then a very successful Civil War within the Ming Dynasty, moved on to the Timurid Emirates, who moved into India and the Middle East. Atlantis had the Incas & Aztecs, who established themselves in South and North America, respectively. Republic of Texas had the Ottoman Turks, who had Elite Troops and a Population Explosion, dominated the Middle East, dipped into North Africa, India, and Eurasia. Bad Cards had Portugal, who gained Ship Building and Pirates,

some Urban Decomposers. Stormcraft adds to its Security Fleet. UNMI conducts some Sub-Crust Measurements. Robinson Industries does some Noctis Farming and places a greenery tile. Lakefront Resorts unsuccessfully activates its Asteroid Deflection System and places an Industrial Center. Polyphemos uses Symbiotic Fungus to add a microbe to Nitrite-Reducing Bacteria then spends 3 microbes from Nitrite-Reducing Bacteria to increase its TR. Stormcraft sells a card. UNMI trades with Ceres. Robinson Industries plants a Mingrove and trades with Enceladus, adding microbes to Ants. Lakefront Resorts adds a delegate to Unity then uses Equatorial Magnetizers. Polyphemos adds a resource to GHG Producing Bacteria. Stormcraft adds a delegate to the Kelvinists and sells a card. UNMI uses Sub-Crust Measurements to draw a card. Robinson Industries plays Birds and adds a resource to it. Lakefront Resorts conducts an Orbital Cleanup, gaining cash. Polyphemos uses the HI-Tech Lab to draw a card. UNMI adds a delegate to Unity. Robinson Industries uses Extreme Cold Fungus to add resources to Ants. Lakefront Resorts activates Martian Rails. Polyphemos adds a delegate to the Kelvinists. Robinson Industries uses Ants to consume a resource from Decomposers. Lakefront Resorts launches a Trans-Neptune Probe. Polyphemos sells a card. Robinson Industries adds a delegate to the Kelvinists. Lakefront Resorts imports some Nitrogen from Titan and sells a card. Polyphemos adds a resource to Tardigrades. Robinson Industries uses Predators to consume a resource from Ecological Zone. Polyphemos plays Livestock, then adds a resource to the card, engages in Ecology Research, gains some Imported Nutrients, plants some Adapted Lichen, and distributes some Breathing Filters.

All global parameters are at a maximum, so the game is over. Polyphemos places 3 additional greenery tiles and Stormcraft places 1. Final tally is Polyphemos with 76 points, Robinson Industries with 69, Lakefront Resorts with 65, UNMI with 56, and Stormcraft with 54. Congratulations to Chris Geggus on his victory!

Finnish Lapphund – Gaia Project

advance in Navigation, and place a mine. The Amba place a mine, gain a Q.I.C., spend power for knowledge, spend power for ore, advance in Terraforming, place a couple of mines, upgrade a mine to a trading station, place a couple more mines, exchange positions of their planetary institute and a mine, form a federation and rescure the federation tile. The Lantids place a mine, form a federation, advance in Navigation, gaining the Lost Planet, place a mine, upgrade a mine to a trading station, and place a mine.

In the final tally, the Amba have 142 points, the Gleens 114, and the Lantids 52. Congratulations to Martin on his crushing victory!

Norbottenspets – History of the World

dominated South America, and established presences in North America, Sub-Saharan Africa, the Middle East, and North Africa. The Minotaurs play Empires Revive and Empires Fortify then move to Spain, dominating North America, expanding into the Middle East, India, and China, extending their holdings in Southern Europe and moving into North Africa. GEGS visits Black Death on Northern and Southern Europe and play Disaster on Pindus then play the Mughals, who push westward into Eurasia and Northern Europe.

Epoch VII: Bad Cards passes to RMHS, Atlantis keeps, The Minotaurs pass to Bad Cards, RMHS passes to The Minotaurs, Romulus & Remus keep, Republic of Texas passes to GEGS and GEGS passes to Republic of Texas. Romulus & Remus start out with Russia, facing resistance getting to the North Sea, taking the Highlands and Dneipr, and just barely getting Danubia. GEGS plays Black Death on Northern and Southern Europe clearing out several spaces in Northern Europe and reducing some double armies to single, then plays a Disaster in Pindus. Finally, the Mughals head west through Eurasia into Northern Europe.

Epoch VII: Bad Cards passes to RMHS, Atlantis keeps, The Minotaurs pass to Bad Cards, RMHS passes to The Minotaurs, Romulus & Remus keeps, Republic of Texas passes to GEGS and GEGS passes to Republic of Texas. Romulus & Remus are up first with Russia, moving into Northern Europe and Southern Europe against considerable resistance. GEGS follows up with the Manchu Dynasty, who gain Weaponry and Naval Supremacy. The Manchus take China, venture into Nippon and Southeast Asia, and establish dominance in Eurasia. Bad Cards starts out with a Disaster in Western Anatolia, and plays the Netherlands, who gain a Leader. The Netherlands dominates Northern Europe then moves onto China. Atlantis starts off with a Disaster in the Pyrenees, destroying a monument there and reducing the Spanish capital, then continues on with France, expanding to South America, North America, Madagascar, India, China, Southeast Asia, and controlling Australia. The Minotaurs starts off with Japan, controlling Nippon and dipping into Eurasia, then continues on with Britain, playing Weaponry and dominating Northern Europe, North America, China, and the Middle East, and making an appearance in South America. RMHS then comes in with the United States, dominating North and South America. Finally, Republic of Texas shows up with Germany, playing Siegecraft, and making an appearance in North America, Eurasia, and Northern Europe.

The final tally is GEGS with 187 points, Romulus & Remus with 186, The Minotaurs with 182, Bad Cards and Republic of Texas with 169, RMHS with 166, and Atlantis with 161. Congratulations to Chris Geggus on his win!

Saint Bernard – Agricola

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus

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. Hunt collects 3 wood. Hooton collects 8 clay. Geggus collects a vegetable. Hunt collects 3 stone. Hooton plows a field. Geggus collects 4 wood. Hooton adds a room to his clay hut. Geggus collects 5 clay from his clay deposit.

Round 13: Geggus uses the Riding Plow to plow 3 fields and sows 2 vegetables and 1 grain. Scharf collects a vegetable. Hunt and Hooton grow their families. Geggus plants a Strawberry Patch and fences 2 more pastures. Scharf collects 4 wood. Hunt collects 5 clay. Hooton collects 3 sheep. Geggus goes Fishing. Scharf collects 2 wild boar. Hunt collects 2 stone. Hooton plows a field. Geggus collects a cattle. Hunt renovates to a stone house and builds a Stone Oven. Hooton sows a vegetable and 2 grain.

Harvest Phase 5: Hooton harvests 2 vegetables and 2 grain, Geggus harvests 2 vegetables and 1 grain. All players successfully feed their families.

Round 14: Geggus uses the Riding Plow to plow 3 fields and sows 2 vegetables and 1 grain. Scharf fences a pasture. Hunt builds 3 stables. Hooton plows a field. Geggus grows his family and uses Reed Exchange to gain 2 reed for 2 clay. Scharf takes a cattle. Hunt takes a wild boar. Hooton collects 4 clay. Geggus collects 4 sheep. Scharf collects a vegetable. Hunt collects 4 reeds and Hooton buys one of them. Hooton collects 2 stone. Geggus renovates to a clay hut. Hunt collects 1 reed, 1 stone, and 1 food. Hooton builds a Basketmaker's Workshop. Hunt takes a grain. Hooton sows 2 vegetables and 1 grain.

Harvest Phase 6: Hooton harvests 3 vegetables and 3 grain. Geggus harvests 4 vegetables and 2 grain. Everyone successfully feeds their families.

Final scoring is Geggus with 48, Hooton with 47, Hunt with 20, and Scharf with 19. Congratulations to Chris on his close victory!

Cuvac – Terraforming Mars: Ares Expedition

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

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. Action: Mai-Ni uses Farmers' Markets, adds a microbe to Self-Replicating Bacteria, gains a forest tile, and uses Advanced

Screening Technology to gain Protected Valley. Phoblog uses Matter Generator, raises the temperature 1 step, uses Solarpunk to gain a forest tile, and uses Wood Burning Stoves to raise the temperature 2 steps. Credicor raises the temperature 2 steps, uses Ironworks to increase the oxygen level 2 steps, and gains 2 forest tiles. Thorgate uses Developed Infrastructure to raise the temperature two steps, Power Infrastructure to convert heat to cash.

Round 16: Phoblog, Credicor, and Thorgate select Development and Mai-Ni selects Action. Development: Mai-Ni invests in some Rad Suits. Phoblog builds a Medical Lab. Thorgate does some Noctis Farming. Action: Mai-Ni adds 2 microbes to Self-Replicating Bacteria. Phoblog uses Matter Generator, uses Solar Punk for a forest tile, uses Wood Burning Stoves to increase the temperature 1 step and spends cash to increase the temperature another step. Credicor spends cash to raise the temperature 2 steps. Thorgate uses Developed Infrastructure to raise the temperature 1 step, uses Think Tank, Artificial Jungle, and Power Infrastructure. This completes the terraforming of Mars. Final score was Credicor with 32, Thorgate with 30, Mai-Ni Productions with 27, and Phoblog with 26. Congratulations to Kevin Croskery 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 2: TRC wins the bid on power plant 29. Meilleure Énergie wins the bidding on power plant 11. Power United wins the bidding on power plant 30. Arc de Décharge wins the bidding on power plant 20. GEGS passes on a new power plant, and on purchasing fuel. Arc de Décharge buys 1 oil, Power United buys 1 coal, Meilleure Énergie buys 1 uranium, and TRC does not buy fuel. GEGS connects to Orleans, Arc de Décharge connects to Caen, and the rest pass. TRC, Arc de Décharge, and Meilleure Énergie power 3 cities, and GEGS and Power United power 2 cities.

Turn 3: The only power plant bought is power plant 14 by GEGS. Power United buys 2 coal, GEGS buys 2 trash and 3 oil, Meilleure Énergie buys 2 coal and 1 uranium, Arc de Décharge buys 3 oil, and TRC buys 2 coal and 2 oil. Power United connects to Grenoble and Tulon, GEGS connects to Rennes, Meilleure Énergie does not connect to any new cities, Arc de Décharge connects to Reims, and TRC does not connect.

Turn 4: GEGS buys power plant 25. Arc de Décharge buys power plant 33. TRC buys power plant 16. Power United gains the Transformer after some spirited bidding. Meilleure Énergie gains power plant 27. Meilleure Énergie buys trash and uranium, TRC buys oil, GEGS buys oil and coal, Arc de Décharge buys trash, and Power United buys coal. Meilleure Énergie connects to Carcassone and Toulouse, TRC connects to Dijon and Lyon, GEGS connects to Tours, Arc de Décharge connects to Le Havre, and Power United connects to Saint-Étienne. All players power 5 cities.

Turn 5: Arc de Décharge gains power plant 26 and Meilleure Énergie gains power plant 24. GEGS buys coal and oil, Meilleure Énergie buys trash and uranium, Power United buys coal, and Arc de Décharge buys trash and oil. GEGS connects to Nantes and Clermont-Ferrand, Meilleure Énergie connects to Bordeaux, TRC connects to Besançon, Power United connects to Nice and Limonges, and Arc de Décharge connects to Lille and Calais. Arc de Décharge, Power United, and GEGS each power 7 cities and TRC and Meilleure Énergie power 6 cities.

Turn 6: Power United acquires power plant 15. TRC gains power plant 34 after spirited bidding. No other power plants are bought. Meilleure Énergie and TRC buy uranium, GEGS buys trash, oil, and coal, Power United buys coal, and Arc de Décharge buys trash and oil. Meilleure Énergie connects to Lourdes and La Rochelle. TRC connects to Mulhouse, Strasbourg, Nancy, and Metz. GEGS connects to Brest.

Turn 7: Meilleure Énergie gains power plant 35. TRC gains power plant 28. Power United wins the special bidding for the Supply Contract. Arc de Décharge wins the bid for power plant 36.

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, Round 5: Babylon plays a Tavern and advances on the Commerce track. Manneken Pis plays a Militia. Giza plays a Clay Pit. Rome plays an East Trading Post and advances on the Commerce track. Abu Simbel

plays a Theater and advances on the Civics track.

Age I, Round 6: Babylon plays a Steersman's Academy, drawing the Wild Island and advancing on the Exploration track. Manneken Pis plays a Lumber Yard. Giza plays an Excavation. Rome plays a Barracks and advances on the Military track. Abu Simbel plays a Pawnshop.

Age I, Round 7: Babylon plays Docks and advances on the Military track. Manneken Pis plays an Eastern Emporium and advances on the Commerce track. Giza plays a Stockade and advances on the Military track. Rome builds the first stage of its wonder and advances on the Commerce track. Abu Simbel plays a Scriptorium.

Age I, Round 8: Babylon builds the first stage of its wonder and advances on the Commerce track. Manneken Pis plays a Scriptorium and advances on the Exploration track. Giza plays Baths and advances on the Civics track. Rome plays a Workshop and advances on the Exploration track. Abu Simbel plays a Clandestine Dock East.

Age I Conflict: Babylon wins one and loses one and wins an Incursion. Manneken Pis wins twice. Giza loses one and ties one. Rome wins one and ties one and loses an Incursion. Abu Simbel loses twice. For naval conflicts, Babylon, Manneken Pis, Giza, and Rome all gain, and Abu Simbel loses.

Age II, Leader Recruitment: Babylon plays Hypatia, Manneken Pis plays Leonidas, Giza plays Hamurabi, Rome plays Hannibal, and Abu Simbel plays Caligula.

Age II, Round 1: Babylon plays a Bazaar and advances on the Commerce track. Manneken Pis plays a Forum and advances on the Commerce track. Giza plays a Caravanseri and advances on the Commerce track. Rome plays a Loom. Abu Simbel plays a Gambling House.

Age II, Round 2: Babylon plays a Laboratory, advances on the Exploration track, and gains the Inhabited Island. Manneken Pis plays a Press. Giza plays Stables. Rome plays a Laboratory and advances on the Exploration track. Abu Simbel plays a Caravanseri and advances on the Commerce track.

Age II, Round 3: Babylon plays a Pirate Lair, Manneken Pis builds its wonder and advances on the Exploration track, Giza plays Glassworks, Rome gains an Archery Range and advances on the Military track, and Abu Simbel plays a Statue and advances on the Civics track.

Age II, Round 4: Babylon plays a Dispensary and advances on the Exploration track, Manneken Pis plays Stables and advances on the Military track,

Giza plays a Dispensary and advances on the Exploration track, Rome plays a Dry Dock, advancing on the Commerce and Civics tracks, and Abu Simbel plays a Temple, advancing on the Civics track.

Age II, Round 5: Babylon plays a Brickyard. Manneken Pis plays a Quay and advances on the Military track. Giza plays an Aqueduct and advances on the Civics track. Rome plays an Architect's Cabinet. Abu Simbel plays a Quarry.

Age II, Round 6: Babylon builds the second stage of his wonder and advances on the Commerce track. Manneken Pis plays a Library. Giza plays a Map Room and advances on the Exploration track and the Commerce track. Rome plays a Vineyard, advancing on the Commerce track. Abu Simbel builds the first stage of his wonder and advances on the Commerce track.

Age II, Round 7: Babylon builds the last stage of his wonder and advances on the Commerce track. Manneken Pis plays a Sepulchre. Giza builds the first stage of his wonder. Rome builds the second stage of his wonder, plays Solomon, gaining a Press and advances on the Military Track. Abu Simbel plays a Consulate.

Age II, Round 8: Babylon and Manneken Pis each discard a card for gold. Giza builds a Courthouse and advances on the Civics track. Rome builds the third stage of his wonder, plays Tomyris, and advances on the Military track. Abu Simbel builds the second stage of his wonder, advancing on the Civics track.

Age II Conflict: Abu Simbel does not participate because of the Consulate. Babylon and Giza lose both conflicts and Manneken Pis and Rome win both theirs. Manneken Pis wins an Incursion against Giza. Giza opts out of naval conflict. Rome wins overall, Babylon and Manneken Pis tie for second and Abu Simbel loses.

Age III Leader Recruitment: Babylon plays Pythagoras, Manneken Pis plays Euclid, Giza plays Semiramis, Rome plays Alexander, and Abu Simbel plays Nebuchadnezzar.

Age III, Round 1: Babylon plays an Arena. Manneken Pis plays a Jetty. Giza plays the Craftsmen's Guild. Rome plays a Study, advances on the Exploration track, gains Frothy Harbor and advances on the Civics and Exploration tracks. Abu Simbel plays a Town Hall.

Age III, Round 2: Babylon plays a University and advances on the Exploration track. Manneken Pis plays an Academy and advances on the Exploration track. Giza builds the second stage of his wonder and advances on the Civics track. Rome plays a Siege Workshop and advances on the Military track. Abu Simbel plays Gardens.

Age III, Round 3: Babylon plays a Lighthouse. Manneken Pis discards a card for gold. Giza plays a Senate and advances on the Civics track. Rome plays an Observatory, advances on the Exploration track, gains Stormy Archipelago, allowing him to advance on the Military, Commerce, and Civics tracks. Abu Simbel plays a Senate.

Age III, Round 4: Babylon plays a Captaincy, advancing on the Civics track and the Exploration track. Manneken Pis plays a Slave Market. Giza plays a Townhall, advancing on the Civics track. Rome plays a Naval Ministry, advancing on the Civics track. Abu Simbel plays an Embassy.

Age III, Round 5: Babylon plays a Customs Office. Manneken Pis plays a Torture Chamber. Giza plays a Contingent. Rome discards a card for gold. Abu Simbel plays a Pantheon.

Age III, Round 6: Babylon plays a Haven. Manneken Pis plays a Counterfeiters' Guild. Giza builds the third stage of his wonder. Rome plays Naval Archives. Abu Simbel plays a University and advances on the Exploration track.

Age III, Round 7: Babylon, Manneken Pis, and Rome all discard a card for gold. Giza plays a Diplomats' Guild. Abu Simbel completes his wonder, interring Caligula.

Age III, Round 8: Babylon discards a card for gold. Manneken Pis plays a Chamber of Commerce. Giza completes its wonder. Rome plays Gardens and advances on the Civics track. Abu Simbel plays a Builders' Union.

Age III Conflict: Abu Simbel does not participate due to the Embassy. Babylon loses 2 conflicts. Manneken Pis wins against Babylon but loses to Giza. Giza wins both conflicts. Rome loses to Giza but wins against Babylon. Manneken Pis wins an Incursion against Rome. Giza opts out of naval conflict. Rome wins overall, Babylon and Manneken Pis tie for second and Abu Simbel loses.

In the final tally, Abu Simbel has 87 points, Giza 81 points, Rome 79 points, Babylon 72 points, and Manneken Pis 70 points. Congratulations to Bill on his victory!

Lagotto Romagnolo – Citidels

the Magician, who exchanges 1 card, takes 2 gold, and builds a Harbor. Chris is the Architect, takes 2 gold, 2 cards, and builds a Trading Post. Kevin is the Warlord, takes 2 gold, builds a Watchtower and gains 1 more gold.

Turn 2: Kevin is the Thief, who steals from the Architect, takes 2 gold, and builds a Library. Christopher is the Magician, swaps hands with Chris, takes 2 gold, and builds a Fortress. Chris is the Architect, who takes 2 gold and 2 cards. Bill is the Warlord, who takes 2 gold and builds a Market.

Turn 3: Bill is the Assassin, who kills the Merchant and takes 2 gold. Chris is the Magician, exchanges a card, takes 2 gold and builds an Armory. Christopher is the King, gains the Crown, and takes gold. Kevin is the

Player
Kevin Wilson
Bill Scharf
Christopher Hunt
Chris Geggus

Kevin starts out with the Crown.

Turn 1: Christopher is the Thief and steals from the Architect, gains 2 gold, and builds a Manor. Bill is

assassinated Merchant.

Turn 4: Christopher is the Thief, who steals from the King, takes gold, and builds a Laboratory. Chris is the Magician, who takes gold and builds a Battlefield. Kevin is the King, who regains the Crown, and draws cards. Bill is the Warlord and rakes gold.

Turn 5: Christopher is the Thief, who steals from the Magician, takes gold, and builds Docks. Chris is the Magician, draws cards, and exchanges 2 cards. Bill is the Bishop, takes gold and builds a Factory. Kevin is the Warlord, takes gold and builds a Keep.

Turn 6: Bill is the Assassin, who kills the Warlord and takes gold. Christopher is the King, who takes the Crown, and draws cards. Kevin is the Architect, takes gold, draws cards, and builds a Church. Chris is the Warlord, who is assassinated.

Turn 7: Christopher is the King, takes gold, and builds a Cathedral. Bill is the Bishop, who takes gold. Kevin is the Merchant, who takes gold. Chris is the Warlord, who takes gold and builds a Lighthouse, drawing a card of his choice from the

deck.

Turn 8: Chris is the Assassin, who kills the Bishop and takes gold. Kevin is the Bishop, who is assassinated. Christopher is the Merchant who takes cards. Bill is the Warlord, who takes gold and builds a Map Room.

Turn 9: Chris is the Thief, who steals from the Architect, takes gold, uses his Armory to destroy Christopher's Laboratory, and builds a Manor. Christopher is the Merchant, who draws cards and builds a Castle. Kevin is the Architect, who takes gold and draws cards. Bill is the Warlord, who draws cards and destroys the Tavern in Christopher's city.

Turn 10: Christopher is the Thief, who steals from the Architect and takes gold. Kevin is the Magician, who takes gold, builds a Castle, and exchanges 2 cards. Chris is the Bishop, who takes gold and builds a Monastery. Bill is the Warlord, who takes gold, builds a Prison, and destroys Christopher's Docks.

Turn 11: Christopher is the Assassin, who kills the King and takes gold. Kevin is the Thief, who steals from the Warlord and takes gold. Chris is the King, who is dead. Bill is the Merchant, who takes cards and builds a Battlefield.

Turn 12: Chris is the Thief, who steals from the Magician and takes gold. Christopher is the Magician, who exchanges hands with Kevin, takes gold, and builds a Church. Kevin is the King, who takes gold. Bill is the Warlord, who takes cards and builds a Monastery.

Turn 13: Christopher is the Thief, who steals from the Warlord, takes gold, and builds a Temple. Bill is the Merchant, who draws cards and builds a Manor, which is his eighth building. Kevin is the Architect, who takes gold, draws 2 cards, and builds a Tavern. Chris is the Warlord, who takes gold.

Final tally is Bill with 35 points, Christopher and Kevin with 20, and Chris with 17. Congratulations to Bill on his victory!

Affenhuahua – Terraforming Mars: Ares Expedition

Player	Corporation
Kevin Wilson	Inventrix
Andy York	Mai-Ni Productions
Kevin Croskery	Launch Star, Inc. (LSI)
Chris Geggus	Teractor

Round 1: All players select Development. Inventrix gets some Trapped Heat, Mai-Ni builds Micor-Mills, LSI finds some Undersea Vents, and Teractor has some Commercial Imports.

Round 2: Inventrix and Mai-Ni select Construction and LSI and Teractor select Production.

Construction: Inventrix hires some Work Crews who build Hydro-Electric Energy and draws a card. Mai-Ni builds some Wood Burning Stoves and a Colonizer Training Camp. Teractor holds an Invention Contest.

Round 3: LSI selects Development, Teractor Construction, Inventrix Production, and Mai-Ni Research. Development: Inventrix gains some Imported GHG, Mai-Ni some Coal Imports, LSI invests in Biothermal Power, and Teractor forms a Cartel. Construction: Teractor conducts some Research and gains some Extended Resources.

Round 4: Inventrix and Mai-Ni select Development, LSI and Teractor select Production. Development:

Inventrix does some Deep Well Heating. Mai-Ni builds a Medical Lab. Teractor plants some Heather.

Round 5: LSI selects Development, Mai-Ni and Teractor select Construction, and Inventrix selects Action. Development: Inventrix builds some Nuclear Plants. Mai-Ni gains some Sponsors. LSI engineers some Industrial Microbes. Construction: Mai-Ni draws a card. LSI builds Ironworks. Teractor gains some Imported Hydrogen and draws a card.

Action: Inventrix uses Hydro-Electric Power twice then increases the temperature 2 steps. Mai-Ni uses Wood Burning Stoves to increase the temperature and heat to increase it a second time. LSI uses

Ironworks to increase the oxygen level and heat to raise the temperature. Teractor uses plants to gain a forest tile and increase the oxygen level.

Round 6: Inventrix and Mai-Ni select Development and LSI and Teractor select Production. Development: Inventrix builds some Energy Storage and Mai-Ni builds a Vesta Shipyard.

Round 7: Mai-Ni, LSI, and Teractor select Construction and Inventrix selects Action. Construction: Mai-Ni builds Assembly Lines and a Lagrange Observatory. LSI gains some GHG Producing Bacteria and a Symbiotic Fungus. Teractor gains some Anaerobic Microorganisms and Filter Feeders. Action: Inventrix uses Hydro-Electric Power twice then increases the temperature 2 steps. Mai-Ni and Teractor each spend heat to raise the temperature' 1 step. LSI uses heat to raise the temperature 1 step and adds 2 resources to GHG Producing Bacteria, one through the Symbiotic Fungus.

Round 8: LSI selects Development and all others select Production. Development: Inventrix obtains Balanced Portfolios and LSI launches Satellites.

Round 9: Inventrix and Mai-Ni select Development, Teractor selects Construction, and LSI selects Production. Development: Inventrix builds a Mohole Area, Mai-Ni builds Callisto Penal Mines, and Teractor spreads some Worms, with help from Anaerobic Microorganisms. Construction: LSI does some Atmosphere Filtering and Teractor builds a Composting Factory and draws a card.

Round 10: Teractor selects Development, LSI Construction, Inventrix Action, and Mai-Ni Production. Development: Mai-Ni plants some Lichen and Teractor starts some Tundra Farming. Construction: Inventrix builds Steelworks, LSI funds a Technology Demonstration and draws a card. Teractor sets up a Brainstorming Session. Action: Inventrix uses Hydro-Electric Power twice and spends heat to raise the temperature 3 steps. Mai-Ni spends heat to raise the temperature 1 step. LSI spends heat to raise the temperature 1 step, uses GHG Producing Bacteria to raise it another step, uses Ironworks to increase the oxygen level 1 step, and uses Symbiotic Fungus to add a resource to GHG Producing Bacteria. Teractor uses the Brainstorming Session, drawing a green card and gaining IMC and spends plants for a forest tile, increasing the oxygen level 1 step.

Round 11: Inventrix and Mai-Ni select Construction, LSI selects Action, and Teractor selects Production.

Construction: Inventrix draws a card and builds Greenhouses. Mai-Ni draws a card and gains some Imported Nitrogen. LSI starts Terraforming Ganymede. Teractor builds some Developed Infrastructure.

Action: Inventrix uses Hydro-Electric Power, uses Steelworks to raise the oxygen level 1 step, and spends heat to raise the temperature 1 step. Mai-Ni spends heat to raise the temperature 1 step and uses Wood Burning Stoves to raise the temperature another step. LSI uses Symbiotic Fungus twice to add 2 resources to GHG Producing Bacteria, uses GHG Producing Bacteria to raise the temperature 1 step, and uses Ironworks to increase the oxygen level 1 step. Teractor uses Developed Infrastructure to increase the temperature 1 step, uses the Brainstorming Session, drawing a blue card and keeping it, and spends plants for a forest tile, increasing the oxygen level 1 step.

Round 12: Mai-Ni selects Development, LSI and Teractor select Construction, and Inventrix selects Action. Development: Inventrix builds Windmills, Mai-Ni goes Farming, and LSI joins a Power Supply Consortium.

Construction: Inventrix releases some Small Animals. Mai-Ni seeds some Arctic Algae. LSI builds a Power Infrastructure and Solarpunk. Teractor uses Anaerobic Microorganisms to help fund a Plantation and builds a

Circuit Board Factory. Action: Inventrix uses Hydro-Electric Energy, uses Greenhouses twice, uses Steelworks to increase the oxygen level 1 step, spends plants to gain a forest tile and increase the oxygen another step. LSI uses Ironworks twice to raise the oxygen level 2 steps and adds 2 resources to GHG Producing Bacteria, one through Symbiotic Fungus. Teractor uses plants to gain a forest tile and increase the oxygen 1 step, uses Brainstorming Session to reveal a red card, which he keeps, and draws another card with the Circuit Board Factory.

Player	Country
Dave Hooton	Paris
Chris Geggus	Venice
Bill Scharf	Genoa
Christopher Hunt	Barcelona
Bob Robles	London

Turn 1 Card Play: London plays Wool. Venice plays Revolutionary Uprisings. Paris plays Dionysus Exiguus and Rashid ad Din. Genoa plays Stirrups. Turn 1 Purchases: London buys The Heavens. Venice and Barcelona each buy Caravan. Paris uses Dionysus and Rashid to get Written Record for free and also buys Caravan. Genoa buys a ship upgrade.

Player
Dave Hooton
Chris Geggus
Christopher Hunt

Turn 1: Christopher selects the Builder and builds a Small Indigo Plant. Chris builds a Small Market, and Dave builds a Hacienda. Chris selects the Mayor and places colonists on the indigo plantation and Small Indigo Plant. Dave places a colonist on the corn plantation. Christopher places a colonist on the Small Indigo Plant. Dave selects the Craftsman. Turn 2: Chris selects the Settler and takes a Quarry, Dave takes a tobacco plantation, and Christopher takes a coffee plantation. Dave selects the Captain and ships his corn. Christopher selects the Builder and builds an Aqueduct, Chris builds a Small Indigo Plant. Turn 3: Dave selects the Craftsman. Christopher selects the Mayor and places colonists on an indigo plantation and the Aqueduct. Chris places a colonist on the Small Indigo Plant. Dave places a colonist on the Haciends. Chris selects the Trader. Turn 4: Christopher selects the Builder and builds a Hospice. Chris builds a Black Market. Chris selects the Mayor and places colonists on the quarry and Black Market. Dave places a colonist on the tobacco plantation. Christopher places a colonist on the Hospice. Dave selects the Captain and ships his corn. Turn 5: Chris selects the Settler and takes a quarry. Dave gains a tobacco plantation from the Hacienda and takes a corn plantation. Christopher takes a coffee plantation. Dave selects the Craftsman and produces corn. Christopher and Chris each produce indigo. Christopher selects the Trader and trades

Round 13: Inventrix selects Construction while everyone else selects Production. Construction: Inventrix has CEO's Favorite Project and a Giant Ice Asteroid, flipping 2 ocean tiles. Round 14: LSI selects Development, Teractor selects Construction, and Inventrix and Mai-Ni selection Action. Development: Inventrix plants some Grass and LSI builds a Great Dam. Construction: Inventrix works with some Business Contacts while Teractor establishes a Conserved Biome and conducts a Release of Inert Gasses. Action: Inventrix uses Hydro-Electric Energy, uses Greenhouses twice, spends plants for a forest tile. Mai-Ni flips 2 ocean tiles and spends plants for a forest tile. LSI uses Power Infrastructure and flips 3 ocean tiles. Teractor uses Circuit Board Factory to draw a card, Brainstorming Session to reveal a blue card, spends 8 plants for a forest tile, and flips an ocean tile. This completes the terraforming of Mars. Final score is Teractor with 32, LSI with 27, and Inventrix and Mai-Ni with 25. Congratulations to Chris on his victory!

Neapolitan Mastiff – Age of Renaissance

Turn 1 Expansion: London expands to Portsmouth, York, and Chester. Venice expands to Belgrade, Milan, Nuremburg, and Bessel. Barcelona expands to Basque, Bordeaux, Montpellier, Seville, Toulouse, and Valencia. Paris expands to Cologne, Strassburg, Dijon, Loire, and St. Malo. Genoa expands to Marseilles, Florence, Rome, Lyons, Naples, Cagliari, and buys a card. Turn 2 Card Play: Barcelona plays Enlightened Ruler, Armor, and Walter the Peniless. Genoa plays Wool and Pirates/Vikings on Bordeaux. Venice plays Fur. Paris plays The Crusades in Suez. Turn 2 Purchases: London buys a ship upgrade and Urban Ascendancy. Barcelona buys Overland East and a ship upgrade. Genoa buys a ship upgrade. Venice buys Urban Ascendancy and a ship upgrade. Paris buys a ship upgrade. Turn 2 Expansion: London expands to Iceland, Edinburgh, and Waterford. Barcelona expands to Bordeaux, Fez, Grenada, Lisbon, and Toledo. Genoa expands to Sicily, Salonika, Crete, Tripoli, and Algeria. Venice expands to Prague, Vienna, Dubrovnik, Budapest, and unsuccessfully to Salonika. Paris expands to Cairo, Alezandria, Acre, Bourges, and Nuremburg.

Lhasa Apso – Puerto Rico, Buildings Expansion

indigo. Turn 6: Dave selects the Builder and builds a Tobacco Storage. Chris builds a Small Sugar Mill. Christopher selects the Settler and takes a quarry. Chris takes a sugar plantation. Dave gains a corn plantation with the Hacienda and takes an indigo plantation. Chris selects the Captain and ships indigo. Dave ships corn. Turn 7: Christopher selects the Craftsman and produces indigo, as does Chris. Dave produces corn. Chris selects the Mayor and places colonists on the sugar plantation and Small Sugar Mill. Dave places a colonist on the Tobacco Storage. Christopher places a colonist on the coffee plantation. Dave selects the Trader and trades corn. Turn 8: Chris selects the Captain and ships indigo. Christopher also ships indigo. Dave selects the Mayor and places colonists on 2 corn plantations. Christopher places a colonist in San Juan. Chris places a colonist on a quarry. Christopher selects the Builder and builds a Coffee Roaster. Chris builds a Guild Hall. Dave builds a Forest House. Turn 9: Dave selects the Settler, gains a corn plantation with the Hacienda and takes a quarry. Christopher takes a tobacco plantation. Chris takes a tobacco plantation. Christopher selects the Craftsman and produces indigo. Chris produces indigo and sugar. Dave produces corn and tobacco. Chris selects the Trader and trades sugar. Dave trades tobacco. Turn 10: Christopher selects the Builder and builds a Tobacco Storage. Chris builds a Tobacco Storage. Dave builds a Small Warehouse. Chris selects the Captain and ships indigo. Dave ships corn. Christopher ships indigo. Dave selects the Mayor and places colonists on the quarry and Forest House. Christopher places a colonist on the Coffee Roaster and moves a colonist from San Juan to the Tobacco Storage. Chris places a colonist on the Small Market and moves colonists from the Small Indigo Plant to the Tobacco Storage and from an indigo plantation to a tobacco plantation. Turn 11: Chris selects the Builder and builds an Indigo Plant. Dave builds an Office. Dave selects the Mayor and places colonists on the corn and tobacco plantations, the Small Warehouse, Office, and Tobacco Storage. Christopher places colonists on the Tobacco Storage and Coffee Roaster. Chris places colonists on the Indigo Plant and an indigo plantation. Christopher selects the Craftsman and produces indigo, tobacco, and coffee. Chris produces indigo, sugar, and tobacco. Dave produces corn and tobacco. Turn 12: Dave selects the Trader and trades tobacco. Christopher trades coffee, and Chris trades sugar. Christopher selects the Settler and takes a Quarry. Chris takes a corn plantation. Dave gains an indigo plantation from the Hospice and takes a forest. Chris selects the Builder and builds a Fortress. Dave builds a Small Indigo Plant. Christopher builds a Library. Turn 13: Christopher selects the Captain and ships indigo and tobacco. Chris ships indigo. Dave ships corn and tobacco. Chris selects the Mayor and places colonists on the corn plantation, Guild House, and Fortress. Dave places colonists on the indigo plantation and Small Indigo Plant. Christopher places colonists on the Library and in San Juan.

Porcelaine – Outpost

Player	Outpost
Dave Hooton	Lift-Off Over New York (LOONY)
Andy York	Bartertown
Kevin Wilson	Gryphon Asteroid Mining Enterprises (GAME)
Bill Scharf	Outpost Meta

Turn 1: LOONY and GAME each buy a water factory and a population factor. Bartertown and Outpost Meta each buys a water factory.

Turn 2: GAME buys an ore factory. LOONY buys a Nodule. Outpost Meta buys a population factor. Bartertown buys a Data Library.

Turn 3: LOONY opens the bidding on a Data Library and GAME eventually wins the bid. Outpost Meta buys Heavy Equipment. Bartertown buys a population factor.

Turn 4: LOONY buys a water factory and population factor. GAME buys a population factor. Bartertown

buys Heavy Equipment.

Turn 5: LOONY, Bartertown, and GAME each buy a water factory. Outpost Meta buys a titanium factory.

Turn 6: LOONY opens the bidding on a Nodule, and Outpost Meta wins it. LOONY opens the bidding on another Nodule and gets it. Outpost Meta buys a population factor. GAME buys a water factory. Bartertown buys a population factor.

Turn 7: LOONY opens the bidding on Heavy Equipment and GAME wins it. LOONY buys 3 population factors. Outpost Meta buys a titanium factory. Bartertown buys a Data Library. GAME buys a titanium factory.

Turn 8: The second set of upgrades are now available. Outpost Meta opens the bidding on a Warehouse and wins. LOONY buys a water factory. GAME and Bartertown each buy a titanium factory.

Turn 9: Outpost Meta buys a titanium factory and a population factor. LOONY buys Ecoplants and a water factory. Bartertown buys a Laboratory. GAME buys a Warehouse.

Turn 10: LOONY buys a Warehouse, a water factory, and a population factor. Bartertown buys a research factory. Outpost Meta buys an Orbital Lab. GAME buys a titanium factory.

Turn 11: LOONY buys a water factory and population factor. Bartertown opens the bidding on Robots and Outpost Meta gets it. Bartertown then buys a research factory. GAME buys an Outpost.

Turn 12: LOONY buys an Outpost. Outpost Meta buys a titanium factory and a robot. GAME buys 3 population factors. Bartertown buys Robots.

Turn 13: LOONY wins the bidding on an Orbital Lab.

French Spaniel – Dune

Player	Counry
Martin Burgdorf	Fremen
Kevin Wilson	Harkonnens
Bill Scharf	Atreides

Bob Robles	Bene Gesserit
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Turn 1: The Fremen start in Sietch Tabr and False Wall South. The Bene Gesserit start in Habbanya Ridge Sietch. Spice blow is 6 in Rock Outcroppings and 8 in Broken Land. Bidding: Card 1 goes to the Atreides. Card 2 goes to the Bene Gesserit. Card 3 goes to the Harkonnens. Card 4 goes to the Fremen. The Bene Gesserit and Atreides don't move. The Harkonnens move 4 tokens to Broken Land.

Karelian Bear Dog – Terraforming Mars, Tharsis Map, Prelude, Colonies, and Turmoil Expansions

Player	Corporation
Andy York	Tharsis Republic
Dave Hooton	Mons Insurance
Kevin Croskery	Poseidon
Chris Geggus	Pharmacy Union
Kevin Wilson	Thorgate

Prelude: Tharsis Republic plays Aquifer Turbines and an Early Settlement. Mons Insurance plays Supplier and Mohole Excavation. Poseidon plays Power Generation and Allied Bank. Pharmacy Union plays Smelting Plant and Society Support. Thorgate plays Great Aquifer and Business Empire.

Generation 1 Actions: Tharsis Republic placed a city then added a delegate to Mars First. Mons Insurance gained some Mining Rights and Lunar Exports.

Poseidon placed a colony on Luna and built an Earth Catapult. Pharmacy Union built a Natural Preserve, curing a disease, and an Industrial Center. Thorgate founded an Energy Market and built some Solar

Power. Tharsis Republic built an SF Memorial. Mons Insurance found a Mineral Deposit then held an Olympus Conference. Poseidon added a delegate to Unity. Pharmacy Union obtained some Cutting Edge Technology, curing another disease, then got a Bribed Committee. Thorgate started a Security Fleet then added to it. Tharsis Republic got some Nitrite-Reducing Bacteria, adding a disease to Pharmacy Union, and used Nitrite-Reducing Bacteria to improve its TR. Mons Insurance adds 2 delegates to Mars First. Pharmacy Union adds a delegate to the Greens. Thorgate adds a delegate to Mars First.

Generation 1 Solar Phase: Mars First becomes the ruling party and Mons Insurance is the new Chair.

Generation 2 Actions: Mons Insurance trades with Europa then builds Callisto Penal Mines. Poseidon builds a Domed Crater. Pharmacy Union develops some Standard Technology, curing a disease, then claims the Terraformer milestone. Thorgate adds a delegate to Mars First and builds some Fusion Power. Tharsis Republic trades with Ganymede and places a greenery tile. Mons Insurance adds a delegate to the Kelvinists. Poseidon trades with Luna. Pharmacy Union establishes a Minority Refuge on Luna. Thorgate builds a Fuel Factory and a Rad-Chem Factory. Tharsis Republic adds 2 delegates to Mars First. Poseidon and Pharmacy Union each add a delegate to Mars First.

Generation 2 Solar Phase: Solarnet Shutdown is the global event, with Pharmacy Union and Thorgate losing cash. Mars First remains the ruling party, and Tharsis Republic becomes the new Chair.

Generation 3 Actions: Poseidon builds Skydocks and joins a Cartel. Pharmacy Union builds a Food Factory. Thorgate trades with Luna and adds a resource to the Security Fleet. Tharsis Republic trades with Europa then brings in an Ice Asteroid, placing 2 oceans. Mons Insurance places a colony on Luna and trades with Pluto. Poseidon invests in Artificial Photosynthesis.

Norfolk Terrier – Concordia, Italia Map

Player
Dave Hooton
Bill Scharf
Kevin Wilson

a Prefect to gain cash. Dave plays a Mercator, selling cloth and buying brick. Bill plays a Mercator, selling cloth and buying brick. Kevin plays a Mason. Dave plays an Architect, building houses in Luceria and Brundisium. Bill plays an Architect, building houses in Messana and Neapolis. Kevin plays a Diplomat, copying an Architect and builds houses in Ravenna and Panormus. Dave plays a Prefect in Apulia. Bille plays a Prefect in Campania. Kevin plays a Prefect in Amelia. Dave plays an Architect, building a house in Ancona. Bill plays a Tribune. Kevin plays a Mercator, selling cloth and buying food. Dave plays a Tribune. Bill plays a Prefect in Sicilia. Kevin plays a Tribune. Dave plays a Prefect in Umbria. Bill plays an Architect, building houses in Syracusae and Croton. Kevin plays a Diplomat, copying Bill's Architect and builds houses in Aleria and Cosa. Dave plays a Senator, buying a Prefect. Bill plays a Prefect, collecting cash. Kevin plays a Prefect in Sicilia. Dave plays a Diplomat, copying the Prefect in Umbria. Bill plays the Diplomat, copying the Prefect in Lucania. Kevin plays the Senator and buys a Farmer and a Diplomat. Dave plays the Mercator, selling cloth and buying tools. Bill plays the Senator, buying a Smith. Kevin plays the Prefect in Aemilia. Dave plays the Architect, placing houses in Olbia and Panormus. Bill plays the Mercator, selling wine and buying cloth.

Dave starts out with a Senator, buying an Architect. Bill also plays a Senator, buying a Mercator. Kevin plays an Architect, building a house in Spoletum. Dave plays the Diplomat to copy Kevin's Architect and places houses in Casinum and Hadria. Bill plays a Diplomat to copy Kevin's Architect and places houses in Spoletum and Florentina. Kevin plays a Senator, gaining a Mason. Dave plays a Prefect in Umbria. Bill plays a Prefect in Etruria. Kevin plays

Kevin plays the Diplomat, copying Bill's Mercator selling cloth and buying tools. Dave plays a Prefect in Apulia. Bill plays the Tribune. Kevin plays a

Mercator, selling wine and buying bricks. Dave plays a Prefect in Corsica. Bill plays an Architect, building houses in Comum and Genua. Kevin plays an Architect, building houses in Nicaea and Genua. Dave plays a Tribune. Bill plays the Smith. Kevin plays the Farmer.

Pharaoh Hound – Lords of Waterdeep, Skullport and Undermountain Expansions

Player	Faction
Kevin Wilson	City Guard
Bill Scharf	Red Sashes
Christopher Hunt	Harpers
Chris Geggus	Knights of the Shield

Round 1: The City Guard go to the Field of Triumph. The Red Sashes go to Cliffwatch Inn, picking up a quest and an intrigue card. The Harpers go to Cliffwatch Inn, picking up a quest and gold. The Knights of the Shield go to Waterdeep Harbor and play Tax Collection, gaining gold. The City Guard go to Aurora's Realms Shop. The Red Sashes go to Waterdeep Harbor and play Lack of Faith. The Harpers go to the Builders' Hall and build the Librarian. The Knights of the Shield go to the Librarian. The City Guard go to Waterdeep Harbor, playing Information Broker. The Red Sashes go to

the Grinning Lion Tavern. The Harpers go to the Slavers' Market. The Knights of the Shield go to Castle Waterdeep, then redeploy an agent from Waterdeep Harbor to the Hall of Mirrors. The Red Sashes redeploy from Waterdeep Harbor to Blackstaff Tower. The City Guard redeploy from Waterdeep Harbor to The Plinth and complete the Destroy a Temple of Selvetarm quest.

Round 2: The Knights of the Shield go to Cliffwatch Inn and pick up the Infiltrate Builders' Hall quest and an intrigue card. The City Guard go to Cliffwatch Inn and pick up the Discover Hidden Temple of Lolth quest and gold. The Red Sashes go to the Grinning Lion Tavern. The Harpers go to Aurora's Realms Shop. The Knights of the Shield go to the Builders' Hall and build the Three Pearls. The City Guard go to the Hall of the Voice and take the Establish Shadow Thieves' Guild quest. The Red Sashes go to the Librarian and complete the Recover Magister's Orb quest. The Harpers go to the Slavers' Market. The Knights of the Shield go to Waterdeep Harbor and play Expose Corruption. The City Watch go to Waterdeep Harbor and Bribe the Watch, paying to remove 2 corruption and allowing the Harpers to pay to remove 1 corruption. The Red Sashes go to Waterdeep Harbor and Proselytize. The Harpers go to Skull Island. The Knights of the Shield go from Waterdeep Harbor to the Hall of Mirrors. The City Guard go from Waterdeep Harbor to the Field of Triumph. The Red Sashes go from Waterdeep Harbor to Blackstaff Tower.

Round 3: The Knights of the Shield go to Cliffwatch Inn, pick up the Investigate Thayan Vessel quest and an intrigue card. The City Guard go to the Builders' Hall and build the Golden Horn. The Red Sashes visit the Slavers' Market.

Plott Hound – Terra Mystica

Player	Faction
Bill Scharf	Giants
Kevin Wilson	Witches

Martin Burgdorf	Swarmlings
Christopher Hunt	Alchemists

Initial setup still underway.

Kopov – Terraforming Mars, Tharsis Map, Prelude, Colonies, and Turmoil Expansions

Player	Corporation
Chris Geggus	Utopia
Andy York	Saturn Systems
Christopher Hunt	Mons Insurance
Martin Burgdorf	Mining Guild
Dave Hooton	Teractor

Prelude: Utopia plays Early Settlement and Supply Drop. Saturn Systems plays Io Research Outpost and Galilean Mines. Mons Insurance plays Business Empire and Eccentric Sponsor, playing Asteroid

Mining. Mining Guild plays Mining Operations and Mohole Excavation. Teractor plays Orbital Construction Yard and UNMI Contractor.

Generation 1 Actions: Utopia builds a Research Colony on Luna, Saturn Systems adds a delegate to Unity. Mons Insurance does some Deep Well Heating, increasing the temperature, and adds a delegate to Mars First. Mining Guild adds a delegate to Mars First. Teractor builds a colony on Luna and a Giant Space Mirror. Utopia adds a delegate to Mars First and gains an Acquired Company. Saturn Systems gains some Regolith Eaters and adds a resource to it. Teractor places a colony on Triton. Saturn Systems builds a Power Plant. Teractor constructs some Directed Impactors, places a resource on the card, and adds a delegate to Unity.

Generation 1 Solar Phase: Mars First becomes the ruling party, with a neutral delegate becoming Chair. Generation 2 Actions: Saturn Systems add a delegate to Unity then bring in some Imported Hydrogen. Mons Insurance adds 2 delegates to the Reds. Mining Guild adds a delegate to Mars First.

Elo Scores

What are Elo scores? They were originally developed for chess, but they can be adapted to any game. Essentially, you start out with a score of 0. Every time you play a game, your score is adjusted according to the following formula:

$$\text{Adjustment} = S \cdot (W - p(E_o))$$

Where: S is the elasticity factor. In this zine, it is 60 for your first 10 games, 40 for your second 10 games, and 20 thereafter. This represents the maximum number of points you can win or lose against any single opponent.

W is 1 if you win, 0 if you lose, and 0.5 if you draw.

p(E_o) is the expected probability of a win given the difference between your Elo score and your opponent's. The basis of this is that if you have a score 200 points higher than another person's, you are expected to win 75% of the time.

In multiplayer games, your score is adjusted based on how you finish compared to each of your opponents.

Elo scores are calculated separately for each game, and they cannot go negative. Once you have played a game, your minimum score is 1, and it cannot go down as long as it is 100 or lower. Once you achieve a score of 100, it cannot go below that, but you can then lose Elo points.

Scores below are rounded to the nearest point. Only selected games are included. For a complete list, visit the website.

Machiavelli

Total games: 24

Player	Score
Jerry Roalstad	434
Bill Scharf	362
Ray Grib	328
Kevin Wilson	307

Player	Score
Dave Anderson	306
Berend Renken	284
Bob Rutherford	283
Steve Koehler	276
Ken Marcinonis	247

Player	Score
Andy York	234
Dale Horsely	224
Chris Hurley	221
Ward Narhi	221
Bob Robles	221

Player	Score
Mike Scott	204
Brendan Whyte	202
Forest Cole	197
Martin Burgdorf	186
Bogislaw von Shoenfeldt	180

Player	Score
Sean Cousins	160
Pete Palumbo	158
Brad Martin	156
Phil Reynolds	152
George Mann	151
Dave Partridge	146
Lee McConnell	145
Jack McHugh	141
Cary Nichols	135
Pasquale Giovine	130
Eddy Mattei	121
Kevin Burt	101
Joe Carl	100
Shaun Johnston	100
Kevin Kinsel	100
Andy Lewis	100
Jason Wilke	100
Howard Bishop	95
Stuart Schoenberger	76
Jeff Whitham	61
Dennis Cain	54
John Biehl	44
Paul Bolduc	37
Sigourney Street	37
Kieth Sesler	30
Ron Johnson	17
Gary Pomeroy	17
Shane Hedegard	1
Kerry Kaszak	1
John Sundwall	1

Dune

Total games: 6

Player	Score
Andy York	258
Bill Scharf	199
Cary Nichols	172
Doug Kent	153
Paul Bolduc	100
Chris Hurley	100
Kevin Wilson	96
Steve Koehler	34
Andy Lewis	27
Dennis Cain	19
Brad Martin	19
Stuart Tucker	19
Bob Robles	15
Dave Anderons	13
Debbie Anderson	13
Ward Narhi	13
Martin Burgdorf	5

Player	Score
Chris Geggus	4
Jack McHugh	4
Sean Cousins	1
Ken Goldstein	1
Tom Swider	1

History of the World

Total games: 12

Player	Score
Dave Anderon	304
Christopher Hunt	285
David Hood	284
Chris Geggus	276
Andy Lewis	273
Bill Scharf	234
Paul Bolduc	177
Dennis Cain	175
Kevin Kinsel	171
Dan Eisenhut	170
Sean Cousins	163
Andy York	159
Dave Partridge	137
Murray Cowles	133
Caleb Cousins	121
Kevin Wilson	117
Ward Narhi	104
Brad Martin	100
Howard Bishop	82
Martin Burgdorf	52
Cary Nichols	40
Joe Carl	1
Pitt Crandlemire	1
Michael Longdin	1
Phil Reynolds	1

Age of Renaissance

Total games: 12

Player	Score
Dave Hooton	400
Bill Scharf	333
Chris Geggus	282
Steve Koehler	215
Paul Bolduc	213
David Hood	171
Martin Burgdorf	169
Brad Martin	150
Bob Robles	139
Caleb Cousins	135
Dennis Cain	133

Player	Score
Cary Nichols	108
Michael Lowrey	100
Christopher Hunt	100
Dave Partridge	61
Michael Longdin	31
Robert Koehler	1
Ward Narhi	1

Puerto Rico

Total games: 20

Player	Score
Chris Geggus	450
Dave Hooton	365
Andy York	218
Richard Weiss	216
Christopher Hunt	203
Martin Burgdorf	173
Ron Fisher	169
Kevin Wilson	114
Andy Lewis	100
Paul Zieske	98
Tom Howell	31
Jack McHugh	31
Michael Lowrey	1
Brad Martin	1
Dave Partridge	1

Power Grid

Total games: 8

Player	Score
Dave Hooton	421
Kevin Wilson	236
Bill Scharf	182
Chris Geggus	136
Andy York	104
Richard Weiss	61
Michael Longdin	61
Dave Partridge	31
Brad Martin	1

Agricola

Total games: 10

Player	Score
Dave Hooton	383
Chris Geggus	377
Christopher Hunt	128
Andy York	104
Kevin Croskery	31
Bill Scharf	1

Terraforming Mars

Total games: 20

Player	Score
Chris Geggus	460
Dave Hooton	430
Andy York	274
David Hood	170
Kevin Croskery	137
Martin Burgdorf	135
Bill Scharf	131
Christopher Hunt	103
Paul Hendricks	100
Kevin Wilson	100
Brendan Whyte	1

7 Wonders

Total games: 5

Player	Score
Bill Scharf	352
Dave Hooton	277
Kevin Wilson	224
Chris Geggus	195
Martin Burgdorf	124
Christopher Hunt	100

Terra Mystica

Total games: 7

Player	Score
Kevin Wilson	346
Martin Burgdorf	248
Bill Scharf	137
Christopher Hunt	134
Chris Geggus	100
Kevin Croskery	1
Brad Martin	1

Suburbia

Total games: 5

Player	Score
Dave Hooton	314
Bill Scharf	156
Andy York	100
Christopher Hunt	44

Lords of Waterdeep

Total games: 2

Player	Score
Chris Geggus	146
Bill Scharf	137
Kevin Wilson	34
Christopher Hunt	31

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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, Brad Martin, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Brad Martin **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Brad Martin **History of the World:** Kevin Wilson, Chris Geggus, Andy York, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Brad Martin **Kremlin:** Andy York, Pasquale Giovine, Bill Scharf, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Brad Martin, Andy York **Industrial Waste:** Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, 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 Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** None yet. **Lords of Waterdeep:** None yet. **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** None yet.

Standby Calls

None this issue!