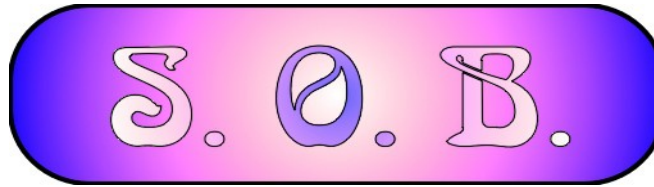


Number 270



January/February, 2022

Notes from Hades

Not much going on at the moment. Still staying low key, and we have all managed to stay healthy. Beyond that, the job is still going well.

Since the last issue, 5 games have completed. The games are: Kai Ken, the Machiavelli game in which a draw included all survivors (Jason Wilke-Nguyen, Hunt, Kevin Wilson, Chris Geggus, Bill Scharf(\$), will take up to 4 more. Kevin Wilson, and Bob Robles), Pyrenean Mastiff, a Power Grid game which was won by Dave Hooton, Lhasa Apso, a Puerto Rico game won by Chris Geggus, Colonies, and Turmoil expansions. Have Kevin Wilson, Chris Geggus, Dave Porcelaine, an Outpost game won by Dave Hooton, and Norfolk Terrier, a Concordia game won by Dave Hooton. Congratulations to the winners!

The next deadline is **Tuesday, March 1 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machriavelli	Page 2
Malinois	Gunboat Machiavelli	Page 2
Zine Report		Page 3
Email Games Report		Page 3

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. **Starts this issue!**

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

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(\$), Christopher Hunt(\$), will take up to 1 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(\$), Bill Scharf(\$), will take up to 2 more.

Pugabull. History of the World: Have Andy York(\$), Kevin Wilson, Dave Anderson(\$), Christopher Hunt(\$), Chris Geggus, Bill Scharf(\$), will take up to 1 more.

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

Aussiedoodle. Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Andy York(\$), Dave Hooton, Christopher Hunt(\$), Bill Scharf(\$), will take up to 1 more.

Aussiepom. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Will start after the next Terraforming Mars completion. Have Kevin Wilson, Andy York(\$), Christopher Hunt, Chris Geggus, Bill Scharf(\$). This game is full.

Beabull. Agricola: This is the first edition, published by Z-Man Games. Have Andy York, Christopher Hunt, Chris Geggus, Bill Scharf(\$), Dave Hooton. This game is full.

Beaglier. Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Christopher Hunt, Kevin Wilson, Chris Geggus, will take up to 2 more.

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

Blue Lacy. Citadels: Have the Dark City expansion cards. Have Christopher Geggus, Bill Scharf(\$), will take up to 4 more.

Bocker. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson, Chris Geggus, Dave Hooton, will take up to 2 more.

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

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

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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.

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email. Have Kevin Wilson, will take up to 6 more.

Age of Renaissance: This game will start only after Segugio Italiano has completed. Have Christopher Hunt, Chris Geggus, will take up to 4 more.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Dave Hooton, will take up to 3 more.

Outpost: This will use the usual rules. Have Kevin Wilson, Dave Hooton, will take up to 8 more.

Concordia: Have Kevin Wilson, Dave Hooton, will take up to 3 more.

Terra Mystica: Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

Terraforming Mars: Ares Expedition: Will take up to 4.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, will take up to 5 more.

Discworld: Ankh Morpork: Will take up to 4.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but

In general, game ownership is recommended, but not required. Game names that a game fee will be charged to non-subbers.

that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

Kai Ken **End of Game Statements**

Notes

All three draws were approved unanimously, so the one that takes precedence is the one that includes the most players. The draw including all survivors is approved.

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462
Austria:	3	4	5	9	10	11	14	12	13
Florence:	3	4	5	5	6	7	6	5	3
France:	3	4	7	10	11	11	10	14	17
Milan:	3	3	4	6	6	6	6	6	0
Naples:	4	7	6	3	2	1	0	0	0
Papacy:	4	4	4	4	4	3	2	2	1
Turks:	3	0	0	0	0	0	0	0	0
Venice:	4	6	7	0	0	0	0	0	0

The Players

AUSTRIA:	JASON WILKE-NGUYEN	1 ST PLACE
FLORENCE:	BOB ROBLES	1 ST PLACE
FRANCE:	KEVIN WILSON	1 ST PLACE
MILAN	Kevin Wilson (Out, Fall 1461)	5 th place
NAPLES:	Dave Anderson (resign, Spring 1456), Brad Martin (Out, Fall 1459)	6 th place
PAPACY:	BOB ROBLES	1 ST PLACE
TURKS:	Jason Wilke-Nguyen (Out, Fall 1454)	8 th place
VENICE:	Dave Anderson (resign, Spring 1456), Brad Martin (Out, Fall 1456)	7 th place

Statements

Kevin Wilson (France and Milan): Well, I should have just stuck with my early alliance with Austria/Turks. After taking out Venice/Naples we had the advantage but I was certain Jason would stab so I felt the need to act first and then flubbed it and failed to drive the knife home. Jason made me pay and any chance was lost, especially after Milan was lost. It seemed only Austria had a shot at a solo but it would have been a long, difficult and time consuming fight. I didn't really see a path for France, without the assistance and support of Milan, to find a way to victory so it was time to seek peace.

Thanks to Chris for running the game and to Jason and Bob for putting up the valiant fight.

Bob Robles (Florence and Papacy): Fun game. I couldn't capitalize on my central position and got squeezed throughout the game. Well played by all. Thanks, as always, for running the game Chris.

Jason Wilke-Nguyen (Austria and Turks): I started out wrong footed when Turkey was eliminated through bribery. I only regained my footing when I gained Venice. That was a tenuous venture in and of itself, but it solidified my status.

France was a solid ally through most of the game. There were a couple of points when I had my doubts, but he came through each time.

Sadly, the real world has interfered with much of my participation. I have found myself snapping at many people lately that I'm just one person. I think that led me to vote for any/all proposals probably a bit earlier than I otherwise might have. I'm divesting myself of activities and responsibilities until I regain my sanity.

Thanks to all for the game! I enjoyed it.

Malinois **Gamestart – Gunboat Machiavelli** **Deadline/Setup Preferences 3/1 Tuesday**

Here is the usual pre-game voting. Here are the options:

Scenarios

[Scenario I: Balance of Power.](#) Each player takes 2 powers.

[Scenario II: The Struggle for Dominance, Part One.](#) One player takes Venice and the Turks, one takes Florence and the Papacy, each other player takes one of the remaining two.

[Scenario III: The Struggle for Dominance, Part Two.](#) One player takes France and the Turks, one takes Milan and the Papacy, each other player takes one of the remaining two.

[Scenario IV: The Spanish Preponderance.](#) One player takes France and the Turks, one takes Venice and the Papacy, each other player takes one of the remaining two.

Florence gets a fleet in Genoa plus an additional 4 starting ducats.

[Scenario V: The Fall of the Lombards.](#)

[Scenario VI: Empire and Invaders.](#) The Muslims, Pisa, and the Holy Roman Empire are inactive.

[Scenario VII: Papal Ascendancy and Mongol Threat.](#) The Mongols are inactive.

[Scenario VIII: To the Renaissance.](#) Avignon is inactive. One player takes Papacy and Florence, one takes Genoa and Milan, each other player takes one of the remaining two powers.

Please rank all scenarios in preference order, plus your country of preference in each scenario. The scenario with the highest overall preference will be played.

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions. This could vary based on the scenario.

Optional Rules

Natural Disasters (Plague and Famine)

Special Units

Moneylenders

Conquest

Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White

Gray

Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

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: 196. Currently running quizzes, Railway Rivals, Bus Boss, and Settlers of Catan (the latter by email). Current openings for Britannia, Bus Boss, Hare & Tortoise, Puerto Rico, Railway Rivals.

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

Back of the Envelope Published by Tom Howell. Current issue: 6. Currently running Railway Rivals, Where in the World is Kendo Nagasaki, Love Letter, Eat Me!, Fuzzy Borders, Dominion. Current game openings: Breaking Away!, Golden Strider, Diplomacy, Dream Mile, Machi Koro, Snakes and Ladders, Tactical Sumo.

Cheesecake Published by Andy Lischett. Current issue: 403. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 152. 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 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 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. GEGS wins the bid for power plant 38. Power United buys coal. Arc de Décharge buys oil, coal, and trash. GEGS buys uranium and oil, Meilleure Énergie buys trash and coal, and TRC buys uranium. Power United connects to Orleans and all three Paris areas. Arc de Décharge connects to Le Mans, Angers, and Nantes. GEGS connects to La Rochelle and Saint Etienne. Meilleure Énergie connects to Barritz, Aix-en-Provence, and Marseilles.

Turn 8: Meilleure Énergie gains and discards power plant 21. Power United wins the bid on power plant 31, then buys the Warehouse. TRC buys uranium and oil, Arc de Décharge buys coal, trash, and oil, Power United buys uranium, gEGS buys oil, coal, and uranium, Meilleure Énergie buys coal and trash. TRC connects to Clermont-Ferrand, Limoges, and Tours. Arc de Décharge connects to Rennes, Metz, Nancy, and Strasbourg. Power United connects to Rouen, Le Havre, and Caen. GEGS connects to Lyon, Nimes, and Montpellier. Meilleure Énergie connects to Grenoble and Nice.

Turn 9: GEGS buys power plant 23. Meilleure Énergie wins the bidding on power plant 32. Power United wins the spirited bidding on power plant 33½. Step 3 begins. TRC buys uranium and coal. Meilleure Énergie

buys trash and coal. Power United buys uranium and coal. GEGS buys uranium, coal, and oil. Arc de Décharge buys trash. TRC connects to Bordeaux. Power United connects to Amiens. GEGS connects

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

Turn 3 Card Play: London plays Metal, Venice plays Stone and Alchemist's Gold on Paris. Barcelona plays Civil War on Genoa. Paris plays Rebellion in Budapest. Genoa plays Mysticism Abounds, War! on Barcelona, winning and gaining Basque and Grenada, and Famine.

Turn 3 Purchases: London buys a ship upgrade and Patronage. Venice and Barcelona each buy Written Record. Paris buys a ship upgrade and Urban Ascendancy. Genoa buys Overland East.

Player
Dave Hooton
Chris Geggus
Christopher Hunt

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

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 13: LOONY wins the bidding on an Orbital Lab and buys a population factor. Outpost Meta wins the bidding on a Laboratory and buys a population factor. GAME wins the bid on Robots. Bartertown buys Ecoplants and a new chemicals factory.

Turn 14: LOONY wins the bidding on a Laboratory and buys a population factor. Outpost Meta wins the bidding uncontested for an Outpost. Bartertown wins

Player	Country
Martin Burgdorf	Fremen
Kevin Wilson	Harkonnens
Bill Scharf	Atreides
Bob Robles	Bene Gesserit

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 n Broken Land. Bidding: Card 1 goes to the

to all 3 Paris areas. Arc de Décharge connects to Mulhouse, Besançon, Dijon, and Tours, ending the game with 18 city connections.

In the end, Arc de Décharge powered 16 cities, GEGS and Power United powered 15, and TRC and Meilleure Énergie powered 13. Congratulations to Dave Hooton on his win!

Neapolitan Mastiff – Age of Renaissance

Turn 3 Expansion: London expands to Bergen. Venice expands to Budapest and Salonika. Barcelona expands to Leon, taking it after 4 attempts, and Oran, but fails in Basque. Paris expands to Aleppo, Cypress, Smyrna, and Basque. Genoa expands to Salonika, Varna, Naples, and Constantinople.

Turn 4 Card Play: London plays Longbow and Timber. Paris plays Charlemagne, Mongol Armies, William Caxton, and Wool. Genoa plays Papal Decree forbidding Exploration advances and Fur. Venice plays Gunpowder, St. Benedict, and Timber.

Turn 4 Purchases: London buys Holy Indulgence and Caravan. Barcelona buys Holy Indulgence. Paris buys Nationalism, Printed Word, and The Heavens. Genoa buys Written Record and Urban Ascendancy. Venice buys Patronage and Printed Word.

Turn 4 Expansion: London expands to Seville and Fez. Barcelona expands to Seville, but fails in Algiers. Paris expands to Grenada and Valencia. Genoa expands to Angora, Trebizond, Erzerum, Poti, Tana, and Genoa. Venice expands to Salonika, Algiers, and Fez, but is unsuccessful against Sicily, Tripoli, and Montpellier.

Turn 5 Card Play: Barcelona plays Grain and Johann Gutenberg. Venice plays Marco Polo. Genoa plays Enlightened Ruler, Black Death on Area VI, Grain, Spice, and Prince Henry.

Turn 5 Purchases: Barcelona buys Printed Word and Seaworthy Vessels. London buys Improved Agriculture.

Lhasa Apso – Puerto Rico, Buildings Expansion

places colonists on the Library and in San Juan. Dave selects the Trader and trades corn.

Turn 14: Chris selects the Builder and builds a Sugar Mill. Christopher builds a Large Market. Dave selects the Settler, gains a coffee plantation with the Hacienda and takes a forest. Christopher takes a sugar plantation and Chris takes a coffee plantation. Christopher selects the Craftsman and produces indigo, tobacco, and coffee. Chris produces corn, indigo, sugar, and tobacco. Dave produces corn, indigo, and tobacco.

Turn 15: Dave selects the Captain and ships corn and indigo. Christopher ships indigo. Chris ships tobacco and indigo. Christopher selects the Trader and trades coffee. Chris trades sugar, and Dave trades tobacco. Chris selects the Builder and builds a Coffee Roaster, filling the last space in his city. Dave builds a Statue, and Christopher builds a City Hall.

In the final tally, Chris had 44 points, Dave had 38, and Christopher had 30. Congratulations to Chris on his victory!

Porcelaine – Outpost

the bidding on Scientists and buys 3 robots. GAME buys an Orbital Lab and 4 robots.

Turn 15: LOONY buys 2 research factories and 2 population factors. Outpost Meta buys a population factor. GAME wins the bid for the first Scientists and Bartertown for the second. Bartertown also buys a new chemicals factory.

Turn 16: LOONY and GAME buy Planetary Cruisers. Outpost Meta buys a Moon Base. Bartertown buys Ecoplants and 2 robots.

Turn 17: GAME wins the bid on a Space Station. LOONY wins the bid on a second Space Station. Bartertown buys a Moon Base.

Turn 18: Outpost Meta wins the bidding on a Moon Base. LOONY wins the bidding on a Planetary Cruiser and buys an ore factory and 4 population factors. GAME wins the bidding on a Space Station. Bartertown buys 2 new chemical factories and a research factory. GAME buys 3 population factors. Outpost Meta buys 2 ore factories and 5 robots.

Those purchases put us over the 75VP limit and thus ended the game. LOONY had 82, Outpost Meta had 79, Bartertown had 68, and GAME had 67. Congratulations to Dave Hooton on his victory!

French Spaniel – Dune

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. The Fremen ship 3 tokens to Broken Land and move 5 tokens from Sietch Tabr to Rock Outcroppings. In the Battle in Broken Land, The Harkonnens use a Stone Burner to eliminate the Fremen tokens and kill Otheym. The Atreides collect 2 spice, the Harkonnens collect 8 spice, and the Fremen collect 6 spice.

Turn 2: The storm moves 6 sectors to sector 6. A Worm appears in the Rock Outcroppings, signaling a Nexus, but no alliances are formed. The Fremen ride the Worm to Cielago South, and a second Worm appears, which the Fremen direct to Broken Land, where it devours the Harkonnen tokens. 10 spice appear in The Great Flat and 6 spice in OH Gap. Bidding: Card 1 goes to the Harkonnens. Card 2 also goes to the Harkonnens after spirited bidding.

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

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. Pharmacy Union does some Recruitment of a neutral delegate in the Scientists then adds another delegate there. Thorgate builds Rover Construction and adds a delegate to the Scientists. Tharsis Republic adds a resource to Nitrite Reducing Bacteria. Mons Insurance uses heat to raise the temperature. Poseidon adds a delegate to the Scientists. Thorgate builds a Jovian Embassy. Tharsis Republic adds a delegate to the Greens. Mons Insurance builds Space Hotels. Thorgate uses the Energy Market to buy energy. Tharsis Republic researches Advanced Alloys. Mons Insurance adds a delegate to the Kelvinists. Tharsis Republic builds Nuclear Power.

Generation 3 Solar Phase: Global event is Jovian Tax Rights. The Scientists become the ruling party. Generation 4 Actions: Pharmacy Union trades with Luna then adds a delegate to Unity. Thorgate trades with Io then adds a delegate to Mars First. Tharsis Republic trades with Ganymede then adds a delegate to the Greens. Mons Insurance trades with Callisto then does some Asteroid Mining. Poseidon trades with Europa then builds a Miranda Resort. Pharmacy Union adds a delegate to Unity. Thorgate uses heat to raise the temperature then builds some Space Mirrors. Tharsis Republic builds a Water Splitting Plant then uses it to raise the oxygen level. Mons Insurance holds an Invention Contest. Poseidon engineers some GHG Producing Bacteria then adds a resource to it. Pharmacy Union impacts an Asteroid, increasing the temperature. Thorgate adds a resource to the Security Fleet and builds some Carbonate Processing. Tharsis Republic adds a resource to Nitrite-Reducing Bacteria. Mons Insurance funds

Player
Dave Hooton
Bill Scharf
Kevin Wilson

Bill plays the Mercator, selling tools and buying food. Kevin plays the Tribune, regaining his discards. Dave plays the Consul, buying a Mercator. Bill plays the Diplomat, copying the Consul and buys an Architect. Kevin plays the Diplomat, copying the Consul and buys a Colonist. Dave plays the Mercator, buying food and brick. Bill plays the

some Crash Site Cleanup then builds a Development Center. Poseidon funds some Titan Air Scrapping then adds floaters to Titan Air Scrapping. Pharmacy Union plays Indentured Workers to help build a Cultural Metropolis, adding 2 delegate to Mars First. Thorgate uses Space Mirrors to gain energy production. Tharsis Republic builds a Martian Zoo and sells a card. Mons Insurance uses the Development Center to draw a card. Poseidon adds a delegate to Unity, boosting that party to dominance. Pharmacy Union builds a Parliament Hall. Tharsis Republic gains an Acquired Company then activates the Martian Zoo. Mons Insurance adds a delegate to Unity.

Generation 4 Solar Phase: Mud Slides are the Global Event, hitting Tharsis Republic the hardest. Unity becomes the ruling party.

Generation 5 Actions: Thorgate trades with Luna then uses heat to raise the temperature. Tharsis Republic adds a delegate to the Greens and trades with Pluto. Mons Insurance draws a card using Development Center then uses heat to raise the temperature. Poseidon gains some Nitrogen from Titan then builds an Interplanetary Colony Ship, establishing a colony on Titan. Pharmacy Union funds some Public Celebrations and spends heat to raise the temperature. Thorgate builds a Strip Mine and claims the Builder milestone. Tharsis Republic calls on Business Contacts. Mons Insurance builds a Space Elevator and invests in Cryo-Sleep. Poseidon adds a delegate to Unity and adds a resource to GHG Producing Bacteria. Pharmacy Union calls in Immigration Shuttles. Thorgate builds a Robotic Workforce. Tharsis Republic adds a resource to Nitrite-Reducing Bacteria. Mons Insurance adds a delegate to the Greens. Poseidon gains some Small Animals and trades with Europa. Pharmacy Union adds a delegate to the Kelvinists. Thorgate adds a resource to Security Fleet and a delegate to Mars First. Tharsis Republic creates an Ecological Zone. Poseidon adds a resource to Small Animals and spends resources from Titan Air Scrapping to raise its TR. Tharsis Republic gains cash from the Martian Zoo, launches a Lagrange Observatory, and uses the Water Splitting Plant to raise the oxygen level.

Generation 5 Solar Phase: Aquifer Released by Public Council is the Global Event. The Greens become the ruling party and Tharsis Republic takes over the chairmanship.

Generation 6 Actions: Tharsis Republic trades with Luna then uses the Water Splitting Plant to raise the oxygen level. Mons Insurance claims the Planner milestone and trades with Io. Poseidon trades with Europa and establishes Io Mining Industries. Pharmacy Union is Towing a Comet then spends plants for a greenery tile. Thorgate builds a Lava Tube Settlement then adds a delegate to Mars First. Tharsis Republic goes on a Mining Expedition then builds a Capital. Mons Insurance adds a delegate to the Kelvinists then uses heat to raise the temperature. Poseidon sells a card then funds the Banker award. Pharmacy Union establishes a Business Network then uses it to draw a card, buying it. Thorgate builds a Mining Area then adds to its Security Fleet. Tharsis Republic spends plants for a greenery tile then spends resources from Nitrite-Reducing Bacteria to improve its TR. Mons Insurance builds a Space Station. Poseidon adds a delegate to the Greens then uses GHG Producing Bacteria to increase the temperature. Pharmacy Union plants some Lichen then cultivates some Industrial Microbes. Thorgate uses Space Mirrors then Energy Market. Tharsis Republic conducts some Sub-Crust Measurements, then uses them to draw a card. Mons Insurance sells some steel via the Space Elevator then builds a Wildlife Dome. Poseidon spends resources from Titan Air-Scrapping to improve its TR and adds a resource to Small Animals. Pharmacy Union adds a delegate to the Scientists. Thorgate sells a card. Tharsis Republic gains cash from the Martian Zoo. Mons Insurance builds some Windmills. Thorgate builds a Vesta Shipyard. Tharsis Republic cultivates a Symbiotic Fungus then uses it to add a resource to Nitrite-Reducing Bacteria. Mons Insurance builds some Shuttles then launches some Satellites. Thorgate plants some Heather. Mons Insurance calls in an Impactor Swarm then uses heat to raise the temperature.

Generation 6 Solar Phase: Scientific Community is the Global Event – everyone gets cash. Mars First becomes the ruling party and Thorgate becomes the new chair.

Generation 7 Actions: Mons Insurance trades with Luna then places a Protected Valley. Poseidon trades with Europa then builds some Airliners. Pharmacy Union uses its Business Network, then takes out an Investment Loan.

Norfolk Terrier – Concordia, Italia Map

Architect, building in Bauzanum and Verona. Kevin plays the Prefect in Liguria. Dave plays the Architect, building in Potentia and Cosa. Bill plays the Prefect in Venetia. Kevin plays the Colonist, placing a sea colonist and a land colonist. Dave plays the Prefect in Etruria. Bill plays the Sanator, buying a Vintner and a Colonist. Kevin plays the Mercator, selling cloth and buying brick. Dave plays the Diplomat, copying the Senator and buys a Prefect and Mercator. Bill plays a Prefect in Transpadana. Kevin plays a Prefect, flipping the tiles and taking cash. Dave plays a Prefect in Umbria. Bill plays a Tribune, regaining his discards. Kevin plays an Architect, building in Comum, Verona, and Luceria. Dave plays a Mercatorselling cloth and buying brick. Bill plays a Senator, buying a Prefect and a Diplomat. Kevin plays the Diplomat, copying the Mercator and selling wine and buying tools. Dave plays the Architect, building in Ravenna and Aquileta. Bill plays a Prefect in Sicilia. Kevin plays a Tribune, regaining his discards. Dave plays a Prefect in Æmilia. Bill plays an Architect, building in Aleria and Olbia. Kevin plays the Diplomat, copying the Architect and building in

Neapolis. Dave plays the Tribune, regaining his discards. Bill plays a Prefect in Venetia. Kevin plays a Prefect in Transpadana. Dave plays a Mercator selling wine and buying brick. Bill plays the Smith. Kevin plays the Mason. Dave plays an Architect, building houses in Segusio and Genua.

Bill plays the Tribune, regaining his discards. Kevin plays the Senator, buying the Weaver and a Consul. Dave plays a Prefect in Lucania. Bill plays a Mercator, selling tools and buying food. Kevin plays a Mercator, selling cloth and buying brick. Dave plays the Senator, buying an Architect and a Colonist, which are the last 2 cards, gaining the Concordia card. Bill plays an Architect, building in Aquileta and Brundisium. Kevin plays an Architect, building in Hadria and Croton. In the final tally, Dave had 149 points, Bill had 129, and Kevin had 120. Congratulations to Dave on his victory!

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 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. The Harpers go to Cliffwatch Inn, taking the Raid Orc Stronghold quest. The Knights of the Shield go to Waterdeep Harbor and play Inevitable Betrayal on the Red Sashes then complete the Investigate Thayan Vessel quest. The City Guard go to the Grinning Lion Tavern. The Red Sashes go to Aurora's Realms Shop. The Harpers complete the Raid Orc Stronghold quest then go to the Golden Horn. The Knights of the Shield go to Waterdeep Harbor and play Call for Assistance on the City Guard then complete the Establish New Merchant Guild quest. The City Guard go to Waterdeep Harbor and Recall Agent from the Grinning Lion Tavern. The Red Sashes go to the Grinning Lion Tavern. The Harpers got the the Field of Triumph and complete the Obtain Builders' Plans quest. The City Guard go to the Entry Well and take the Perform the Penance of Duty quest and play the Bidding War card, gaining the Steal Spellbook from Silverhand quest. The Red Sashes gain the Send Aid to the Harpers quest, the Harpers gain the Improve Prison Security quest, and the Knights of the Shield gain the Recruit for City Watch quest. The Knights of the Shield go from Waterdeep Harbor to the Hall of the Voice, gaining the Thin City Watch quest, and also go from Waterdeep Harbor to the Hall of Mirrors. The City Guard go from Waterdeep Harbor to Skull Island and complete the Lure Artisans of Mirabar quest, gaining the Tower of Luck building.

Round 4: The Knights of the Shield go to Cliffwatch Inn and take the Investigate Aberrant Infestation quest and immediately complete it. The City Guard go to the Builders' Hall and build the Smugglers' Dock. The Red Sashes go to Cliffwatch Inn, get a new set of quests and take the Fund Pilgrimage of Waukeen. The Harpers go to Aurora's Realms Shop. The Knights of the Shield go to Cliffwatch Inn and take the Deal with the Black Viper quest. The City Guard go to Skull Island. The Red Sashes go to the Golden Horn and complete the Threaten Builders' Guild quest, placing the Delver's Folly, The Yawning Portal, and Monsters Made to Order buildings in play under their control. The Harpers go to Trobriand's Graveyard. The Knights of the Shield go to Waterdeep Harbor and use a Doppelganger to go to

Trobriand's Graveyard. The City Guard go to the Slavers' Market and complete the Discover Hidden Temple of Lolth quest and gain the Heal Fallen Gray Hand Soldiers quest. The Red Sashes go to the Field of Triumph. The Harpers go to the Smugglers' Dock. The Knights of the Shield go from Waterdeep Harbor to The Yawning Portal and complete the Recruit for City Watch quest.

Round 5: The Knights of the Shield go to the Builders' Hall and build The Stone House. The City Guard go to Cliffwatch Inn and take the Sanctify Temple to Oghma quest. The Red Sashes go to Waterdeep Harbor and give the Knights of the Shield the Mandatory Quest Clear Rust Monster Nest. The Harpers go to the Field of Triumph and complete the Improve Prison Security quest. The Knights of the Shield go to The Stone House. The City Guard go to the Librarium and complete the Steal Spellbook from Silverhand quest. The Red Sashes go to the Yawning Portal. The Harpers go to Cliffwatch Inn, taking the Establish Wizard Academy quest. The Knights of the Shield go to Waterdeep Harbor, Sponsor Apprentices, and complete the Clear Rust Monster Nest Mandatory quest. The City Guard go to Waterdeep Harbor and Repent. The Red Sashes go to the Tower of Luck. The Harpers go to the Hall of Many Pillars and play Change of Plan, discarding the Exposes Cult Corruption quest, Unlikely Assistance, giving the Red Sashes a wizard and gaining VP, and Call for Adventurers. The Knights of the Shield go to The Three Pearls and complete the Thin City Watch quest. The City Guard go to the Smugglers' Dock and complete the Heal Fallen Gray Hand Soldiers quest. The Red Sashes go to The Stone House and complete the Fund Pilgrimage of Waukeen quest. The Harpers go to Blackstaff Tower. The Red Sashes go from Waterdeep Harbor to the Hall of Mirrors and complete the Send Aid to Harpers quest. The Knights of the Shield go from Waterdeep Harbor to Aurora's Realms Shop and complete the Deal with the Black Viper quest, playing Blackmail on the City Guard, Tax Rebellion, and Bidding War. The Knights get the Domesticate Owlbears quest; the City Guard get the Install Spy in Castle Waterdeep quest; the Red Sashes get the Safeguard Elchorchul Mage quest; and the Harpers get the Renew Guards and Wards quest. The City Guard go from Waterdeep Harbor to Castle Waterdeep.

Round 6: The City Guard go to Skull Island and complete the Perform Penance of Duty quest. The Red Sashes go to The Golden Horn. The Harpers go to the Grinning Lion Tavern and complete the Retrieve Ancient Artifacts quest. The Knights of the Shield go to the Tower of Luck and complete the Infiltrate Builders' Guild quest. The City Guard go to Waterdeep Harbor and play Repent. The Red Sashes go to Cliffwatch Inn, discard the face-up cards and take the Ransack Whitehelm's Tomb quest from the new ones. The Harpers go to the Slavers' Market. The Knights of the Shield go to Builders' Hall and build the Hall of Many Pillars. The City Guard go to the Smugglers' Dock. The Red Sashes also go to the Smugglers' Dock. The Harpers go to the Librarium. The Knights of the Shield go to the Hall of Many Pillars and play Recruit Spies, Conscript, and Summon the Faithful. The City Guard go to Blackstaff Tower and finish the Establish Shadow Thieves' Guild quest. The Red Sashes go to the Field of Triumph. The Harpers go to The Yawning Portal then complete the Establish Wizard Academy quest. The Knights of the Shield go to The Stone House. The City Guard go from Waterdeep Harbor to Aurora's Realms Shop.

Round 7: The City Guard go to The Three Pearls then complete the Sanctify Temple of Oghma quest. The Red Sashes go to The Stone House and complete the Ransack Whitehelm's Tomb quest. The Harpers go to the Slavers' Market. The Knights of the Shield go to the Builders' Hall and build The Waymoot and complete the Establish Harpers Safe House quest. The City Guard go to Cliffwatch Inn and take the Banish Evil Spirits quest. The Red Sashes go to Smugglers' Dock. The Harpers go to Fetlock Court. The Knights of the Shield go to The Waymoot and take the Ally with House Thann quest. The City Guard go to The Yawning Portal and complete the Banish Evil Spirits quest. The Red Sashes go to The Three Pearls and complete the Sanctify a Desecrated Temple quest. The Harpers go to the Plinth and complete the Renew Guards and Wards quest. The Knights of the Shield go to Waterdeep Harbor and play Bribe Agent, using The Three Pearls to complete the Ally with House Thann quest. The City Guard go to The Tower of Luck. The Red Sashes go to Aurora's Realms Shop and complete the Safeguard Eltorchul Mage quest. The Harpers go to Cliffwatch Inn, discard the face up cards, and take Explore Ahgharion's Tower from the new quests. The Knights of the Shield go to Waterdeep Harbor and play Real Estate Deal, discarding the Hall of Many Pillars for Trobriand's Graveyard, redeploy an agent from Waterdeep Harbor to the Hall of the Voice, taking the Seal Gate to Cyric's Realm quest, and redeploy from Waterdeep Harbor again to Waterdeep Castle.

Round 8: The Knights of the Shield go to the Tower of Luck. The City Guard go to Cliffwatch Inn and take the Raid on Undermountain quest. The Red Sashes go to Cliffwatch Inn, discard the face-up quests and take the Eliminate Vampire Coven quest from the new ones. The Harpers go to Blackstaff Tower and complete the Explore Ahgharion's Tower quest. The Knight of the Shield go to Waterdeep Harbor, play Crime Wave, and

complete the Seal Gate to Cyric's Realm quest. The City Guard go to the Field of Triumph. The Red

Player	Faction
Bill Scharf	Giants
Kevin Wilson	Witches
Martin Burgdorf	Swarmlings
Christopher Hunt	Alchemists

Turn 1: The Giants upgrade a dwelling to a trading house. The Witches upgrade a dwelling to a trading house. The Swarmlings upgrade a dwelling to a trading house. The Alchemists use power for a shovel and build a dwelling. The Giants upgrade a trading house to a stronghold. The Witches commit a priest to the Air cult. The Swarmlings upgrade a trading house to a stronghold. The Alchemists upgrade a dwelling to a trading house. The Giants use a bonus action to advance in the Fire cult. The Witches upgrade a trading house to a stronghold. The Swarmlings use their stronghold action to upgrade a dwelling to a trading house. The Alchemists upgrade a trading house to a stronghold. The Giants use power to gain 2 workers. The Witches use their stronghold action to place a dwelling. The Swarmlings use power to gain coins. The Alchemists use power to gain a priest. The Giants use their stronghold action to convert a tile to

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

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. Teractor hires some Trade Envoys then trades with Luna. Utopia builds a Field Capped City and spends plants for a greenery tile. Saturn Systems spends 2 microbes from Regolith Eaters to raise the oxygen level. Mons Insurance builds a Space Station and gains some Business Contacts. Mining Guild builds some Nuclear Power. Teractor builds Sky Docks. Utopia creates a Security Fleet and adds to it. Saturn Systems goes on a Mining Expedition. Mons Insurance gains some Imported GHG. Teractor uses Directed Impactors to increase the temperature. Utopia adds a delegate to Unity. Saturn Systems builds Micro Mills. Teractor adds a delegate to Unity.,
 Generation 2 Solar Phase: Global Event is Homeworld Support. Unity becomes ruling party.
 Generation 3 Actions: Mons Insurance adds 2 delegates to the Scientists. Mining Guild adds a delegate to Mars First and claims the Planner milestone. Teractor trades with Luna and Triton.

Sashes go to the Smugglers' Dock.

Plott Hound – Terra Mystica

wasteland and place a dwelling there. The Swarmlings upgrade a trading house to a temple.

Turn 2: The Witches spend power for 2 shovels, convert 2 areas to forest and build a dwelling in one of them. The Alchemists use power for a shovel, convert an area to swamp and build a dwelling. The Giants use their stronghold action for 2 shovels, convert an area to wasteland and build a dwelling there. The Swarmlings use power to gain a priest. The Witches use their stronghold action to place a dwelling. The Alchemists reduce the cost of shovels. The Giants build a dwelling. The Witches upgrade a dwelling to a trading house and establish a town. The Giants upgrade a dwelling to a trading house and establish a town. The Swarmlings upgrade their temple to a sanctuary. The Witches spend power for workers. The Swarmlings upgrade their shipping. The Witches upgrade a dwelling to a trading house. The Swarmlings upgrade their shipping again. The Witches upgrade their trading house to a temple. The Swarmlings advance 1 step in the Fire cult.

Turn 3: The Alchemists spend power to gain a priest. The Giants spend power to gain cash. The Witches spend power for shovels and transform 2 areas, building a dwelling in one of them. The Swarmlings commit a priest to the Water cult. The Alchemists upgrade a dwelling to a trading house. The Giants use their stronghold action for shovels and build a dwelling in the converted area. The Witches use their stronghold action to place a dwelling. The Swarmlings spend power for workers. The Alchemists upgrade a trading house to a temple. The Giants upgrade a dwelling to a trading house. The Witches commit a priest to the Fire cult. The Swarmlings use power for a shovel and build a dwelling in the converted area. The Alchemists commit a priest to the Water cult. The Giants improve their shipping. The Witches convert power to coins and upgrade their shipping. The Swarmlings place a dwelling. The Alchemists advance in the Water cult using a favor action. The Giants place a dwelling. The Swarmlings upgrade a dwelling to a trading house, then upgrade a second dwelling to a trading house. For cult bonuses, the Alchemists and Swarmlings each gain 1 shovel.

Turn 4: The Witches use power for a shovel and place a dwelling in the converted space. The Alchemists use workers for a shovel, place a dwelling in the converted space, and found a town. The Giants spend power for

Utopia trades with Europa. Saturn Systems adds 2 delegates to the Greens. Mons Insurance funds Rover Construction and grows some Tardigrades. Mining Guild builds a Rad-Chem Factory and a Fuel Factory. Teractor builds some Geothermal Energy and a Space Port. Utopia funds a Technology Demonstration and adds a resource to its Security Fleet. Saturn Systems uses Regolith Eaters to increase the oxygen level and gains a GMO Contract. Mons Insurance pays for Floater Leasing and a Subterranean Reservoir. Mining Guild builds some Carbonate Processing and claims the Builder milestone. Teractor adds a resource to Directed Impactors and builds a Miranda Resort. Utopia builds a Vesta Shipyard. Saturn Systems invests in Comet Aiming then adds a resource to it. Mons Insurance adds a resource to Tardigrades. Mining Guild trades with Io then uses heat to raise the temperature. Teractor adds a delegate to the Reds. Utopia builds a Food Factory then adds a delegate to the Reds. Saturn Systems brings in some Imported Nutrients. Utopia uses some Indentured Workers to build a Restricted Area. Saturn Systems builds an Industrial Center. Utopia uses the Restricted Area to draw a card.

Generation 3 Solar Phase: Global Event is Aquifer Released by Public Council. Reds become ruling party and Mons Insurance becomes chair.

Generation 4 Actions: Mining Guild adds a delegate to Mars First. Teractor trades with Luna then elects a Luna Governor. Utopia gains some Pets and builds a Restricted Area. Saturn Systems adds resources to Regolith Eaters and Comet Aiming. Mons Insurance adds two delegates to Unity. Mining Guild launches a Trans-Neptune Probe. Teractor gains some Lunar Exports then adds a resource to Directed Impactors. Utopia builds some Tectonic Stress Power. Saturn Systems adds two delegates to the Scientists. Mons Insurance develops House Printing then conducts some Recruitment. Mining Guild develops Artificial Photosynthesis. Teractor develops some Asteroid Hollowing, then uses it. Utopia passes some Heavy Taxation and establishes a Mining Area. Saturn Systems develops Rad Suits. Mons Insurance builds an Urbanized Area. Teractor adds a delegate to Unity. Utopia adds a delegate to the Scientists then adds a resource to Security Fleet. Saturn Systems establishes some Research Coordination. Mons Insurance adds a resource to Tardigrades. Saturn Systems uses its Industrial Center.

Generation 4 Solar Phase: Global Event is Diversity – Utopia and Mons Insurance benefit. The Scientists become the ruling party and Mons Insurance the new chair.

Generation 5 Actions: Teractor trades with Luna and Triton. Utopia uses the Restricted Area. Saturn Systems uses Comet Aiming and builds a Colonizer Training Camp. Mons Insurance adds a delegate to Unity and buys a standard power plant. Mining Guild uses heat to raise the temperature 2 steps. Teractor uses Asteroid Hollowing and Directed Impactors.

Bassador – Terraforming Mars: Ares Expedition

Player	Corporation
Chris Geggus	Celestior
Kevin Wilson	Thorgate
Kevin Croskery	Mining Guild
Christopher Hunt	Inventrix

Round 1: Celestior, Thorgate, and Mining Guild select Development. Inventrix selects Production. Development: Celestior builds an Underground City, Thorgate brings in some Imported GHG, Mining Guild builds some Surface Mines, and Inventrix builds an Industrial Center.

Round 2: Celestior, Thorgate, and Inventrix select Construction. Mining Guild selects Research. Construction: Celestior builds Decomposing Fungus and a Farmers' Market. Thorgate builds Matter Manufacturing and draws a card. Mining Guild does a Release of Inert Gasses. Inventrix invests in Aquifer Pumping and a Bribed Committee.

Round 3: Celestior selects Development, Thorgate selects Action, Mining Guild and Inventrix select Production. Development: Celestior develops Solar Trapping, Thorgate gets some Economic Growth, Mining Guild builds a Power Plant, and Inventrix gains some Sponsors. Action: Celestior uses Decomposing Fungus, Farmers Markets, and its corporate action. Thorgate uses Matter Manufacturing twice to gain 2 cards. Inventrix uses Aquifer Pumping to flip an ocean tile.

Round 4: Mining Guild selects Development. Celestior and Inventrix select Action. Thorgate selects Production. Development: Celestior develops some Industrial Microbes. Thorgate conducts a Lightning Harvest. Mining Guild builds a Strip Mine. Action: Celestior uses Decomposing Fungus, Farmers Markets, and its corporate action twice, and spends 8 plants for a forest tile. Thorgate uses Matter Manufacturing and spends 8 heat to raise the temperature. Inventrix uses Aquifer Pumping twice to flip 2 ocean tiles.

Round 5: Celestior and Thorgate select Construction. Inventrix selects Production. Mining Guild selects Research. Construction: Celestior holds an Invention Contest and creates a Synthetic Catastrophe. Thorgate draws a card and creates a

Think Tank. Mining Guild develops Advanced Screening Technology. Inventrix builds an Earth Catapult. Round 6: Celestior and Mining Guild select Development. Inventrix selects Action. Thorgate selects Production. Development: Celestior joins a Power Supply Consortium. Thorgate plants some Heather. Mining Guild builds Solar Power. Inventrix invests in Balanced Portfolios. Action: Celestior uses Farmers Markets and its corporate ability and spends heat to raise the temperature. Thorgate uses Matter Manufacturing and its Think Tank. Mining Guild Advanced Screening Technology. Inventrix uses Aquifer Pumping twice to flip 2 ocean tiles.

Round 7: Thorgate selects Development. Celestior and Mining Guild select Construction. Inventrix selects Production. Development: Celestior builds Microprocessors. Thorgate builds Laboratories. Mining Guild developed Artificial Photosynthesis. Inventrix conducts Noctis Farming. Construction: Celestior builds a Conserved Biome and holds an Invention Contest. Thorgate develops Optimal Aerobraking. Mining Guild develops Advanced Alloys and conducts a Technology Demonstration. Inventrix builds an Artificial Jungle.

Round 8: Mining Guild selects Development. Celestior and Inventrix select Action. Thorgate selects Production. Development: Celestior builds a Trading Post. Thorgate develops Satellite Farms. Mining Guild develops Building Industries. Action: Celestior uses Farmers Markets, Conservation Biome, and Decomposing Fungus, spends heat to raise the temperature, spends plants to gain a forest tile, and uses its corporate ability twice. Thorgate uses Matter Manufacturing and Think Tank, then spends heat to raise the temperature. Mining Guild uses Advanced Screening Technology and spends cash to flip an ocean tile. Inventrix uses Aquifer Pumping twice to flip 2 oceans and uses Artificial Jungle.

Round 9: Thorgate and Inventrix select Development. Celestior selects Construction. Mining Guild selects Research. Development: Thorgate digs a Mine. Mining Guild develops Wave Power. Inventrix builds a Toll Station and a Lunar Beam. Construction: Celestior conducts Research and builds Atmosphere Filtering. Thorgate builds Solarpunk. Inventrix builds a Colonist Training Camp.

Round 10: Celestior and Mining Guild select Development. Thorgate selects Action. Inventrix selects Production. Development: Celestior invests in New Portfolios. Mining Guild discovers Undersea Vents. Inventrix develops Designed Microorganisms. Action: Celestior uses Farmers Markets, Conserved Biome and Decomposing Fungus, spends plants to gain a forest tile, and uses its corporate ability. Thorgate uses Matter Manufacturing twice, Think Tank, and spends heat to raise the temperature. Mining Guild uses Advanced Screening technology. Inventrix uses Artificial Jungle.

Round 11: Celestior and Thorgate select Construction. Mining Guild selects Action. Inventrix selects Research. Construction: Celestior builds Assembly Lines and draws a card and Thorgate plants a Plantation. Action: Celestior uses Farmers Markets, Conserved Biome, Decomposing Fungus, spends heat to raise the temperature and uses its corporate ability. Thorgate uses Matter Manufacturing and Think Tank, then spends heat to raise the temperature. Mining Guild spends heat to raise the temperature 2 steps and uses Advanced Screening Technology. Inventrix uses Artificial Jungle and spends plants for a forest tile.

Round 12: Mining Guild selects Development, Inventrix Construction, Celestior Action, and Thorgate Production. Development: Mining Guild plants Bushes and Inventrix digs a Mohole Area. Construction: Celestior introduces Fish, Thorgate launches an Interstellar Colony Ship, and Inventrix builds a Steelworks and introduces GHG Producing Bacteria. Action: Celestior uses Farmers Markets, Conserved Biome, spends plants for a forest tile, and uses its corporate ability. Thorgate uses Matter Manufacturing and Think Tank. Mining Guild spends plants for a forest tile and uses Advanced Screening Technology. Inventrix adds a resource to GHG Producing Bacteria.

Round 13: Thorgate selects Construction, Inventrix Action, Mining Guild Production, and Celestior Research. Construction: Thorgate invests in Assorted Enterprises, like Terraforming Ganymede, and draws a card. Inventrix introduces Birds.

Scottish Terrier – Seafarers of Catan

road and buys a development card. Dave builds a road.

Turn 5: Kevin builds a road and a settlement. Chris plays a Knight, steals from Andy and buys a development card.

Turn 6: Kevin builds a ship. Andy builds a ship. Chris Monopolizes lumber and builds a road and settlement. Dave builds a road.

Turn 7: Andy upgrades a settlement to a city and builds a ship. Chris buys a development card. Dave builds a ship, claiming Longest Trade Route.

Turn 8: Chris steals from Dave.

Turn 9: Chris buys a development card.

Turn 10: Kevin buys a development card. Chris upgrades a settlement to a city, builds a road, and buys a development card. Dave builds a settlement and moves his ship.

Turn 11: Kevin steals from Andy, plays a Knight and steals from Andy again.

Player
Kevin Wilson
Andy York
Chris Geggus
Dave Hooton

Turn 1: Dave builds a settlement.

Turn 2: Kevin steals from Andy and builds a road. Andy builds a road. Chris steals from Dave and buys a development card.

Turn 3: Chris upgrades a settlement to a city.

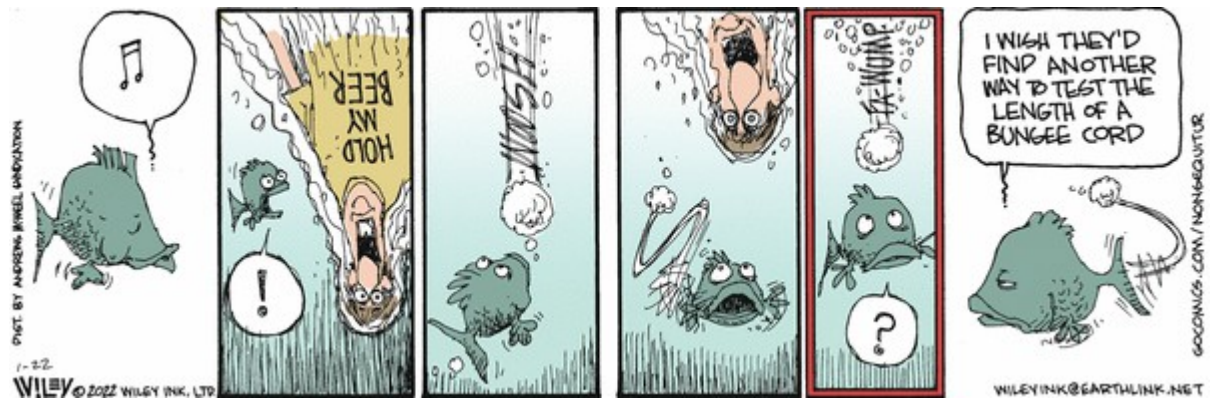
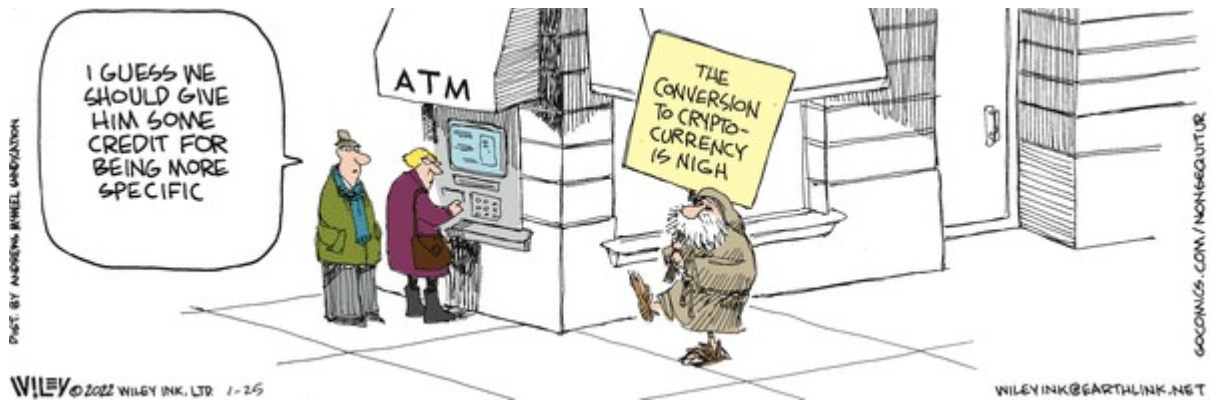
Turn 4: Andy builds a settlement. Chris builds a

Leopard Hound – Discworld: Ankh Morpork

Player	Faction
Bill Scharf	TFWNN
Kevin Wilson	PIKES
Andy York	TTG
Christopher Hunt	TDBG

TFWNN is The Faction With No Name. TTG is the Texas Tenement Guild. PIKES is P-Math Institute of Klatch, Ee Section. TDBG is The DeBris Gang.
 Turn 1: TFWNN plays the Librarian. PIKES plays

Mr. Boggis. TTG plays Rosie Palm. TDBG plays Harga's House of Ribs.
 Turn 2: TFWNN plays The Beggars' Guild. PIKES plays The Thieves' Guild. TTG plays Groat. TDBG plays the Ankh Morpork Sunshine Dragon Sanctuary, The Pink Pussycat Club, and Mr. Gryle.
 Turn 3: TFWNN plays The History Monks. PIKES plays Foul Ol'Ron, Rincewind, and Mr. Pin and Mr. Tulip. TTG plays Hex. TDBG plays Mr. Bent and the Fools' Guild.
 Turn 4: TFWNN plays Leonard of Quirm. PIKES plays Here'N'Now, CMOT Dibbler, and Dr. Whiteface, which was countered by Wallace Sonkey. TTG plays The Bank of Ankh Morpork, Sergeant Angua, and The Mended Drum. TDBG plays The Seamstress' Guild.
 Turn 5: TFWNN plays the Pink Pussycat Club and Harga's House of Ribs. PIKES plays Nobby Nobbs and Queen Molly. TTG plays Sonky Shop. TDBG plays Adora Belle Dearheart.



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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!