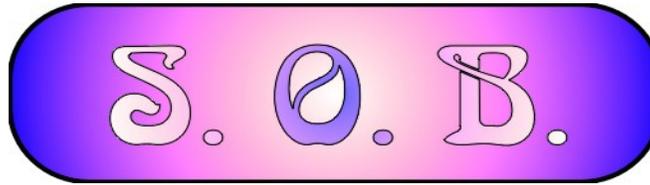


Number 271



March, 2022

Notes from Hades

Last issue, I forgot to mention a couple of things of note. The first is that an old friend of the zine, Tom Howell, is back into publishing. Those of you who are familiar with his old zine, *off-the-shelf*, will find his new zine *back of the envelope* very familiar. He runs many of the same games he used to, along with a few new ones, like Dominion. I would definitely recommend checking it out.

The second item I forgot to mention is that I received a new game for Christmas – Wingspan. I've played it a couple of time ftf, and was wondering if there was any interest in playing the game in the zine. Let me know and I'll scan the components and set something up.

Since the last issue, 8 games have completed. The games are: Karelian Bear Dog, a Terraforming Mars game won by Dave Hooton, Pharaoh Hound, a Lords of Waterdeep game which was won by Chris Geggus, Bassador, a Terraforming Mars: Ares Expedition game won by Chris Geggus, Scottish Terrier, a Seafarers of Catan game won by Chris Geggus, Leopard Hound, a Discworld: Ankh Morpork game won by Kevin Wilson, Swedish Vallhund, a Puerto Rico game won by Dave Hooton, Auggie, a Dominion game won by Dave Hooton, and Aussiedoodle, a Suburbia game won by Andy York. Congratulations to the winners!

The next deadline is **Tuesday, April 5 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.

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.

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.

Blue Lacy. Citadels: Have the Dark City expansion cards. Have Christopher Hunt(\$), Kevin Wilson(\$), Chris 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(\$), Kevin Croskery, Bill Scharf(\$). This game is full.

Bordoodle. Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Chris Hibbert, Bill Scharf(\$), will take up to 2 more.

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

Bossie. Terraforming Mars: Ares Expedition: Have Kevin Wilson, Kevin Croskery, Bill Scharf(\$), will take up to 1 more.

Boxador. Century Spice Road: Have Christopher Hunt(\$), Bill Scharf(\$), Kevin

Wilson, 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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 cerberus@sob-zine.org

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, Mike Pollard, will take up to 4 more.

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

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 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 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, Bill Scharf, will take up to 7 more.

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

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

Discworld: Ankh Morpork: Have Kevin Wilson, will take up to 3 more.

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, will take up to 7 more.

Kremlin: Will use the cards from the Revolution expansion and the extra cards originally published in The General. Have Kevin Wilson, will take up to 5 more.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5.

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

Dominion: Have most of the expansion sets plus some extras. Have Chris Hibbert, Bill Scharf, will take up to 4 more.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Bill Scharf, will take up to 4

more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Will take up to 8.

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

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

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. 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.

Malinois
Gunboat Machiavelli
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Deadline/Spring 725 4/5 Tuesday

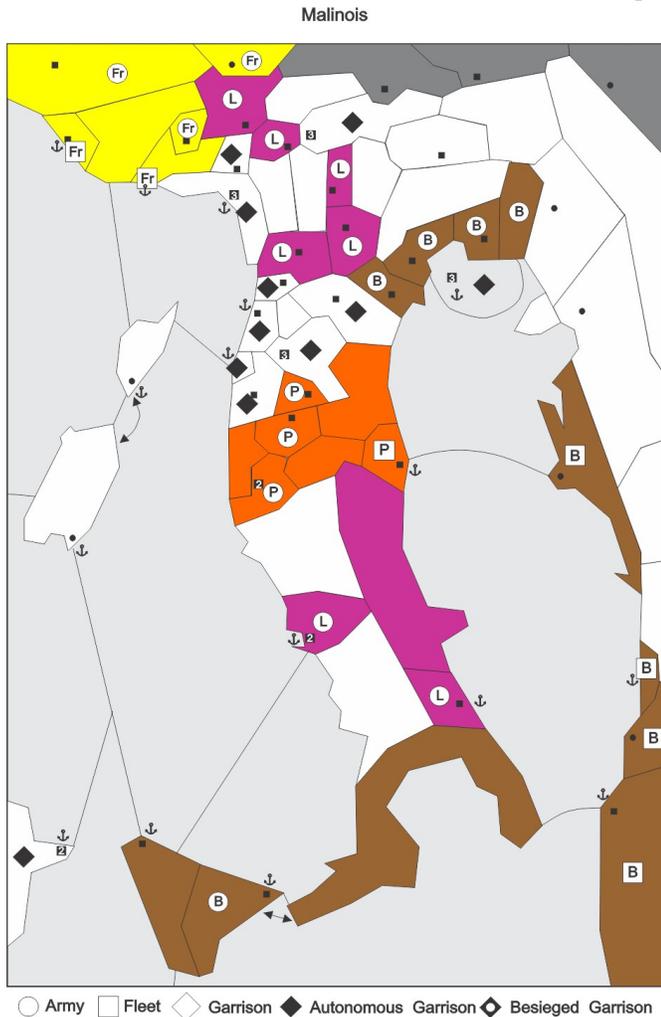
The Positions

Byzantines: A Messina, A Friuli, A Treviso, A Padua, A Ferrara, F Durazzo, F Albania, F Ragusa, F Dalmatia, 4 ducats
 France: A Avignon, A Swiss, A Saluzzo, F Marseilles, F Savoy, 2 ducats
 Lombards: A Turin, A Pavia, A Modena, A Mantua, A Cremona, A Naples, A Bari, 6 ducats
 Papacy: A Rome, A Perugia, A Arezzo, F Ancona, 6 ducats
 Autonomous Garrisons: Tunis, Sienna, Piombino, Pisa, Florence, Bologna, Lucca, Genoa, Montferrat, Milan, Venice

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Special Units, Moneylenders, and Conquest. All those passed with 3 votes in favor and 1 vote against. Press will be Gray (favored by 3 players to 1). We are playing this one to Standard Victory Conditions (3 players to 1): 18 cities. The house rules are available on the website.

Regarding the schedule, 3 out of the 4 players are fine with running the game on a schedule faster than the zine. I have not received concurrence from the last player, so for now, the first deadline is the next zine deadline. I will inform the players if it changes.



Zine Report
Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 223. 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: 197. Currently running quizzes, Railway Rivals, Bus Boss, Britannia, and Settlers of Catan (the latter by email). 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: 107. 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: 8. Currently running Railway Rivals, Where in the World is Kendo Nagasaki, Love Letter, Eat Me!, Fuzzy Borders, Dominion, Machi Koro. Current game openings: Breaking Away!, Golden Strider, Diplomacy, Dream Mile, Snakes and Ladders, Tactical Sumo.

Cheesecake Published by Andy Lischett. Current issue: 404. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 153. 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

Neapolitan Mastiff – Age of Renaissance

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

Turn 5 Purchases: Barcelona buys Printed Word and Seaworthy Vessels. London buys Improved Agriculture. Venice buys Overland East and The Heavens. Genoa buys Institutional Research and Caravan. Paris buys Patronage, Overland East, and Institutional Research.

Turn 5 Expansion: Barcelona expands to West Africa and Basque. London expands to Seville and Lisbon, but is unsuccessful in Oran. Venice expands to Sicily and Tripoli, but is unsuccessful in Algiers. Genoa expands to Kiev, Sarai, Aleppo, and Alexandria, but is unsuccessful in Smyrna. Paris expands to Palma, Cairo, Suez, Acre, Cyprus, Algiers, and Angora.

Turn 6 Card Play: London plays Revolutionary Uprisings. Venice plays Grain and Cloth. Genoa plays Desiderius Erasmus and Nicolas Copernicus. Paris plays Religious Strife, Andreas Vesalius, and Pirates/Vikings on Alexandria, Aleppo, and Tunis.

Turn 6 Purchases: London buys Printed Word and Wind/Watermill. Venice buys Holy Indulgence, Human Body, and Master Art. Genoa buys The Heavens, Nationalism, Printed Word, Holy Indulgence, Improved Agriculture, and Wind/Watermill. Paris buys Holy Indulgence, Human Body, Improved Agriculture, and Master Art.

Turn 6 Expansion: London expands to Basque and Fez. Venice buys a card and expands to Tunis, Grenada, Fez, and Smyrna. Genoa buys a card and expands to Smyrna, Sicily, Alexandria, and Aleppo. Paris expands to Erzerum, Aleppo, Salonika, Fez, and unsuccessfully to Poti. Barcelona expands to Iceland, Tripoli, Basque, and Dijon, and unsuccessfully at Cairo.

Turn 7 Card Play: Paris plays Silk and Galileo Galilei. London plays Christopher Columbus. Barcelona plays Ivory/Gold as Ivory and War! on London (losing Iceland, West Africa, and Libya). Genoa plays Metal. Venice plays Black Death in Area V and Ibn Majid.

Turn 7 Purchases: Paris buys Cathedral, Seaworthy Vessels, Ocean Navigation, Renaissance, Laws of Matter, and Wind/Watermill. London buys Proselytism. Barcelona and Genoa both buy Cathedral. Venice buys Seaworthy Vessels.

Turn 7 Expansion: Paris has no tokens. London expands to Algeria and Salonika, and unsuccessfully to Fez. Barcelona expands to Algiers, Vana, Angora, and unsuccessfully to Poti. Genoa expands to Kiev, Trebizond, Poti, Tana, Sarai, buys a card, Fez, and Suez. Venice expands to Dijon, Seville, and unsuccessfully to Sicily.

Turn 8 Card Play: Venice plays Enlightened Ruler, Grain, Metal, and Famine.

French Spaniel – Dune

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

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. Card 3 also goes to the Harkonnens after some expensive bidding. Card 4 goes to the Fremen after extensive bidding. Revival: The Harkonnens revive 2 tokens and the Fremen revive 3 tokens. Movement: The Harkonnens ship 5 tokens to Carthag. The Bene Gesserit accompany to the Polar Sink. The Harkonnens then move 3 tokens from Carthag to The Great Flat. The Fremen move 10 tokens from the Southern Hemisphere to The Great Flat and moves 3 tokens from Rock Outcroppings to The Great Flat. The Bene Gesserit sit tight. The Atreides ship 6 tokens to Sietch Tabr. The Bene Gesserit accompany to the Polar Sink. The Harkonnens and Fremen battle in The Great Flat, with the Harkonnens winning with a Stone Burner and killing Jamis.

Turn 3: The Storm moves 6 sectors, wiping out the spice in OH Gap. A Worm appears in The Great Flat, consuming 1 spice and 3 Harkonnen tokens and triggering a Nexus.

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 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. Thorgate trades with Callisto then uses heat to raise the temperature. Tharsis Republic uses Sub-Crust Measurements and trades with Pluto. Mons Insurance sells steel via the Space Elevator and uses the Development Center. Poseidon adds a delegate to Mars First and adds a resource to Small Animals. Pharmacy Union builds a Space Port

Colony on Pluto. Thorgate adds to its Security Fleet and adds a delegate to the Kelvinists. Tharsis Republic adds a delegate to the Scientists and gains a Topsoil Contract. Mons Insurance plants some Algae and imports some Livestock. Poseidon adds a resource to GHG Producing Bacteria and spends resources from Titan Air-Scrapping to increase its TR. Pharmacy Union plants some Potatoes and conducts some Ecology Research. Thorgate sells a couple of cards and gains some Energy Savings. Tharsis Republic adds a couple of resources to Nitrite-Reducing Bacteria, one through a Symbiotic Fungus. Mons Insurance uses Conscription to provide a Large Convoy. Poseidon sponsors some Saturn Surfing then cashes in on it. Pharmacy Union adds a delegate to the Greens. Thorgate builds an Urbanized Area and a Magnetic Field Generator. Tharsis Republic releases some Birds and adds a resource to it. Mons Insurance launches a Convoys from Europa and gains some Protected Habitats. Poseidon builds some Tectonic Stress Power. Thorgate uses the Energy Market to gain cash and funds the Miner award. Tharsis Republic declares Eos Chasma National Park and places a greenery tile. Mons Insurance adds a resource to Livestock and spends heat to raise the temperature. Poseidon introduces Sub-Zero Salt Fish and adds a resource to it. Tharsis Republic creates the Martian Media Center. Mons Insurance builds an Asteroid Deflection System then uses it successfully. Poseidon gains some Power Infrastructure. Tharsis Republic funds the Landlord award. Mons Insurance conducts a Project Inspection, adding a resource to Livestock. Poseidon uses Power Infrastructure to convert energy to cash and builds a Medical Lab. Mons Insurance makes a Land Claim, then adds a delegate to Unity.

Generation 7 Solar Phase: The Global Event is Diversity, and all players qualify. The Kelvinists become the ruling party.

Generation 8 Actions: Poseidon trades with Luna and Europa. Pharmacy Union uses Business Network to draw a card and brings down a Big Asteroid. Thorgate develops Rad Suits and trades with Ganymede. Tharsis Republic trades with Pluto and activates Sub-Crust Measurements. Mons Insurance trades with Io then uses heat to raise the temperature. Poseidon does some Advertising then brings Deimos Down. Pharmacy Union places a Research Colony on Pluto. Thorgate spends heat to raise the temperature then builds an Open City. Tharsis Republic uses Symbiotic Fungus to add a resource to Nitrite-Reducing Bacteria then spends 3 resources from Nitrite-Reducing Bacteria. Mons Insurance uses the Space Elevator to sell some steel and adds a resource to Livestock. Poseidon builds a city then adds a resource to GHG Producing Bacteria. Pharmacy Union sells 4 cards and plants some

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 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

Nitrophilic Moss. Thorgate plants a Plantation and adds a resource to the Security Fleet. Tharsis Republic adds a resource to Birds and a delegate to the Kelvinists. Mons Insurance conducts some Research and builds a Commercial District. Poseidon cashes in on Saturn Surfing and conducts some Gene Repair. Pharmacy Union sells a card and builds a standard power plant. Thorgate uses the Energy Market to gains some cash and places a greenery tile. Tharsis Republic launches a Solar Probe and cashes in on the Martian Zoo. Mons Insurance activates the Asteroid Deflection System unsuccessfully. Poseidon uses Titan Air Scrapping to improve its TR and adds a resource to Small Animals. Pharmacy Union builds a Magnetic Field Dome and adds a delegate to the Greens. Thorgate adds a delegate to the Scientists. Tharsis Republic develops Molecular Printing. Mons Insurance develops a Mass Converter. Poseidon moves delegates to Mars First and Unity. Pharmacy Union introduces Insects and sells a card. Tharsis Republic adds 2 delegates to the Reds, using Martian Media Center for one of them. Mons Insurance conducts some Laser Dusk Miner Mining. Poseidon adds 2 delegates to the Greens. Tharsis Republic sells a card. Mons Insurance does some Lunar Mining. Poseidon adds a resource to Sub-Zero Salt Fish. Tharsis Republic sells a card. Mons Insurance gains some Solar Wind Power. Tharsis Republic sells a card. Mons Insurance adds a delegate to the Scientists. Tharsis Republic and Mons Insurance alternate selling 1 card each, eventually selling 4 cards (Tharsis Republic) and 4 cards (Mons Insurance). Tharsis Republic does some Tundra Farming. Mons Insurance sells a card. Tharsis Republic does some Farming. Mons Insurance sells a card. Tharsis Republic sells a card and gains some Advanced Ecosystems. Mons Insurance plants a Mangrove and builds a Stanford Torus. The global parameters are all at maximum, concluding the game. Pharmacy Union and Mons Insurance each place one final greenery tile. Final scores are: Mons Insurance with 77, Tharsis Republic at 66, Thorgate at 60, Poseidon at 55, and Pharmacy Union at 51. Congratulations to Dave Hooton on his victory!

Gate to Cyric's Realm quest. The City Guard go to the Field of Triumph. The Red Sashes go to the Smugglers' Dock. The Harpers go to Cliffwatch Inn and take the Host Festival for Sune quest. The Knights of the Shield go to Waterdeep Harbor and play Scapegoat. The Red Sashes also take advantage of Scapegoat. The City Guard go to Waterdeep Harbor and play Manipulate, moving the Red Sashes agent to Monsters Made to Order, which they decline to use, and going to Smugglers' Dock. The Red Sashes go to The Yawning Portal and complete the Eliminate Vampire Coven quest. The Harpers go to the Hall of the Three Lords. The Knights of the Shield go to The Waymoot, taking the Form an Alliance with the Rashemi quest. The Red Sashes go to Waterdeep Harbor and give the mandatory Repel Drow Invaders quest to the City Guard. The Harpers go the Librarium and complete the Host Festival for Sune quest. The Knights of the Shield go from Waterdeep Harbor to the Grinning Lion Tavern and again to The Three Pearls, completing the Form an Alliance with the Rashemi quest. The City Guard go from Waterdeep Harbor to the Hall of Mirrors and complete the Repel Drow Invaders quest. The Red Sashes go from Waterdeep Harbor to The Plinth. Final score was Knights of the Shield 190, Red Sashes 159, City Guard 151, and Harpers 143. Congratulations to Chris Geggus on his victory!

Plott Hound – Terra Mystica

dwelling to a trading house, forming a town. The Alchemists spend power to gain a priest. The Giants upgrade a dwelling to a trading house. The Swarmlings commit a priest to the Earth cult. The Witches upgrade their shipping. The Alchemists reduce the cost of their shovels. The Giants place a dwelling. The Swarmlings reduce the cost of shovels. The Witches place a dwelling. The Alchemists commit a priest to the Water cult. The Giants upgrade a trading house to a temple and form a town. The Swarmlings use workers for a shovel and convert a hex to lake. The Alchemists commit a priest to the Water cult. The Giants commit a priest to the Fire cult. The Alchemists spend power to gain workers, use a favor action to advance in the Air cult, and a bonus action to advance in the Air cult. Cult bonuses: The Swarmlings gain 4 coins and the Giants gain 1 coin. Turn 5: The Witches spend power for 2 shovels, convert 2 areas to forest, and build a dwelling in one of them. The Swarmlings spend power for workers. The Giants spend power for coins. The Alchemists commit a priest to the Air cult. The Witches commit a priest to the Air cult. The Swarmlings commit a priest to the Air cult. The Giants place a dwelling. The Alchemists use a favor action to advance in the Air cult. The Witches upgrade a trading house to a temple. The Swarmlings upgrade a trading house to a temple. The Giants upgrade a trading house to a temple. The Alchemists use 2 shovels to convert a land to swamp and build a dwelling there. The Witches spend power for a priest. The Swarmlings place a dwelling. The Giants use their stronghold power to transform an area and build a dwelling. The Alchemists place a dwelling. The Witches upgrade a trading house to a temple. The Swarmlings improve their shipping. The Giants place a dwelling. The Alchemists spend power for a shovel and place a dwelling. The Witches place a dwelling. The Swarmlings place a dwelling. The Alchemists place a dwelling. The Witches advance in the Water cult.

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 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. Utopia builds a Capital and claims the Mayor milestone. Saturn Systems spends resources from Regolith Eaters. Mons Insurance builds a Lava Tube Settlement and does some Lunar Mining. Mining Guild builds Noctis City. Teractor brings down a Big Asteroid and has a Productive Outpost. Utopia breeds some GHG Producing Bacteria and trades with Enceladus. Saturn Systems builds a Space Elevator then sells some steel via the Space Elevator. Mons Insurance breeds a Symbiotic Fungus. Mining Guild sponsors some Saturn Surfing. Teractor builds the Callisto Penal Mines. Utopia adds to its Security Fleet and spends microbes from GHG Producing Bacteria. Saturn Systems builds the infrastructure for Orbital Cleanup then does some Orbital Cleanup. Mons Insurance uses Symbiotic Fungus to help the Tardigrades. Mining Guild adds a delegate to Mars First. Teractor builds a Protected Valley. Utopia adds a delegate to Unity. Saturn Systems adds a delegate to the Greens. Mons Insurance adds a resource to Tardigrades. Teractor adds a delegate to the Reds. Saturn Systems funds the Scientist award. Teractor builds a Lunar Beam.

Generation 5 Solar Phase: Global event is Solar Flare. All corporations except Mons Insurance lose

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

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. Action: Celestior uses Farmers Markets, uses Conserved Biome to add a resource to Fish, uses heat to raise the temperature, and uses its corporate ability. Thorgate uses Matter Manufacturing and Think Tank, and spends plants for a forest tile. Mining Guild spends heat to raise the temperature and uses Advanced Screening Technology. Inventrix adds a resource to GHG Producing Bacteria, 2 resource to Birds, and uses Steelworks and Artificial

Player
Kevin Wilson
Andy York
Chris Geggus
Dave Hooton

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

money. Unity becomes the ruling party.

Generation 6 Actions: Utopia builds a Space Port Colony on Luna and trades with Luna. Saturn Systems uses Comet Aiming to place an ocean tile. Mons Insurance establishes Aquifer Pumping then uses it to place an ocean tile. Mining Guild places a colony on Titan. Teractor trades with Triton and creates a Nuclear Zone. Utopia does some Permafrost Extraction and sells a card. Saturn Systems adds a delegate to Unity. Mons Insurance pulls down an Asteroid. Mining Guild cashes in on Saturn Surfing. Teractor trades with Io and builds a Medical Lab. Utopia uses Restricted Area to draw a card. Saturn Systems cashes in on Orbital Cleanup. Mons Insurance uses Symbiotic Fungus to add a resource to Tardigrades. Mining Guild adds a delegate to the Reds. Teractor adds a resource to Asteroid Hollowing. Utopia does some Noctis Farming. Saturn Systems sells steel via the Space Elevator. Mons Insurance adds a resource to Tardigrades. Mining Guild funds some Airliners. Teractor builds some Titan Shuttles then adds resources to it. Utopia adds a delegate to Mars First. Saturn Systems starts some Water Import from Europa. Teractor adds a delegate to the Reds. Utopis sacrifices titanium production for titanium. Saturn Systems launches some Satellites. Teractor adds a resource to Directed Impactors. Utopia adds a resource to Security Fleet. Saturn Systems uses Water Import from Europa to place an ocean. Utopia spends resources from GHG Producing Bacteria to raise the temperature. Saturn Systems spends heat to raise the temperature and spends resources from Regolith Eaters to increase the oxygen level.

Generation 6 Solar Phase: Productivity is the Global Event; all corporations except Teractor gain steel. Mars First becomes the ruling party.

Generation 7 Actions: Saturn Systems uses Water Import from Europa to place the last ocean tile and adds a delegate to Unity. Mons Insurance places a greenery tile and a Mining Area. Mining Guild builds a Cupola City. Teractor trades with Luna and uses a Directed Impactor to increase the temperature. Utopia builds a Plantation and uses plants to place another greenery tile. Saturn Systems adds a resource to Regolith Eaters and uses the Space Elevator. Mons Insurance places a Pioneer Settlement on Io and adds a delegate to the Greens. Mining Guild spends heat to raise the temperature twice. Teractor spends heat to raise the temperature and funds the Banker award. Utopia uses Restricted Area to buy a card and pays for some Advertising. Saturn Systems uses Orbital Cleanup and uses a Project Inspection to use Orbital Cleanup again. Mons Insurance adds a delegate to the Greens. Mining Guild builds a Martian Zoo. Teractor does some Asteroid Hollowing and builds a city. Utopia adds two delegates to Unity. Saturn Systems builds Io Mining Industries and adds a delegate to Unity. Mons Insurance uses Symbiotic Fungus to add a resource to Tardigrades. Mining Guild adds a delegate to the Reds. Teractor introduces Ants and builds a colony on Enceladus, adding resources to Ants.

Bassador – Terraforming Mars: Ares Expedition

Jungle.

Round 14: Thorgate and Mining Guild select Development, Celestior selects Action, and Inventrix selects Research. Development: Celestior builds some Smelting, Thorgate builds a Great Dam, Mining Guild designates Eos Chasma National Park, and Inventrix does some Farming. Action: Celestior uses its corporate ability, Farmers Markets, Conserved Biome twice, Decomposing Fungus, spends plants for a forest tile, and heat to raise the temperature. Thorgate uses Matter Manufacturing, Think Tank, and spends heat to raise the temperature. Mining Guild spends plants and cash for 3 forest tiles, heat to raise the temperature, and uses Advanced Screening Technology. Inventrix spends resources from GHG Producing Bacteria, adds a resource to Birds, and uses Steelworks and Artificial Jungle.

Round 15: Celestior selects Development, Thorgate Construction, Inventrix Action, and Mining Guild Production. Development: Celestior builds Space Heaters, Thorgate gains some Diversified Interests, Mining Guild establishes a Natural Preserve, and Inventrix sells a card. Construction: Celestior plants a Mangrove, Thorgate takes out an Investment Loan and builds some Hydro-Electric Power. Inventrix sells cards and pulls down a Nitrogen Rich Asteroid. Action: Celestior uses Conserved Biome to add a resource to Fish, its corporate ability, sells cards and spends cash to raise the temperature 2 steps. Thorgate uses Matter Manufacturing and Think Tank, spends heat and cash to raise the temperature 2 steps and sells cards. Mining Guild uses Advanced Screening Technology, sells cards, and uses cash to raise the temperature 3 steps. Inventrix adds a resource to Birds twice and spends plants for a forest tile.

This completes the terraforming of Mars. Final score is Celestior and Inventrix at 33, Mining Guild at 31, and Thorgate at 29. Celestior wins it on the tie breaker. Congratulations to Chris on his very close victory!

Scottish Terrier – Seafarers of Catan

builds 3 roads, gaining the Longest Trade Route.

Turn 12: Kevin builds a ship. Chris builds a settlement and plays Roadbuilding, building 2 ships. Dave upgrades a settlement to a city.

Turn 13: Andy buys a development card. Chris plays a Knight and steals from Kevin and upgrades a settlement to a city.

Turn 14: Andy plays a Knight and steals from Chris. Chris upgrades a settlement to a city and reveals a Cathedral, winning the game!

Congratulations to Chris on his victory!

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 6: TFWNN plays the The Royal Mint. PIKES plays The Peeled Nuts. TTG plays Drumknott, The Post Office, The Fire Brigade on TFWNN, and The Patrician's Palace. TDBG plays Moist von Lipwig

Player
Bill Scharf
Chris Geggus
Christopher Hunt
Dave Hooton
Andy York

Round 1: Scharf plays the Patron occupation.

Geggus plays the Sheep Whisperer occupation. Hung collects 1 stone, 1 reed, and 1 wood. Hooton collects 3 clay. York becomes starting player and plays Spices. Scharf collects 4 wood. Geggus collects 3 wood. Hunt collects 1 sheep and 1 food. Hooton collects 1 reed. York plows a field.

Round 2: York plays the Clay Worker occupation. Scharf plays the Cattle Whisperer occupation. Geggus collects 3 clay. Hunt collects 1 reed, 1 stone, and 1 wood. Hooton collects 4 wood. York collects 3 wood and 1 clay. Scharf plays a Corn Sheaf. Geggus becomes starting player and plays Helpful Neighbors. Hunt collects 2 clay. Hooton collects 1 grain.

Round 3: Geggus plays the Plowman occupation. Hunt becomes starting player and plays Helpful Neighbors. Hooton collects 1 reed, 1 stone, and 1 wood. York collects 2 reed. Scharf plays the Wood Buyer occupation. Geggus goes Fishing. Hunt builds a Well. Hooton adds a room to his wooden hut. York collects 1 sheep and 1 food. Scharf visits the Traveling Players.

Round 4: Hunt plays the Water Carrier occupation. Hooton builds a Clay Oven and bakes some bread. York becomes starting player and builds an Outhouse. Scharf collects 8 wood. Geggus collects 6 wood. Hunt collects 1 reed, 1 stone, and 1 wood and Scharf uses the Wood Buyer to buy the wood. Hooton plays the Hut Builder occupation. York collects 3 clay. Scharf collects 6 clay. Geggus becomes a Day Laborer.

Harvest Phase 1: No harvesting. All players feed their families. No animal pairs.

Round 5: York builds a Fireplace. Scharf collects 2 reeds. Geggus plays the Thatcher occupation. Hunt collects 4 wood. Hooton plays the Meat-seller occupation. York cooks a sheep, remains as starting player, and plays a Private Forest. Scharf builds

Leopard Hound – Discworld: Ankh Morpork

and Gimlet's Dwarf Delicatessen.

Turn 7: TFWNN plays The Agony Aunts. PIKES plays Inigo Skinner. TTG plays Sir Charles Lavatory. TDBG plays the Dr. Hix and Lord Downey.

Turn 8: TFWNN plays Sacharissa Crisplock. PIKES plays The Dean, unleashing Trolls, and The Dysk. TTG plays Deep Dwarves and Sergeant Detritus. TDBG plays 'HELLO'.

Turn 9: TFWNN plays Groat. PIKES plays the Professor of Recent Runes, triggering Subsidence, then plays Mr. Teatime and Zorgo the Retro-Phrenologist. TTG plays Ruby. TDBG plays The Duckman.

Turn 10: TFWNN plays Dr. Cruces. PIKES plays the Senior Wrangler, triggering Riots to no effect, and plays Sergeant Colon. TTG plays Willikins. TDBG plays Hubert.

Turn 11: TFWNN plays Harry King. PIKES plays Cosmo Lavish and the Canting Crew. TTG plays The Mob and Mr. Slant. TDBG plays Buggy Swires.

Turn 12: TFWNN plays The Clacks and Dwarves. PIKES reveals that he is Lord Vetinari and has minions in 9 areas. Congratulations to Kevin Wilson on his win!

Beabull – Agricola

fences. Geggus adds a room to his wooden hut. Hunt collects 1 reed, 1 stone, and 1 wood. Hooton grows his family and plays a Guest.

Round 6: York collects 3 sheep, cooking 2 of them. Scharf adds a room to his wooden hut. Geggus grows his family and builds a Bookshelf. Hunt plays the Farm Steward occupation. Hooton uses the Guest to visit the Traveling Players. York plays the Hedge Keeper occupation. Scharf goes Fishing. Geggus builds a Fireplace. Hunt collects 6 clay. Hooton collects 6 wood, becomes starting player and builds a Writing Dest, and collects 1 sheep and 1 food.

Round 7: Hooton plays the Greengrocer occupation. York collects 2 stone. Scharf collects 8 wood. Geggus collects 1 sheep and 1 food, and cooks 2 sheep into 4 food. Hunt collects 2 reed, 1 stone, and 1 wood. Hooton collects a grain and a vegetable. York becomes starting player and builds a Dovecote. Scharf builds a Cooking Hearth. Geggus plays the Undergardener occupation. Hunt renovates to a clay hut. Hooton bakes bread. Geggus becomes a Day Laborer.

Harvest Phase 2: No harvesting. All players feed their families. No animal pairs.

Round 8: York plays the Stablehand occupation. Scharf grows his family and obtains a Spindle. Geggus collects 6 wood. Hunt plays the Manufacturer occupation. Hooton becomes starting player and builds a Swing Plow. York collects 4 wood and 1 clay. Scharf collects a vegetable. Geggus collects and cooks 2 sheep. Hunt renovates to a stone house and builds Pottery. Hooton plows 3 fields with the Swing Plow. Geggus collects 1 reed, 1 stone, and 1 wood. Hooton collects a grain and a vegetable.

Round 9: Hooton sows 1 grain and 2 vegetables. York collects 3 food from the Traveling Players. Scharf builds fences. Geggus adds a room to his wooden hut and builds a stable. Hunt plays the Smallholder occupation. Hooton collects 9 clay. York collects 1 sheep and 1 food. Scharf plays the Chamberlain occupation. Geggus grows his family and builds a Sawhorse. Hunt becomes starting player and buys a Plane. Hooton collects 4 reeds. Scharf goes Fishing for 3 food. Geggus becomes a Day Laborer, gaining 2 food and 1 vegetable.

Harvest Phase 3: Hooton harvests 1 grain and 2 vegetables. Hunt uses Pottery to convert clay to food, Hooton cooks 1 sheep and eats a vegetable, and Scharf cooks a vegetable.

Round 10: Hunt collects 3 stone. Hooton uses the Swing Plow to plow 3 fields. York collects 8 wood and 1 clay. Scharf becomes starting player and exchanges the Cooking Hearth for a Cooking Corner. Geggus collects 6 clay. Hunt grows his family and builds a Milking Shed. Hooton collects 1 grain and 1 vegetable. York builds fences and a stable. Scharf collects 2 wild boar. Geggus collects 6 wood. Hooton sows 1 grain and 2 vegetables. Scharf cooks 2 wild boar and takes 2 sheep. Geggus plays the Storehouse Clerk occupation and collects 2 reed, 1 stone, and 1 wood.

Round 11: Scharf collects 4 wood. Geggus adds a room to his wooden hut and builds a stable. Hunt collects 2 stone. Hooton grows his family and builds Clogs. York becomes starting player and builds a Clay Path. Scharf takes a vegetable. Geggus grows his family. Hunt uses the Moldboard Plow to plow 2 fields. Hooton renovates to a clay hut and builds a Cooking Hearth. York collects a sheep and a food, cooking the sheep into 2 food. Scharf plows a field and sows a vegetable. Geggus becomes a Day Laborer, collecting 2 food and a vegetable. Hunt collects a grain. Hooton collects 6 clay. Geggus sows 2 vegetables.

Harvest Phase 4: Scharf harvests 1 vegetable, Geggus harvests 2 vegetables, Hooton harvests 2 grain and 4 vegetables, and Hunt receives 1 food from the Milking Shed. Geggus cooks 1 sheep and 1 vegetable, Hunt uses Pottery to convert 1 clay into 2 food, and Hooton cooks 1 vegetable. All players feed their families. Scharf breeds a sheep.

Round 12: York collects 6 wood. Scharf builds 2 stables. Geggus plows a field and shows a vegetable. Hunt sows a grain. Hooton adds a room to his clay hut. York collects 2 cattle. Scharf collects 2 wild boar. Geggus renovates his wooden hut to clay and upgrades his Fireplace to a Cooking Hearth. Hunt collects 2 stone.

Hooton collects 4 wood. Scharf grows his family. Geggus becomes starting player and plays a Corn

Player
Andy York
Dave Hooton
Christopher Hunt
Kevin Wilson

Turn 1: Andy selects the Settler and takes an indigo plantation. Dave takes sugar, Christopher takes coffee, and Kevin takes indigo. Dave selects the Builder and builds a Small Sugar Mill. Kevin builds a Small Indigo Plant and Andy builds an Indigo Plant. Christopher selects the Mayor and places a noble on the corn plantation and a colonist on the coffee plantation. Kevin places a colonist on the corn plantation; Andy on the indigo plantation; and Dave on the sugar plantation. Kevin selects the Craftsman, producing corn. Christopher also produces corn.

Turn 2: Dave selects the Builder and builds a Small Market. Kevin also builds a Small Market. Christopher selects the Captain and ships corn, as does Kevin. Kevin selects the Mayor and places a noble on the Small Indigo Plant and colonists on the indigo plantation and Small Market. Andy populates the Indigo Plant, Dave the Small Sugar Mill, and Christopher's colonist goes to San Juan. Andy selects the Prospector.

Turn 3: Christopher selects the Settler and takes a quarry. Kevin takes a sugar plantation, Andy takes a coffee plantation, and Dave takes a sugar plantation. Kevin selects the Craftsman and produces corn and indigo. Andy produces indigo. Dave produces sugar. Christopher produces corn. Andy selects the Mayor and places a noble on the Indigo Plant and a colonist on an indigo plantation. Dave populates the Small Market, Christopher the quarry, and Kevin the sugar plantation. Dave selects the Trader, trading sugar. Kevin trades indigo.

Turn 4: Kevin selects the Builder and builds a Sugar Mill. Dave builds Tobacco Storage and Christopher builds a Coffee Roaster. Andy selects the Captain and ships indigo. Christopher and Kevin each ship corn. Dave selects the Prospector. Christopher selects the Mayor, placing a noble and a colonist on the Coffee Roaster. Kevin populates the Sugar Mill, Andy the Indigo Plant, and Dave the Tobacco Storage.

Turn 5: Andy selects the Settler and takes an indigo plantation. Dave selects tobacco, Christopher corn, and Kevin sugar. Dave selects the Mayor, placing a noble on the indigo plantation and a colonist on a tobacco plantation. Christopher populates a corn plantation. Kevin moves a colonist from the corn plantation to the sugar plantation and populates the

Player
Bill Scharf
Chris Geggus
Christopher Hunt

Sheaf. Hunt builds a Basketmaker's Workshop. Hooton collects 4 wood. Geggus becomes a Day Laborer. Hooton grows his family and plays Helpful Neighbors. Geggus collects 2 sheep.

Swedish Vallhund – Puerto Rico with Nobles

Sugar Mill. Andy populates an indigo plantation. Christopher selects the Craftsman, producing corn and coffee. Kevin produces indigo and sugar. Andy produces indigo. Dave produces sugar and tobacco. Kevin selects the Captain and ships sugar. Andy ships indigo. Dave ships sugar. Christopher ships corn. Kevin ships indigo.

Turn 6: Dave selects the Trader and trades tobacco. Christopher trades coffee. Christopher selects the Builder and builds a Jeweler. Dave builds a Villa. Kevin selects the Prospector. Andy selects the Mayor, placing a colonist on the coffee plantation and a noble in San Juan. Dave populates the Villa, Christopher the Jeweler, and Kevin the corn plantation.

Turn 7: Christopher selects the Settler and takes a quarry. Kevin takes a tobacco plantation, Andy indigo, and Dave tobacco. Kevin selects the Builder and builds a Tobacco Storage. Andy builds a Small Indigo Plant and Dave a Chapel. Andy selects the Mayor, placing a colonist on an indigo plantation and a noble on the Small Indigo Plant. Dave populates a tobacco plantation and gains a noble from the Villa, placing it on the Chapel. Christopher populates a quarry and Kevin the Tobacco Storage. Dave selects the Craftsman, producing sugar and tobacco. Christopher produces corn and coffee, Kevin corn, indigo, and sugar, and Andy indigo.

Turn 8: Kevin selects the Trader and trades sugar. Andy trades indigo, Dave trades tobacco, and Christopher trades coffee. Andy selects the Prospector. Dave selects the Builder and builds a Jeweler. Christopher builds a Chapel, Kevin a Construction Office, and Andy a Coffee Roaster. Christopher selects the Captain and ships corn. Kevin ships indigo. Dave ships sugar. Kevin ships sugar.

Turn 9: Andy selects the Settler and takes a coffee plantation. Dave takes a tobacco plantation, Christopher coffee, and Kevin sugar. Dave selects the Mayor, places nobles on the Jeweler and tobacco plantation and a colonist on the Tobacco Storage. Christopher swaps a noble from the Coffee Roaster with a colonist from the Jeweler and populates the Chapel, and moves a colonist from San Juan to the coffee plantation. Kevin populates the tobacco plantation and moves a noble from the Small Indigo Plant to the Construction Office.

Andy populates the coffee plantation and moves a noble from San Juan to the Coffee Roaster. Christopher selects the Craftsman and produces corn and coffee. Kevin produces corn, sugar, and tobacco. Andy produces indigo. Dave produces sugar and tobacco. Kevin selects the Trader and trades tobacco. Andy trades coffee, Dave sugar, and Christopher corn.

Turn 10: Dave selects the Builder and builds Gardens. Christopher builds a Custom House. Kevin builds an Office. Christopher selects the Captain and ships coffee. Kevin ships sugar. Christopher and Kevin both ship corn. Kevin selects the Mayor moves the noble from the Construction Office to the Office, moves a colonist from the Small Market to the indigo plantation, places a noble on the Small Market, and colonists on the Construction Office and Sugar Mill. Andy places colonists on the Coffee Roaster and San Juan. Dave places a colonist on the Tobacco Storage and a noble on the Gardens. Christopher populates the Custom House. Andy selects the Prospector.

Turn 11: Christopher selects the Craftsman and produces corn and coffee. Kevin produces corn, sugar, and tobacco. Andy produces indigo and coffee. Dave produces sugar and tobacco. Kevin selects the trader and trades tobacco. Andy trades coffee, Dave trades sugar, and Christopher trades corn. Andy selects the Builder and builds a Guild Hall. Dave builds a Court Supplier, Christopher a Residence, and Kevin a Factory. Dave selects the Mayor and places nobles on a sugar plantation and the Court Supplier and a colonist in San Juan. Christopher exchanges a noble on a corn plantation with a colonist on the Chapel and populates the Residence. Kevin populates the Factory and Andy the Guild Hall.

Turn 12: Kevin selects the Craftsman and produces corn, sugar, and tobacco. Andy produces indigo and coffee. Dave produces sugar and tobacco. Christopher produces corn and coffee. Andy selects the Trader and trades coffee. Dave trades tobacco, Christopher corn, and Kevin tobacco. Dave selects the Builder and builds a City Hall. Christopher builds a Hospice. Andy builds a Tobacco Storage. Christopher selects the Captain and ships coffee. Kevin ships corn. Dave ships sugar. Kevin ships sugar.

Turn 13: Andy selects the Trader and trades coffee. Dave and Kevin each trade tobacco. Dave selects the Mayor and places a noble in City Hall, and a noble and colonist in San Juan. Christopher populates the Hospice. Kevin populates the Small Indigo Plant and Andy populates the Tobacco Storage. Christopher selects the Captain and ships coffee. Kevin selects the Builder and builds a Fortress. Andy builds a Sugar Mill. Dave builds a Coffee Roaster. Christopher builds a Small Indigo Plant.

And with that, Dave has filled his city, so the end of the game has been reached. Final scores are Dave with 62, Christopher with 43, Kevin with 37, and Andy with 32. Congratulations to Dave on his resounding victory!

Auggie – Dominion

Dave Hooton
Andy York

We are using the base set (version 1), Intrigue (version 2), and Dark Ages. Cards in play are Harem, Knights, Bandit Camp, Bureaucrat, Death Cart, Storeroom, Forager, Steward, Beggar, and Poor House.

Turn 1: Dave buys Dame Natalie, Christopher buys Dame Molly, Chris buys a Steward, and Bill and Kevin each buy a Bureaucrat.

Turn 2: Dave and Christopher each buy a Beggar, Chris buys a Bureaucrat, Bill buys a Forager, and Kevin buys a Steward.

Turn 3: Dave plays a Beggar and buys a Bandit Camp. Chris plays a Beggar and buys Sir Destry. Chris buys a Storeroom. Bill plays a Forager, trashing a Copper, and a Bureaucrat and buys a Silver. Kevin buys a Bureaucrat.

Turn 4: Dave plays Dame Natalie, gaining a Steward. Chris trashes a Steward. Dave buys a Forager. Christopher plays Dame Molly. Dave trashes a Forager, Chris trashes a Storeroom. Christopher buys a Forager. Chris plays a Bureaucrat and buys a Steward. Bill buys a Death Cart. Kevin plays a Necropolis, Steward, and Bureaucrat then buys a Death Cart.

Turn 5: Dave buys Sir Vander. Christopher plays a Necropolis and Sir Destry. Dave trashes a Bandit Camp. Christopher buys a Forager. Chris buys a Bureaucrat. Bill plays a Bureaucrat and buys a Steward. Kevin plays a Bureaucrat and buys Sir Bailey.

Turn 6: Dave plays a Necropolis, a Steward, and Dame Natalie, gaining a Forager. Christopher trashes Dame Molly and Kevin trashes a Silver. Dave trashes Dame Natalie and buys a Forager. Christopher plays a Forager, trashing a Hovel and buys Sir Martin. Chris plays a Steward and buys Dame Josephine. Bill plays a Death Cart, trashing a Bureaucrat and buys a Province, trashing a Hovel. Kevin plays a Bureaucrat, Dave discards a Beggar, and Kevin buys a Bandit Camp.

Turn 7: Dave buys a Bureaucrat. Christopher plays a Forager, trashing a Copper, a Beggar, gaining 3 Copper, and buys Dame Sylvia and a Beggar. Chris buys a Beggar. Bill buys a Death Cart. Kevin plays

a Ruined Village and an Abandoned Mine and buys a Death Cart.

Turn 8: Dave plays a Forager, trashing a Hovel, then a Steward and buys Sir Michael. Christopher plays Sir Martin. Dave trashes Sir Vander, gaining a Gold. Bill trashes a Steward. Kevin trashes a Bureaucrat. Christopher trashes Sir Martin and buys a Forager. Chris plays a Beggar and buys Dame Anna. Bill plays a Necropolis, Abandoned Mine, and Ruined Market and buys 2 Poor Houses. Kevin plays a Necropolis, a Steward, and a Death Cart, trashing the Steward and buys a Province, trashing a Hovel.

Turn 9: Dave plays a Forager, trashing a Copper, and buys a Death Cart. Christopher plays a Necropolis, a Forager, trashing a Copper, and Sir Destry. Dave trashes a Gold. Chris, Bill, and Kevin each trashes a Silver. Christopher buys a Harem. Chris plays a Bureaucrat. Christopher discards a Beggar. Chris buys a Forager. Bill plays a Death Cart, trashing a Poor House, and buys a Bandit Camp. Kevin plays a Ruined Village and Sir Bailey. Dave and Christopher each trash a Silver. Kevin buys a Beggar.

Turn 10: Dave plays a Bureaucrat and buys a Beggar. Christopher buys a Forager. Chris plays a Steward and buys a Bandit Camp. Bill plays a Forager, trashing a Ruined Market, and an Abandoned Mine and buys a Forager and a Poor House. Kevin plays an Abandoned Mine and buys a Bandit Camp.

Turn 11: Dave plays a Forager, trashing a Forager, a Beggar, and buys a Province and a Beggar. Christopher plays a Forager, trashing a Copper, and Sir Destry. Chris trashes a Forager. Bill trashes a Silver. Kevin trashes a Bureaucrat. Christopher buys a Harem. Chris plays a Necropolis and Dame Anna, trashing an Overgrown Estate. Christopher trashes Dame Sylvia. Kevin trashes Sir Bailey. Chris trashes Dame Anna and plays Dame Josephine. Dave trashes a Silver. Christopher trashes a Forager. Bill trashes a Death Cart. Chris buys a Poor House. Bill buys a Forager. Kevin plays a Bandit Camp, a Death Cart, trashing a Ruined Village, and an Abandoned Mine and buys a Harem.

Turn 12: Dave plays a Death Cart, trashing itself, and buys a Province. Christopher buys a Bandit Camp. Chris plays a Necropolis, a Bureaucrat, and a Beggar and buys a Duchy. Bill plays a Bandit Camp and a Death Cart, trashing a Necropolis, and buys a Province. Kevin plays a Bandit Camp and a Necropolis, and buys a Steward.

Turn 13: Dave plays a Forager, trashing a Copper and a Steward and buys a Duchy and a Beggar. Christopher plays Sir Destry. Bill trashes a Forager. Kevin trashes a Bandit Camp. Dave discards a Beggar. Christopher buys a Duchy. Chris plays a Steward and buys a Duchy, trashing a Hovel. Bill plays a Forager, trashing a Ruined Market, and a Poor House and buys a Duchy and an Estate. Kevin plays a Death Cart, trashing a Ruined Village and buys a Duchy.

Turn 14: Dave plays a Beggar and buys a Death Cart. Christopher buys a Duchy. Chris plays a Bandit Camp, a Bureaucrat, and a Poor House and buys a Death Cart. Bill plays an Abandoned Mine and buys a Silver. Kevin plays a Bandit Camp and buys a Death Cart.

Turn 15: Dave plays a Ruined Library and buys a Duchy. Christopher plays a Forager, trashing a Forager and buys a Duchy and a Beggar.

This ends the game as the Knights, Foragers, and Beggars piles are now empty. Final score is Dave with 18, Bill with 16, Christopher with 13, Kevin with 11, and Chris with 8. Congratulations to Dave Hooton on his victory!

Aussiedoodle – Suburbia

Community, Yellowhorse a Fancy Restaurant, Brisbane Bohème another Haunted House, and Greenville a Back Alley.

Turn 5: Austin City Limits builds a Fancy Restaurant, Yellowhorse a Convenience Store, Brisbane Bohème a Slaughterhouse, and Greenville a Shipping Center.

Turn 6: Austin City Limits builds a Neighborhood Watch, Yellowhorse a Hospital. Brisbane Bohème uses the City Square as a Lake, and Greenville builds a Domestic Airport.

Turn 7: Austin City Limits builds a Shipping Center, Yellowhorse uses the Skyscraper as a Lake, Brisbane Bohème discards the Elementary School to invest in the Community Park, and Greenville builds a Hostel.

Turn 8: Austin City Limits builds a Burg von Alspach, Yellowhorse a Domestic Airport, Brisbane Bohème a Stadium, and Greenville a Burg von Alspach.

Turn 9: Austin City Limits builds a Stadium, Yellowhorse uses the Movie Theater as a Lake, Brisbane Bohème builds a Hostel, and Greenville an Elementary School.

Turn 10: Austin City Limits discards the Museum to build Suburbs, Yellowhorse builds a PR Firm, Brisbane Bohème discards the Warehouse to invest in the Municipal Airport, and Greenville builds a Casino.

Turn 11: Austin City Limits discards the Postal Service to build Suburbs, Yellowhorse uses the Tavern as a Lake, Brisbane Bohème builds a Local EPA Office, and Greenville builds a Recycling Plant.

Turn 12: Austin City Limits builds a New Car Dealership, Yellowhorse discards the Condominium to build a Heavy Factory and draws the One More Round tile, Brisbane Bohème discards the Resort to build Suburbs, and Greenville discards the Middle School to build Suburbs.

Turn 13: Austin City Limits discards the Game Night Host to invest in the Community Park, Yellowhorse builds Apartments, Brisbane Bohème discards the Apartments to invest in the Haunted House, and Greenville

Player	Borough
Andy York	Austin City Limits
Bill Scharf	Yellowhorse
Dave Hooton	Brisbane Bohème
Christopher Hunt	Greenville

We are using the Nightlife expansion. Common goals are Libertarian, Nyctophobic, Luminary, and Aquaphobian.

Turn 1: Austin City Limits builds a Dance Club, Yellowhorse a Waterfront Realty, Brisbane Bohème a Haunted House, and Greenville a Business Supply Store.

Turn 2: Austin City Limits builds a Convenience Store, Yellowhorse a Dance Club, Brisbane Bohème a Municipal Airport, and Greenville discards the Freeway for a Lake.

Turn 3: Austin City Limits builds a Helipad, Yellowhorse discards the City Square for a Lake, Brisbane Bohème builds a Warewolf Den, and Greenville a Municipal Airport.

Turn 4: Austin City Limits builds a Mobile Home

discards the Middle School to invest in the Hostel. Austin City Limits gains the Luminary and Aquaphobian public goals, and achieves the Environmentalist private goal. Yellowhorse gains the

Player	Wonder
Christopher Hunt	Manneken Pis B
Dave Hooton	Byzantium A
Kevin Wilson	Ephesus B
Bill Scharf	Stonehenge A
Chris Geggus	Giza B

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

Age I Leader Recruitment: Manneken Pis recruits Hannibal, Byzantium Diocletian, Ephesus Xenophon, Stonehenge Darius, and Giza Bilkis.

Age I, Round 1: Manneken Pis plays a Loom, Byzantium Militia, Ephesus a Timber Yard, Stonehenge a Clay Pit, and Giza a Pirate Cache, advancing on the Commercial track.

Age I, Round 2: Manneken Pis plays a Lumber Yard, Byzantium a Tavern, Ephesus a Stone Pit, Stonehenge a Guard Tower, advancing on the Military Track, and Giza a Lumber Yard.

Age I, Round 3: Manneken Pis, plays a Marketplace, Byzantium a Forest Cave, Ephesus a Tavern, Stonehenge an Excavation, and Giza a Clay Pit.

Age I, Round 4: Manneken Pis plays an East Trading Post, advancing on the Commercial track, Byzantium plays an Altar, advancing on the Civic track, Ephesus plays an Ore Vein, Stonehenge plays a West Trading Post, advancing on the Commercial track, and Giza plays a Shipyard, advancing on the Civic and Science tracks.

Age I, Round 5: Manneken Pis plays a Stockade, advancing on the Military track, Byzantium plays a Clay Pool, Ephesus plays Baths and advances on the Civics track, Stonehenge plays an Ore Vein, and Giza plays a Barracks and advances on the Military track.

Age I, Round 6: Manneken Pis plays a Barracks.

Player	Corporation
Andy York	Helion
Christopher Hunt	Mining Guild
Chris Geggus	Saturn Systems
Bill Scharf	Phoblog
Kevin Wilson	Credicor

We are playing the base game including just the Corporate Era and not Drafting.

Generation 1: Helion invests in Dust Seals. Mining Guild establishes a Natural Preserve and seeds some Arctic Algae. Saturn Systems creates some Designed

Player
Chris Geggus
Chris Hibbert
Kevin Wilson
Martin Burgdorf
Andy York

Libertarian public goal and achieves the Aquatic Engineer private goal. Brisbane Bohême does not achieve any goals. Greenville gains the Nyctophobic public goal but does not achieve the Insomniac private goal. Final scores: Austin City Limits with 132, Brisbane Bohême with 99, Yellowhorse with 95, and Greenville with 76. Congratulations to Andy York on his victory!

Benedoodle – 7 Wonders

Byzantium plays Glassworks. Ephesus plays a Secret Warehouse. Stonehenge plays Explorers Service and advances on the Science track. Giza plays an Apothacary, advances on the Science track, and gains Virgin Island.

Age I, Round 7: Manneken Pis plays a Theater and advances on the Civics track. Byzantium plays a Construction Yard, advancing on the Military track and the Science track. Ephesus plays a Residence. Stonehenge builds the first stage of his wonder. Giza plays a Stone Pit.

Age I, Round 8: Manneken Pis builds a Guard Tower and advances on the Military track. Byzantium builds the first stage of his wonder. Ephesus plays a Pigeon Loft. Stonehenge plays a Press. Giza plays a Workshop and advances on the Science track.

Age I Conflict: Ephesus does not take part in land conflicts. Manneken Pis beats Byzantium and Giza; Byzantium beats Stonehenge, and Stonehenge and Giza tie. For naval conflict, Manneken Pis is first and Ephesus is last.

Age II Leader Recruitment: Manneken Pis plays Creosus, Byzantium Praxiteles, Ephesus Tomyris, and Giza Caligula. Stonehenge discards a leader to advance on the Commerce track.

Age II, Round 1: Manneken Pis plays Training Grounds. Byzantium plays a Lair. Ephesus plays a Gambling House. Stonehenge plays a Vineyard. Giza plays a Dispensary.

Age II, Round 2: Manneken Pis plays Glassworks. Byzantium and Ephesus both play a Brickyard. Stonehenge plays a Map Room, gaining the Iron Harbor, and advances on the Science track, gaining Wind Blown Island. Giza plays a Laboratory.

Age II, Round 3: Manneken Pis discards a card for gold. Byzantium plays a Press. Ephesus builds the first stage of his wonder and advances on the Commerce track. Stonehenge plays a Caravansery. Giza plays an Archery Range.

Age II, Round 4: Manneken Pis builds his wonder and advances on the Science track. Byzantium plays a Loom. Ephesus plays a Statue and advances on the Civics track. Stonehenge plays Glassworks. Giza plays a Forum and advances on the Civics track.

Age II, Round 5: Manneken Pis plays a Spy Ring. Byzantium plays a Bazaar and advances on the Commerce track. Ephesus plays a School and advances on the Science track. Stonehenge plays a Loom. Giza plays Society of Navigators and advances on the Science track, gaining the Ancient Harbor.

Age II, Round 6: Manneken Pis discards a card for gold, Byzantium plays a Courthouse and advances on the Civics track. Ephesus plays a Laboratory, advances on the Science track, and gains Topaz Island, advancing on the Civics track. Stonehenge plays a Fortified Port and advances on the Military track. Giza builds the first stage of his wonder and advances on the Civics track.

Age II, Round 7: Manneken Pis plays a Caravansery and advances on the Commerce track. Byzantium plays a Hangar, advancing on the Military and Civics tracks. Ephesus plays a Dispensary, advancing on the Science track. Stonehenge plays Stables and advances on the Military track. Giza builds the second stage of his wonder and advances on the Civics track.

Aussiepom – Terraforming Mars

Microorganisms. Phoblog discovers some Archaeobacteria. Credicor brings down a Nitrogen-Rich Asteroid. Helion builds some Solar Power and some Solar Wind Power.

Generation 2: Mining Guild plants an Extreme Cold Fungus. Saturn Systems uses some Indentured Workers to bring down a Big Asteroid. Phoblog builds a Mining Area. Credicor builds a Power Plant and some Micro-Mills. Saturn Systems builds an Earth Office and does some Import of Advanced GHG. Phoblog establishes a Business Network and uses it to buy a card. Credicor builds a Luna Beam. Saturn Systems gains some Imported GHG.

Generation 3: Saturn Systems develops some Nitrite-Reducing Bacteria, then uses them to gain a TR. Phoblog pulls down a Giant Ice Asteroid. Credicor builds a Development Center and uses it to draw a card. Helion builds an Earth Catapult. Mining Guild pumps an aquifer, placing an ocean tile. Saturn Systems does some Noctis Farming. Phoblog invokes its Business Network but doesn't like the result and builds a standard power plant. Helion launches some Satellites. Mining Guild uses Extreme Cold Fungus to gain a plant.

Afador – Puerto Rico

Turn 1: Geggus selects the Settler and takes a Quarry. Hibbert takes a tobacco plantation. Wilson takes a sugar plantation. Burgdorf takes a corn plantation. York takes a sugar plantation. Hibbert selects the Builder and builds a Tobacco Storage. Wilson builds a Sugar Mill. Burgdorf builds a Small Market. York builds a Sugar Mill. Geggus builds a Hospice. Wilson selects the Mayor and populates the Sugar Mill and a sugar plantation. Burgdorf and York populate corn plantations, Geggus the Hospice, and Hibbert the Tobacco Storage.

Pharaoh Hound – Lords of Waterdeep, Skullport and Undermountain Expansions

Player	Faction
Bill Scharf	Red Sashes
Chris Geggus	Knights of the Shield
Christopher Hunt	Harpers

Kevin Wilson	City Guard
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Round 1: The Red Sashes go to Aurora's Realms Shop. The Knights of the Shield go to Cliffwatch Inn. The Harpers go to Cliffwatch Inn. The City Guard go to the Hall of the Voice. The Red Sashes go to the Builders' Hall.

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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!