



Notes from Hades

Things in this neck of the woods are continuing to proceed nicely. Both my 3 more. Sons are now working at Islands, which is a Los Angeles chain of Hawaiian themed semi-upscale burger restaurants. This is an improvement over where they were working in a couple of different ways. First, it's not a fast food joint, and second, it is a much nicer working environment. The downside is that as neither of them have their driver's licenses yet, we have to take them and pick them up, and they typically get off work about an hour after the restaurants closes, which is 9:00pm most nights and 10:00pm on Friday and Saturday nights. My wife and I are both looking forward to them getting their licenses.

Since the last issue, 6 games have completed. The games are: Neapolitan Mastiff, an Age of Renaissance game won by Dave Hooton, French Spaniel, a Dune game which was won by Bill Scharf and Kevin Wilson, Plott Hound, a Terra Mystica game won by Martin Burgdorf, Beabull, an Agricola game won by Chris Geggus, Bernedoodle, a 7 Wonders game won by Chris Geggus, and Bossie, a Terraforming Mars: Ares Expedition game won by Kevin Wilson. Congratulations to the winners!

The next deadline is **Tuesday, May 10 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.

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.

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.

Boxador. Century Spice Road: Have Christopher Hunt(\$), Bill Scharf(\$), Kevin Wilson, will take up to 2 more.

Boxweiler. Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Bill Scharf(\$), Christopher Hunt, Dave Hooton, will take up to 3 more.

Bugg. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt, Kevin Wilson(\$), Dave Hooton, will take up to 2 more.

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

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 5 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.

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).

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 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, 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.

Disworld: Ankh Morpork: Have Kevin Wilson, Christopher Hunt, will take up to 2 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. Have Dave Hooton, will take up to 4 more.

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, will take up to 4 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Christopher Hunt, Kevin Wilson, Dave Hooton, will take up to 5 more.

Puerto Rico: This is the base game. Have Kevin Wilson, will take up to 4 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

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

History of the World: Will take up to 7.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus,

Dave Hooton, will take up to 3 more.

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

Dominion: Have most of the expansion sets plus some extras. Have Dave Hooton, updated more frequently than the zine issues. will take up to 5 more.

Wingspan: Have the European birds expansion. Have Dave Hooton, Will take up that a game fee will be charged to non-subbers. to 4 more.

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

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

Malinois

Gunboat Machiavelli

Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press Deadline/Summer 1499 5/10 Tuesday

Austria opens strongly against France while Florence, Venice, and the Pope go after neutral territory.

Orders

AUSTRIA: A SWISS to Avignon, A Austria to CARINTHIA, A TYROLEA supports A Austria to Carinthia (cut), A MESSINA to Otranto, F SARDINIA to Gulf of Lions, F Palermo to TYRHENNIAN SEA

FLORENCE: A Arezzo to SIENNA, A FLORENCE supports A Arezzo to Sienna, F PISA to Ligurian Sea

FRANCE: A AVIGNON supports A Saluzzo to Turin (cut), A Saluzzo to TURIN, A BARI to Otranto, A MILAN to Tyrolea, A NAPLES holds, F MARSEILLES to Gulf of Lions, F GENOA to Ligurian Sea

PAPACY: A Rome to PATRIOMNY, A PERUGIA supports F Ancona to Urbino, A Bologna to MANTUA, F Ancona to URBINO

VENICE: A Padua to FERRARA, A Treviso to VERONA, F Dalmatia to UPPER ADRIATIC, G VENICE convert to F

Summer 1499 Plague

Good Year: No plague.

Press

Gonfaloniere Soderini to His Excellency Pope Alexander VI : On behalf of the Signoria of Florence, greetings. I wish to express the desires of the people of the Republic of Florence and the Signoria for peace to continue between Florence and the Holy See. Hostilities between us would only allow those with less commitment to the Church to benefit. I, and the Signoria, advise we focus our joint efforts on

securing the midlands, assuring the other noble families of Italy cannot expand to your mutual detriment. To that end, we have avoided any appearance of hostility to the Holy See and hope to see the same from your forces. We await your response.

Pope – All: The Pope bestows his blessings for peace and prosperity to all.

The Signoria of Florence to King Louis XII of France : Let us not fight over the Ligurian Sea. Our fleet harbored in Pisa has no ill intentions to France more you Genoan ally but only to assuring our own borders. We are sure a agreement may be reached allowing us to peacefully allocate the resources of the seas to ourselves, assuring the Austrian and their Argonese supporters are not permitted to further expand their machinations in Italy. We are open to your suggestions.

Venice – Papacy: You are welcome to Mantua and LAS as my moves are purely defensive. Let us not work against each other.

Venice – Austria: Peace between us?

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: 198. Currently running quizzes, Railway Rivals, Bus Boss, Britannia, and Settlers of Catan. 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: 9. 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: 405. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 154. Currently running Diplomacy, Hangman, Facts in Five, Where in the World is Kendo Nagasaki?, By Almost Popular Demand. Current game openings: Diplomacy, By Almost Popular Demand, Where in the World is Kendo Nagasaki?, Hangman, Facts in Five, Breaking Away.

Email Games Report

Neapolitan Mastiff – Age of Renaissance

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

Turn 8 Card Play: Venice plays Enlightened Ruler, Grain, Metal, and Famine. London plays Civil War against Paris. Genoa plays Henry Oldenburg, Sir Isaac Newton, Leonardo da Vinci, and Spice twice. Barcelona plays Wool. Paris plays Bartolome de las Casas.

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

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

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

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

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 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

Turn 8 Purchases: Venice buys Laws of Matter, Improved Agriculture, and Nationalism. London buys Cathedral. Genoa buys Human Body, Laws of Matter, Enlightenment, Master Art, Interest & Profit, Renaissance, Patronage, and Cosmopolitan. Barcelona buys Proselytism. Paris buys Cosmopolitan. Turn 8 Expansion: Genoa expands to Varna, Grenada, Tripoli, and buys a card. London expands to Valencia. Barcelona expands to Seville, Dijon, and Belgrade. Paris expands to China, India, Salonika, and unsuccessfully to Valencia.

Final Card Play: Genoa plays Rebellion in Seville, Fur, Stone, and Mysticism Abounds. London plays Stone, Cloth/Wine as Wine, Silk, Fur, and Alchemist's Gold on Barcelona. Barcelona plays Spice, Wine, Cloth, and Timber. Paris plays Wine and Silk.

Final scores: Paris at 1802, Genoa at 1720, Venice at 758, London at 263, and Barcelona at -65. Congratulations to Dave Hooton on his victory!

French Spaniel – Dune

triggering a Nexus. The Atreides and Harkonnens form an alliance. Bidding: Card 1 goes to the Atreides for 2 spice. Card 2 goes to the Fremen for 2 spice. Card 3 goes to the Bene Gesserit for 2 spice. Revival: The Fremen revive 3 tokens (1 Fedaykin) and the Harkonnens spend 2 spice to revive 3 tokens. Movement: The Fremen move 3 tokens (1 Fedaykin) from the Southern Hemisphere to Wind Pass North and move 5 tokens (2 Fedaykin) from False Wall South to the Minor Erg. The Bene Gesserit ship 1 token to Tuek's Sietch. The Atreides ship 3 tokens to Habbanya Ridge Sietch. The Harkonnens ship 8 tokens to Tuek's Sietch. As the Bene Gesserit are coexisting everywhere, the Atreides/Harkonnen alliance control all five strongholds on Dune, and thus win the game. Congratulations to Bill Scharf and Kevin Wilson!

Plott Hound – Terra Mystica

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.

Turn 6: The Giants spend power for coins. The Alchemists improve their shipping. The Swarmlings use power for shovels and build a dwelling. The Witches commit a priest to the Fire cult. The Giants spend power for workers. The Alchemists commit a priest to the Earth cult. The Swarmlings upgrade a dwelling to a trading house and form a town. The Witches commit a priest to the Fire cult. The Giants upgrade a trading house to a temple. The Alchemists commit a priest to the Earth cult. The Swarmlings commit a priest to the Earth cult. The Witches upgrade a dwelling to a trading house. The Giants upgrade a dwelling to a trading house. The Alchemists upgrade a dwelling to a trading house. The Swarmlings place a dwelling. The Witches reduce the cost of shovels. The Giants improve their shipping. The Alchemists upgrade a trading house to a temple and form a town. The Swarmlings reduce the cost of shovels. The Witches reduce the cost of shovels. The Giants upgrade their shipping. The Alchemists advance in the Earth cult. The Giants place a dwelling. The Alchemists spend power for a priest. The Giants upgrade a dwelling to a trading house. The Alchemists advance in the Earth cult. The Giants advance in the Fire cult. The Alchemists advance in the Earth cult and buy 2VP with cash.

The end result was the Swarmlings with 133 points, the Giants with 106, the Alchemists with 105, and the Witches with 99. Congratulations to Martin Burgdorf on his victory!

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. Utopia builds a Cultural Metropolis, adding 2 delegates to the Reds. Saturn Systems invests in Building Industries. And adds a delegate to the Scientists. Mons Insurance adds a resource to Tardigrades. Mining Guild builds a city then encourages a Red Tourism Wave. Teractor trades with Enceladus, adding to Ants. Utopia plants some Heather. Mons Insurance finances a Large Convoy. Mining Guild cashes in on Saturn Surfing. Teractor uses Ants to consume a resource from Regolith Eaters. Utopia sells a card. Mons Insurance spends plants for a greenery tile. Mining Guild joins a Cartel. Teractor adds 2 resources to Titan Shuttles. Utopia funds a Diaspora Movement. Mons Insurance sells a card and adds a delegate to the Greens. Mining Guild sells a card. Teractor builds Windmills. Utopia discovers a Titanium Mine. Mining Guild trades with Miranda, gaining animals for the Martian Zoo. Teractor adds a delegate to the Greens. Utopia adds to its Security Fleet. Mining Guild gets cash from the Martian Zoo. Teractor sells a card. Utopia brings down a Nitrogen-Rich Asteroid. Mining Guild builds a Toll Station.

Generation 7 Solar Phase: Interplanetary Trade is the event, all players gain cash. The Greens become the ruling party and Saturn Systems is the new chair.

Generation 8: Mons Insurance trades with Luna and adds a delegate to Unity. Mining Guild places two greenery tiles. Teractor places a greenery tile and trades with Triton. Utopia builds a city and places a greenery tile. Saturn Systems adds a delegate to Unity and launches a Lagrange Observatory. Mons Insurance builds a city. Mining Guild cashes in on Saturn Surfing. Teractor spends floaters from Titan Shuttles to gain 4 titanium. Utopia gains a card from the Restricted Area and reduces its energy production to gain 4 energy. Saturn Systems adds a resource to

Regolith Eaters. Mons Insurance builds a city. Mining Guild cashes in on the Martian Zoo. Teractor trades with Enceladus. Utopia trades with Europa and Miranda. Saturn Systems uses the Space Elevator. Mons Insurance adds a resource to Tardigrades. Mining Guild adds a delegate to the Reds and becomes party leader. Teractor uses Ants to gain a resource from Regolith Eaters, forcing Mons Insurance to pay out. Utopia places a greenery tile. Saturn Systems builds a Beam from a Thorium Asteroid. Mons Insurance uses Symbiotic Fungus to add a resource to Tardigrades. Mining Guild sells a card. Teractor adds a delegate to Unity. Utopia sells a card and gains some Sponsors. Saturn Systems develops Molecular Printing. Mons Insurance establishes Eos Chasma National Park. Mining Guild and Teractor each sell a card. Utopis builds a Galilean Waystation. Mons Insurance sells a card. Mining Guild sells a card. Teractor sells a card. Utopia sells 2 cards. Saturn Systems cashes in on Orbital Cleanup. Mons Insurance builds Media Archives.

Beabull – Agricola

Player
Bill Scharf
Chris Geggus
Christopher Hunt
Dave Hooton
Andy York

Round 13: Geggus plows a field and sows a grain and a vegetable. Hunt collects 4 wood. Hooton sows a grain and a vegetable and bakes 1 grain into 5 food. York collects 2 reeds, 1 wood, and 1 stone. Scharf collects a vegetable. Geggus plays the Piecemaker occupation. Hunt collects 3 wood. Hooton plays the Hide Farmer and Stone Buyer occupations. York collects 1 sheep and 1 food. Scharf goes Fishing for 4 food. Geggus collects 3 stone. Hunt builds Fences. Hooton collects a wild boar. Scharf collects a cattle. Geggus renovates to a stone house and plays a Mini-Pasture. Hooton collects a sheep. Scharf visits the Traveling Players, gaining 4 food. Geggus plays

Boar Breeding. Hooton collects a grain and a vegetable.

Harvest Phase 5: Scharf harvests a vegetable and gains 1 food from the Spindle. Geggus harvests 1 grain and 4 vegetables, cooks 3 vegetables into 9 food, and converts 1 grain into 1 food. Hunt harvests 1 grain and gains 3 food from the Milking Shed, uses the Basketmaker's Workshop to convert 1 reed into 3 food. Hooton harvests 3 grain and 3 vegetables and cooks 3 vegetables into 9 food. All players feed their families. Scharf breeds a sheep, wild boar, and cattle. Geggus breeds a sheep. York breeds a sheep and a cattle.

Round 14: Geggus collects 4 wood. Hunt grows his family. Hooton sows 3 vegetables and bakes 1 grain into 5 food. York collects 2 stone and Hooton buys one from him. Scharf collects 1 reed, 1 stone, and 1 wood. Geggus plows a field and sows 2 vegetables. Hunt collects 3 wood. Hooton collects 1 stone. York buys Joinery. Scharf collects a vegetable. Geggus builds Fences. Hunt collects 9 clay. Hooton exchanges the Clay Oven for a Bakehouse. Scharf collects a cattle. Geggus becomes a Day Laborer, gaining 2 food and a vegetable. Hooton cooks a wild boar and spends 1 food for a cattle. Scharf collects a sheep. Geggus collects a wild boar. Hooton collects a grain and a vegetable.

Harvest Phase 6: Scharf gains 2 food from the Spindle, and cooks 2 wild boar. Geggus harvests 1 grain and 4 vegetables and cooks 3 vegetables into 9 food. Hunt harvests 1 grain and gains 5 food from the Milking Shed. Hooton harvests 2 grain and 4 vegetables and cooks 3 vegetables into 9 food. York uses Joinery to convert 1 wood into 2 food. All players feed their families. Scharf and York each breed a sheep and a cattle. Geggus breeds a sheep and a wild boar.

Final score: Geggus with 45, Hooton with 41, Scharf with 28, Hunt with 27, and York with 20.

Congratulations to Chris Geggus on his victory!

Benedoodle – 7 Wonders

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 II, Round 8: Manneken Pis discards a card to advance on the Commerce track. Byzantium plays a Dry Dock and advances on the Military and Civics tracks. Ephesus builds Walls and advances on the Military track. Stonehenge builds a Courthouse and advances on the Civics track. Giza builds the third stage of his wonder and advances on the Civics track. Age II Conflict: Land: Manneken Pis and Stonehenge each win 2, Byzantium and Ephesus tie, and Giza loses 2. Sea: Stonehenge gets first, Byzantium gets second, and Ephesus and Giza get last.

Age III Leader Recruitment: Manneken Pis recruits Alexander. Byzantium recruits Solomon, playing a Temple from the discards. Ephesus builds the second stage of his wonder and advances on the Commerce track. Stonehenge recruits Caesar. Giza recruits Vitruvius.

Age III, Round 1: Manneken Pis plays a Naval Ministry and advances on the Commerce track.

Byzantium plays a Shipowners' Guild. Ephesus plays a Palace and advances on the Civics track. Stonehenge plays a Capitol. Giza plays a Lodge and advances on the Science track.

Age III, Round 2: Manneken Pis plays a Slave Market. Byzantium builds the second stage of his wonder and advances on the Civics track. Ephesus builds a Senate and advances on the Civics track. Stonehenge plays Naval Archives, gaining a Sheltered Archipelago and advances on the Science track. Giza plays a Study and advances on the Science track, gaining a Golden Archipelago.

Age III, Round 3: Manneken Pis plays a Chamber of Commerce and advances on the Commerce track. Byzantium plays Coastal Fortifications. Ephesus plays a Captaincy and advances on the Military and Civics tracks. Stonehenge plays a Philosophers' Guild. Giza plays an Arsenal and advances on the Military track. Age III, Round 4: Manneken Pis plays a Workers' Guild. Byzantium plays Gardens. Ephesus plays a Study, advancing on the Science track and gaining Frothy Harbor, advancing on the Military and Commerce tracks. Stonehenge plays a Siege Workshop and advances on the Military track. Giza plays an Academy.

Age III, Round 5: Manneken Pis plays a Cenotaph. Byzantium plays a Pantheon. Ephesus plays a University and advances on the Science track. Stonehenge builds the second stage of his wonder and advances on the Commerce track. Giza plays a Senate and advances on the Civics track.

Age III, Round 6: Manneken Pis plays a Magistrates' Guild. Byzantium builds the third stage of his wonder. Ephesus builds a Town Hall. Stonehenge plays Gardens and advances on the Civics track. Giza plays a Jetty, creating an incursion against Ephesus and advancing on the Military track.

Age III, Round 7: Manneken Pis plays a Builders' Guild. Byzantium plays a Haven and advances on the Commerce track. Ephesus plays an Arena and advances on the Commerce track. Stonehenge plays a University and advances on the Science track, gaining Windy Harbor. Giza plays a Siege Workshop and advances on the Military track.

Age III, Round 8: Manneken Pis plays Fortifications. Byzantium discards a card for gold. Ephesus builds the third stage of his wonder and advances on the Commerce track. Stonehenge plays a Lighthouse and advances on the Commerce track. Giza plays a Town Hall and advances on the Civics track.

Age III Conflict: Land: Byzantium sits out land conflicts. Giza wins both, Stonehenge and Manneken Pis each lose one and win one, and Ephesus loses both. Incursion: Giza beats Ephesus. Naval: Stonehenge is first, Byzantium is second, Giza third, and Manneken Pis last.

Final scores are: Giza with 91, Byzantium and Stonehenge with 82, Ephesus with 78, and Manneken

Pis with 69. Congratulations to Chris Geggus on his victory!

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 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. Helion uses heat to raise the temperature.

Generation 4: Phoblog builds a Titanium Mine. Credicor uses heat to raise the temperature and uses Development Center to draw a card. Helion does some Asteroid Mining. Mining Guild builds a Colonizer Training Camp. Saturn Systems holds an Invention Contest and spends heat to raise the temperature. Phoblog builds a Toll Station. Credicor builds some Power Infrastructure and gains an Acquired Company. Mining Guild builds a standard power plant and does some Carbonate Processing. Saturn Systems adds a resource to Nitrite-Reducing Bacteria. Phoblog builds a standard power plant. Saturn Systems bring down an Aerobraked Ammonia Asteroid.

Generation 5: Credicor builds Fusion Power and draws a card using Development Center. Helion builds some Fueled Generators. Mining Guild brings down a Comet. Saturn Systems creates a Media Group and uses heat to raise the temperature.

Player
Chris Geggus
Chris Hibbert
Kevin Wilson
Martin Burgdorf
Andy York

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. Burgdorf selects

Aussiepom – Terraforming Mars

Phoblog plants some Nitrophilic Moss and invests in Building Industries. Credicor plants some Grass. Helion plants some Lichen. Mining Guild uses Extreme Cold Fungus to gain a plant. Saturn Systems starts Rover Construction. Helion establishes Eos Chasma National Park. Saturn Systems uses Nitrite-Reducing Bacteria to increase its TR.

Generation 6: Helion spends heat to raise the temperature. Mining Guild builds a Protected Valley. Saturn Systems uses Permafrost Extraction to place an ocean and joins an Asteroid Mining Consortium. Phoblog joins the Great Escarpment Consortium and builds a Cupola City. Credicor uses plants to place a greenery tile and spends heat to raise the temperature. Helion builds Martian Rails. Mining Guild spends plants to place a greenery tile. Saturn Systems spends plants to place a greenery tile and spends heat to raise the temperature. Phoblog invests in Peroxide Power. Credicor uses Development Center to draw a card and builds a Mining Area. Helion cashes in on Martian Rails. Mining Guild places a greenery tile. Saturn Systems builds a Giant Space Mirror. Credicor uses Power Infrastructure to convert energy to cash and invests in Tectonic Stress Power. Mining Guild uses Extreme Cold Fungus to gain a plant. Saturn Systems builds a Mine, then adds a resource to Nitrite-Reducing Bacteria.

Generation 7: Mining Guild claims the Gardener milestone and introduces Tardigrades. Saturn Systems uses heat to raise the temperature and spends cash for an asteroid to raise the temperature again, placing an ocean. Phoblog builds a Corporate Stronghold and spends plants for a greenery tile. Credicor spends heat to raise the temperature and draws a card with the Development Center. Helion gains some Business Contacts and brings in a Convoy from Europa, placing an ocean tile. Mining Guild sends out a Mining Expedition. Saturn Systems takes out an Investment Loan and finds a Mineral Deposit. Phoblog builds an Urbanized Area and spends heat to raise the temperature. Credicor uses Power Infrastructure to convert 8 energy to cash and builds a Domed Crater. Helion brings Deimos Down and builds some Windmills. Saturn Systems builds Noctis City and spends plants for a greenery tile. Phoblog develops Industrial Microbes and claims the Builder milestone. Credicor spends plants for a greenery tile and plays Pets. Helion builds a Medical Lab. Saturn Systems develops some GHG Producing Bacteria and adds a resource to it. Helion cashes in on Martian Rails. Saturn Systems plants some Moss. Helion develops Artificial Photosynthesis. Saturn Systems adds a resource to Nitrite-Reducing Bacteria.

Generation 8: Saturn Systems uses a standard aquifer to place an ocean. Phoblog claims the Mayor milestone and funds the Miner award. Credicor uses Power Infrastructure to convert 8 energy to cash and builds a Fuel Factory. Helion uses plants to place a greenery tile and plants a Plantation, gaining another greenery tile. Mining Guild sponsors the Release of Inert Gasses. Saturn Systems seeds some Algae and spends plants to place a greenery tile. Phoblog builds Phobos Space Haven and sells three patents. Credicor does some Tundra Farming. Helion distributes Rad Suits. Mining Guild conducts some Research. Saturn Systems uses Symbiotic Fungus to add a resource to Nitrite-Reducing Bacteria. Phoblog does some Kelp Farming. Credicor sells 10 cards and builds a Magnetic Field Generator. Helion cashes in on Martian Rails. Mining Guild places a greenery tile. Saturn Systems sells 2 cards and places a greenery tile. Credicor places a greenery tile. Helion funds the Thremalist award. Mining Guild adds a resource to Tardigrades then uses Extreme Cold Fungus to add 2 more.

Generation 9: Phoblog funds the Banker award and places an ocean tile. Credicor places a greenery tile and builds a Space Elevator.

Afador – Puerto Rico

the Craftsman and produces corn. York also produces corn and Wilson produces sugar. York selects the Capatin and ships corn. Wilson ships sugar and Burgdorf ships corn.

Turn 2: Hibbert selects the Mayor and populates the indigo and tobacco plantations and the Tobacco Storage. Wilson populates an indigo plantation and the Sugar Mill. Burgdorf populates a corn plantation and the Small Market. York populates the Sugar Mill. Geggus populates the Hospice. Wilson selects the Builder and builds a Small Indigo Plant. Burgdorf builds a Hacienda. York builds a Small Market. Geggus builds a Small Indigo Plant. Burgdorf selects the Craftsman and produces corn. York produces corn, Hibbert produces tobacco, and Wilson produces corn. York and Geggus each select a Prospector.

Turn 3: Wilson selects the Trader and trades sugar. Burgdorf trades corn and Hibbert trades tobacco. Burgdorf selects the Captain and ships corn. York also ships corn. York selects the Mayor and populates the Small Market and a sugar plantation. Geggus populates the Small Indigo Plant. Hibbert populates the Tobacco Storage. Wilson populates the Small Indigo Plant. Burgdorf populates the Hacienda. Geggus selects the Settler and takes a Quarry. Hibbert takes a corn plantation. Wilson takes a sugar plantation. Burgdorf gains a sugar plantation from the Hacienda and takes a corn plantation. York takes a tobacco plantation. Hibbert selects the Builder and builds a Hospice. Wilson builds a Construction Hut. Burgdorf builds a Small Sugar Mill. Geggus builds a Large Market.

Turn 4: Burgdorf and York both select Prospectors. Geggus selects the Mayor and populates the Large Market

and indigo plantation. Hibbert populates the corn plantation and moves a colonist from the Tobacco Storage to the Hospice. Wilson populates the Construction Hut. Burgdorf populates the corn plantation. York populates the tobacco plantation. Hibbert selects the Settler and takes a quarry. Wilson uses the Construction Hut to take a quarry. Burgdorf gains a corn plantation from the Hacienda and takes a sugar plantation. York takes a tobacco plantation. Geggus takes a coffee plantation. Wilson selects the Craftsman and produces indigo and sugar. Burgdorf

produces corn. York produces sugar. Geggus produces indigo. Hibbert produces tobacco. Turn 5: York selects the Builder and builds a Tobacco Storage. Hibbert builds a Small Indigo Plant. Wilson builds a Small Warehouse. Burgdorf builds a Construction Hut. Geggus selects the Trader and trades indigo. Hibbert selects the Captain and ships tobacco. Wilson ships sugar. Burgdorf ships corn. York ships sugar. Wilson selects the Mayor and populates the quarry and Small Warehouse. Burgdorf populates the Construction Hut. York populates the Tobacco Storage. Geggus sends a colonist to San Juan. Hibbert populates the Small Indigo Plant. Burgdorf selects the Craftsman and produces corn. York produces corn, sugar, and tobacco. Geggus produces indigo. Hibbert produces corn, indigo, and tobacco. Wilson produces indigo and sugar. Turn 6: Geggus selects the Builder and builds a Coffee Roaster. Hibbert selects the Trader and trades tobacco. Wilson trades sugar. Burgdorf trades corn. Geggus trades indigo. Wilson selects the Captain and ships indigo. York ships tobacco and sugar. Hibbert ships indigo.

Beglier – 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

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 and build the Librarium. The Knights of the Shield go to Waterdeep Harbor and play Tax Collection. The Harpers go to Waterdeep Harbor and play Call in a Favor. The City Guard go to the Librarium. The Red Sashes go to Waterdeep Harbor and play Arcane Mishap. The Knights of the Shield go to the Entry Well, take the Placate the Walking Statue quest and play Ambush. The Harpers go to Castle Waterdeep. The City Guard go to the Field of Triumph. The Knights of the Shield go from Waterdeep Harbor to the Slavers' Market. The Harpers go from Waterdeep Harbor to Blackstaff Tower. The Red Sashes go from Waterdeep Harbor to the Hall of Mirrors.

Round 2: The Harpers go to the Builders' Hall and build Delver's Folly. The City Guard go to Waterdeep Harbor and play Call in a Favor and complete the Infiltrate the Builders' Hall quest. The Red Sashes go to the Hall of the Voice. The Knights of the Shield go to Cliffwatch Inn and take the Deal with the Black Viper quest. The Harpers go to Waterdeep Harbor and play Bidding War, gaining the Uncover Forbidden Lore quest; the City Guard gain the Loot the Crypt of Chantea quest; the Red Sashes gain the Deliver Weapons to Selûne's Temple quest; and the Knights of the Shield gain the Produce a Miracle for the Masses quest. The City Guard go to Aurora's Realms Shop. The Red Sashes go to the Slavers' Market. The Knights of the Shield go to Waterdeep Harbor and play Recall Agent. The Harpers go to the Ginning Lion Tavern. The City Guard go to The Plinth. The Red Sashes go to the Hall of Mirrors and complete the Defeat Uprisings from Undermountain quest. The Knights of the Shield go to the Librarium and Field of Triumph, completing the Rescue Clerics of Tymora quest. The City Guard go from Waterdeep Harbor to Blackstaff Tower and complete the Study the Illusk Arch quest. The Harpers go from Waterdeep Harbor to Cliffwatch Inn and take the Establish Wizard Academy quest. The Knights of the

Shield go from Waterdeep Harbor to Castle Waterdeep and complete the Placate the Walking Statue quest, gaining Shadowdusk Hold.

Round 3: The Knights of the Shield go to the Builders' Hall and build the Thrown Gauntlet. The Harpers go to the Ginning Lion Tavern and complete the Recover Magister's Orb quest. The City Guard go to the Librarium. The Red Sashes go to Skull Island and complete the Establish a New Merchant Guild quest. The Knights of the Shield go to the Thrown Gauntlet. The Harpers go to Waterdeep Harbor and play Change of Plans, discarding a quest. The Red Sashes and Knights of the Shield also discard quests. The City Guard goes to The Plinth and complete the Domesticate Owlbears quest. The Red Sashes go to Cliffwatch Inn and take the Pay Fines quest. The Knights of the Shield go to Waterdeep Harbor and play Crime Wave. The Harpers go to Cliffwatch Inn and take the Destroy a Temple of Selvetarm quest. The City Guard goes to the Field of Triumph. The Red Sashes go to Waterdeep Harbor and play Bidding War, gaining the Battle in Muiral's Gauntlet quest. The Knights of the Shield take the Eliminate Vampire Coven quest. The Harpers take the Host Festival for Sune quest. The City Guard get the Spy on House of Light quest. The Harpers go from Waterdeep Harbor to the Builders' Hall and build Jesters' Court. The Knights of the Shield go from Waterdeep Harbor to Delver's Folly and complete the Deal with the Black Viper quest, playing Recruit Spies and Good Faith. The Red Sashes go from Waterdeep Harbor to Aurora's Realms Shop.

Round 4: The Knights of the Shield go to Waterdeep Harbor and play Lack of Faith then complete the Eliminate Vampire Coven quest. The Harpers go to the Librarium. The City Guard go to Shadowdusk Hold and complete the Spy on the House of Light quest. The Red Sashes go to the Builders' Hall and build The Three Pearls. The Knights of the Shield go to Cliffwatch Inn and take the Steal Gems from the Bone Throne quest. The City Guard go to the Field of Triumph. The Red Sashes go to The Thrown Gauntlet. The Knights of the Shield go to The Three Pearls and complete the Steal Gems from the Bone Throne quest. The Harpers go to Jester's Court and complete the Uncover Forbidden Lore quest. The City Guard go to Cliffwatch Inn and take the Deliver an Ultimatum quest. The Red Sashes go to Waterdeep Harbor and play Conscription. The Knights of the Shield go from Waterdeep Harbor to the Hall of the Voice, take the Procure Stolen Goods quest and complete the Produce a Miracle for the Masses quest. The Red Sashes go from Waterdeep Harbor to Skull Island.

Round 5: The Knights of the Shield go to the Hall of the Voice and take the Donate to the City quest. The Harpers go to Aurora's Realms Shop. The City Guard goes to The Plinth and complete the Loot the Crypt of Chantea quest, gaining the Give Honor to Mask quest. The Red Sashes go to the Field of Triumph and complete the Battle in Muiral's Gauntlet quest. The Knights of the Shield go to Cliffwatch Inn and take the Enter the Tower of Seven Woes quest. The Harpers go to the Builder's Hall and build the Spires of Morning. The City Guard go to Waterdeep Harbor and play Call for Assistance. The Red Sashes go to Cliffwatch Inn and take the Ally with House Thann quest. The Knights of the Shield go to Waterdeep Harbor and play Sample Wares, going to Deepfires, gaining the Investigate Thayan Vessel quest. The Harpers go to the Hall of the Voice, taking the Train Bladesingers quest. The City Guard go to Shadowdusk Hold. The Red Sashes go to the Grinning Lion Tavern. The Harpers go to the Librarium. The City Guard go to The Three Pearls and complete the Deliver an Ultimatum quest. The Red Sashes go to Castle Waterdeep. The City Guard go from Waterdeep Harbor to The Thrown Gauntlet and complete the Give Honor to Mask quest. The Knights of the Shield go from Waterdeep Harbor to The Entry Well, take the Ransack Whitehelm's Tomb quest, and play Sponsor Apprentices.

Round 6: The Red Sashes go to Aurora's Realms Shop. The Knights of the Shield go to Waterdeep Harbor and play Free Drinks and complete the Investigate Thayan Vessel quest. The Harpers go to Skull Island and complete the Establish Wizard Academy quest. The City Guard go to Cliffwatch Inn and take the Fix Champions Game quest. The Red Sashes go to The Three Pearls and complete the Ally with House Thann quest. The Knights of the Shield go to The Thrown Gauntlet and complete the Ransack Whitehelm's Tomb quest. The Harpers go to Delver's Folly. The City Guard go to the Builders' Hall and build the Citadel of the Bloody Hand. The Red Sashes go to Cliffwatch Inn and take 2 gold and the Bribe Shipwrights quest. The Knights of the Shield go to the Spires of the Morning and complete the Donate to the City quest. The Harpers go to the

Citadel of the Bloody Hand. The City Guard go to Jester's Court. The Red Sashes go to Waterdeep Harbor and play Scapegoat. The Knights of the Shield go to the Entry Well and take the Renew Guards and Wards quest and play Tax Revolt. The Harpers go to the Field of Triumph. The City Guard go to Waterdeep Castle. The Knights of the Shield go from Waterdeep Harbor to the Librarian and complete the Renew Guards and Wards quest. The Red Sashes go from Waterdeep Harbor to the Grinning Lion Tavern and complete the Bribe the Shipwrights quest.

Round 7: The City Guard go to Cliffwatch Inn and take the Defend the Lanceboard Room quest. The

Player	Corporation
Kevin Croskery	Interplanetary Cinematics
Kevin Wilson	Celestior
Bill Scharf	Mining Guild
Christopher Hunt	Teractor

Round 1: Celestior selects Development, all others select Construction. Development: Interplanetary Cinematics plants Nitrophilic Moss, Celestior does come Coal Imports, Mining Guild builds an Underground City, and Teractor constructs some Micro-Mills. Construction: Interplanetary Cinematics uses Work Crews to execute Deimos Down and gains some Business Contacts. Celestior builds some Ironworks. Mining Guild develops some Decomposing Fungus. Teractor institutes some Progressive Policies.

Round 2: Teractor selects Action. Interplanetary Cinematics and Celestior select Production. Mining Guild selects Research. Action: Celestior gains Permafrost Extraction, Mining Guild gains plants from Decomposing Fungus, Teractor uses Progressive Policies twice to raise the oxygen level 2 steps.

Round 3: Interplanetary Cinematics, Celestior, and Mining Guild select Development. Teractor selects Construction. Development: Interplanetary Cinematics joins an Asteroid Mining Consortium, Celestior builds a Giant Space Mirror, and Mining Guild builds an Industrial Center. Construction: Interplanetary Cinematics brings down a Comet, Celestior gains some Imported Hydrogen, Mining Guild invests in Restructured Resources, and Teractor initiates a Release of Inert Gasses.

Round 4: Intereplanetary Cinematics, Celestior, and Teractor select Production. Mining Guild selects Research.

Round 5: Mining Guild selects Development. Celestior and Teractor select Action. Interplanetary Cinematics selects Research. Development: Interplanetary Cinematics builds a Strip Mine, Celestior invests in Tectonic Stress Power, and Mining Guild develops some Energy Storage. Action: Celestior spends 4 heat twice via Ironworks to raise the oxygen level twice, Mining Guild gain plants from Decomposing Fungus, and Teractor uses Progressive Policies twice to raise the oxygen level 2

Red Sashes go to Aurora's Realms Shop. The Knights of the Shield go to Shadowdusk Hold and complete the Procure Stolen Goods quest. The Harpers go to The Plinth and complete the Destroy a Temple of Selvetarm quest. The City Guard go to the Field of Triumph. The Red Sashes go to Cliffwatch Inn and take the Break into Blackstaff Tower quest. The Knights of the Shield go to The Thrown Gauntlet and complete the Enter the Tower of Seven Woes quest. The Harpers go to the Citadel of the Bloody Hand. The City Guard go to Cliffwatch Inn, reset the quests, take the Infiltrate Halaster's Circle quest and complete the Defend the Lanceboard Room quest. The Red Sashes go to the Grinning Lion Tavern. The Knights of the Shield go to Waterdeep Harbor and give the Red Sashes the Fend Off Bandits mandatory quest. The Harpers go to Delver's Folly. The City Guard go to the Hall of the Voice, take the Protect Converts to Elistraee quest and complete the Infiltrate Halaster's Circle quest. The Red Sashes go to the Slavers' Market and complete the Fend Off Bandits quest. The Knights of the Shield go to Waterdeep Harbor and play Bidding War, gaining the Expose Red Wizards' Spies quest. The Harpers gain the Thin the City Watch quest. The City Guard gain the Threaten Builders' Guild quest. The Red Sashes gain the Bury the Bodies quest. The Knights of the Shield complete the Institute Reforms quest.

Bossie – Terraforming Mars:Ares Expedition

steps.

Round 6: All players select Production.

Round 7: Interplanetary Cinematics selects Development. Mining Guild and Teractor select Construction. Celestior selects Action. Development: Interplanetary Cinematics builds Geothermal Power. Mining Guild gains Blueprints. Construction: Celestior grows some Tardigrades. Mining Guild develops Viral Enhancers and draws a card. Teractor develops Aquifer Pumping and draws a card. Action: Interplanetary Cinematics spends plants for a forest tile, raising the oxygen level 1 step. Celestior uses its corporate ability, uses Ironworks twice to raise the oxygen level 2 steps, and adds a resource to Tardigrades. Teractor uses Aquifer Pumping to flip an ocean tile.

Round 8: Everyone selects Production.

Round 9: Intereplanetary Cinematics, Celestior, and Mining Guild all select Development. Teractor selects Action. Development: Interplanetary Cinematics builds a Soletta. Celestior invests in Diversified Interests. Mining Guild builds a Toll Station. Teractor invests in Building Industries. Action: Celestior uses its corporate action, uses Ironworks to raise the oxygen level, spends heat to raise the temperature, and adds a resource to Tardigrades. Mining Guild uses a microbe from Decomposing Fungus to gain plants. Teractor uses Aquifer Pumping twice to flip 2 ocean tiles and Progressive Policies to increase the oxygen level.

Round 10: Mining Guild and Teractor select Production. Interplanetary Cinematics and Celestior select Research.

Round 11: Interplanetary Cinematics selects Development. Mining Guild selects Construction. Celestior and Teractor select Action. Development: Interplanetary Cinematics develops Archaeobacteria. Celestior discovers a Titanium Mine. Mining Guild brings in Methane from Titan. Teractor joins the Great Escarpment Consortium. Construction: Interplanetary Cinematics works on Phobos Falls. Mining Guild works on Redrafted Contracts and draws a card. Action: Interplanetary Cinematics spends heat to raise the temperature. Celestiro uses its corporate action to gain Convoy from Europa, uses Ironworks twice to raise the oxygen level 2 steps, and adds a resource to Tardigrades. Mining Guilds uses Redrafted Contracts to exchange 3 cards, spends a resource from Decomposing Fungus for 3 plants, and spends plants for a forest tile, raising the oxygen level. Teractor uses Aquifer Pumping twice to flip 2 ocean tiles and Progressive Policies to increase the oxygen level. The oxygen level is at maximum.

Round 12: Celestior select Construction. All other players select Production. Construction: Celestior brings down a Nitrogen-Rich Asteroid and draws a card. Mining Guild gains some Extended Resources. Teractor builds Solarpunk.

Round 13: Interplanetary Cinematics selects Development. Mining Guild selects Construction. Celestior selects Action. Teractor selects Research. Development: Interplanetary Cinematics discovers Surface Mines and Mining Guild builds Solar Power. Construction: Celestior introduces Birds and Mining Guild builds some Interplanetary Relations and draws a card. Action: Interplanetary Cinematics uses heat to raise the temperature 1 step. Celestior draws cards without finding an event, spends heat to raise the temperature, spends plants for a forest tile, adds a resource to Tardigrades and 2 resources to Birds. Mining Guild uses Redrafted Contracts to exchange 2 cards and spends heat to raise the temperature. Teractor uses Aquifer Pumping to flip the last ocean tile and Solarpunk to gain a forest tile.

Round 14: All players choose Production.

Round 15: Interplanetary Cinematics selects Development, Mining Guild selects Construction, and Celestior and Teractor select Action. Development: Interplanetary Cinematics builds Biomass Combustors. Celestior supports the Import of Advanced GHG. Mining Guild digs a Mohole Area. Construction: Mining Guild induces Lava Flows, then uses a Synthetic Catastrophe to put Lava Flows back in its hand. Teractor launches a Lagrange Observatory. Action: Interplanetary Cinematics spends plants for a forest tile. Celestior draws cards but does not get an event card, spends heat to raise the temperature, adds a resource to Tardigrades, and 2

resources to Birds. Mining Guild uses Redrafted Contracts to exchange 2 cards and spends heat to raise the temperature. Teractor uses Solarpunk to gain a forest tile.

Round 16: Celestior selects Development and everyone else selects Production. Development: Interplanetary Cinematics funds Immigration Shuttles. Celestior launches a Space Station. Mining Guild researches Artificial Photosynthesis. Teractor does some Tundra Farming.

Player	Corporation
Andy York	Republic of Texas
Kevin Wilson	Royal Historical Manticoran Society (RMHS)
Christopher Hunt	Confédération de Jaegers, Voiteurs and Huntsmen 9(CJVH)
Chris Geggus	Green Eyed Giant Squids (GEGS)
Dave Anderson	Romulus & Remus
Bill Scharf	The Nameless Ones

Epoch I Empire Selection: CJVH, RMHS, Republic of Texas, and GEGS all keep. Romulus & Remus and The Nameless Ones exchange.

Epoch I: Egypt (Romulus & Remus) sails the Eastern Mediterranean, dominates North Africa, and has a presence in the Middle East. The Minoans (Republic of Texas) eject the Egyptians from the Eastern Mediterranean, take over the Egyptian capital, dominate the Middle East and gain a presence in the Middle East. The Indus Valley (CJVH) dominate India. Babylonia (RMHS) wipes out the Sumerians and dominates the Middle East. The Shang Dynasty (GEGS) dominates China and fortifies Tarim Basin. The Aryans (The Nameless Ones) take the Indus Valley capital, dominate India and establish a presence in the Middle East.

Epoch II Empire Selection: Republic of Texas keeps. RMHS passes to Romulus & Remus. CJVH keeps. GEGS keeps. Romulus & Remus passes to The Nameless Ones. The Nameless Ones pass to RMHS.

Epoch II: Assyria (Republic of Texas) has its way cleared by Pestilence and goes on to dominate the Middle East and Southern Europe. Chou Dynasty (The Nameless Ones) wipe out the Shang Dynasty and nearly control China. The Vedic City States (CJVH) push the Aryans out of the Upper Indus and Hindu Kush but end there after fierce resistance, only dominating India. The Greek City States (RMHS) dominate Southern Europe, the Mediterranean and

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

Round 17: Mining Guild selects Construction, Interplanetary Cinematics and Celestior select Action, and Teractor selects Research. Construction: Celestior builds Steelworks. Mining Guild funds Imported Nitrogen and induces Lava Flows. Teractor introduces Small Animals. Action: Interplanetary Cinematics raises the temperature 5 steps. Celestior draws cards but does not get an event card, spends heat to increase the temperature 1 step, uses Steelworks, adds a resource to Tardigrades, and 2 resources to Birds. Mining Guild uses Redrafted Contracts to exchange 2 cards, uses heat to raise the temperature, and plants to gain a forest tile. Teractor uses Solarpunk to gain a forest tile and adds a resource to Small Animals.

All global parameters are at maximum now, so here are the final scores: Celestior has 33, Teractor has 25, and Interplanetary Cinematics and Mining Guild are tied at 24. Congratulations to Kevin Wilson on his victory!

Pugabull – History of the World

Black Seas, and establish a foothold in the Middle East. The Scytheans (Romulus & Remus) use a Surprise Attack to dominate the Middle East. Carthagina is absent. PERSIA: Wipes out the Vedic City States, Aryans, and Babylonians and dominate the Middle East and India and establish footholds in Southern Europe and China.

Epoch III Empire Selection: CJVH, The Nameless Ones, and Republic of Texas all keep. Romulus & Remus pass to GEGS. RMHS keeps. GEGS passes to Romulus & Remus.

Epoch III: The Nameless Ones start out with a successful Jewish Revolt followed by the Celts, who dominate Northern and Southern Europe and get down into North Africa. CJVH starts out with a Civil War within Persia then follow up with Maurya, dominating India and Southeast Asia and expanding into China. RMHS is the Han Dynasty, who dominate China and India. GEGS is Hsuing-nu, who dominates China and the Middle East.

Republic of Texas is Rome, who dominate Northern and Southern Europe and North Africa, but who are stymied by the Persians in the Levant. Romulus & Remus start out with an unsuccessful Rebellion in Southern Appenines and follow up with the Sassanids, who dominate the Middle East and expand into India.

Epoch IV Empire Selection: The Nameless Ones, CJVH, and Romulus & Remus all keep. RMHS passes to GEGS, GEGS passes to Republic of Texas, and Republic of Texas pass to RMHS.

Epoch IV: GEGS starts out with the Anglo-Saxons then follows up with the Guptas, who have a Population Explosion, and go on to dominate China and India and establish a presence in the Middle East. RMHS has the Huns, who have Weaponry, and go on to dominate Northern Europe and the Middle East and establish a presence in China and India. The Nameless Ones start out with Barbarians from the Alps, who clear out the northern parts of Southern Europe and clear the way for the Byzantines, who dominate Southern Europe and China, and gain a presence in Northern Europe and India. Romulus & Remus start out with a Kingdom in the Malay Peninsula and continue on with the T'ang Dynasty who nearly control China. CJVH starts out with Empires Fortify and continue on with the Arabs, who have Siegecraft and go on to dominate North Africa and the Middle East and establish a presence in India. Republic of Texas is the Khmers who gain presences in Southeast Asia and China.

Epoch V Empire Selection: The Nameless Ones pass to GEGS. Romulus & Remus keep. GEGS passes to CJVH. CJBH passes to Republic of Texas. RMHS keeps. Republic of Texas passes to The Nameless Ones.

Epoch V: RMHS are the Franks, who dominate Northern and Southern Europe. The Nameless Ones play Empire Revives, giving extra armies to the Byzantines then roll out the Holy Roman Empire, dominating Southern Europe and gaining a foothold in Northern Europe and North Africa. CJVH starts out with a Kingdom in the Highlands and continues with the Chola, dominating India. Republic of Texas plays Empires Revive, giving armies to the Khmers and the Mayans, a Disaster in the Eastern Ghats, and follows up with the Sung Dynasty, who seriously struggle, only gaining dominance in China. GEGS has the Seljuk Turks, who have Weaponry and dominate Eurasia and establish a presence in Northern Europe, Middle, East, and China. Romulus & Remus start out with Fujiwara and follow up with the Mongols, who have a Leader and go on to dominate China, India, and Eurasia, and establish a presence in the Middle East.

Epoch VI Empire Selection. The Nameless ones keep. GEGS passes to Romulus & Remus. CJVH and RMHS both keep. Republic of Texas passes to GEGS and Romulus & Remus pass to Republic of Texas.

Epoch VI: CJVH starts out with a Disaster in Morea and continue on with the Ming Dynasty, controlling China. Romulus & Remus start out with Crusades, follow up with Barbarians out of the Tibetan Plateau, and finish up with the Timurid Emirates, controlling Nippon and dominating China and the Middle East.

Segugio Italiano – Age of Renaissance

Turn 1 Card Play: Venice plays Ivory/Gold as Ivory. Hamburg plays The Crusades in Acre. Genoa plays Rashid ad Din. Barcelona plays Civil War against Genoa and Alchemist's Gold against London.

Turn 1 Purchases: Venice buys Caravan. London buys a ship upgrade. Hamburg also buys a ship upgrade. Genoa buys Written Record. Barcelona buys Caravan. Paris buys Caravan.

Turn 1 Expansion: Venice expands to Nuremberg, Prague, Dubrovnik, and Belgrade. Venice expands to Nuremberg, Prague, Dubrovnik, and Belgrade. Hamburg expands to Cologne, Lubeck, Suez, and Cyprus and buy a card. Barcelona expands to Montpellier, Basque, Valencia, Toledo, Grenada, Seville, and Lisbon. Paris expands to Bourges, Strassbourg, Dijon, St. Malo, Loire, and Bordeaux. Genoa expands to Lyon and Rome.

Boxerdoodle – Puerto Rico with Buildings Expansion

Player
Christopher Hunt
Dave Hooton
Kevin Wilson
Chris Geggus

Turn 1: Christopher selects the Builder and builds a Hospice. Dave builds a Small Market. Kevin builds a Construction Hut. Chris builds a Black Market. Dave selects the Settler and takes a corn plantation. Kevin takes an indigo plantation. Chris takes a tobacco plantation. Christopher takes an indigo plantation. Kevin selects the Mayor and populates the Construction Hut and a corn plantation. Chris and Dave populate corn plantations and Christopher populates the Hospice. Chris selects the Craftsman and produces corn, as do Dave and Kevin.

Turn 2: Dave selects the Builder and builds an

Indigo Plant. Kevin builds a Small Indigo Plant, as does Chris. Kevin selects the Mayor and populates the Small Indigo Plant and an indigo plantation. Chris populates the Black Market, Christopher an indigo plantation, and Dave the Small Market. Chris selects the Trader and trades corn. Christopher selects the Prospector.

Turn 3: Kevin selects the Captain and ships corn, along with Chris and Dave. Chris selects the Settler and takes a Quarry. Christopher takes an indigo plantation. Dave takes a sugar plantation. Kevin uses the Construction Hut to take a quarry. Christopher selects the Builder and builds an Indigo Plant. Dave selects the Mayor and populates an indigo plantation and the Indigo Plant. Kevin and Chris both populate quarries. Christopher populates the Indigo Plant.

Turn 4: Chris selects the Builder and builds a Tobacco Storage. Kevin builds a Storehouse. Christopher selects the Mayor and populates the Indigo Plant and an indigo plantation. Dave populates the Indigo Plant. Kevin populates the Storehouse. Chris populates the Tobacco Storage and moves a colonists from a corn plantation to a tobacco plantation. Dave selects the Craftsman, producing corn and indigo. Kevin also produces corn and indigo. Chris produces tobacco and Christopher produces indigo. Kevin selects the Trader and trades indigo. Chris trades tobacco.

Turn 5: Christopher selects the Settler and takes a quarry. Dave takes a corn plantation. Kevin takes a quarry. Chris takes a coffee plantation. Dave selects the Captain and ships indigo and corn. Christopher ships indigo. Kevin ships corn. Kevin selects the Prospector.

Blue Lacy – Citadels

Player
Chris Geggus
Kevin Wilson
Christopher Hunt
Bill Scharf

In this game, the Witch is in, replacing the Assassin, and the Tax Collector is in, replacing the Thief.

Round 1: Kevin is the Witch, who bewitches the Tax Collector, who is absent. Chris is the Magician, who builds a Prison and switches hands with Bill. Bill is the Bishop, who passes. Christopher is the Merchant,

who builds Docks.

Round 2: Kevin is the King and builds a Castle. Chris is the Bishop and builds a Church. Christopher is the Architect and builds a Poor House. Bill is the Warlord.

Round 3: Kevin is the Tax Collector and builds Docks. Bill is the Magician, switches hands with Chris and builds a Smithy. Chris is the Merchant, who builds a Town Hall. Christopher is the Warlord, who builds a Battlefield and destroys Chris's Prison.

Round 4: Christopher is the Witch who takes money and bewitches the King. Kevin is the Magician who takes cards, exchanges a card, and builds a Tavern. Bill is the King, who takes money. The Witch then builds a Manor. Chris is the Architect who takes gold and cards and builds a Watchtower and a Trading Post.

Round 5: Chris is the Witch who takes money and bewitches the King. Christopher is the Magician, who takes money, swaps hands with Kevin, and builds a Church. Kevin is the Bishop, who takes money and builds a Battlefield. Bill is the Architect, who takes money and cards and builds a Harbor.

Boxmatian – Dominion

Player
Bill Scharf
Chris Hibbert
Christopher Hunt
Kevin Wilson

We are using the first edition base set, Alchemy, and Prosperity.

Turn 1: Bill buys a Village, Chris buys a Silver, Christopher buys a Potion, and Kevin buys a Village.

Turn 2: Bill buys a Silver, Chris buys a Monument, Christopher buys a Village, and Kevin buys a Workshop.

Turn 3: Bill plays a Village and buys a Silver. Chris plays a Monument and buys an Apprentices. Christopher plays a Village and buys a Transmute. Kevin plays a Village and buys a Monument.

Turn 5: Bill buys a Monument. Chris buys a Monument. Christopher buys a Monument. Kevin plays a Workshop, gaining a Monument and buys a Cellar.

Turn 6: Bill buys a Market.



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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!