

Notes from Hades

My work situation is a little unusual, even for post-pandemic life. The company I work for (called SNA Software) is entirely distributed. Granted, there are only 7 full-time employees and one part-time, but we live all across the contry – two in Florida, one in Colorado, one in Ohio, one in Northern California, and three of us in Southern California. In addition to that, the project I am working on with NASA is likewise distributed. It is based out of three other NASA centers: Glenn Research Center in Cleaveland, Ohio, Ames Research Center in Mountain View, California, and Armstrong Flight Research Center, co-located with Edwards Air Force Base in the Southern California desert. more.

With all this geographical distribution, many of us have never met each other in person. Well, that is about to change. Next month, a number of the NASA people were going to be going to be attending and presenting at the Electric Technologies Symposium in Anaheim, California – about 10 miles away from where I live. The NASA project manager decided that would be a good opportunity to hold a face-to-face conference for the project, and invited a number of my SNA colleagues to join them. Nick, our CEO, decided to take the opportunity to have an SNA day the Sunday before hand, since all of the people who live outside of California would be going there anyway. It just happens to be occurring the same week as my next deadline, so I might not be quite as punctual with the zine, but I will do my best.

Since the last issue, 8 games have completed. The games are: Kopov, a Terraforming Mars game won by Chris Geggus, Aussiepom, another Terraforming Mars game also won by Chris Geggus, Beglier, a Lords of Waterdeep game won by Chris Geggus, Pugabull, a History of the World game won by Andy York, Blue Lacy, a Citadels game won by Christopher Hunt, Boxmatian, a Dominion game won by Chris Hibbert, Akbash, a Robo Rally game won by Andy York, and Boxerdoodle, a Puerto Rico game won by Chris Geggus. Congratulations to the winners!

The next deadline is Tuesday, June 14 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.
Schnauzer. Silverton: Have Bill Scharf(\$), Dave Hooton(\$), Andy York(\$), will take up to 3 more.
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.
Bugg. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson(\$), Dave Hooton(\$), Chris Geggus(\$), Martin Burgdorf(\$), Andy York(\$). This game is full.
Bull-Pei: Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 2 more.
Cav-a-Jack: Agricola: This is the first edition, published by Z-Man Games. Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$). Bill Scharf(\$), Andy York(\$). This game is full.
Cavochoon: Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), Martin Burgdorf(\$). This game is full.
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, 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.
Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, Kevin Wilson, Chris Geggus, 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

Burgdorf(\$). This game is full.

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

Discworld: Ankh Morpork: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), Andy York(\$). This game is full.

Terra Mystica: Have Christopher Hunt(\$), Kevin Wilson, Bill Scharf(\$), Martin Burgdorf(\$), will take up to 1 more.

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

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.
Titan: 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.

originally published in The General. Have Kevin Wilson, will take up to 5 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.

Citadels: Have the Dark City expansion cards. Have Christopher Hunt, Kevin Wilson, Bill Scharf, will take up to 5 more.

Terraforming Mars: Ares Expedition: Have Bill Scharf, will take up to 3 more.

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

Robo Rally: Will take up to 8.

Concordia: Will take up to 5.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Will take up to 6.

Century Spice Road: Will take up to 5.

Wingspan: Have the European birds expansion. Will take up to 5.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. 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.

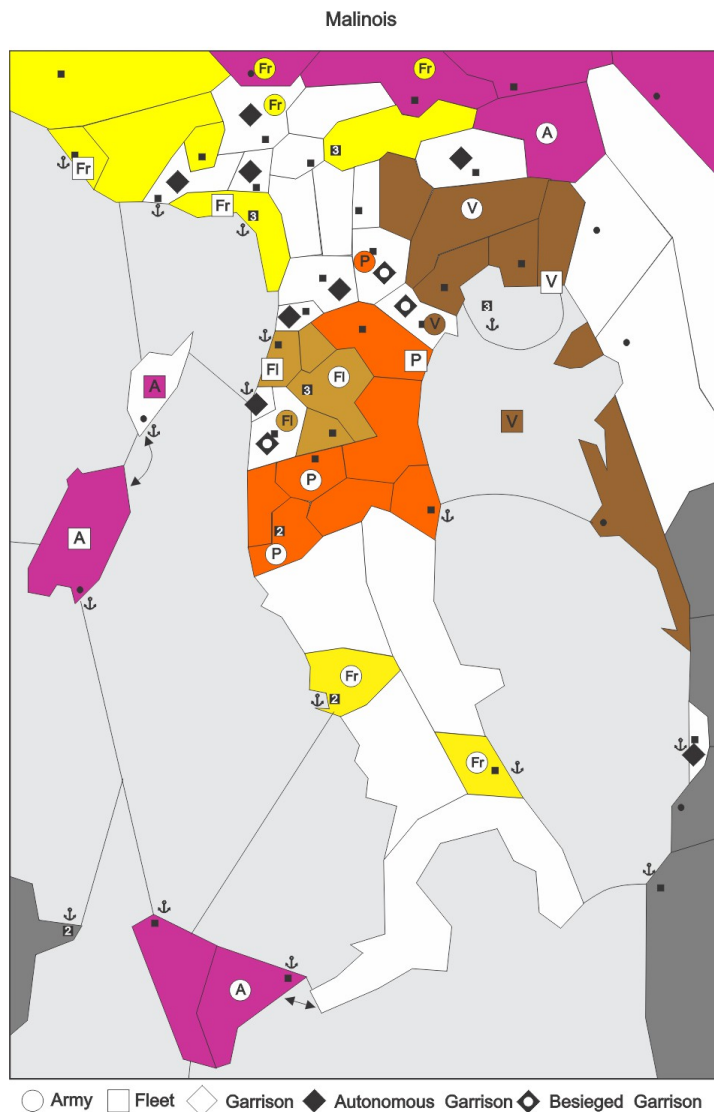
Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

Malinois

Gunboat Machiavelli

Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press Deadline/Fall 1499 6/14 Tuesday

A well-placed French bribe causes the collapse of the Austrian northern offensive, while France continues to stalemate Austria elsewhere. Florence and the Pope continue to play nice with each other while Venice guards against Austria.



Orders

AUSTRIA: A Swiss supports A Carinthia (imp., DESTROYED), A CARINTHIA supports A Swiss (imp.), A Tyrolea supports A Carinthia (nsu), A MESSINA to Otranto, F SARDINIA to Gulf of Lions, F Tyrrhennian Sea

to CORSICA

FLORENCE: A SIENNA besieges, A FLORENCE supports Papal A Urbino to Bologna, F PISA to Ligurian Sea

FRANCE: A Avignon to SWISS, A TURIN supports A Avignon to Swiss, A BARI to Otranto, A Milan to TYROLEA, A NAPLES holds, F MARSEILLES to Gulf of Lions, F GENOA to Ligurian Sea

PAPACY: A Patiomny to ROME, A PERUGIA holds, A MANTUA besieges, F Urbino to BOLOGNA

VENICE: A FERRARA besieges, A VERONA supports F Venice to Friuli, F UPPER ADRIATIC supports F Venice to Friuli, F Venice to FRIULI

Press

France to Florence: I hopefully have been able to throw the Austrian armies away from France at a high cost. The family Medici are not a forgiving sort but it had to be done. I would suggest you move your fleet to Piombino so you can build a new fleet and allow my fleet into the LS so we can escape the disasters that may befall my beloved Genoa and so I can maneuver against the Austrian navy that threatens the homeland.

France to Florence: This world is full of enemies and I cannot make promises I cannot keep. All of my holdings are tenuous at best I would prefer that the LS at this time as a neutral sea or temporarily ceded to me As i cannot even build additional units except for inside France itself.

France to Venice: I seek peace with you. To that end I will cede Bari to you for the ability to transport to Car so i can be closer to my only enemy who tried to invade my homeland in the Spring.

Gonfaloniere Soderini to His Excellency Pope Alexander VI: On behalf of the Signoria of Florence, greetings. I, and the Signoria, remain confident of the value to an alliance between Florence and Holy See. We have offered support to protect the See's holdings in Bologna. If other support is desired, please indicate as much. Alternatively, if you feel King Louis represents a greater threat from the south, then Florence is prepared to take Bologna under our protective wing but will take no action to do so without your consent. Rome and surrounds will remain inviolate. We await your response.

The Signoria of Florence to King Louis XII of France: Your Majesty, greetings. As previously stated, our fleet harbored in Pisa has no ill intentions to France nor your Genoan ally but seeks only to assure our own borders. We remain confident an agreement may be reached allowing us to peacefully divide the seas and islands of the west, protecting both our interests from the invading Austrians and their Argonese supporters. If you will assure Florence of the good intentions of France, we are prepared to cease any interference in your occupation of the Ligurian Sea and will focus our efforts to the south. We eagerly await your reply and remain open to your suggestions.

The Signoria of Florence to Maximilian I, Archduke of Austria, King of the Romans & Germany: Your Majesty, greetings. We desire peace with you and your Argonese allies but need assurances of the integrity of the Florentine state and your commitment to non-interference in the Italian mainland. In the absence

of such assurances, conflict seems more likely, to the detriment of your realm the Florentine Republic. We hold out hope that some agreement may be reached to avoid hostilities and await your reply.

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 223. (Issue 224 has been sent, but not yet received here). 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: 108. Currently running Chess, Diplomacy, Diplomacy-The Gathering, Victory in the Pacific. Game openings for Chess, Diplomacy, Conquistador.

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

US Zines

Back of the Envelope Published by Tom Howell. Current issue: 10. 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, Dominion.

Cheesecake Published by Andy Lischett. Current issue: 406. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 155. 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

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 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.

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 9: Phoblog funds the Banker award and

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. Utopia 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. Mining Guild sells a card. Teractor conducts some Asteroid Hollowing. Saturn Systems builds a city. Mons Insurance introduces Fish, who eat Utopia's plants causing Mons Insurance to pay out. Mining Guild funds the Miner award. Teractor builds an Earth Elevator. Saturn Systems invests in Immigration Shuttles. Mons Insurance places a greenery tile. Mining Guild sells a card. Teractor sells a card. Mons Insurance adds a resource to Fish. Mining Guild lands a Caretaker Contract. Teractor places a greenery tile and builds a Commercial District. Mining Guild uses the Caretaker Contract, builds a Tropical Resort and adds a delegate to Unity. Utopia places a final greenery tile.

Final scores: Utopia with 71, Saturn Systems with 63, Teractor with 61, Mining Guild with 54, and Mons Insurance with 45. Congratulations to Chris Geggus on his win!

Aussiepom – Terraforming Mars

places an ocean tile. Credicor places a greenery tile and builds a Space Elevator. Helion digs a Mohole Area. Mining Guild builds a city. Saturn Systems builds a city and plants a greenery tile. Phoblog plants a greenery tile and sells a card. Credicor uses Development Center to draw a card. Helion joins a Cartel. Mining Guild adds a resource to Tardigrades. Saturn Systems spends 3 microbes from Nitrite Reducing Bacteria. Phoblog activates its Business Network. Credicor builds Greenhouses and places a greenery tile. Helion activates Martian Rails. Mining Guild uses Extreme Cold Fungus to add resources to Tardigrades. Saturn Systems adds a resource to GHG Producing Bacteria. Credicor makes a Land Claim. Helion invests in Gene Repair. Mining Guild sells 8 cards. Saturn Systems uses Symbiotic Fungus to add a resource to Nitrite-Reducing Bacteria, then invests in Immigration Shuttles and sells a card.

All global parameters are at maximum, so the game concludes. Phoblog, Credicor, and Saturn Systems each place a final greenery tile.

Player
Chris Geggus
Chris Hibbert
Kevin Wilson
Martin Burgdorf
Andy York

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. Burgdorf selects the Mayor and populates a sugar plantation, corn plantation, and the Small Sugar Mill. York populates a tobacco plantation and Tobacco Storage. Geggus populates the Coffee Roaster and moves the colonist to it from San Juan. Hibbert populates the Tobacco Storage. Wilson populates a sugar plantation. York selects the Settler and takes a tobacco plantation. Geggus takes a coffee plantation. Hibbert takes a corn plantation. Wilson takes a sugar plantation. Burgdorf gains a tobacco plantation from the Hacienda then takes a Quarry using the Construction Hut.

Turn 7: Hibbert selects a Prospector. Wilson selects the Mayor and populates the sugar plantation and

Final scores are: Saturn Systems with 64, Phoblog with 58, Credicor with 49, Helion with 48, and Mining Guild with 47. Congratulations to Chris Geggus on his victory!

Afador – Puerto Rico

Sugar Mill. Burgdorf populates the quarry. York populates the Tobacco Storage and moves a colonist from the corn plantation to a tobacco plantation. Geggus and Hibbert each gain a colonist in San Juan. Burgdorf selects a Prospector. York selects the Trader and trades corn. Geggus selects the Settler and takes a corn plantation. Hibbert takes a tobacco plantation. Wilson uses the Construction Hut to take a quarry. Burgdorf gains a coffee plantation with the Hacienda and uses the Construction Hut to take a quarry. York takes an indigo plantation. Turn 8: Wilson selects the Craftsman and produces indigo and sugar. Burgdorf produces corn and sugar. York produces sugar and tobacco. Geggus produces corn, indigo, and coffee. Hibbert produces corn, indigo, and tobacco. Burgdorf selects the Builder and builds a Small Warehouse. York builds a Small Indigo Plant. Geggus builds a Large Warehouse. Hibbert builds a Wharf. Wilson builds a Large Market. York selects the Captain and ships sugar and tobacco. Geggus and Wilson ship indigo. Hibbert ships indigo and tobacco. Hibbert selects the Settler and takes the last quarry. Wilson takes a corn plantation. Burgdorf gains a tobacco plantation from the Hospice and takes another tobacco plantation. York takes a sugar plantation. Geggus takes a corn plantation.

Turn 9: Burgdorf selects the Mayor and populates a quarry and the Small Warehouse. York populates a corn plantation. Geggus populates the Large Warehouse. Hibbert populates the Wharf. Wilson populates a quarry. York selects a Prospector. Geggus selects the Builder and builds a Fortress. Burgdorf builds a Tobacco Storage, and York builds a Large Warehouse. Hibbert selects a Prospector. Wilson selects the Captain and ships sugar. Burgdorf also ships sugar and Hibbert ships corn.

Turn 10: York selects the Mayor and populates the Sugar Mill and a sugar plantation, and moves a colonist from a corn plantation to the Large Warehouse. Geggus populates the Fortress. Hibbert adds the colonist to San Juan. Wilson populates the Large Market and moves a colonist from the Construction Hut to the corn plantation. Hibbert selects the Craftsman and produces corn, indigo, and tobacco. Wilson produces corn, indigo, and sugar. Burgdorf produces corn and sugar. York produces sugar and tobacco. Geggus produces corn, indigo, sugar, and coffee. Wilson selects the Captain and ships sugar and corn. Burgdorf ships corn. Geggus ships corn. Hibbert ships indigo and corn. Burgdorf selects the Builder and builds a Coffee Roaster. Geggus builds a Sugar Mill. Hibbert builds an Office. Wilson builds a Coffee Roaster.

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 7: The City Guard go to Cliffwatch Inn and take the Defend the Lanceboard Room quest. The 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. The Harpers go to Blackstaff Tower and complete the Train Bladesingers quest. The Knights of the Shield redeploy an agent from Waterdeep Harbor to the Librarium then redeploy another agent from Waterdeep Harbor to the Entry Well, taking the Establish Cult Cell quest and playing Repent.

Round 8: The City Guard go to the Spires of Morning and complete the Protect Converts to Elistraee quest. The Red Sashes go to Jester's Court. The Knights of the Shield go to Waterdeep Harbor and play Manipulate, moving the City Guard agent to Shadowdusk Hold. The Knights of the Shield go to the Hall of the Voice and take the Seal and Entrance to Skullport quest. The Harpers go to the Hall of the Voice and take the Study in the Librarium quest. The City Guard go to Waterdeep Harbor and play Accelerate Plans, moving the agent to Aurora's Realms Shop and sending another agent to the Librarium. The Red Sashes go to Waterdeep Harbor and play Inevitable Betrayal on the Knights of the Shield and completing the Break into Blackstaff Tower quest. The Knights of the Shield go to Waterdeep Harbor and play Inevitable Betrayal on the Red Sashes. The Harpers go to Blackstaff Tower. The City Guard go to Cliffwatch Inn, take the Prison Break quest and immediately complete it, playing Allied Faiths. The Red Sashes go to Cliffwatch Inn and take the Expand Guild Activities quest. The Knights of the Shield go to The Thrown Gauntlet and complete the Seal and Entrance to Skullport quest. The Harpers go to Skull Island and complete the Study in the Librarium quest. The Red Sashes go to the Entry Well, take the Confront the Xanathar quest and play Inevitable Betrayal on the Knights of the Shield and complete the Pay Fines quest. The Harpers go to Delver's Folly. The Knights of the Shield go from Waterdeep Harbor to Cliffwatch Inn, discard the face up quests and take the Recruit for Blackstaff Academy quest. The Red Sashes go from Waterdeep Harbor to the Grinning Lion Tavern. The Knights of the Shield go from Waterdeep Harbor to the Field of Triumph.

Final scores: the Knights of the Shield with 223, the City Guard with 171, the Red Sashes with 167, and the Harpers with 126. Congratulations to Chris Geggus on his victory!

Pugabull – History of the World

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 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. Romulus & Remus start with the Crusades, taking Palestine, Crete, and the Arabian Peninsula, continues with Barbarians from the Plateau of Tibet,

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

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.

Player
Christopher Hunt
Dave Hooton
Kevin Wilson
Chris Geggus

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. Chris selects the Mayor and populates corn and coffee plantations. Christopher gains a colonist in San Juan. Dave populates a corn plantation, and Kevin populates a quarry.

Turn 6: Dave selects the Builder and builds an Office. Kevin builds a Trading Post. Chris builds a Coffee Roaster. Kevin selects the Settler and takes a tobacco plantation. Chris takes an indigo plantation. Christopher takes a sugar plantation. Dave takes a coffee plantation. Chris selects the Mayor and populates the corn plantation and Coffee Roaster.

clearing out Tarim Basin, Wei River, and Szechuan, and finish up with the Timurid Emirates, dominating the Middle East and India and gaining a presence in China. GEGS starts out with Black Death in Southern Europe and North Africa, continues with a Disaster in the Persian Plateau, and finishes up with the Incas and Aztecs, who gain presences in North and South America. Republic of Texas start out with a Kingdom in the Gold Coast, continue with a Civil War against the Mongols, and concludes with the Ottoman Turks, dominating the Middle East and India. The Nameless Ones start with the Safavids, taking advantage of the civil war and conclude with Portugal, dominating Southern Europe, Northern Europe, and India, and gaining presences in North and South America, Sub-Saharan Africa, and the Middle East. RMHS starts out with Famine in the Middle East and concludes with Spain, dominating the Middle East.

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

Epoch VII: CJVH launches a Plague in Tarim Basin then plays Russia, who have Fanaticism and dominate Northern Europe, China, and Eurasia. RMHS plays a Disaster in Northern Andes, Japan, and the Manchu Dynasty, who control Nippon, and dominate the Middle East, China, and Eurasia. The Nameless Ones establish a Kingdom in Southern Iberia and play Netherlands with a Leader, who dominate Northern and Southern Europe, China, and India, and have presences almost everywhere else. Romulus & Remus play Britain with Shipbuilding, who control Australia, dominate the Middle East and Northern Europe, and have presences nearly everywhere else. GEGS plays the United States with Elite Troops and controls North and South America. Republic of Texas plays Germany with Naval Superiority, and dominate Sub-Saharan Africa. Final score is Republic of Texas with 192, The Nameless Ones with 188, RMHS with 178, CJVH with 174, Romulus & Remus with 173, and GEGS with 172. Congratulations to Andy York on his victory!

Segugio Italiano – Age of Renaissance

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. Turn 2 Card Play: Paris plays Cloth/Wine as Wine and Stone. Barcelona plays Wool, Fur, and St. Benedict. London plays Revolutionary Uprisings. Venice plays Stirrups. Genoa plays Metal.

Turn 2 Purchases: Paris buys Written Record and Urban Ascendancy. Barcelona buys The Heavens, Patronage, Urban Ascendancy, and a ship upgrade. London buys The Heavens and a ship upgrade. Venice buys Urban Ascendancy. Hamburg buys a ship upgrade.

Turn 2 Expansion: Paris expands to Milan and Bessel. Barcelona expands to Marseilles and Fez and buys a card. London expands to Waterford, Bergen, Stockholm, and Iceland. Genoa expands to Milan, Montpellier, Naples, and Genoa. Hamburg expands to Aleppo, Cyprus, Suez, Cairo, Alexandria, Smyrna, Constantinople, Danzig, Riga, and Novogorod.

Turn 3 Card Purchase: Venice and Barcelona buy cards.

Turn 3 Card Play: London plays War! on Barcelona, taking Grenada and Valencia, Wool, Mysticism Abounds, and Walter the Penniless.

Boxerdoodle – Puerto Rico with Buildings Expansion

Christopher populates San Juan. Dave populates the Office. Kevin populates the Trading Post. Christopher selects the Trader.

Turn 7: Kevin selects the Craftsman and produces corn and indigo. Chris produces corn, tobacco, and coffee. Christopher produces indigo. Dave produces corn and indigo. Chris selects the Trader and trades coffee. Christopher selects the Captain and ships indigo. Dave and Kevin ship corn. Chris ships tobacco. Dave selects the Prospector.

Turn 8: Chris selects the Mayor and populates the indigo plantation, Small Indigo Plant, and Coffee Roaster. Christopher populates San Juan. Dave populates the sugar plantation. Kevin populates the tobacco plantation. Christopher selects the Builder and builds a Sugar Mill. Dave builds a Small Sugar Mill. Kevin builds a Tobacco Storage. Chris builds a Small Sugar Mill. Dave selects the Trader and trades indigo. Kevin uses the Trading Post to trade indigo. Kevin selects the Settler and takes a tobacco plantation. Chris takes a sugar plantation. Christopher takes a corn plantation. Dave takes an indigo plantation.

Turn 9: Christopher selects the Captain and ships indigo. Dave selects the Prospector. Kevin selects the Mayor and populates the Tobacco Storage. Chris populates the sugar plantation and moves a colonists from the Coffee Roaster to the Small Sugar Mill. Christopher populates the Sugar Mill and moves 2 colonists from San Juan to the Sugar Mill. Dave populates the Small Sugar Mill. Kevin selects the Settler and takes a tobacco plantation. Chris takes a sugar plantation, Christopher takes corn, and Dave takes indigo.

Turn 10: Dave selects the Trader and trades sugar. Kevin trades tobacco, and Chris trades coffee. Kevin selects the Mayor and populates the tobacco plantation, Tobacco Storage, and San Juan. Chris populates the Coffee Roaster. Christopher populates San Juan, and Dave populates a coffee plantation. Chris selects the Builder and builds a Guild Hall. Dave builds a Residence. Kevin builds a Lighthouse. Christopher selects the

Settler and gains a quarry. Dave takes an indigo plantation. Kevin takes a tobacco plantation. Chris takes a corn plantation.

Turn 11: Kevin selects the Craftsman and produces corn, indigo, and tobacco. Chris produces corn, indigo, sugar, tobacco, and coffee. Christopher produces corn, indigo, and sugar. Dave produces corn and sugar. Chris selects the Trader and trades coffee. Christopher trades sugar, as does Dave using the Office. Kevin trades tobacco. Christopher selects the Captain and ships indigo. Dave ships corn. Kevin ships corn and tobacco. Chris ships tobacco. Dave selects the Builder and builds a Hacienda. Chris builds a Factory. Christopher builds a Library.

Turn 12: Chris selects the Mayor and populates a corn plantation and the Factory. Christopher populates the Library. Dave populates the Hacienda and moves a population factor from the Indigo Plant to the Residence. Kevin populates the Lighthouse and moves a colonist from San Juan to the tobacco plantation. Christopher selects the Prospector. Dave selects the Settler, gaining a tobacco population from

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 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.

Player
Bill Scharf
Chris Hibbert
Christopher Hunt
Kevin Wilson

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

Turn 5: Bill buys a Market. Chris buys a Village. Christopher buys a Village. Kevin plays a Workshop, gaining a Monument, and buys a Silver. Turn 6: Bill plays a Village and a Monument and buys a Market. Chris plays an Apprentice, trashing an Estate and buys an Apprentice. Christopher plays a Village, plays a Transmute, trashing an Estate and gaining a Gold, plays a Monument, and buys a Workshop. Kevin plays a Village, then a Monument, then another Monument, and buys a Peddler.

Turn 7: Bill buys a Gold. Chris plays a Monument and buys a Gold. Christopher plays a Village, then a Monument, then a Workshop, gaining a Monument, and buys a Market. Kevin plays a Village, then a Cellar, then a Monument, then a Peddler, and buys a

the Hacienda and taking a quarry. Kevin uses the Construction Hut to take a quarry. Chris takes a coffee plantation. Christopher takes a sugar plantation. Kevin selects the Captain and ships indigo. Chris and Christopher both ship sugar and Dave ships indigo.

Turn 13: Christopher selects the Builder and builds a Wharf. Dave builds an Aqueduct. Kevin builds a City Hall. Chris builds a Small Warehouse. Dave selects the Settler, gains an indigo plantation with the Hacienda, and takes the last quarry. Kevin and Chris take sugar plantations. Christopher takes an indigo plantation. Kevin selects the Mayor and populates the City Hall, quarry, and sugar plantation. Chris populates the Small Warehouse. Christopher populates the Wharf. Dave populates the quarry. Chris selects the Craftsman and produces corn, indigo, sugar, tobacco, and coffee. Christopher and Dave each produce corn, indigo, and sugar. Kevin produces corn, indigo and tobacco.

Turn 14: Dave selects the Trader and trades sugar. Kevin trades tobacco. Chris trades coffee. Christopher trades indigo. Kevin selects the Captain and ships indigo and tobacco. Chris ships indigo and sugar. Christopher ships sugar and indigo (via the Wharf). Chris selects the Builder and builds a Fortress. Christopher builds a Guest House. Dave builds a Small Indigo Plant. Kevin builds a Church. Christopher selects a Prospector.

Turn 15: Kevin selects the Captain and ships corn. Chris ships corn and tobacco. Christopher ships corn. Dave ships indigo. Chris selects the Mayor and populates the Guild Hall, Fortress, and Tobacco Storage. Christopher populates the Guest House. Dave populates a quarry. Kevin populates the Church. Christopher selects the Craftsman and produces corn, indigo, and sugar, as does Dave. Kevin produces corn, indigo, and tobacco. Chris produces corn, indigo, sugar, tobacco, and coffee. Dave selects the Builder and builds a Statue. Kevin builds a Small Wharf. Chris builds an Indigo Plant, and Christopher builds a Large Market. This concludes the game. Final scores are Chris Geggus at 49, Kevin Wilson at 44, Dave Hooton at 40, and Christopher Hunt at 35. Congratulations to Chris on his victory!

Blue Lacy – Citadels

Round 6: Kevin is the Magician, exchanges hands with Bill, draws cards and passes. Christopher is the King, who takes gold and passes. Bill is the Architect, who takes gold and cards, and builds a Monastery and a Temple. Chris is the Warlord who takes gold and builds a Graveyard.

Round 7: Chris is the Witch, takes gold and bewitches the Merchant. Christopher is the Magician, who takes gold, builds a School of Magic and swaps hands with Kevin. Kevin is the Merchant who takes gold. The Witch gains gold. Bill is the Architect and takes gold and cards.

Round 8: Bill is the Witch, who takes gold and betwitches the Merchant. Kevin is the King who draws cards. Chris is the Architect, who takes gold and cards, and builds a Market and a Manor. Christopher is the Warlord who takes gold, destroys Chris' Graveyard and builds a Tavern.

Round 9: Bill is the Tax Collector who takes gold and builds Dragon Gate. Kevin is the King who takes gold and builds an Observatory. Christopher is the Architect, who takes gold and cards and builds a Temple (his 8th district). Chris is the Warlord who takes gold and destroys Kevin's Docks.

Final score is Christopher with 31, Bill with 21, Chris with 15, and Kevin with 13. Congratulations to Christopher on his victory!

Boxmatian – Dominion

Market.

Turn 8: Bill plays a Market, another Market, and buys a Gold. Chris plays a Village, an Apprentice, trashing a Monument, another Apprentice, trashing an Estate, and buys a Market. Christopher plays a Village, a Transmute, exchanging an Estate for a Gold, and buys a Village. Kevin plays a Monument and buys a Market.

Turn 9: Bill plays a Village and buys a Duchy. Chris plays a Monument and buys a Market. Christopher buys a Market. Kevin plays a Monument and buys a Village.

Turn 10: Bill buys a Duchy. Chris plays a Market, an Apprentice, trashing a Copper, and buys a Peddler. Christopher plays a Market, a Village, a Village, a Workshop, gaining a Monument, a Monument, and buys a Duchy. Kevin plays a Village, a Market, a Monument and buys a Village and a Workshop.

Turn 11: Bill plays a Market and buys a Province and a Cellar. Chris plays a Village, an Apprentice, trashing a Gold, a Market, a Peddler, a Market, and buys a Colony and 2 Peddlers. Christopher plays Transmute, transforming a Monument into a Duchy and buys a Duchy. Kevin plays a Peddler, a Workshop, gaining a Monument and buys a Peddler

Turn 12: Bill plays a Market, a Market, and buys a Duchy. Chris plays a Market, a Village, a Peddler, a Peddler, a Peddler, a Monument, and buys a Province and a Peddler. Christopher plays a Workshop, gaining a Silver and buys a Silver. Kevin plays a Village, a Market, a Peddler, a Market, a Peddler, a Cellar, discarding 1 card, a village, a Workshop, gaining a Village, a Monument, a Monument, and buys a Province and 2 Peddlers.

Turn 13: Bill plays a Market, a Cellar, discarding 2 cards, a Monument, and buys a Province and an Estate. Chris plays a Market, an Apprentice, trashing an Apprentice, a Peddler, a Peddler, a Peddler, and buys a Colony and a Peddler. Christopher plays a Village, a Village, and buys a Duchy. Kevin plays a Monument and buys a Duchy.

Turn 14: Bill buys a Duchy. Chris plays a Market, a Market, a Peddler, a Peddler, a Village, and a Monument, and buys a Market, a Peddler, and an

Estate. This empties out the second and third piles ending the game.

The final score is Chris with 35, Bill with 28, Kevin with 21, and Christopher with 16. Congratulations to Chris Hibbert on his victory!

Bullador – Terraforming Mars: Ares Expedition

Player	Corporation
Kevin Wilson	UNMI
Kevin Croskery	Helion
Chris Geggus	Mining Guild
Christopher Hunt	Zetasel

Round 1: UNMI selects Development, Helion and Mining Guild select Construction, and Zetasel selects Action. Development: UNMI joins an Asteroid Mining Consortium and Zetasel joins a Power Supply Consortium. Construction: UNMI joins the United Planetary Alliance, Helion builds a Research Outpost and develops Advanced Screening Technology, Mining Guild develops a Decomposing Fungus, concocts Assorted Enterprises, and conducts Research, and Zetasel develops Wood Burning Stoves. Action: Helion uses Advanced Screening Technology to no avail, Mining Guild uses Decomposing Fungus to gain plants, and Zetasel flips an ocean tile and uses Wood Burning Stoves twice to raise the temperature 2 steps.

Round 2: Mining Guild and Zetasel select Production and UNMI and Helion select Research.

Round 3: UNMI and Helion select Development, Mining Guild selects Construction, and Zetasel selects Action. Development: UNMI finds a Mine and Helion develops Lightning Harvest.

Construction: UNMI gains some Imported Hydrogen, Mining Guild has a Bribe Committee and builds Mars University, and Zetasel hires some Interns. Action: Helion uses Advanced Screening Technology to no avail, Mining Guild uses Decomposing Fungus to gain some plants, and Zetasel flips an ocean tile and uses Wood Burning Stoves to increase the temperature.

Round 4: UNMI, Mining Guild, and Zetasel select Production and Helion selects Research.

Round 5: UNMI and Mining Guild select Development, Helion selects Construction, and Zetasel selects Action. Development: UNMI builds an Industrial Center, Helion joins the Great Escarpment Consortium, and Mining Guild develops some Designed Microorganisms. Construction: UNMI imports Tardigrades. Helion builds Steelworks. Mining Guild gains Extended Resources. Action: UNMI adds a resource to Tardigrades. Helion uses Advanced Screening Technology to gain a Natural Preserve project and uses Steelworks to increase the oxygen level one step. Zetasel flips an ocean tile and uses Wood Burning Stoves to increase the temperature one step.

Round 6: Everyone selects Production.

Round 7: Helion selects Development, UNMI and Mining Guild select Construction, and Zetasel selects Action. Development: UNMI gains an Acquired Company and Helion pays for Coal Imports. Construction: UNMI funds the CEO's Favorite Project, gaining resources on Tardigrades, and creates a Synthetic Catastrophe, reclaiming CEO's Favorite Project to its hand. Mining Guild funds Progressive Policies and draws a card. Zetasel creates an Ecological Zone. Action: UNMI adds a Tardigrade. Helion uses Advanced Screening Technology fruitlessly. Mining Guild uses plants to gain a forest tile, increasing the oxygen level. Zetasel flips an ocean tile.

Round 8: Everyone selects Production.

Round 9: Helion and Mining Guild select Development, UNMI selects Construction, and Zetasel selects Action. Development: Helion develops Industrial Microbes, Mining Guild develops Microprocessors, and Zetasel builds Windmills. Construction: UNMI funds the CEO's Favorite Project, adding more resources to Tardigrades, and draws a card. Helion embarks on Towing a Comet. Action: UNMI adds a resource to Tardigrades, Helion uses Advanced Screening Technology fruitlessly and spends heat to raise the temperature. Zetasel flips an ocean tile and spends plants twice to raise the temperature via Wood Burning Stoves.

Round 10: Helion, Mining Guild, and Zetasel select Production, and UNMI selects Research.

Round 11: Helion and Mining Guild select Development, UNMI selects Construction, and Zetasel selects Research. Development: UNMI builds an Underground City, Helion establishes a Natural Preserve, Mining Guild develops Artificial Photosynthesis and discards an Artificial Lake for a new card using Mars University, and Zetasel builds a Tropical Resort. Construction: UNMI holds a Technology Demonstration, uses its special ability to increase its TR again, and draws a card.

Round 12: Mining Guild selects Construction, all other select Production. Construction: UNMI produces Lava Flows and spends credits to increase its TR again and Mining Guild builds a Colonizer Training Camp and draws a card.

Round 13: UNMI and Helion select Development, Zetasel selects Action, and Mining Guild selects Production. Development: UNMI plants Grass, Helion develops a Mass Converter, and Mining Guild develops Deep Well Heating. Action: UNMI adds a resource to Tardigrades, Helion uses Advanced Screening Technology fruitlessly, Steelworks, and heat to increase the temperature. Zetasel flips the last ocean tile.

Round 14: Helion and Mining Guild select Construction, UNMI selects Action, and Zetasel selects Research.

Bocker – Terraforming Mars; Elysium, Drafting, Prelude, Colonies, and Turmoil

Player	Corporation
Dave Hooton	Ecoline
Bill Scharf	Factorum
Kevin Wilson	Saturn Systems
Kevin Croskery	Robinson Industries
Chris Geggus	Arklight

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

Prelude: Ecoline plays Biofuels and Orbital Construction Yard. Factorum plays Allied Bank and Donation. Saturn Systems plays Business Empire and Metal Rich Asteroid. Robinson Industries plays Self-Sufficient Settlement and Experimental Forest. Arklight plays Big Asteroid and UNMI Contractor. Generation 1 Actions: Ecoline adds two delegates to the Greens. Factorum invests in Immigration

Shuttles. Saturn Systems finds a Mining Area and adds a delegate to Unity. Robinson Industries increases its plant production and plants some Adapted Lichen. Arklight builds a Power Plant and an Immigrant City.

Ecoline gains some Lunar Exports and plants some Lichen. Factorum sponsors the Release of Inert Gasses. Robinson Industries adds a delegate to Mars First. Arklight adds a delegate to the Scientists and gets help on the CEO's Favorite Project. Factorum gains an energy production and adds a delegate to Unity.

Generation 1 Solar Phase: There is no global event. The Greens remain the ruling party.

Generation 2 Actions: Factorum builds a Domed Crater and claims the Specialist milestone. Saturn Systems builds Space Mirrors. Robinson Industries increases its steel production and funds Rover Construction.

Arklight gets an Investment Loan and builds a Protected Valley. Ecoline holds an Invention Contest and spends plants for a greenery tile. Factorum builds a Mining Area. Saturn Systems adds a delegate to Mars First.

Robinson Industries adds a delegate to the Greens. Arklight builds a Mine and adds a delegate to Unity. Ecoline develops Regolith Eaters and claims the Ecologist milestone. Factorum adds a delegate to Unity.

Saturn Systems uses Recruitment to replace a neutral delegate in Unity with its own and adds another delegate to Unity. Robinson Industries builds a standard power plant and a Commercial District. Ecoline adds a delegate to the Greens. Factorum spends cash to draw a card with a building tag, gaining Steelworks. Robinson Industries spends plants for a greenery tile. Ecoline adds a resource to Regolith Eaters.

Akbash – Robo Rally

Player	Corporation
Andy York	Dalekbot
Bill Scharf	Imaginary Number
Chris Geggus	Gyro-Stabilized Grey Squirrel
Brendan Whyte	Botulism
Dave Hooton	WAIL-E

We are once again using a toroidal board (the board wraps east to west and north to south) with flags being touchable in any order.

Turn 1: Dalekbot moves south out of the crowd, Imaginary Number gets hung up on some unexpected walls, GEGS heads north, Botulism gets confused about its initial position, and WAIL-E heads south into the north part of the board.

Turn 2: Dalekbot tags flag 2, Imaginary Number follows in GEGS tracks, GEGS tags flag 4, Botulism gets itself positioned to go to the northern part of the board, and WAIL-E tags flag 3 and is in position to get to flag 2.

Turn 3: Dalekbot's movement toward flag 3 is hindered by GEGS' tractor beam. Imaginary Number tags flag 4 while shooting GEGS in the back a couple of times. GEGS makes the long trek northwards. Botulism tags flag 2 but is staring down the face of WAIL-E's ramming gear.

Turn 4: Dalekbot makes it to flag 3 while Bogulism is savaged by WAIL-E's Ramming Gear. WAIL-E eventually makes it to flag 2, while GEGS makes its way toward flag 2 and Imaginary Number makes its way northwards.

Player
Dave Hooton
Bill Scharf
Kevin Wilson

We are once again using the Italia map.

Dave plays a Mercator, selling cloth and buying brick. Bill plays a Mercator, selling wine and buying brick. Kevin also plays a Mercator, selling wine and buying brick. Dave plays an Architect, moving his land colonist between Casinum and Hadria and building in both. Bill plays an Architect, moving his sea colonist between Aleria and Olbia, and building in both. Kevin plays an Architect, moving his sea colonist between Cosa and Genua and building in both. Dave plays a Senator and buys an Architect. Bill plays a Prefect in Corsica. Kevin plays a Prefect

Player	Corporation
Dave Hooton	Amazonian Amperage
Andy York	Texas Railroad Commission
Bill Scharf	Viral Growth
Kevin Wilson	Vitória Verde

We are playing on the Brasil map, with a randomly combined deck, the promo cards, and Power Grid +. Turn 1 Bidding. TRC gains power plant 03. Amazonian Amperage gains power plant 05. Viral Growth gains power plant 04. Vitória Verde buys power plant 01.

Turn 5: WAIL-E finishes off Botulism while GEGS hides in a corner in preparation for a power down.

Dalekbot races towards flag 1 while Imaginary Number proceeds there at a more leisurely pace.

Turn 6: Dalekbot, Imaginary Number, and WAIL-E all close in on flag 1 while Botulism is left alone to grab flag 3 and GEGS quietly repairs itself.

Turn 7: There is a massive pileup by flag 1 as 4 robots all try to be the first to get there. Imaginary Number is rammed onto a conveyor belt out of the way by WAIL-E, who goes on to ram Botulism, who pushes Dalekbot out of the way. Lasers are firing every which way. GEGS, meanwhile, closes in on flag 2.

Turn 8: GEGS tags flag 2, while the pile-up by flag 1 continues with WAIL-E, Dalekbot, and Botulism all tussle, ending with Botulism shutting down and Dalekbot destroyed. Imaginary Number closes in on flag 3.

Turn 9: Imaginary Number pushes GEGS off flag 3 before GEGS can claim it and claims it for itself. Dalekbot and WAIL-E continue to hunt for flag 1. A powered down Botulism is turned in circles by a gear.

Turn 10: GEGS causes mischief with its Tractor Beam, eventually causing Botulism to fall into a pit. WAIL-E tags flag 4 while taking significant damage but powers down. Imaginary Number tags flag 2. Dalekbot tags flag 1.

Turn 11: Dalekbot tags its last flag while taking damage from WAIL-E's Ramming Gear, even though WAIL-E is shut down. Imaginary Number slowly makes its way to flag 1. Botulism once again frustrates GEGS attempt to get to flag 3, getting revenge for the pit.

Turn 12: Dalekbot tries to get to a starting space to finish the game but is hindered by significant damage. WAIL-E, GEGS, and Botulism all converge on flag 1, while Imaginary Number moves that way more slowly.

Turn 13: Dalekbot is destroyed by Botulism while the latter bot tries to get flag 4. GEGS also hinders Dalekbot's mission to end the game. WAIL-E finally tags flag 1 and Imaginary Number continues to struggle to get there.

Turn 14: Dalekbot can't seem to get off flag 4, hindered again by GEGS. Imaginary Number seems to be heading away from flag 1, while WAIL-E tries to make its own way to a starting space. Botulism, hindered by large amounts of damage, wanders off.

Turn 15: Imaginary Number starts making its way back toward flag 1, GEGS' damage build up becomes too much and it orders a power down. WAIL-E and Botulism lose their ways and end up trapped in on-board lasers. Dalekbot is positioned for a possible win next turn.

Turn 16: Botulism and WAIL-E are destroyed, Imaginary Number still struggles to make its way to flag 1, but Dalekbot ends the game by reaching starting spot 5. Congratulations to Andy York on his victory!

BoShih – Concordia

in Liguria. Dave plays a Prefect in Umbria. Bill plays a Senator, buying a Colonist. Kevin plays a Prefect in Etruria. Dave plays a Diplomat, copying Bill's Senator and buying a Mercator. Bill plays a Colonist, gaining cash. Kevin plays a Senator and acquires a Diplomat. Dave plays a Prefect in Campania. Bill plays a Prefect, gaining more cash. Kevin plays a Diplomat, copying a Prefect in Etruria. Dave plays a Mercator, selling cloth and buying bricks. Bill plays a Diplomat, copying the Mercator and buying bricks. Kevin plays a Diplomat, copying the Mercator selling tools and buying cloth. Dave plays an Architect building in Panormus and Luceria. Bill plays a Tribune. Kevin plays a Tribune and buys a land colonist. Dave plays a Tribune. Bill plays an Architect and builds in Spoletum and Ancona. Kevin plays a Mercator, selling cloth and buying wine. Dave plays a Prefect in Umbria. Bill plays a Prefect in Corsica. Kevin plays an Architect, building in Neapolian and Potentia. Dave plays a Prefect in Sicilia. Bill plays a Diplomat, copying Kevin's Architect, and builds in Aquileia and Ravenna. Kevin plays a Prefect in Campania. Dave plays a Mercator selling wine and buying brick. Bill plays a Senator, gaining a Consul. Kevin plays a Diplomat, copying the Mercator and selling wine and buying tools. Dave plays a Senator, hiring a Farmer and a Prefect. Bill plays a Prefect in Venetia. Kevin plays a Diplomat, copying the Senator and hires a Mason and a Mercator. Dave plays a Diplomat, copying the Prefect in Apulia. Bill plays a Mercator, selling cloth and buying brick. Kevin plays a Prefect in Lucania. Dave plays an Architect, building in Potentia and Brundisium.

Klee Kai – Power Grid

Turn 1 Fuel Purchase: Vitória Verde buys 6 coal. TRC buys 2 coal. Viral Growth buys 1 coal. Amazonian Amperage buys 3 oil.

Turn 1 Grid Connections: Vitória Verde connects to Brasília and Goiânia. TRC connects to Petrolina and Tersina. Viral Growth connects to Imperatriz and São Luis. Amazonian Amperage connects to Uberlândia and Belo Horizonte.

Turn 2 Bidding: Viral Growth buys power plant 06. TRC buys power plant 10. Amazonian Amperage buys power plant 21. Vitória Verde buys power plant 26.

Turn 2 Fuel Purchase: Vitória Verde buys 4 oil, TRC buys 1 coal, Viral Growth buys 1 biogas, and Amazonian Amperage buys 1 coal and 1 oi.

Turn 2 Grid Connections: Amazonian Amperage connects to Montes Carlos.

Turn 3 Bidding: TRC buys power plant 08.

Turn 3 Fuel Purchase: Viral Growth buys 1 oil and 1 biogas. Vitória Verde buys 2 oil. Amazonian Amperage

buys 2 oil and 2 coal.

Turn 3 Grid Connections: Viral Growth connects to Parnaíba. TRC connects to Fortaleza. Vitória Verde

Player
Bill Scharf
Kevin Wilson
Christopher Hunt
Chris Geggus

Turn 1: Bill spends 1 turmeric to take the second Merchant card. Kevin takes the first Merchant card, along with a turmeric. Christopher spends 1 turmeric to take the second Merchant card. Chris takes the first Merchant card, along with a turmeric.

Turn 2: Bill plays a Merchant card, gaining 2 turmeric. Kevin plays a Merchant card, converting 2 turmeric into 2 saffron. Christopher plays a Merchant card, gaining 2 turmeric. Chris acquires the first Merchant card.

Turn 3: Bill spends 3 turmeric to take the third Merchant card. Kevin spends 1 turmeric to take the second Merchant card, gaining 1 turmeric. Christopher takes the first Merchant card, gaining 2 turmeric. Chris spends 1 turmeric to take the second Merchant card.

Turn 4: Bill plays a Merchant card, gaining 1

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus

Initial setup: Bill discards fish and rodents to keep 2 birds. Christopher discards fish and berries to keep 2 birds. Dave discards an invertebrate and a berry to keep 2 birds. Chris discards a seed, berry, and rodent to keep 3 birds.

Round 1: Bill takes the Chipping Sparrow.

Christopher takes the White-Throated Swift. Dave gains seeds. Chris takes the Great Egret. Bill takes the Ruddy Duck. Christopher takes the Blue Jay. Dave gains an invertebrate. Chris gains a fish. Bill plays the Ruddy Duck. Christopher plays the Carolina Chickadee. Dave plays the Grasshopper Sparrow. Chris plays the Hooded Merganser. Bill plays the Chipping Sparrow. Christopher plays the White-Throated Swift. Dave plays the Black-Crowned Night-Heron. Chris lays 2 eggs on the

Player	Borough
Bill Scharf	Yellowburg
Andy York	Austin City Limits
Christopher Hunt	Greenville
Dave Hooton	Delicate Essen

We are playing with the Essen Spiel and Cons expansion.

Round 1: Yellowburg takes the Fast Food Restaurant. Austin City Limits takes a Waterfront

connects to Porangatu. Amazonian Amperage connects to Campinas.

Turn 3 Bureaucracy: During the Adjust Power Plant Market, the Warehouse is drawn and an immediate auction is held. The Warehouse is bought by Viral Growth.

Boxador – Century Spice Road

cardamom. Kevin plays a Merchant card exchanging 2 saffron for 2 turmeric and 1 cinnamon. Christopher takes the first Merchant card. Chris plays a Merchant card, converting 2 turmeric to 1 cardamom.

Turn 5: Bill plays a Merchant card, gaining 1 cinnamon. Kevin spends 1 turmeric to take the second Merchant card. Christopher spends 1 turmeric to take the second Merchant card. Chris takes the first Merchant card, gaining 2 turmeric.

Turn 6: Bill plays a Merchant card, upgrading 1 turmeric to 1 cardamom. Kevin plays a Merchant card, exchanging 3 turmeric for 1 saffron and 1 cardamom. Christopher plays a Merchant card, exchanging 8 turmeric for 4 cardamom. Chris takes the first Merchant card.

Turn 7: Bill rests. Kevin plays a Merchant card, gaining 2 turmeric. Christopher spends 4 cardamom to buy a VP card, gaining a gold token. Chris plays a Merchant card exchanging 2 cardamom for 2 cinnamon.

Turn 8: Bill plays a Merchant card, gaining 2 turmeric. Kevin and Christopher both rest. Chris plays a Merchant card, gaining 2 turmeric.

Turn 9: Bill plays a Merchant card, gaining 1 cinnamon. Kevin spends 2 turmeric to acquire the third Merchant card. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Chris spends 1 turmeric to gain the second Merchant card, gaining 1 turmeric.

Turn 10: Bill plays a Merchant card, upgrading turmeric to saffron and cardamom to cinnamon. Kevin plays a Merchant card, gaining 2 turmeric. Christopher acquires the first Merchant card, along with 2 turmeric. Chris plays a Merchant card, exchanging 1 cinnamon for 1 turmeric, 1 saffron, and 1 cardamom.

Turn 11: Bill plays a Merchant card, gaining 1 cardamom. Kevin acquires the first Merchant card. Christopher plays a Merchant card, gaining 2 turmeric. Chris spends 1 turmeric, 1 saffron, 1 cardamom, and 1 cinnamon to buy a VP card.

Turn 12: Bill acquires the first Merchant card. Kevin plays a Merchant card, upgrading 2 turmeric to 2 saffron.

Bullmatian – Wingspan

Hooded Merganser. Bill takes the Red Shouldered Hawk and draws 2 cards then discards a card. Christopher plays the Black Chinned Hummingbird. Dave lays 2 eggs on the Grasshopper Sparrow and 1 on the Black-Crowned Night-Heron. Chris takes the Carolina Wren. Bill gains food, taking an invertebrate and a rodent, and laying an egg on the Ruddy Duck. Christopher gains food, taking a berry and caching seeds on the Carolina Chickadee. Dave draws bird cards, one from the deck and Mourning Dove, and uses the Black-Crowned Night-Heron to gain an invertebrate. Chris gains a berry. Bill plays the Red-Shouldered Hawk. Christopher gains food, taking an invertebrate, and caches seeds on the Carolina Chickadee. Dave plays the Spotted Towhee. Chris plays the Carolina Wren, taking the Turkey Vulture and a card from the deck. Bill gains food, taking seeds and berries, activating the Red-Shouldered Hawk to no effect, and activating the Chipping Sparrow, laying an egg on the Ruddy Duck. Christopher lays eggs on the Black-Chinned Hummingbird. Dave plays the Mourning Dove. Chris plays the Turkey Vulture.

Round 2: Christopher takes the Black-Billed Magpie and all players gain berries from the Black-Chinned Hummingbird. Dave lays eggs on the Grasshopper Sparrow and Black-Crowned Night-Heron. Chris gains food rerolling the dice and taking an invertebrate. Bill takes the Yellow-Breasted Chat, activates the Ruddy Duck drawing 2 cards from the deck and discarding a card. Christopher takes the Loggerhead Shrike and activates the Black-Chinned Hummingbird, giving all players berries. Dave takes a card from the deck and the Ruby-Throated Hummingbird, activates the Mourning Dove, laying an egg on it, activates the Black-Crowned Night-Heron, spending an egg from the Grasshopper Sparrow to gain seeds. Chris gains a rodent. Bill plays the Yellow-Breasted Chat. Christopher gains a rodent and caches seeds on the Carolina Chickadee. Dave takes seeds and gains more seeds from the Spotted Towhee. Chris plays the Chihuahuan Raven. Bill takes 2 seeds, activating the Red-Shouldered Hawk unsuccessfully and the Chipping Sparrow, laying an egg on it. Christopher plays the Black-Billed Magpie. Dave plays the Trumpeter Swan.

Boxweiler – Suburbia

Realty. Greenville takes a Farm. Delicate Essen takes a Fancy Restaurant.

Round 2: Yellowburg takes a Heavy Factory, discarding the Mobile Home Community. Austin City Limits uses the Convenience Store as a lake. Greenville takes a Slaughterhouse. Delicate Essen takes an Office Building.

Round 3: Yellowburg takes a Waterfront Realty. Austin City Limits takes a Convenience Store. Greenville takes a Municipal Airport. Delicate Essen uses the Gugapark as a lake.

Round 4: Yellowburg uses the Mint as a lake. Austin City Limits uses the Homeowners' Association as a Lake, as does Greenville. Delicate Essen takes a Business Supply Store.

Round 5: Yellowburg takes a Freeway.

Addresses

Dave Anderson	Forest Cole	Tom Howell "Whippet"	Brad Martin	Bob Robles "Howler"
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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, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf **History of the World:** Kevin Wilson, Chris Geggus, Andy York **Stellar Conquest:** Kevin Wilson, Andy York **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 **Phoenicia:** None so far. **Caverna:** Brad Martin **Terra Mystica:** Brad Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** None yet. **Lords of Waterdeep:** Brad Martin **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** None yet.

Standby Calls

None this issue!