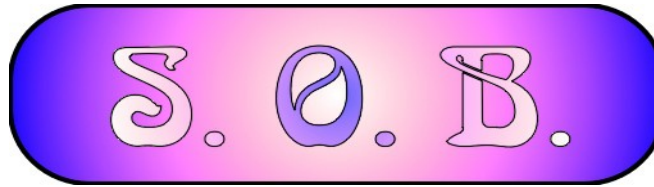


Number 274



June, 2022

**Notes from Hades**

I have been trying to develop more connections with the gaming hobby of late, and in line with that, I have discovered another zine: *The Variable Pig*. It is edited by Jim Reader and published by Richard Smith, and includes subzines by Tom Howell and Richard Smith. Unfortunately, in the issue released just after my discovery, Jim announced that he was running the zine down to a fold. Regardless, check it out. Also, if you know of any other zine not mentioned in my zine report below, please let me know about them.

Since the last issue, 5 games have completed. The games are: Bullador, a Terraforming Mars: Ares Expedition game won by Kevin Croskery, Boxweiler, a Suburbia game also won by Dave Hooton, Bullmatian, a Wingspan game won by Chris Geggus, Boxador, a Century Spice Road game won by Bill Scharf, Afador, a Puerto Rico game won by Chris Geggus. Congratulations to the winners!

The next deadline is **Tuesday, July 19 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.

**Bull-Pei:** Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 2 more.

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

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

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

**Chi Chi:** Citadels: Have the Dark City expansion cards. Have Christopher Hunt, Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus, will take up to 4 more.

**Chi-Poo:** Terraforming Mars: Ares Expedition: Have Bill Scharf(\$), Chris Geggus, Christopher Hunt, Kevin Croskery. This game is full.

**Chigi:** Century Spice Road: Have Chris Geggus, Christopher Hunt, Bill Scharf(\$), will take up to 2 more.

**Chilier:** Wingspan: Have the European and Oceana birds expansions. Have Chris Geggus, Christopher Hunt, Bill Scharf(\$), Kevin Wilson(\$), will take up to 1 more.

**Chion:** Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Christopher Hunt, Dave Hooton(\$), will take up to 2 more.

**Chipin:** Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Christopher Hunt, Bill Scharf(\$), 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 3 more.

**Machiavelli:** Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson, Ward Narhi, will take up to 5 more.

**2038:** Have Bill Scharf, Dave Hooton, will take up to 4 more.

**Titan:** Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more.

*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, Bill Scharf, will take up to 5 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 originally published in The General. Have Kevin Wilson, Bill Scharf, will take up to 4 more.

**Puerto Rico:** This is the base game. Have Kevin Wilson, Chris Geggus, will take up to 3 more.

**Terraforming Mars:** Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Dave Hooton, will take up to 3 more.

**Robo Rally:** Have Chris Geggus, Bill Scharf, Dave Hooton, will take up to 5 more.

**Concordia:** Have Bill Scharf, Dave Hooton, will take up to 3 more.

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

**Terraforming Mars:** Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Will take up to 5.

**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 Buildings expansion. Have Dave Hooton, will take up to 4 more.

**Dominion:** Have most of the expansion sets plus some extras. Will take up to 6.

**Race for the Galaxy:** Have The Gathering Storm and Rebel vs. Imperium

expansions. Will take up to 6.

**Discworld: Ankh Morpork:** Will take up to 4.

**In general, game ownership is recommended, but not required.** Game names that a game fee will be charged to non-subbers. that are underlined will be played by email, and the status of those games may be

updated more frequently than the zine issues.

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

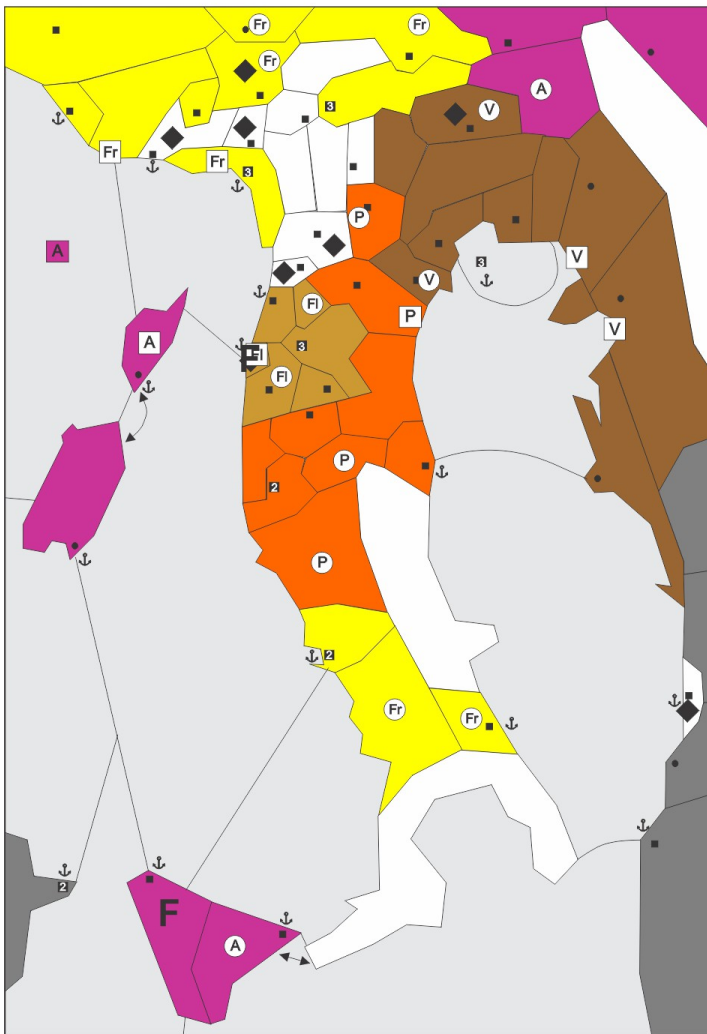
## Malinois

### Gunboat Machiavelli

#### Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press Deadline/Winter-Spring 1500 7/19 Tuesday

*France retains its gains of Austrian territory, while Austria finally advances at sea. The Pope advances down the boot and Florence consolidates. Venice grabs the Balkan coast.*

Malinois



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

#### Outstanding Loans

Summer 1500: 5 ducats due from France (4 ducats borrowed).

#### Orders

**AUSTRIA:** A CARINTHIA to Milan, A MESSINA to Otranto, F Sardinia to GULF OF LIONS, F CORSICA to Ligurian Sea

**FLORENCE:** A SIENNA besieges (autonomous garrison destroyed), A Florence to PISTOIA, F Pisa to PIOMBINO

**FRANCE:** A SWISS supports A Turin to Tyrolea, A TURIN to Tyrolea, A BARI to Otranto, A TYROLEA to Milan, A Naples to SALERNO, F Marseilles to PROVENCE, F GENOA to Ligurian Sea

**PAPACY:** A Rome to CAPUA, A Perugia to SPOLETO, A MANTUA besieges (autonomous garrison destroyed), F BOLOGNA holds

**VENICE:** A FERRARA besieges (autonomous garrison destroyed), A Verona to TRENTO, F Upper Adriatic to CROATIA, F Friuli to CARNIOLA

#### Press

**Austria to Florence:** Your suggestion that Austria should stay out of the Italian mainland is unacceptable. I have to keep the French out of OTR, and MIL is the only French supply center within reach. Both provinces do not belong to the Florentine sphere of interest, so I cannot see why they should cause a conflict between our states. If you let the French sail into LS, an alliance Fr/P will form, and you will become very vulnerable to a well-timed bribe. Instead I suggest F PISA S A F COR-LS; because an Austrian F in LS will pose no threat to your shores and allow you to expand to PIO, SIE, and LUC.

**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 and have supported your claims to Bologna. We shall offer additional support where we can but such would be more effective were missives from the Holy See received to better coordinate our planning. Rome and surrounds remain inviolate to Florentine forces. We anxiously await your correspondence.

**The Signoria of Florence to King Louis XII of France:** Your Majesty, greetings. As previously stated, our fleet harbored in Pisa had no ill intentions to France nor your Genoan ally. As demonstration of such, we have not hindered French fleets sailing in the Ligurian Sea but rather have heeded your advice and ordered our fleet to harbor in Piombino, allowing the shipyards in Pisa to construct new vessels for any joint operations. We remain confident an agreement between our two states will benefit both and protect both our interests from the invading Austrians and their Argonese supporters. We have interpreted your communique as assurance of good intentions to us. As such, we eagerly await additional correspondence and remain open to your suggestions 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 repeat our desire for peace with you and your Argonese allies but more forcefully state the need assurances of the integrity of the Florentine state and your commitment to non-interference in the Italian mainland. To date no such assurances have been received. As such, conflict seems more likely, to the detriment of your realm and of the Florentine Republic. We hold out hope that some agreement may be reached to avoid an escalation of hostilities and await your reply.

**France to Florence:** If you are promising me peace to me and my Genoan ally then are you lying to the Papacy??

Sorry, my fleets are not available for convoys at this time.

**Venice to France:** Sorry, my fleets are not available for convoys at this time.

**Venice to the Pope:** Our peace is beneficial to us both. I hope it continues. Please don't build a fleet in Ancona.

**Venice to Austria:** I figured you had more immediate concerns than expanding south so I nabbed some neutrals. Not meant to signal any aggression towards you.

#### Spring 1500 Famine

**Poor Year – Row Only:** Piombino, Palermo

#### Spring 1500 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Austria, Hungary, Carinthia, Sardinia, Corsica, <u>Palermo</u> , Messina	6
FLO	Pisa, Pistoia, Florence, Arezzo, Sienna, <u>Piombino</u>	5
FRA	Avignon, Swiss, Tyrolea, Milan, Turin, Saluzzo, Provence, Marseilles, Genoa, Naples, Salerno, Bari	12
PAP	Mantua, Bologna, Urbino, Ancona, Spoleto, Perugia, Patrimony, Rome, Capua	9
VEN	Trent, Bergamo, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia	11

Seas

AUS	Gulf of Lions	1
VEN	Venice	1

Cities

AUS	Austria, Hungary, Sardinia, Corsica, <u>Palermo</u> , Messina	5
FLO	Pisa, Florence (3), Arezzo, Sienna	6
FRA	Avignon, Swiss, Tyrolea, Milan (3), Saluzzo, Marseilles, Genoa (3), Naples (2), Bari	14
PAP	Mantua, Bologna, Ancona, Perugia, Rome (2)	6
VEN	Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Venice	9

(3)

Totals

Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	3	6	1	5	15
FLORENCE:	6	5	0	6	17
FRANCE:	14*	12	0	14	40
PAPACY:	4	9	0	6	19
VENICE:	8	11	1	9	29

\*Includes variable income for Genoa, Milan, and Naples

Game Summary

	1499	1500
Austria:	7	6
Florence:	3	4
France:	7	9
Papacy:	4	5
Venice:	4	7

**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: 199. Currently running quizzes, Railway Rivals, Bus Boss, and Britannia. Current openings for Britannia, Bus Boss, Hare & Tortoise, Puerto Rico, Railway Rivals, Settlers of Catan.

**UK Zines**

*Fury of the Northmen* Published by Colin Bruce. Current issue: 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.

*Variable Pig* Edited by Jim Reader, published by Richard Smith. Current issue: 194. Currently running a song lyric quiz, By Fairly Popular Demand, By Popular Demand, 6 Nimmit!, Breaking Away, Tea Dance, Bus Boss, Fair Means or Foul, Grand National, The Golden Strider, Hare and Tortoise, Maneater, More Backpacks and Blisters, Puerto Rico, Rail Baron, Railway Rivals, Robo Rally, Sopwith. Subzine Here Be Dragons, runs Let's Play Darts, It's a Knockout, NRICH Central, Speedway, Maximize, and Blind Tribute. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders, Machi Koro, and Breaking Away. Subzine The Celestial Steam Locomotive by Richard Smith runs House of Games, A Game of Thrones, Century Spice Road, Choice, Cosmic Celebrity Cricket, Feudality, Bus Boss, and Railway Rivals. Game openings: 6 Nimmit!, Bus Boss, Railway Rivals, Breaking Away. Subzines offer Strategic Sumo, NRICH Central, Let's Play Darts, Nearly the Best Game in the World, Parkrun, Where in the World is Kendo Nagasaki. Note, Jim has announced that he is running it down to a fold, targeting issue 204 as the final issue.

**US Zines**

*Back of the Envelope* Published by Tom Howell. Current issue: 11. Currently running Railway Rivals, Where in the World is Kendo Nagasaki, Love Letter, Eat Me!, Fuzzy Borders, Dominion, Machi Koro, Breaking Away!. Current game openings: Golden Strider, Diplomacy, Dream Mile, Snakes and Ladders, Tactical Sumo, Love Letter.

*Cheesecake* Published by Andy Lischett. Current issue: 407. Currently running Diplomacy. No current game openings.

*Eternal Sunshine* Published by Doug Kent. Current issue: 157. Currently running Diplomacy, Where in the World is Kendo Nagasaki?, By Almost Popular Demand. Subzine Out of the Way, by Andy York runs Gunboat Diplomacy, "Hangman, by Definition", Facts in Five. Current game openings: Diplomacy, By Almost Popular Demand, Where in the World is Kendo Nagasaki?, and in Out of the Way, "Hangman, by Definition", Facts in Five, Breaking Away, Gunboat Diplomacy.

**Email Games Report**

**Afador – Puerto Rico**

Player
Chris Geggus
Chris Hibbert
Kevin Wilson

Martin Burgdorf
Andy York

Turn 11: Geggus selects the Trader and trades indigo, filling up the trading house. Hibbert selects the Prospector. Wilson selects the Mayor and populates the coffee plantation and Coffee Roaster. Burgdorf

populates the coffee plantation and moves a colonist from the Tobacco Storage to the Coffee Roaster. York populates the corn plantation. Geggus populates the Sugar Mill and moves a colonist from San Juan to the Sugar Mill. Hibbert populates the Office. Burgdorf selects the Craftsman and produces corn, sugar, and coffee. York produces corn, sugar, and tobacco. Geggus produces corn, indigo, sugar, and coffee. Hibbert produces corn, indigo, and tobacco. Wilson produces corn, indigo, sugar, and coffee. York selects the Captain and ships tobacco and corn. Geggus ships coffee. Hibbert ships corn and tobacco. Wilson ships corn and coffee. Burgdorf ships corn and coffee.

Turn 12: Hibbert selects a Prospector. Wilson selects the Trader and trades sugar. Geggus and Hibbert both trade indigo. Burgdorf selects the Craftsman and produces corn and coffee. York produces corn and tobacco. Geggus produces corn,

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

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

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

Round 14: Helion and Mining Guild select Construction, UNMI selects Action, and Zetasel selects Research. Construction: UNMI holds an Invention Contest, Helion develops Anti-Gravity Technology and draws a card, Mining Guild engineers Regolith Eaters, discarding and drawing a card with Martian University, and draws a card, and Zetasel builds a Composting Factory. Action: UNMI adds 2 resources to Tardigrades, spends plants for a forest tile, and uses its ability to increase its TR again. Helion uses Advanced Screening Technology fruitlessly, and uses Steelworks. Mining Guild adds a resource to Regolith Eaters and consumes it with Decomposing Fungus, uses Progressive Policies, and increases the temperature with heat. Zetasel uses heat to increase the temperature.

Round 14: Helion and Mining Guild select Construction, UNMI selects Action, and Zetasel selects Research. Construction: UNMI holds an Invention Contest and sells a card, Helion develops Anti-Gravity Technology, Mining Guild develops Regolith Eaters, uses Mars University to exchange a card, and draws a card, and Zetasel builds a Composting Factory. Action: UNMI adds two

indigo, and coffee. Hibbert produces corn, indigo, and tobacco. Wilson produces indigo and coffee. York selects the Captain and ships sugar and corn. Geggus ships corn, sugar, and indigo. Hibbert ships corn, indigo, and tobacco. Wilson ships indigo. Burgdorf ships sugar. Geggus selects the Builder and builds the Guild Hall. Hibbert builds a Factory.

Turn 13: Wilson selects the Trader and trades coffee. Burgdorf selects the Captain and ships corn. York ships tobacco. York selects the Mayor and populates indigo and sugar plantations and the Small Indigo Plant. Geggus populates the Sugar Mill and Guild Hall. Hibbert populates the Factory and San Juan. Wilson populates the Coffee Roaster. Burgdorf populates the Tobacco Storage. Geggus selects the Builder and builds an Indigo Plant. Hibbert builds a Small Sugar Mill. Wilson builds the Custom House. Hibbert selects a Prospector.

Turn 14: Burgdorf selects the Trader and trades coffee. Geggus trades sugar. York selects the Captain. Geggus selects the Builder and builds a Factory. Hibbert builds an Indigo Plant. Wilson builds an Office. Burgdorf builds a Harbor. Hibbert selects the Craftsman and produces corn, indigo, and tobacco. Wilson produces corn, indigo, sugar, and coffee. Burgdorf produces corn, sugar, and coffee. York produces indigo, sugar, and tobacco. Geggus produces indigo, sugar, and coffee. Wilson selects the Mayor and populates the Custom House and Office. Burgdorf populates the Harbor. York populates the Sugar Mill. Geggus populates the Factory. Hibbert populates the Small Sugar Mill and moves colonists from San Juan to the Indigo Plant. Final scores: Chris Geggus with 50, Kevin Wilson with 41, Martin Burgdorf with 39, and Chris Hibbert and Andy York with 37. Congratulations to Chris Geggus on his victory!

### Segugio Italiano – Age of Renaissance

Armor and Desiderius Erasmus. Genoa plays Stone and Rebellion in Marseilles. Hamburg plays Dionysus Exiguis.

Turn 3 Purchases: Paris buys Patronage, Improved Agriculture, and a ship upgrade. London buys Holy Indulgence, Overland East, and a ship upgrade. Venice buys Improved Agriculture and Overland East. Genoa buys Patronage, Printed Word, and a ship upgrade. Barcelona buys Written Record and Nationalism. Hamburg buys Overland East, Written Record, and a ship upgrade.

Turn 3 Expansion: London expands to Algiers, Tunis, West Africa, Sicily, Crete, and Tripoli. Venice expands to Varna. Genoa expands to Marseilles. Hamburg expands to Erzerum, Poti, Beibizond, Tana, Kiev, Alexandria, and Angora.

Turn 4 Card Play: Paris play Papal Decree, forbidding the purchase of Religion advances, and Pirates/Vikings on London. Venice plays Enlightened Ruler and Black Death on area VI.

### Bullador – Terraforming Mars: Ares Expedition

resources to Tardigrades, spends plants for a forest tile, and uses its corporate ability to increase its TR an additional step; Helion uses Advanced Screening Technology fruitlessly and uses Steelworks; Mining Guild adds a resource to Regolith Eaters and consumes it with the Decomposing Fungus, uses Progressive Policies and spends 8 heat to raise the temperature; Zetasel spends 8 heat to raise the temperature.

Round 15: Helion and Mining Guild select Development, UNMI and Zetasel select Construction. Development: UNMI develop Rad Suits; Helion does some Noctis Farming; Mining Guild develops Fusion Power and uses Mars University to exchange a card; and Zetasel does some Tundra Farming. Construction: UNMI initiates the Release of Inert Gasses, draws a card, sells a card, and uses its corporate ability to further increase its TR; Helion builds a Circuit Board Factory; and Zetasel develops Viral Enhancers and builds Assembly Lines.

Round 16: UNMI selects Action, all other select Production. Action: UNMI adds 2 resources to Tardigrades; Helion uses Advanced Screening Technology to gain a Lagrange Observatory, uses Steelworks, Circuit Boards, and spends 8 plants for a forest tile; and Mining Guild adds a resource to Regolith Eaters, consumes it with Decomposing Fungus, and spends 8 plants to gain a forest tile.

Round 17: UNMI, Mining Guild, and Zetasel all select Development, Helion selects Action. Development: UNMI develops Airborne Radiation and uses its corporate ability to increase its TR again; Helion establishes Eos Chasma National Park; Mining Guild sells a card and establishes a Protected Valley; and Zetasel builds a Medical Lab. Action: UNMI adds a resource to Tardigrades; Helion uses Advanced Screening Technology to gain Greenhouses, and again to gain Diversified Interests, uses Steelworks and Circuit Boards, and spends heat to raise the temperature; Mining Guild adds a resource to Regolith Eaters and consumes it with Decomposing Fungus, uses Progressive Policies, and uses heat to raise the temperature; and Zetasel uses Wood Burning Stoves.

Round 18: Helion selects Construction, UNMI selects Action, Mining Guild selects Production, and Zetasel selects Research. Construction: Helion builds AI Central and Greenhouses. Action: UNMI adds 2 resources to Tardigrades, sells 7 cards, increases the temperature and its TR an additional step; Helion uses Advanced Screening Technology to gain Algae, spends plants for a forest tile, uses Circuit Boards to draw a card, AI Central to draw 2 cards, Greenhouses to convert 4 heat into 4 plants, sells 5 cards and increases the temperature 1 step; and Mining Guild adds a resource to Regolith Eaters, consumes it with Decomposing Fungus, and spends plants for a forest tile.

All global parameters are at maximum, so this ends the game. The final scores are Helion with 31,

Zetasel with 30, UNMI with 25, and Mining Guild with 23. Congratulations to Kevin Croskery on his close victory!

### 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

Generation 3 Actions: Saturn Systems develops Deep Well Heating and Fusion Power. Robinson Industries launches Solar Reflectors. Arklight shepherds a Comet. Ecoline builds Noctis City and uses plants for a greenery tile. Factorum trades with Ceres and increases its energy production. Saturn Systems joins a Power Supply Consortium and builds Refugee Camps. Robinson Industries increases its titanium production. Arklight builds Protected Habitats and adds a delegate to the Scientists. Ecoline builds Solar Power. Factorum develops Advanced Alloys and builds a standard power plant. Saturn Systems adds a resource to Refugee Camps and adds a delegate to Mars First. Robinson Industries adds a delegate to the Greens. Ecoline adds a resource to Regolith Eaters. Factorum builds a Cultural Metropolis, adding 2 delegates to Mars First. Ecoline adds a delegate to Mars First. Factorum adds a delegate to Mars First.

Player
Dave Hooton
Bill Scharf
Kevin Wilson

We are once again using the Italia map. Bill plays a Consul, hiring a Weaver. Kevin plays a Mason. Dave plays a Farmer. Bill plays a Weaver. Kevin plays a Senator, hiring a Smith and an Architect. Dave plays a Mercator, selling food and buying tools. Bill plays a Colonist, placing a land colonist in Ravenna. Kevin plays a Smith. Dave plays an Architect, building in Croton and Cosa. Bill plays a Tribune. Kevin plays a Tribune and places a sea colonist in Rome. Dave plays a Prefect, taking cash. Bill plays a Mercator, selling cloth and buying wine. Kevin plays a Diplomat, copying the Prefect in Campania. Dave plays a Tribune and builds a land colonist in Rome. Bill plays a Consul, hiring a Mercator. Kevin plays a Mercator, selling wine and

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 4 Bidding. Only Viral Growth buys a power plant, 09. The Supply Contract is drawn and goes to Amazonian Amperage. Turn 4 Fuel Purchase: Viral Growth buys oil and

Generation 3 Solar Phase: Eco Sabotage is the global event. Only Robinson Industries loses any plants. Mars First becomes the ruling party and Saturn Systems the Chair.

Generation 4 Actions: Robinson Industries increases its energy production and claims the Generalist milestone. Arklight gains a Topsoil Contract and adds a delegate to the Scientists. Ecoline trades with Ganymede and places a greenery tile. Factorum trades with Io and uses heat to raise the temperature. Saturn Systems builds a Water Splitting Plant and adds a delegate to Unity. Robinson Industries gains an Acquired Company. Arklight develops some GHG Producing Bacteria. Ecoline brings down a Big Asteroid. Factorum gains 1 energy production then uses it to power a Soil Factory. Saturn Systems adds a resource to Refugee Camps and uses the Water Splitting Plant. Robinson Industries adds a delegate to the Greens. Arklight brings in a Convoy from Europa. Ecoline adds a delegate to the Greens. Factorum benefits from Interplanetary Trade.

Generation 4 Solar Phase: Global Event is Riots. Only Arklight loses cash. The Greens become the ruling party and Robinson Industries becomes the chair.

Generation 5 Actions: Arklight develops Nitrite-Reducing Bacteria and uses them to increase its TR. Ecoline builds a city then places a greenery tile. Factorum finds a Mineral Deposit then builds an Equatorial Magnetizer. Saturn Systems adds a delegate to Unity and a resource to Refugee Camps. Robinson Industries builds an Earth Office and spends heat to raise the temperature. Arklight gains some Imported Nitrogen and places a greenery tile. Ecoline invests in Asteroid Hollowing and uses it. Factorum develops Peroxide Power and uses its corporate ability to draw Eos Chasma National Park. Saturn Systems uses the Water Splitting Plant and exploits a Titanium Mine. Robinson Industries plants Bushes and places a greenery tile. Arklight creates an Artificial Lake and adds a resource to GHG Producing Bacteria. Ecoline adds a resource to Regolith Eaters. Factorum does some Tundra Farming and uses the Equatorial Magnetizer. Saturn Systems builds Micro-Mills and Phobos Space Haven. Robinson Industries builds Sky Docks. Arklight adds a delegate to the Kelvinists. Ecoline adds a delegate to Mars First and uses the Martian Media Center to add another one to the Scientists. Factorum trades with Pluto. Saturn Systems installs Heat Trappers. Robinson Industries elects a Lunar Governor and adds a delegate to the Greens. Factorum sells a card and declares Eos Chasma National Park.

### BoShih – Concordia

buying tools. Dave plays a Prefect in Apulia. Bill plays the Weaver. Kevin plays a Prefect in Liguria. Dave plays a Senator, hiring a Prefect and a Colonist. Bill plays a Senator, hiring a Vintner and a Consul. Kevin plays an Architect, building in Croton and Messina. Dave plays a Mercator, buying bricks and cloth. Bill plays a Prefect in Corsica. Kevin plays a Diplomat, copying the Prefect in Sicilia. Dave plays an Architect, building in Aleria and Nicaea. Bill plays a Tribune. Kevin plays a Mercator, selling wine and buying bricks. Dave plays the Farmer. Bill plays a Mercator, selling cloth and buying bricks. Kevin plays an Architect and builds in Mutina and Comum. Dave plays an Architect, and builds in Veruna. Bill plays a Mercator, selling wine and buying food. Kevin plays a Tribune. Dave plays a Prefect in Etruria. Bill plays an Architect, building in Neapolis and Panormus. Kevin plays a Mercator, selling tools and buying food. Dave plays a colonist, placing a land colonist in Casinum and sea colonists in Hadria and Panormus. Bill plays a Prefect in Umbria. Kevin plays the Mason. Dave plays a Diplomat, copying Kevin's Mason. Bill plays a Consul, gaining an Architect. Kevin plays an Architect, building in Aleria, Verona, and Luceria. Dave plays a Tribune. Bill plays a Diplomat, copying Kevin's Architect, and builds in Nicaea and Genua. Kevin plays an Architect, building in Spoletum. Dave plays a Senator, gaining a Colonist and a Prefect. Bill plays the Vintner. Kevin plays the Smith. Dave plays a Prefect, resetting the provinces. Bill plays a Prefect in Liguria. Kevin plays a Mercator, selling tools and buying food. Dave plays an Architect and builds in Aquileta and Comum. Bill plays an Architect, building in Comum and Bausanum. Kevin plays a Diplomat, copying an Architect, and builds in Nicaea and Casinum. Dave plays a Prefect in Etruria. Bill plays a Tribune. Kevin plays a Senator, gaining a Diplomat and ending the game.

Final scores are: Dave with 158, Kevin with 126, and Bill with 125.

### Klee Kai – Power Grid

coal. TRC buys uranium. Amazonian Amperage buys oil. Vitória Verde buys oil. Turn 4 Grid Connections: Viral Growth connects to Marabá. Amazonian Amperage connects to Vitória and Lonorina. Vitória Verde connects to Plams. Turn 5 Bidding: Vitória Verde buys power plant 13. Amazonian Amperage buys power plant 12. Turn 5 Fuel Purchases: TRC buys coal and uranium. Viral Growth buys biogas and coal. Amazonian Amperage buys oil and coal. Vitória Verde buys oil. Turn 5 Grid Connections: TRC connects to Natal. Viral Growth connects to Campania Grande and Belém. Amazonian Amperage connects to Camp Grandá and Curitiba. Vitória Verde connects to Cuiabá. Step 2 begins. Turn 5 Bureaucracy: The Transformer is drawn and won by Vitória Verde. Turn 6 Bidding: TRC buys power plant 24. Viral Growth buys power plant 20. Amazonian Amperage buys

power plant 32.

Turn 6 Fuel Purchases: TRC buys uranium. Vitória Verde buys oil. Amazonian Amperage buys oil and coal. Viral growth buys oil and biogas.

Turn 6 Grid Connections: TRC connects to Recife and Aracaju. Vitória Verde connects to Vlkena, Porto Velho, Rio Branco, and Uberlândia.

Amazonian Amperage connects to Goiânia and Brasília. Viral Growth connects to Palmas and Prangtu.

Player
Bill Scharf
Kevin Wilson
Christopher Hunt
Chris Geggus

Turn 12: Bill acquires the first Merchant card.

Kevin plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher acquires the first Merchant card. Chris rests.

Turn 13: Bill buys the first VP card, gaining a gold token. Kevin buys the fourth VP card. Christopher spends 1 turmeric to acquire the second Merchant card. Chris plays a Merchant card, gaining 2 turmeric.

Turn 14: Bill and Kevin rest. Christopher spends 1 turmeric to acquire the second Merchant card. Chris acquires the first Merchant card, gaining 2 turmeric.

Turn 15: Bill and Kevin both played Merchant cards, each gaining 2 turmeric. Christopher acquires the first Merchant card. Chris spends 1 turmeric to acquire the second Merchant card.

Turn 16: Bill plays a Merchant card, gaining 1 cinnamon. Kevin acquires the first Merchant card, gaining 1 turmeric. Christopher spends 2 turmeric to acquire the the third Merchant card. Chris plays a Merchant card, exchanging 6 turmeric for 6 saffron.

Turn 17: Bill spends 2 turmeric to acquire the third Merchant card. Kevin plays a Merchant card, gaining 2 saffron. Christopher acquires the first Merchant card, gaining 2 turmeric. Chris acquires the first Merchant card, gaining 2 turmeric.

Turn 18: Bill plays a Merchant card, gaining 3 turmeric. Kevin plays a Merchant card, exchanging 2 saffron for 2 turmeric and 1 cinnamon. Christopher spends 1 turmeric to acquire the second Merchant card. Chris plays a Merchant card, upgrading 2 saffron to 2 cardamom.

Turn 19: Bill plays a Merchant card, gaining 1 cardamom. Kevin plays a Merchant card, exchanging 3 turmeric for 1 cinnamon. Christopher spends 3 turmeric and 1 saffron to acquire the fifth Merchant card. Chris spends 2 turmeric and 2 saffron to buy the second VP card, gaining a silver token.

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus

Turn 7 Bidding: Vitória Verde gains power plant 30 after spirited bidding. TRC gains power plant 15.

Turn 7 Fuel Purchases: TRC buys uranium. Viral Growth buys biogas, coal, and oil. Amazonian Amperage buys oil and coal. Vitória Verde buys biogas.

Turn 7 Grid Connections: TRC connects to Imperatiz and Marabá. Viral Growth connects to Terasina, Recife, and Petrolina.

Turn 8 Bidding: Amazonian Amperage snags power plant 25. Viral Growth gains power plant 22. Vitória Verde gains power plant 31, and TRC gains power plant 33.

Turn 8 Fuel Purchases: TRC buys uranium and biogas. Vitória Verde buys uranium, oil, and biogas. Amazonian Amperage buys oil and coal. Viral Growth buys oil.

### Boxador – Century Spice Road

Turn 20: Bill plays a Merchant card, upgrading 2 turmeric to 2 saffron. Kevin plays a Merchant card, exchanging 2 cinnamon for 1 turmeric, 1 saffron, and 3 cardamom. Christopher acquires the first Merchant card, gaining 2 turmeric. Chris spends 2 saffron and 2 cardamom to buy the second VP card, gaining a silver token.

Turn 21: Bill rests. Kevin plays a Merchant card, exchanging 2 cardamom for 2 turmeric, 1 saffron, and 1 cinnamon. Christopher plays a Merchant card, exchanging 4 turmeric for 2 cardamom. Chris acquires the first Merchant card, gaining 1 turmeric.

Turn 22: Bill plays a Merchant card, gaining 1 cinnamon. Kevin plays a Merchant card, exchanging 3 turmeric for 1 saffron and 1 cinnamon. Christopher plays a Merchant card, exchanging 4 turmeric for 2 cardamom. Chris rests.

Turn 23: Bill plays a Merchant card, upgrading 1 turmeric to 1 saffron and 1 cardamom to 1 cinnamon. Kevin rests. Christopher plays a Merchant card, gaining turmeric and saffron. Chris plays a Merchant card, gaining 2 turmeric.

Turn 24: Bill spends 2 saffron and 3 cinnamon to buy the first VP card, gaining a gold token. Kevin spends 1 turmeric, 2 cardamom, and 1 cinnamon for the third VP card. Christopher acquires the first Merchant card, gaining 1 turmeric. Chris acquires the first merchant card, gaining 1 saffron.

Turn 25: Bill plays a Merchant card, gaining 3 turmeric. Kevin plays a Merchant card, gaining 2 saffron. Christopher acquires the first Merchant card, gaining 1 turmeric. Chris acquires the first Merchant card, gaining 1 saffron.

Turn 26: Bill plays a Merchant card, gaining 1 cardamom. Kevin plays a Merchant card, exchanging 2 saffron for 1 cinnamon and 2 turmeric. Christopher plays a Merchant card, exchanging 3 saffron for 3 cardamom. Chris plays a Merchant card, exchanging 2 cardamom for 2 cinnamon.

Turn 27: Bill rests. Kevin plays a Merchant card, exchanging 3 turmeric for 1 saffron and 1 cardamom. Christopher rests. Chris spends 2 turmeric and 2 cinnamon to buy the first VP card, gaining a gold token.

Turn 28: Bill plays a Merchant card, gaining 1 cinnamon. Kevin plays a Merchant card, upgrading 2 saffron to 2 cardamom. Christopher spends 5 cardamom to buy the first VP card, gaining a gold token. Chris rests.

Turn 29: Bill plays a Merchant card, upgrading 1 saffron to 1 cinnamon. Kevin plays a Merchant card, exchanging 2 cardamom for 1 cinnamon, 1 saffron, and 2 turmeric. Christopher plays a Merchant card, gaining 4 turmeric. Chris plays a Merchant card, gaining 2 turmeric.

Turn 30: Bill spends 2 turmeric, 2 cardamom, and 2 cinnamon to buy the second VP card, gaining a silver token. Kevin spends 2 saffron and 2 cinnamon to buy the second VP card, gaining a silver token. Christopher plays a Merchant card, exchanging 4 turmeric for 2 cardamom. Chris plays a Merchant card, exchanging 2 turmeric for 1 cardamom.

Turn 31: Bill plays a Merchant card, gaining 2 turmeric. Kevin rests. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Chris plays a Merchant card, exchanging 1 cardamom for 1 turmeric and 2 saffron.

Turn 32: Bill plays a Merchant card, gaining 1 cardamom. Kevin plays a Merchant card, gaining 2 saffron. Christopher plays a Merchant card, upgrading 2 turmeric to 2 saffron. Chris plays a Merchant card, upgrading 2 saffron to 2 cardamom.

Turn 33: Bill plays a Merchant card, gaining 3 turmeric. Kevin plays a Merchant card, upgrading a turmeric to a cardamom. Christopher spends 3 saffron and 2 cardamom to buy the first VP card, gaining a gold token. Chris spends 3 turmeric and 2 cardamom to buy the first VP card, gaining a gold token and ending the game.

Final scores: Bill with 60, Chris with 55, Christopher with 48, and Kevin with 41. Congratulations to Bill Scharf on the victory!

### Bullmatian – Wingspan

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. Chris gains a fish. Bill draws bird cards, taking the White-Crowned and Baird's Sparrows, activating the Yellow-Breasted Chat and moving it to the grasslands habitat, and activating the Ruddy Duck, drawing 2 bird cards then discarding 1 bird card. Christopher draws bird cards, taking the Red Crossbill and activating the Black-Chinned Hummingbird. All players gain berries. Dave draws bird cards, taking the Common Merganser and a card from the deck, activates the Mourning Dove, laying an egg on the bird, and activates the Black-Crowned Night-Heron, spending an egg from the Grasshopper Sparrow to gain a fish. Chris lays eggs, one each on the Chihuahuan Raven, Turkey Vulture, and Carolina Wren and activates the Chihuahuan Raven, spending an egg from the Turkey Vulture to gain 2 fish. Bill plays the Wood Duck in the forest. Christopher draws bird cards, taking the Northern Mockingbird and activating the Black-Chinned Hummingbird; all players gain berries. Dave plays the Ruby-Throated Hummingbird in the grasslands. Chris plays the Great Egret in the wetlands, then plays the Black Skimmer in the wetlands. Bill lays eggs on the Chipping Sparrow, Yellow-Breasted Chat, and Ruddy Duck, then activates the Yellow-Breasted Chat, moving it to the wetlands. Christopher gains food, taking seeds and activates the Carolina Chickadee, caching seeds on the card. Dave lays eggs on the Ruby-Throated Hummingbird and Black-Crowned Night-Heron, activates the Ruby-Throated Hummingbird, gaining an invertebrate. Chris gains a rodent. Bill gains an invertebrate. Christopher gains seeds. Dave then activates the Grasshopper Sparrow, laying an egg on the Mourning Dove. Chris draws bird cards, taking the Copper's Hawk and two cards from the deck, activates the Black Skimmer cashing a fish on the card, activates the Hooded Merganser, re-activating the Black Skimmer unsuccessfully. Christopher activates the Black-Billed Magpie to gain seeds. Bill takes food, gaining 2 seeds and an invertebrate, activates the Wood Duck to draw 2 cards, activates the Red-Shouldered Hawk unsuccessfully, activating the Chipping Sparrow, laying an egg on the Red-Shouldered Hawk, and discarding a card.

Round 3: Dave plays the Common Merganser in the wetlands. Chris lays eggs on the Chihuahuan Raven and Great Egret and activates the Chihuahuan Raven to discard an egg and gain 2 invertebrates. Bill plays

Baird's Sparrow in the grasslands. Christopher plays the Blue Jay in the forest. Dave plays the Song Sparrow in the grasslands. Chris draws bird cards, taking the Atlantic Puffin and 2 cards from the deck, and activates the Black Skimmer twice (once through the Hooded Merganser) without success. Bill plays the White-Crowned Sparrow in the grasslands. Christopher lays eggs. Dave draws bird cards, taking the House Wren, activates the the Common Merganser unsuccessfully, activates the Mourning Dove to lay an egg on it, and the Black-Crowned Night-Heron, discarding an egg to gain seeds. Chris lays eggs and activates the Chihuahuan Raven to gain 2 seeds. Bill lays eggs, moving the White-Crowned Sparrow to the wetlands and using Baird's Sparrow to lay an egg on the Wood Duck. Christopher draws bird cards, taking the Common Nighthawk, drawing a card with the White-Throated Swift, and giving everyone berries with the Black-Chinned Hummingbird. Dave lays eggs on the Mourning Dove and Common Merganser, moves the Song Sparrow to the forest, uses the Ruby-Throated Hummingbird to gain fish. Chris takes seeds, Bill takes an invertebrate. Christopher rerolls the dice and takes an invertebrate. Dave activates the Grasshopper Sparrow to place another egg on the Common Merganser. Chris plays the Great Egret and Common Grackle in the grasslands. Bill draws bird cards, taking the Hermit Thrush and 2 cards from the deck, moves the White-Crowned Sparrow and Yellow-Breasted Chat to the forest, and uses the Ruddy Duck to draw 2 cards, discarding a card. Christopher draws bird cards, taking the Stellar's Jay and a card from the deck, then activates the Black-Chinned Hummingbird, giving everyone a berry. Dave plays the House Wren and the Brewer's Blackbird in the grasslands. Chris plays the Yellow-Billed Cuckoo in the forest. Bill lays eggs, placing 3 on the Wood Duck and 1 on the Ruddy Duck, moves the Yellow-Breasted Chat and White-Crowned Sparrow to the forest, and Baird's Sparrow lays an egg in its own nest. Chris' Yellow-Billed Cuckoo lays an egg on the Great Egret. Christopher plays the Common Nighthawk in the grasslands. Dave lays eggs, placing 1 on the Mourning Dove and 3 on the House Wren, tucks a card behind the Brewer's Blackbird to lay an egg on the House Wren, and gains a rodent from the Ruby-Throated Hummingbird. Chris gains fish. Bill rerolls the dice and gains seeds. Christopher takes an invertebrate. Dave uses the Grasshopper Sparrow to lay an egg on the House Wren. Chris lays eggs, placing 2 on the Great Egret, 1 on the Chihuahuan Raven, and 1 on the Yellow-Billed Cuckoo, tucks a card behind the Common Grackle to lay an egg on it, and consuming that egg with the Chihuahuan Raven to gain 2 fish. Bill plays the Purple Gallinule in the wetlands. Christopher draws bird cards, taking the Great Horned Owl and activates the Black-Chinned Hummingbird. All players gain berries.

Round 4: Chris draws bird cards, taking the Savannah Sparrow, Sprague's Pipit, and a card from the deck, activating the Black Skimmer fruitlessly and again through the Hooded Merganser, this time successfully. Bill takes food, taking a rodent, rerolling the dice, and taking seeds and 2 invertebrates, moves the White-Crowned Sparrow and Yellow-Breasted Chat to the wetlands, draws 2 cards with the Wood Duck, tucks the American Woodcock behind the Red-Shouldered Hawk, and uses the Chipping Sparrow to lay an egg on the Wood Duck. Christopher's Black-Billed Magpie gains seeds from the bird feeder. Chris' Turkey Vulture rerolls the dice and takes seeds. Bill discards a card. Christopher plays the Great Horned Owl in the forest. Dave takes bird cards, taking the Cedar Waxwing, Pileated Woodpecker, and a card from the deck, activates the Common Merganser fruitlessly, lays an egg with the Mourning Dove, and consumes it with the Black-Crowned Night-Heron to gain an invertebrate. Chris plays the Savannah Sparrow and the Sprague's Pipit in the grasslands. Bill plays the Eastern Bluebird and the Bronzed Cowbird in the grasslands. Christopher lays eggs, placing 2 each on the Great Horned Owl and White-Throated Swift, moves the Common Nighthawk to the forest and tucks a card behind the White-Throated Swift to lay an egg on the Carolina Chickadee. Chris uses the Yellow-Billed Cuckoo to lay an egg on the Hooded Merganser and Bill uses the Bronzed Cowbird to lay an egg on the Eastern Bluebird. Dave plays the Cedar Waxwing in the grasslands. Chris lays eggs, placing 2 on the Carolina Wren, 2 on the Hooded Merganser, and 1 on the Turkey Vulture, and activates the Common Grackle, tucking a card behind it and laying an egg on it. Bill draws cards, taking the Dark Eyed Junco and 2 cards from the deck, moves the Yellow-Breasted Chat and White-Crowned Sparrow to the grasslands, activates the Purple Gallinule, allowing everyone to draw a card, and activates the Ruddy Duck, drawing 2 cards and discarding a card. Christopher plays the Ring-Billed Gull in the wetlands. Dave lays eggs, placing 4 on the Common Merganser and 1 on the Trumpeter Swan, tucks a card behind the Cedar Waxwing to gain berries, activates the Ruby-Throated Hummingbird starting with Bill, who takes a fish. Christopher takes seeds, Dave takes seeds, and Chris rerolls the dice and takes an invertebrate using the invertebrate/seeds die. Dave then activates the Grasshopper Sparrow to lay an egg on the Trumpeter Swan. Bill activates the Bronzed Cowbird to lay an egg on the Purple Gallinule. Chris plays the Atlantic Puffin in the wetlands habitat. Bill lays eggs, placing 4 on the Eastern Bluebird, 1 on the Purple Gallinule, moves the White-Crowned Sparrow and Yellow-Breasted Chat to the wetlands, and activates the Baird's Sparrow to lay an egg on itself. Chris activates the Yellow-Billed Cuckoo to lay an egg on the Atlantic Puffin. Christopher plays the Canvasback in the wetlands. Dave lays eggs, placing 5 on the Song Sparrow, activates the Ruby-Throated Hummingbird, taking a rodent. Chris takes seeds. Bill takes berries, Christopher rerolls the dice and takes an invertebrate. Dave activates the Grasshopper Sparrow to place an egg on the Ruby-Throated Hummingbird. Bill activates the Bronzed Cowbird to place an egg on the Chipping Sparrow. Chris lays eggs on the Yellow-Billed Cuckoo, Chihuahuan Raven, Savannah Sparrow, Sprague's Pipit, and Great Egret, and activates the Common Grackle to tuck a card and lay an egg on

it. Bill plays the Hermit Thrush in the forest. Christopher gains food, taking 2 seeds and an invertebrate, moves the Common Nighthawk to the grasslands, activates the Great Horned Owl, who hunts a Yellow-Bellied Sapsucker, and activates the Carolina Chickadee, caching seeds on the card. Chris activates the Turkey Vulture, gaining berries. Dave lays eggs, placing 4 on the Spotted Towhee and 1 on

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 5: Yellowburg takes a Freeway. Austin City Limits discards the Slaughterhouse to invest in the Waterfront Realty. Greenville takes a Municipal Airport. Delicate Essen takes a Post Office.

Round 6: Yellowburg takes a Landfill. Austin City Limits uses the Grugapark as a lake. Greenville discards the Kublacon for Suburbs. Delicate Essen buys a Shipping Center.

Round 7: Yellowburg builds a Power Station. Austin City Limits builds a Gas Station. Greenville discards a Museum for Suburbs. Delicate Essen builds a Domestic Airport.

### Bugg – Terraforming Mars; Terra Cimmeria, Drafting, Venus Next, Prelude, and Colonies

Player	Corporation
Andy York	Manutech
Dave Hooton	Factorum
Chris Geggus	Philares
Martin Burgdorf	Inventrix
Kevin Wilson	Aphrodite

We are playing with drafting, Venus Next, Prelude, and Colonies and using the new fan-created Terra Cimmeria map.

Generation 1: Prelude: Manutech gains Mining Operations and an Orbial Construction Yard.

Factorum lands a Metal-Rich Asteroid and acquires a

Player
Chris Geggus
Dave Hooton
Christopher Hunt
Andy York
Bill Scharf

Round 1: Geggus plays the Tutor occupation. Hooton plays the Wood Carver occupation. Hunt collects 4 wood. York collects 3 clay. Scharf collects 1 reed, 1 stone, and 1 wood. Geggus collects 3 wood. Hooton collects 1 clay. Hunt becomes starting player and builds a Punner. York takes grain. Scharf becomes a Day Laborer.

Round 2: Hunt plays the Turner. York plays the Businessman. Scharf becomes starting player and builds a Corn Scoop. Geggus collects 1 reed, 1 stone, and 1 wood. Hooton collects 2 reeds. Hunt collects 4 wood. York collects 3 wood. Scharf collects 3

the Ruby-Throated Hummingbird, activates the Brewer's Blackbird to tuck a card behind it and lay an egg on the Cedar Waxwing, activates the Ruby-Throated Hummingbird, rolling the dice and taking seeds from an invertebrate/seeds die. Chris takes a rodent. Bill takes an invertebrate from the invertebrate/seeds die. Christopher takes an invertebrate. Dave activates the Grasshopper Sparrow to place an egg on the Cedar Waxwing. Chris activates the Yellow-Billed Cuckoo to place an egg on the Common Grackle and Bill activates the Bronzed Cowbird to place an egg on the Hermit Thrush.

Final score is Chris with 90, Dave with 82, Bill with 78, and Christopher with 60. Congratulations to Chris on his victory!

### Boxweiler – Suburbia

Round 8: Yellowburg builds a Domestic Airport. Austin City Limits builds Housing Projects. Greenville builds a Burg von Alspach. Delicate Essen builds a Domestic Airport.

Round 9: Yellowburg builds a Power Station. Austin City Limits builds the U-Bahn. Greenville discards an Elementary School for Suburbs. Delicate Essen builds an Office of Bureaucracy.

Round 10: Yellowburg uses an Elementary School as a lake. Austin City Limits uses a Stadium as a lake. Greenville builds a Casino. Delicate Essen buys an Office of Bureaucracy.

Round 11: Yellowburg buys a PR Firm. Austin City Limits builds a Hotel. Greenville builds a Hostel. Delicate Essen builds a PR Firm.

Round 12: Yellowburg uses the Retirement Village as a lake. Austin City Limits builds a Resort. Greenville builds a Middle School. Delicate Essen discards Gen Con to invest in the Community Park.

Round 13: Yellowburg builds a Recycling Plant. Austin City Limits uses the Middle School as a lake. Greenville builds a Bed and Breakfast. Delicate Essen discards the Local EPA Office for a Community Park. The One More Round tile is drawn.

Round 14: Yellowburg builds Apartments. Austin City Limits builds a New Car Dealership. Greenville builds a High School. Delicate Essen builds an International Airport.

Final Scoring: Delicate Essen takes the Spendthrift goal, Austin City Limits gets Aquatic Engineer and Developer, and Yellowburg gets Billionaire. All players achieve their private goals. Final score is Delicate Essen with 114, Austin City Limits with 94, Yellowburg with 86, and Greenville with 60. Congratulations to Dave Hooton on his victory!

Metals Company. Philares gains a Business Empire and builds Aquifer Turbines. Inventrix gains a Supplier and produces Biofuels. Aphrodite provides Biosphere Support and plants an Experimental Forest.

Generation 1 Actions: Manutech launches an Interplanetary Colony Ship, planting a colony on Luna. Factorum gains 1 energy production and develops Carbonate Processing. Philares places a greenery tile, gaining a colony on Luna, and causes some Flooding. Inventrix draws cards and builds a Research Outpost. Aphrodite builds Fueled Generators and a colony on Luna. Manutech builds a Security Fleet. Factorum invests in Solar Wind Power. Philares develops an Extreme Cold Fungus and gains a plant from it. Aphrodite exploits a titanium mine. Manutech adds to its Security Fleet.

Generation 2: Factorum builds a Soletta and uses a Robotic Workforce to copy Carbonate Processing. Philares uses the Extreme Cold Fungus to gain a plant. Inventrix places a Trading Colony on Europa and trades with Luna. Aphrodite finds a Mineral Deposit and builds a Lava Tube Settlement. Manutech sponsors a Technology Demonstration. Philares builds a Protected Valley and places a greenery tile. Inventrix sponsors an Inventors' Guild and draws a card, which is discarded.

### Cav-a-Jack – Agricola

clay. Geggus collects 1 sheep and 1 food. Hooton goes Fishing, gaining 2 food.

Round 3: Scharf plays the Charcoal Burner. Geggus becomes starting player and builds a Harrow. Hooton collects 1 reed, 1 stone, and 1 wood. Hunt plays the Cabinetmaker. York collects 4 wood. Scharf collects 2 grain. Geggus collects 3 clay. Hooton collects 1 reed. Hunt collects 3 wood. York plows a field.

Round 4: Geggus builds a Fireplace. Hooton becomes starting player and builds a Simple Fireplace. Hunt plays the Woodcutter. York visits the Traveling Players, gaining 4 food. Scharf collects 4 wood. Geggus collects 3 sheep and cooks them all. Hooton collects 3 wood. Hunt plays the Reeve. York collects 1 reed, 1 stone, and 1 wood. Scharf uses the Harrow to plow 2 fields, allowing Hunt to use the Punner to plow one.

Harvest Phase 1. No planted fields. All players feed their families. No animal pairs.

Round 5: Hooton stays as starting player and builds a Reed Hut. Hunt builds Animal Pens. York plays the Basketmaker. Scharf collects 4 wood. Geggus collects 3 wood. Hooton collects 2 reeds. Hunt collects 1 reed, 1 stone, and 2 wood. York plays the Potter. Scharf goes Fishing. Geggus uses the Harrow to plow 2 fields, allowing Hunt to use the Punner to plow one. Hooton collects 1 sheep and 1 food.

Round 6: Hooton remains as starting player and plays an Axe. Hunt collects 1 reed, 1 stone, and 1 wood. York plants a Copse. Scharf plays the Land Agent, gaining a vegetable. Geggus collects 4 wood. Hooton adds a room to his wooden hut and builds a stable. Hunt adds a room to his wooden hut. York sows 1 grain and 2 wood. Scharf collects 1 reed. Geggus plays the Clay Digger. Hooton collects 2 sheep, cooking 1.

Round 7: Hooton exchanges the Simple Fireplace for a Cooking Hearth. Hunt grows his family and builds a



Goose Pond. York becomes starting player, builds a Driking Trough and a Fireplace. Scharf adds a room to his wooden hut. Geggus plays the Slaughterman occupation. Hooton collects and cooks a wild boar. Hunt collects 5 wood. York collects 12 clay. Scharf collects 1 reed, 1 stone, and 1 wood. Geggus collects 6 wood. Hooton grows his family.

Player
Chris Geggus
Andy York
Kevin Wilson
Martin Burgdorf
Christopher Hunt

Turn 1: Geggus selects the Builder and builds a Small Indigo Plant. Andy and Kevin build Indigo Plants. Martin builds a Small Market. Christopher builds a Hospice. Andy selects the Mayor and

Player
Dave Hooton
Chris Geggus
Chris Hibbert
Christopher Hunt
Kevin Wilson
Bill Scharf

Sets being used are: version 2 of the Base set and Intrigue, Seaside, Hinterlands, Dark Ages, and Allies.

Player	Faction
Chris Hibbert	Galactic Freedom League
Christopher Hunt	Mos Eisly

Player	Faction
Christopher Hunt	The Blue Meanies
Bill Scharf	Gentle Rain
Andy York	TTG
Kevin Wilson	PIKES

Round 1: The Blue Meanies plays Harga's House of

Harvest Phase 2: York harvests 1 grain and 2 wood. Hooton cooks a sheep. Hunt uses the Cabinetmaker. York uses the Basketmaker and Potter. All players feed their families.

Round 8: York remains as starting player and builds a Raft and upgrades his Fireplace to a Cooking Hearth. Scharf grows his family and acquires a House Goat. Geggus builds a Ladder. Hooton collects 7 clay. Hunt collects 2 reeds. York plays the Stonecutter. Scharf gains 4 food from the Traveling Players. Geggus adds a room to his wooden hut and builds 2 stables. Hooton collects 2 stone. Hunt collects 5 wood. Hooton cooks a sheep and plays the Tinsmith. Hunt pays a food for a cattle. Hooton collects 2 sheep and cooks one.

**Cavochoch – Puerto Rico with Buildings**

populates the indigo plantation and Indigo Plant. Kevin populates the Indigo Plant. Martin populates the corn plantation. Christopher populates the Hospice. Chris populates the indigo plantation. Kevin selects the Settler and takes a quarry. Martin takes a corn plantation. Chris takes a sugar plantation. Andy takes an indigo plantation. Martin selects the Craftsman and produces corn. Andy produces indigo. Christopher selects a Prospector.

Turn 2: Andy selects the Trader and trades indigo. Kevin selects the Mayor and populates an indigo plantation, quarry, and the Indigo Plant. Martin populates the Small Market, Christopher the corn plantation, Chris the Small Indigo Plant, and Andy the Indigo Plantation. Martin selects the Captain and ships corn. Christopher selects the Settler and takes a Quarry. Chris takes a tobacco plantation. Andy and Kevin each take an indigo plantation. Martin takes a sugar plantation. Chris selects the Builder and builds a Tobacco Storage. Andy builds an Aqueduct.

**Cavador – Dominion**

Round 1: Hooton and Geggus buy Squires. Hibbert, Hunt, and Scharf buy Silver. Wilson buys an Estate., trashing a Hovel

Round 2: Hooton buys a Haggler. Geggus buys a Graverobber. Hibbert buys a Chapel. Hunt buys an Ironmonger. Wilson buys a Bandit Camp. Scharf buys an Ironworks.

Round 3: Hooton plays a Squire, gaining a Silver and buys an Ironmonger. Geggus plays a Squire, gaining a Silver, and buys a Silver. Hibbert plays a Chapel, trashing an Overgrown Estate and buys a Bandit Camp. Hunt plays an Ironmonger and buys an Ironworks. Wilson plays a Bandit Camp, gaining Spoils and buys a Haggler. Scharf plays and Ironworks and buys a Silver.

Round 4: Hooton plays a Haggler, buys a Highwayman and gains an Ironworks.

**Bordoodle – Race for the Galaxy**

Kevin Wilson	
Bill Scharf	Slow Hamsters

We are playing with The Gathering Storm and Rebels vs. Imperium expansion, but we are not using the Takeover rules from Rebels vs. Imperium.

**Cavapoo – Discworld: Ankh Moorpark**

Ribs and place a minion in Nap Hill. Gentle Rain plays Queen Molly on PIKES, who negates it with Wallace Sonky, and places a minion in Dimwell. TTG plays CMOT Dibbler, gaining cash, and Inigo Skimmer, removing a Blue Meanie minion from The Scours. PIKES plays Pink Pussycat Club then plays the Fools' Guild on Gentle Rain, who pay to get rid of it.

Round 2: The Blue Meanies play Nobby Nobbs, taking money from PIKES, and The Mended Drum, building in Nap Hill. Gentle Rain play the Agony Aunts, removing a PIKES minion from Dimwell and placing a minion in Unreal Estate. TTG plays Sacharissa Crisplock, placing a minion in The Hippo.



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### Addresses

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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!