

Notes from Hades

In the last issue, this column was rather truncated. That was because I had a next to our table and the sound of the creek a few feet away We weren't the only lot going on that week and wanted to get the issue out. Now I can describe ones having lunch there; we also spotted a deer. He was a buck with velvet still on some of the happenings that week and the week that followed. his antlers enjoying the grass in the meadow on the other side of the creek. From

As I mentioned in issue 273, the week of the zine was the first face to face there, we continued on to Summit Lake, a beautiful, medium sized lake in the park, conference that the NASA project I am part of would have. It started on Sunday, which has a abundance of lakes. We turned around and headed home at that point. where the company I work directly for had our own meeting. Unfortunately, two of The next day, we left early and arrived back at the King's Canyon picnic area our colleagues could not make it due to COVID, but the rest of us had a great time. where the trail head to Cold Boiling Lake is. On the trail, and at many points in the We went on a whale watch, where we saw 2 types of dolphins (Common dolphins park and around it, we saw plenty of evidence of the Dixie fire, which burned more and Rizzo's dolphins), but unfortunately no baleen whales. After that, we spend a than 1,000,000 acres last year. Wildfire is a strange beast. We saw whole stands of couple of hours at the Aquarium of the Pacific, where my wife and I were able to trees that were totally bare of needles and had blackened bark next to stands of trees provide some in depth knowledge of the animals in the exhibits. After that, we that seemed untouched except for some minor blackening at the base. We hiked went out to dinner to a very nice steak house on the company tab. through one of the blackened stands on our way to the lake. Most of the trees

Monday and Tuesday of that week were the NASA project face to face looked like they might survive because the fire didn't get through the bark, but meetings. I got to meet in person many of the people I had only seen before as some trees got burned into the wood and were clearly dead. The lake itself gets its faces on a screen. There were a number of team building exercises and every group name because cold gasses bubble up through the lake from underneath it. It was a gave a presentation about what they are doing. There was a group dinner followed beautiful location, and it seemed like we had it to ourselves. Lassen is not one of by an escape room on Monday. This is the first time I had done an escape room. the more visited of California's nine national parks, due mainly to its remoteness. The group was large enough that we had 5 different groups. You are given an hour From there we continues on the road to the Devastated Area. This was a place that to complete all the puzzles in the room to get out, and our team managed to do so felt the brunt of Mount Lassen's 1915 eruption. We learned about the specific rocks with 16 minutes and 42 seconds to spare; the fastest of any of the NASA teams. produced during the eruption and saw some pictures of the area before and during

The next three days were the conference. It was a combination of the ITEC the eruption. From there, we went to a place called Chaos Crags and Chaos and EATS conferences. ITEC is a conference sponsored by IEEE and focused on Jumbles. Chaos Crags is the remains of a plug dome volcano which had a major the electrification of ground transportation. EATS is the Electrified Aviation landslide in about 1670 that spread rock for over two miles and actually dammed a Technical Conference, and is focused on aviation. The two conferences are creek, creating a lake. It was in fact at that very lake that we had lunch: Manzanita sometimes held jointly, and this was one of those times. There were some very Lake. This is near the northwest entrance to the park. After lunch, we left the park interesting presentations and I learned a lot. and went to a place called Subway Cave, which is a lava tube named for its

Next up was vacation. We set out on Sunday the 19<sup>th</sup> and headed out to our resemblance to a subway tube. It was a great experience and we enjoyed the cold usual cabin outside of King's Canyon National Park. We got there late afternoon, air in the cave. From there, we went back to our home base. unpacked the car, and headed into the park to hike the Big Stump trail. The next The next day we traveled to San Jose where we stayed the night and visited morning we went to Grant's Grove first, then to Panorama Point, where we had with some relatives. We drove home the next day along the coast, which is always lunch. We then drove down to Sequoia with the aim of going to Moro Rock, one of pleasant and much cooler than through the central valley. Overall, it was a great our favorite places. Unfortunately, the road was closed, so we were unable to get trip and I would highly recommend Lassen as a destination.

there. We did see many signs of the Colony and Paradise fires that burned in the Last time, I mentioned that I am working on connecting to other publishers, area last year. and it was pointed out to me that I already had a connection with one: Dane

Tuesday, we headed out to our next destination: Lassen Volcanic National Maslen and his zine Dane's Games. It has been added to the register below, but I Park. It is located in the far northeastern portion of California and is one of the few do want to point out that he runs Outpost, and has a game that is about to start. His places on Earth where all four types of volcanoes can be found in close proximity: next deadline is the 24<sup>th</sup> of July, so if you are interested and not already signed up, shield volcanoes, cinder cones, plug dome volcanoes, and composite volcanoes. contact him as soon as possible to get on the list.

We had booked a place through VRBO near Lassen and spent pretty much the One last thing. I currently have 4 people signed up for the next Silverton whole day getting there. Wednesday and Thursday were our days in the park. game, and one of those has expressed a strong preference for a 5- or 6-player game. Wednesday we explored the southwestern part of the park, starting with Sulphur I just need one more person to sign up and it will jump to the head of the line for Works, one of the thermal areas. The road runs right through the southern part of the next gamestart.

the area, allowing easy access to a couple of boiling mud pots. The hydrogen Since the last issue, only one game has completed. It is: Cavapoo, a Discworld: sulfide smell wasn't as bad as we were expecting, but you could still smell it. From Ankh Morpork game won by Bill Scharf, . Congratulations!

there, we proceeded along the road to Emerald Lake, which definitely lives up to its The next deadline is **Tuesday, August 23 at 5:00 p.m. Pacific Time.**

name, and the Bumpass Hell area. Bumpass Hell is another one of the thermal **Contents** Gunboat Machiavelli Page 3

major snow storm had hit the area the weekend before. There was still quite a bit of **Zine Report** Page 4

snow in the higher elevations of the park, particularly around Mount Lassen itself, **Email Games Report** Page 4

even though the temperature was quite comfortable. The road through the southern **Game Openings**

part of the park is mostly over 7000 feet in elevation. Just past the Bumpass Hell parking lot was Lake Helen, which freezes over every year and still had significant **Kishu Ken:** 4000AD: This is a science fiction based expansion game and will be ice on it. We continued on past the Lassen Peak trail head – none of us was in any run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin condition to hike a 2.5 mile out-and-back trail that featured a 2500 foot elevation Burgdorf(\$), will take up to 2 more.

**Schnauzer.** Silverton: Have Bill Scharf(\$), Dave Hooton(\$), Andy York(\$), **Caverna:** A game of farming and mining very similar to Agricola. Have Bill Brendan Whyte(\$), will take up to 2 more. Scharf, will take up to 6 more.

**Bull-Pei:** Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have **Merchant of Venus:** Have Andy York, Bob Robles, Chris Geggus, will take up to Kevin Wilson(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 2 more. 3 more.

**Chabrador:** History of the World: Have Chris Geggus(\$), Christopher Hunt(\$), **Machiavelli:** Scenario to be decided by player vote on game start. Have Bob Kevin Wilson(\$), Bill Scharf(\$), Martin Burgdorf(\$), Andy York(\$), will take up to Robles, Kevin Wilson, Ward Narhi, will take up to 5 more. 1 more.

**Cheagle:** 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada **2038:** Have Bill Scharf, Dave Hooton, will take up to 4 more. expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Dave Hooton(\$), Chris **Titan:** Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more. Geggus(\$), Bill Scharf(\$), will take up to 3 more. **A Game of Thrones:** This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

**Chi Chi:** Citadels: Have the Deluxe version. Have Christopher Hunt(\$), Kevin **Power Grid Factory Manager:** Have Andy York, Chris Geggus, will take up to 3 Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), will take up to 4 more. more.

**Chi-Poo:** Terraforming Mars: Ares Expedition: Have Bill Scharf(\$), Chris **Downfall XIII:** This is a Diplomacy variant that takes place in Tolkien's Middle Geggus(\$), Christopher Hunt(\$), Kevin Croskery(\$). This game is full. Earth. Have Bill Scharf, Bob Robles, Chris Geggus, Mike Pollard, will take up to 4

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

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

**Chilier:** Wingspan: Have the European and Oceana birds expansions. Have Chris **Gaia Project:** Have Kevin Wilson, Bill Scharf, will take up to 2 more. Geggus(\$), Christopher Hunt(\$), Bill Scharf(\$), Kevin Wilson(\$), will take up to 1 **Liftoff:** Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more. more.

**Chion:** Puerto Rico: This will include the Nobles expansion. Have Kevin **Dune:** Have the Teilaxu, Ixians, and Lansraad variants available, and can Wilson(\$), Christopher Hunt(\$), Dave Hooton(\$), will take up to 2 more. potentially play with the Spice Harvest and Duel expansions if playing by email.

**Chipin:** Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife **Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 4 more.** expansions as well as the Cons and Essen Spiel additions. Have Christopher **Outpost:** This will use the usual rules. Have Kevin Wilson, Dave Hooton, Bill Hooton(\$), Bill Scharf(\$), Dave Hooton(\$), will take up to 2 more. Scharf, Dane Maslen, will take up to 6 more.

**Chiwieenie:** Terraforming Mars: Have the Hellas & Elysium, Venus Next, **Settlers of Catan:** Have the Seafarers and the Knights and Cities expansions. Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Dave **Have Dave Hooton, Kevin Wilson, Chris Geggus, will take up to 3 more.** Hooton(\$), Kevin Wilson(\$), Christopher Hunt(\$), will take up to 1 more.

**Chorkie:** Concordia: Have Bill Scharf(\$), Dave Hooton(\$), Kevin Wilson(\$), will **Robles, will take up to 6 more.** take up to 2 more.

**Kremlin:** Will use the cards from the Revolution expansion and the extra cards originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 3 more.

**Chug:** Agricola: This is the first edition, published by Z-Man Games. Have Dave **originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles,** Hooton, Christopher Hunt(\$), Chris Geggus, will take up to 2 more. will take up to 3 more.

**Chusky:** Puerto Rico: This will include the Buildings expansion. Have Dave **Puerto Rico:** This is the base game. Have Kevin Wilson, Chris Geggus, will take up to 3 more. Hooton, Kevin Wilson(\$), Chris Geggus, will take up to 2 more.

**Cirneco dell'Etna:** Dominion: Have most of the expansion sets plus some extras. **Robo Rally:** Have Chris Geggus, Bill Scharf, Dave Hooton, will take up to 5 more. Have Kevin Wilson, Christopher Hunt(\$), Chris Geggus, Dave Hooton, will take up **Power Grid:** Have 14 different maps, the alternate deck, some promo cards, and to 2 more. Players who have a (\$) after their name have paid the necessary game **the Power Crisis unofficial expansion. Have Kevin Wilson, Chris Geggus, Dave Hooton, will take up to 3 more.** fee.

**Cockalier:** Age of Renaissance: This game will start only after Segugio Italiano **Terraforming Mars:** Have the Hellas & Elysium plus 3 fan-developed maps, has completed. Have Christopher Hunt(\$), Chris Geggus, Dave Hooton, will take **Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Dave Hooton, will take up to 3 more.** 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).

**Race for the Galaxy:** Have The Gathering Storm and Rebel vs. Imperium expansions. Have Kevin Wilson, Christopher Hunt, will take up to 4 more.

**Discworld: Ankh Morpork:** Have Kevin Wilson, Christopher Hunt, will take up to 2 more.

**Terra Mystica:** 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.

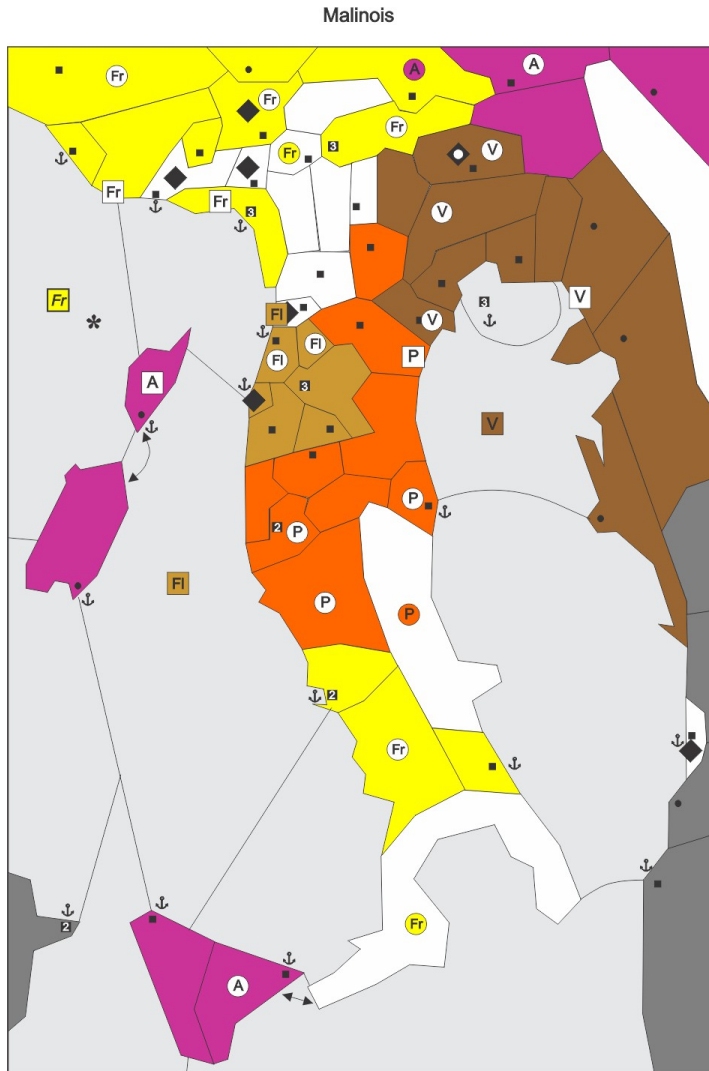
Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subscribers.

#### **Wish List**

**Goa.** Have Chris Geggus, Bill Scharf, will take up to 2 more.

**Malinois**  
**Gunboat Machiavelli**  
**Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press**  
**Spring 1500**  
**Deadline/Summer 1500 8/23 Tuesday**

France retakes the waves while Austria retakes the Tyrol. The Pope advances down the peninsula with Florence looking northwards and Venice consolidating its position.



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

Buils

		Cost
Austria	Maintains all, builds A Austria	15
Florence	Maintains all, builds A Florence, F Pisa	15
France	Maintains all, builds A Avignon, F (Elite Mercenary) Marseilles	30
Papacy	Maintain all, builds A Rome, A Ancona	18
Venice	Maintains all, builds A Padua	15

Expenditures

Florence spends 3 ducats for Famine Relief in Piombino.

France pays 5 ducats to the Moneylenders.

Outstanding Loans

None.

Orders

AUSTRIA: A Carinthia to TYROLEA, A MESSINA to Otranto, A AUSTRIA supports A Carinthia to Tyrolea, F Gulf of Lions supports F Corsica to

Ligurian Sea (DISLODGED, retreat Sardinia, Western Mediterranean, OTB), F CORSICA to Ligurian Sea

- FLORENCE: A PISTOIA supports Papal A Bologna, A Sienna to FLORENCE, A Florence to PISA, F Pisa to LUCCA, F Piombino to TYRRHENIAN SEA
- FRANCE: A Bari to OTRANTO, A SALERNO supports A Bari to Otranto, A AVIGNON holds, A Turin to PAVIA, A Swiss to TURIN, A Tyrolea to MILAN, F PROVENCE supports F Marseilles to Gulf of Lions, F (EM) Marseilles to GULF OF LIONS, F GENOA to Ligurian Sea
- PAPACY: A CAPUA supports A Spoleto to Aquila, A Spoleto to AQUILA, A Mantua to MODENA, A ROME holds, A ANCONA supports F Spoleto to Aquila, F BOLOGNA holds
- VENICE: A Padua to VERONA, A FERRARA supports A Padua to Verona, A TRENТ besieges, F CARNIOLA supports F Croatia to Upper Adriatic, A Croatia to UPPER ADRIATIC

Press

**Gonfaloniere Soderini to His Excellency Pope Alexander VI:** On behalf of the Signoria of Florence, greetings. I, and the Signoria, remain confident of the true value of an alliance between Florence and Holy See and continue our support for your claims to Bologna. We shall offer support where we can but the lack of missives from the Holy See impede the effectiveness of your joint forces. We await your correspondence with great anticipation.

**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 and could offer support if such is requested. We retain our interest in an agreement between our two states, believing such will to be to the benefit of both our states.

**The Signoria of Florence to Maximilian I, Archduke of Austria, King of the Romans & Germany:** Your Majesty, greetings. In the interest of peace and in a desire to demonstrate full transparency, the Florentine Republic is open to your entreaties but have not as yet acted upon your request for support. As we are sure you understand, we continue to correspond with the French King as well. It is not our intent to seek alliance with both France and Austria as such is not tenable in the long run. But, in the interest of transparency, we intend to retain our options until a clear path to mutual benefit can be identified with one or both powers. As such we remain open to additional correspondence provided assurances of peace and plans to our mutual benefit can be reached. You make a valid point of the risk leaving the Pope to his own plans but Florence, while sound of finances is poor in military might. We cannot risk creating animosity with our nearest neighbor. But, we will guard our borders and await your thoughts.

**France to Austria:** I am sorry that we could not work anything out due to your aggressive nature.

**France to Florence:** Thank you for allowing the chance to go to the LS. Once again Austrian aggression prevented me from breaking out to the sea. Hopefully, I can drive him back from our coastal waters and then drive him back to his islands from whence he came. He tasks me, he tasks me and I will follow him to the rings around his islands till I reach Budapest or Venice does.

**France to Moneylenders:** Thank you. Come again. I may be in need of your services this summer.

**France to Papacy:** I hope that your visiting Capua was the same for me visiting Salerno to Just pick up a quick buck, As I would hate to have my fleet distracted from the mission of clearing Austrian Influence from my home waters to have a urgent need to see you in Rome via the TS.

**France to Venice:** I understand that the convoy was impractical for you last season. Unfortunately, My armies in the south may have more problems than they can handle due to possible Papal complications,

**France to Venice:** Which part of Austria would you like are you Hungary for Ghoulash ??

**France to World:** In this regard I am going to play my own smallest violin, on the one hand it is great to have the income from the allied states Naples, Genoa, Milan. But it hurts, when you cannot build units in them to defend them.

**Otranto to Messina:** You stay on your side and I will stay on mine.

**Pope to Florence:** I wish nothing but peace between us. I need your skilled artisans for my dwellings.

**Pope to Venice:** I also wish the Adriatic to be a peaceful sea.

**Venice to World:** Fr needs only one more city to win this game. This is because

A is the only country that tried to stop the French King. In this situation Fl announces joint operations with Fr against A. It is quite surprising, especially in a Gunboat game, that one player is happy to finish last just so another player can win. I expect at least P to attack Naples and V to attack Milan.

GM Note: For a 5-player game using standard victory conditions (such as this game), victory is control of 15 cities. At last accounting, France only had 9 – 6 cities away, not 1.

### Spring 1500 Plague

Poor Year – Row Only: Naples, Modena (Papal A and autonomous garrison destroyed), Perugia, Cremona, Venice, Florence (Florentine A destroyed)

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## Zine Report

### Australian Zines

*Damn the Consequences* Published by Brendan Whyte. Current issue: 224. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Maneater, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Beatlemania, 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: 200. 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

*Dane's Games* Published by Dane Maslen. Current issue: 219. Runs Bourse, By Popular Demand, Choice, Outpost, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, and Where in the World is Kendo Nagasaki?, Grand National, Where is My Mind?, Word Puzzle

*Fury of the Northmen* Published by Colin Bruce. Current issue: 110. Currently running Chess, Diplomacy, Britannia. Game openings for Civilization (the 1980 version), 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. Note that the last issue was published nearly a year ago and Geoff did not respond to an email I sent almost a month ago, so *Quartz* may no longer be a going concern. I will see if I can find out more.

*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: 12. Currently running Railway Rivals, Love Letter, Eat Me!, Fuzzy Borders, Machi Koro, Breaking Away!, Golden Strider. Current game openings: Diplomacy, Dominion, Dream Mile, Snakes and Ladders, Tactical Sumo, Love Letter.

*Cheesecake* Published by Andy Lischett. Current issue: 408. Currently running Diplomacy. No current game openings.

*Eternal Sunshine* Published by Doug Kent. Current issue: 158. 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.

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## Email Games Report

### Seggio Italiano – Age of Renaissance

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

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. Barcelona plays Spice. Hamburg plays Timber, Timber, Spice, Johann Gutenberg, and Charlemagne.

Turn 4 Purchases: Genoa buys Urban Ascendancy and Nationalism. Paris buys a ship upgrade and Printed Word. London buys Urban Ascendancy, Written Record, and Seaworthy Vessels. Venice buys Wind/Watermill. Barcelona buys Printed Word. Hamburg buys Printed Word, Nationalism, Urban Ascendancy, Caravan, The Heavens, and Seaworthy Vessels.

Turn 4 Expansion: Genoa expands to Palma. Paris expands to Waterford and Wales. London expands to Alexandria and Acre, but unsuccessfully to Cairo and Cyprus. Venice buys a card and expands to Kaffa, Kiev, St. Gali, ans Stettin, and unsuccessfully to Tana. Barcelona expands to Grenada, Montpelier, and Tunis.

Hamburg expands to Kiev, Suez, Cyprus, Aleppo,

Alexandria, Cairo, and Sarai.

### 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 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, then adds a delegate to the Scientists. Generation 5 Solar Phase: The global event is Diversity; Arklight and Ecoline benefit. The Scientists become the ruling party; Arklight becomes chair.

Generation 6 Actions: Ecoline builds a city and plants a greenery tile. Factorum introduces Small Animals and trades with Miranda. Saturn Systems adds a delegate to Unity and spends heat to raise the temperature. Robinson Industries builds Space Hotels and joins a Cartel. Arklight gains Energy Saving and builds a Capital. Ecoline builds an Urbanized Area and founds Mars University. Factorum adds a resource to Small Animals. Saturn Systems uses Water Splitting and adds a resource to Refugee Camps. Robinson Industries initiates Titan Air-Scrapping and adds resources to it. Arklight uses Nitrite-Reducing Bacteria to raise its TR and sells a card. Ecoline adds a delegate to Mars First. Factorum plants Moss and funds the Desert Settler award. Saturn Systems does some Supported Research and starts Dusk Laser Mining. Robinson Industries increases its energy production and adds a delegate to the Greens. Arklight adds a delegate to Unity. Ecoline adds a resource to Asteroid Hollowing. Factorum uses Equatorial Magnetizers. Saturn Systems builds Martian Rails and a Parliament Hall. Arklight builds Zeppelins. Ecoline adds a resource to Regolith Eaters. Factorum adds a delegate to Mars First. Saturn Systems develops Optimal Aerobraking and brings in some Imported Nutrients. Arklight spends resources from GHG Producing Bacteria to raise the temperature. Factorum pays to draw a card with a building tag. Saturn Systems activates Martial Rails for cash.

Generation 6 Solar Phase: The Global Event is Microgravity Health Problems, but nobody is affected. Unity becomes the ruling party and Saturn Systems becomes the new chair.

Generation 7 Actions: Factorum gains 1 energy production, then builds an Asteroid Deflection System.

### Klee Kai – Power Grid

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 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. Turn 8 Grid Connections: TRC connects to Macapá

and Manaus. Vitória Verde connects to Montes Carlos. Amazonian Amperage connects to Salvador de Bahia, Aracaju, and Porto Vehlo. Viral Growth connects to Natal.

Turn 9 Bidding: Viral Growth gains power plant 29. No other power plants are purchased.

Turn 9 Fuel Purchases: Amazonian Amperage buys oil and coal. Viral Growth buys oil.

Turn 9 Grid Connections: Vitória Verde connects to Curitiba, Lonorina, Camp Grande, and Vitória. TRC connects to Boa Vista, Parnaíba, São Luís, and Campina Grande. Viral Growth connects to Macapá and Fortealeza.

Turn 10 Bidding: No power plants are purchased.

Turn 10 Fuel Purchases: Amazonian Amperage and Viral Growth each buy oil and coal. TRC and Vitória Verde each buy biogas and uranium.

Turn 10 Grid Connections: Viral Growth connects to Manaus and Bao Vista.

Turn 11 Bidding: Viral Growth gains the Flux Generator after spirited bidding. Vitória Verde gains the Theme Park after heavy bidding. A Surplus of oil occurs.

### 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 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. Manutech builds an SF Memorial. Inventrix launches a Red Spot Observatory. Manutech adds to its Security Fleet. Inventrix adds a resource to the Red Spot Observatory. Manutech acquires some Lunar Exports. Inventrix uses some Floater Prototypes to add resources to the Red Spot Observatory, and checks in on the Inventors' Guild, but passes on the result.

Generation 3: Philares trades with Luna and develops a Business Network. Inventrix builds a colony on Titan, gaining floaters on Red Spot Observatory, and adds another resource to that card. Aphrodite gains an Acquired Company and spends plants for a greenery tile. Manutech trades with Europa. Factorum pays for Insulation and claims the Investor milestone. Philares builds a Business Network and uses it to draw a card, which it buys. Inventrix builds an Energy Market then uses it to sell off some production. Aphrodite sponsors the Release of Inert Gasses. Manutech build Noctis City. Factorum uses heat to raise the temperature 2 steps. Philares develops Decomposers and spreads Archaeobacteria.

### Cav-a-Jack – Agricola

Player
Chris Geggus
Dave Hooton
Christopher Hunt
Andy York

Bill Scharf

Round 9: York remains starting player, builds a Dovecote, and builds a Clay Oven, baking bread. Scharf collects 6 clay. Geggus collects 2 reeds, 1 stone, and 1 wood. Hooton gains Pottery. Hunt adds a room to his wooden hut and builds 2 stables. York plays the Stablehand occupation. Scharf collects 1 stone. Geggus grows his family and builds a Chicken Coop. Hooton collects 6 wood. Hunt collects 5 wood. Scharf renovates

to a clay hut and builds a Stone Oven, baking bread. Hooton plays the Stockman occupation. Hunt spends a food to gain a cattle. Hooton goes Fishing for 4 food.

Harvest Phase 3: York harvests 1 grain and 2 wood. Hooton uses Pottery and the Tinsmith to convert clay into food, Hunt uses the Cabinetmaker to convert wood into food, York uses the Potter to convert clay into food, Scharf gains food from the House Goat, and Geggus cooks 2 sheep into food. Hunt breeds a cattle.

Round 10: York collects 2 reeds. Scharf plays the Gardener occupation. Geggus collects 4 wood. Hooton builds 3 stables. Hunt grows his family and gains an Ox Team, plowing 3 fields. York renovates into a clay hut and uses the Market Stall. Scharf becomes starting player and plays a Horse. Geggus adds a room to his wooden hut. Hooton cooks a sheep and collects 2 wild boar. Hunt collects 4 wood. Scharf plays the Animal Breeder occupation. Geggus collects 2 sheep. Hooton plows a field. Hunt collects a vegetable. Hooton plays Pelts.

Round 11: Scharf fences a pasture and gains 2 sheep. Geggus plays the Market Crier. Hooton collects 2 reeds, 1 stone, and 1 wood. Hunt collects 1 reed. York collects 4 wood. Scharf collects 2 grain.

Geggus grows his family, plays a Broom, gaining 7 new minor improvements, and gains a Fishing Rod. Hooton adds a room to his wooden hut. Hunt builds a Wildlife Reserve. York collects 2 stone. Scharf

Player
Chris Geggus
Andy York
Kevin Wilson
Martin Burgdorf
Christopher Hunt

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. Kevin builds a Construction Hut. Martin builds a Sugar Mill. Christopher builds a Black Market.

Turn 3: Kevin selects the Mayor and populates the Construction Hut and indigo plantation. Martin

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

sows grain and vegetables and bakes bread. Geggus goes Fishing, gaining 4 food. Hooton collects 6 clay. Hunt plays the Piecemaker occupation. Hooton cooks a wild boar and plows a field. Hunt collects 2 vegetables.

Harvest Phase 4: Scharf harvests a grain and a vegetable. York harvests a grain and 2 wood. Hooton uses Pottery and the Tinsmith to convert clay into food. Hunt uses the Cabinetmaker and Turner to convert wood into food. York uses the Potter to convert clay into food. Scharf gains food from the House Goat. All players feed their families. Geggus and Scharf each breed a sheep. Hooton breeds a wild boar. Hunt breeds a cattle. Round 12: Scharf collects 4 wood. Geggus grows his family. Hooton cooks 2 wild boar and collects 2 cattle. Hunt collects 1 reed, 1 stone, and 2 wood. York collects 6 wood. Scharf builds Fences and pays for 2 cattle. Geggus collects 2 grain and 1 vegetable with the Market Crier, and all other players gain 1 grain. Hooton grows his family and obtains a Builder's Trowel. Hunt adds a room to his wooden hut. York collects 3 stone. Scharf remains as first player and builds a Swing Plow. Geggus plays the Clay Seller occupation. Hooton pays 3 food to Geggus to collect 9 clay. Hunt grows his family. Geggus collects 4 clay. Hooton collects 1 reed and uses the Builder's Trowel to renovate to a clay hut. Hunt sows 1 grain and 3 vegetables.

Round 13: Scharf uses the Swing Plow to plow 3 fields and Hunt uses the Punner to plow a field. Geggus plows a field and sows 2 grain and 1 vegetable. Hooton collects a vegetable. Hunt collects 5 wood. York renovates to a stone house and builds a Well. Scharf sows 1 grain and 1 vegetable and bakes 1 grain into 4 food. Geggus collects 3 wood. Hooton collects 2 stone. Hunt collects a sheep and a food. York builds Fences and gains a stable. Scharf collects 3 sheep. Geggus collects 6 clay. Hooton moves a family member from the Reed Hut to the main house. Hunt gains 5 food from the Traveling Players. Geggus plays the Stonebreaker occupation. Hooton collects and cooks 3 wild boar. Hunt builds 2 stables. Geggus becomes starting player and uses Stone Exchange with clay. Hooton collects 1 reed, 1 stone, and 1 wood and cooks a cattle. Hunt takes a cattle.

Harvest Phase 5: Scharf harvests 2 grain and 2 vegetables. Geggus harvests 2 grain and a vegetable. Hunt harvests 1 grain and 3 vegetables. Hooton uses Pottery to convert clay into food. Hunt converts 3 vegetables into food. York uses the Potter to convert clay into food. Scharf gains 1 food from the House Goat. Geggus cooks a sheep for food and converts one grain into food. All players feed their families. Geggus breeds a sheep. Hooton and Hunt both breed cattle. Scharf breeds a sheep and a cattle.

Round 14: Geggus collects 4 wood. Hooton plows a field and shows a grain and a vegetable. Hunt plays the Wooden Hut Builder occupation. York collects a cattle. Scharf sows a grain and bakes a grain into 4 food.

### **Cavochoch – Puerto Rico with Buildings**

populates the corn plantation. Christopher populates the Black Market. Chris populates the Tobacco Storage and moves a colonist from an indigo plantation to a tobacco plantation. Andy populates the Indigo Plant. Martin selects a Prospector. Christopher selects the Settler and gains a Quarry. Chris and Andy each take a tobacco plantation. Kevin takes a Quarry with the Construction Hut. Martin takes a sugar plantation. Chris selects the Craftsman and produces tobacco. Andy and Kevin each produce indigo. Martin and Christopher each produce corn. Andy selects a Prospector.

Turn 4: Martin selects the Trader and trades corn. Chris trades tobacco. Christopher selects the Captain and ships corn. Chris ships tobacco. Andy and Kevin both ship indigo. Martin ships corn. Chris selects the Mayor and populates the Tobacco Storage, tobacco plantation, and indigo plantation. Andy populates the indigo plantation and Indigo Plant. Kevin populates a Quarry and the Indigo Plant. Martin populates the Sugar Mill. Christopher populates San Juan. Andy selects the Builder and builds a Tobacco Storage. Martin builds a Large Warehouse. Christopher builds a Tobacco Storage. Kevin selects a Prospector.

Turn 5: Christopher selects the Settler and takes a quarry. Chris takes a corn plantation. Andy takes a tobacco plantation. Kevin uses the Construction Hut to take a quarry. Martin takes a sugar plantation. Chris selects the Mayor, populates the sugar plantation and Small Sugar Mill, and moves a colonist from the Tobacco Storage to a corn plantation. Andy populates the Aqueduct. Kevin populates the quarry. Martin populates a sugar plantation. Christopher populates the Tobacco Storage. Chris populates the Tobacco Storage and Coffee Roaster. Andy populates the tobacco plantation and Tobacco Storage and moves a colonist from the Aqueduct to the Small Warehouse. Kevin populates the Small Wharf and San Juan. Christopher selects a Prospector.

Turn 6: Andy selects the Mayor and populates the Tobacco Storage, Aqueduct, and tobacco plantation. Kevin populates San Juan. Martin populates a sugar plantation. Christopher populates San Juan. Chris populates the Tobacco Storage.

### **Cavador – Dominion**

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

Round 4: Hooton plays a Haggler, buys a Highwayman and gains an Ironworks. Geggus reveals 3 Copper and buys a Silver. Discards are reshuffled after 2 draws. Hibbert reveals 3 Copper and buys a Silver. Discards are reshuffled after 1 draw. Hunt reveals 3 Copper and 1 Silver and buys a Graverobber. Discards are reshuffled before any draws. Wilson reveals 2 Copper and buys a Squire. Discards are reshuffled before any draws. Scharf reveals 2 Copper and 1 Silver and buys an Ironmonger. Discards are reshuffled after 2 draws.

Round 5: Hooton plays an Ironmonger, drawing a card and revealing a Necropolis, which he keeps on top of

his deck, plays a Haggler, reveals 3 Copper, buys a Bandit Camp, and gains an Ironmonger. Geggus plays a Graverobber, trashing a Necropolis and gaining an Ironmonger, reveals 2 Copper, buys an Estate, and trashes a Hovel. Hibbert plays a Bandit Camp, gaining a Spoils, draws a card, reveals 5 Copper and buys a Bandit Camp.

Hunt plays a Graverobber, trashing a Necropolis and gaining an Ironmonger, reveals a hand containing 3 Copper, and buys a Silver. Wilson plays a Haggler, reveals a hand containing 4 Copper, buys a Gold and gains an Ironworks. Scharf reveals 3 Copper and 1 Silver and buys a Bandit Camp.

Round 6: Hooton plays a Necropolis, a Squire, gaining a Silver, a Highwayman, reveals 2 Copper, and buys a Silver. Geggus reveals 3 Copper and 1 Silver and buys an Ironmonger. Hibbert reveals 2 Copper and 2 Silver and buys a Bandit Camp.

Discards are reshuffled after 2 draws. Hunt plays an Ironworks, gaining an Ironmonger, reveals 2 Copper and 1 Silver and buys a Silver. Discards are reshuffled after 4 draws. Wilson plays a Bandit Camp, gaining 1 Spoils and drawing a card, plays a Squire, gaining a Silver, reveals 1 Copper and 1 Spoils, and buys an Ironworks, returning the Spoils to the pile. Discards are reshuffled after 3 draws.

Scharf plays an Ironworks, gaining an Ironmonger, reveals 1 Copper and 1 Silver, and buys a Squire.

Round 7: Hooton discards the Highwayman, reshuffles his discards, draws 3 cards, plays a Squire, gaining 2 actions, plays a Highwayman, plays an Ironworks, gaining a Silver, reveals 3 Copper and 1 Silver, and buys a Gold. Geggus plays a Squire, gaining a Silver, reveals 2 Copper and 2 Silver, and buys a Gold. Hibbert plays a Chapel, trashing 2 Copper, a Hovel, and a Necropolis. Hunt plays an Ironmonger, draws a card, reveals an Ironmonger, returning it to his deck, reveals 2 Copper and 2 Silver and buys a Bandit Camp. Wilson plays an Ironworks, gains a Silver, reveals 3 Copper, and buys a Silver. Scharf plays an Ironmonger, reshuffles his discards, draws a card, reveals a Hovel, which is discarded, plays another Ironmonger, draws another card, and reveals a Squire, which he keeps in place, plays a Bandit Camp, gaining Spoils, plays a Squire for 2 buys, reveals 3 Copper and 1 Silver, and buys a Chapel and a Silver.

Round 8: Hooton discards the Highwayman, draws 3

cards, plays an Ironmonger, drawing a card and revealing a Silver, which is discarded, plays a Bandit Camp, gaining Spoils and drawing a card, plays a Haggler, reveals 4 Copper and 1 Silver, buys a Province, trashing the Hovel, and gains a Gold. Geggus plays an Ironmonger, drawing a card and revealing a Silver, which is kept on top of his deck, then reveals 3 Copper and 2 Silver and buys a Province. Hibbert plays a Bandit Camp, gaining Spoils, reveals 4 Copper and Spoils and buys a Gold. Spoils is returned to its pile. Hunt plays an Ironmonger, drawing a card and revealing a Silver, which he keeps on his deck, plays a Graverobber, trashing an Ironworks and gaining a Gold, reveals 3 Copper and buys a Silver. Wilson plays a Bandit Camp, gaining Spoils and drawing a card, reveals 3 Copper, 1 Gold, and 1 Spoils, and buys a Province. The Spoils is returned to its pile. Scharf reveals 3 Copper and 1 Silver and buys a Specialist. Draws 4 cards and reshuffles his discards.

Round 9: Hooton plays an Ironmonger, drawing a card and revealing a Copper, which is discarded, plays a Bandit Camp, gaining Spoils and drawing a card, plays a Squire, gaining 2 actions, plays a Haggler, reveals 1 Copper and 2 Silver, buys a Province, and gains a Gold. Geggus plays a Squire and buys a Gold and 2 Copper. Hibbert plays a Bandit Camp, another Bandit Camp, and buys a Province. Hunt plays an Ironmonger and buys a Duchy, trashing a Hovel. Wilson plays a Necropolis, an Ironworks, gaining an Estate, a Squire, gaining a Silver, and buys an Ironworks. Scharf plays a Necropolis, an Ironmonger, a Bandit Camp, Ironworks, gaining a Silver, and buys a Bandit Camp.

Round 10: Hooton buys a Province. Geggus plays a Graverobber, gaining an Ironworks from the trash, and buys a Highwayman. Hibbert plays a Bandit Camp and a Chapel, trashing 3 Copper. Hunt plays an Ironmonger, a Bandit Camp, and buys a Province. Wilson plays an Ironworks, gaining an Ironworks, a Haggler, reveals 2 Copper and 1 Silver, buys a Duchy, and gains a Squire. Scharf plays an Ironmonger, draws a card, and reveals an Overgrown Estate, which is discarded, draws another card, plays a Chapel, trashing 2 Copper and a Hovel, reveals a Silver, and buys a Chapel.

Round 11: Hooton plays an Ironmonger, drawing a card and revealing a Silver, which is kept on top of the deck, plays a Necropolis, an Ironworks, gaining a Silver, a Highwayman, reveals 2 Copper, and buys a Silver. Geggus plays an Ironmonger, drawing a card and revealing a Copper, which is discarded, reveals 1 Copper, 2 Silver, and 1 Gold and buys a Province. Hibbert plays a Bandit Camp, drawing a card and gaining Spoils, plays 2 Silver, 1 Gold, and 1 Spoils, and buys a Province. The Spoils is returned to its pile. Hunt plays an Ironmonger, drawing a card and revealing a Copper, which is discarded, reveals 1 Copper, 1 Silver, and 1 Gold, and buys a Bandit Camp. Wilson plays an Ironworks, gaining an Estate, draws a card, reveals 1 Silver, 1 Gold, and 1 Spoils, and buys a Duchy. The Spoils is returned to its pile. Scharf plays a Squire, gaining a Silver, reveals 3 Copper and 1 Silver, and buys a Duchy. Discards are reshuffled after the first draw.

Round 12: Hooton discards the Highwayman, reshuffling his discards and drawing 3 cards, reveals 1 Copper, 3 Silver, and 1 Gold and buys a Province. Geggus reveals 3 Copper and 1 Silver and buys a Highwayman. Hibbert plays a Bandit Camp, draws a card and gains Spoils, reveals 1 Copper and 3 Spoils, and buys a Province. Spoils are returned to their pile. Discards are reshuffled after 2 draws. Hunt plays an Ironmonger, drawing a card and revealing a Silver, which is kept on top of the deck, plays a Bandit Camp, drawing a card and gaining Spoils, reveals 4 Copper and 1 Silver and buys a Duchy. Wilson plays an Ironworks, gaining a Silver, reveals 2 Copper, and buys a Silver. Scharf plays an Ironmonger, drawing a card and revealing a Silver, which is kept, plays a Squire, gaining a Silver, reveals 1 Copper, 1 Silver, and 1 Spoils, and buys a Province. The Spoils is returned to its pile.

Round 12: Hooton plays a Bandit Camp, drawing a card and gaining Spoils, plays Ironworks, gains a Silver, reveals 3 Copper and 1 Silver, and buys a Gold. Geggus plays an Ironmonger, drawing a card and revealing a Copper, which is discarded, plays an Ironworks, gaining a Chapel, reveals 2 Copper and 1 Silver, and buys a Highwayman. Hibbert plays a Bandit Camp, drawing a card and gaining Spoils, reveals 1 Copper, 1 Silver, 1 Gold, and 1 Spoils, and buys a Province. The Spoils is returned to its pile. Hunt plays an Ironmonger, drawing a card, reshuffling his discards, and revealing a Copper, which is discarded, reveals 1 Copper, 2 Silver, and 1 Spoils, and buys a Province. The Spoils is returned to its pile.

### Bordoodle – Race for the Galaxy

cards and keep 1. Mos Eisly draws 3 cards and keeps 2. Eridani Edict draws 3 cards and keeps 2. Slow Hampsters draw 4 cards and keep 1.

Round 1 Develop: Slow Hampsters play Expedition Force.

Round 1 Produce: Galactic Freedom League discards a card to produce on Damaged Alien Factory.

Round 2 Phase Selection: Galactic Freedom League selects Consume (Trade). Mos Eisly and Eridani Edict select Settle. Slow Hampsters selects Explore (+1, +1).

Round 2 Explore: Galactic Freedom League, Mos Eisley, and Eridani Edict each draw 2 cards and keep 1. Slow Hampsters draw 6 cards and keep 2.

Round 2 Settle: Eridani Edict discards 2 cards to play Spice World, gaining a card. Slow Hampsters conquers Sumgling Lair, gaining a rare windfall good.

Round 2 Consume: Galactic Freedom League trades 1 alien good from Damaged Alien Factory for 5 cards. Slow Hampsters consume 1 rare good on Sugdling Lair, gaining 2 cards.

Player	Faction
Chris Hibbert	Galactic Freedom League
Christopher Hunt	Mos Eisly
Kevin Wilson	Eridani Edict
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.

Round 1 Phase Selection: Galactic Freedom League selects Produce. Mos Eisly and Eridani Edict select Explore (+1, +1). Slow Hamsters selects Develop.

Round 1 Explore: Galactic Freedom League draw 2

Round 3 Phase Selection: Galactic Freedom League and Mos Eisley both select Develop. Eridani Edict selects Eplore (+1, +1). Slow Hamsters selects Settle.

Round 3 Explore: Galactic Freedom League and Mos Eisley each draw 2 cards and keep 1. Eridani Edict draws 3 cards and keeps 2. Slow Hamsters draw 5 cards and keep 1.

Round 3 Develop: Galactic Freedom League discards 5 cards to play Pan Galactic Research, claiming the first 6-value development goal. Mos Eisley discards 5 cards to play Alien Tech Institute, also claiming the First 6-value development goal. Slow Hamsters discard 1 card to play Rebel Pact.

Round 3 Settle: Eridani Edict conquers Star Nomad Lair, gaining a novelty windfall good. Slow Hamsters conquers New Sparta, drawing a card.

Round 4 Phase Selection: Galactic Freedom League selects Produce. Mos Eisley selects Explore (+1, +1). Eridani Edict selects Consume (Trade). Slow Hamsters selects Settle.

Round 4 Explore: Galactic Freedom League draws 4 cards and keeps 2. Mos Eisly draws 3 cards and keeps 2. Eridani Edict draws 3 cards and keep 1. Slow Hamsters draw 5 cards, combines them with their hand, and discards 4.

Round 4 Settle: Galactic Freedom League discards 3 cards to settle Galactic Resort, gaining a novelty windfall good. Slow Hamsters conquers Runaway Robots, gaining a rare windfall good and drawing a card.

Round 4 Consume: Galactic Freedom League consumes 1 novelty good from Galactic Resort on Galactic Resort gaining 1VP and 1 card. Eridani Edict trades 1 novelty good from Star Nomad Lair for 5 cards. Slow Hamsters consume 1 rare good on Suggling Lair, gaining 2 cards.

Round 4 Produce: Galactic Freedom League discards a card to produce on Damaged Alien Factory, produces on Galactic Resort, and gains 2 cards from Pan-Galactic Research. Mos Eisly gains a card from Rebel Cantina. Eridani Edict produces on Spice World and discards 2 cards.

Round 5 Phase Selection: Galactic Freedom League selects Consume (Trade). Mos Eisley selects Explore

(+1, +1). Eridani Edict selects Consume (Trade). Slow Hamsters selects Settle.

Round 5 Explore: Galactic Freedom League draws 4 cards and keeps 2. Mos Eisly draws 3 cards and keeps 2. Eridani Edict draws 3 cards and keep 1. Slow Hamsters draw 5 cards, combines them with their hand, and discards 4.

Round 5 Settle: Galactic Freedom League discards 4 cards to settle Distant World. Mos Eisly passes. Eridani Edict discards 3 cards to play Galactic Bazaar, gaining a novelty windfall good. Slow Hamsters discards 2 cards to play Imperium Warlord, drawing a card.

Round 5 Consume: Galactic Freedom League trades 1 alien good from Damaged Alien Factory for 5 cards and consumes 1 novelty good from Galactic Resort on Galactic Resort gaining 1VP and 1 card. Eridani Edict trades 1 novelty good from Spice World for 5 cards and consumes a novelty good from Galactic Bazaar on Epsilon Eridani for 1 card and 1VP, then discard 3 cards.

Round 6 Phase Selection: Galactic Freedom League selects Produce. Mos Eisley selects Produce. Eridani Edict selects Develop. Slow Hamsters selects Settle.

Round 6 Develop: Galactic Freedom League discards 3 cards to play Diversified Economy. Mos Eisley passes. Eridani Edict spends 2 cards to play Terraforming Robots. Slow Hamsters discard 1 card to play Investment Credits.

Round 6 Settle: Galactic Freedom League discards 2 cards to settle Earth's Lost Colony. Mos Eisly discards 3 cards to play Alien Rosetta Stone. Eridani Edict passes. Slow Hamsters conquers Hidden Fortress, drawing a card.

Round 6 Produce: Galactic Freedom League discards a card to produce on Damaged Alien Factory, produces on Galactic Resort, Distant World, and Earth's Lost Colony, gains 2 cards from Pan-Galactic Research, 3 cards from Diversified Economy, and gains the goal to be the first player to have 4 goods in his tableau. Mos Eisly gains a card from Rebel Cantina. Eridani Edict produces on Spice World.

Round 7 Phase Selection: Galactic Freedom League selects Consume (Trade). Mos Eisley selects Explore (+1, +1). Eridani Edict selects Explore (+1, +1). Slow Hamsters selects Develop.

Round 7 Explore: Galactic Freedom League draws 4 cards and keeps 2. Mos Eisly draws 3 cards and keeps 2. Eridani Edict draws 4 cards and keeps 2. Slow Hamsters draw 6 cards, combines them with their hand, and discards 5.

Round 7 Develop: Galactic Freedom League discards 5 cards to play Galactic Exchange. Mos Eisley passes. Eridani Edict spends a card to play Development Credits. Slow Hamsters plays Colony Ship.

Round 7 Consume: Galactic Freedom League trades 1 alien good from Damaged Alien Factory for 5 cards, and consumes 1 novelty good from Galactic Resort on Galactic Resort gaining 1VP and 1 card, and consumes a novelty good from Earth's Lost Colony and a genes good from Distant World on Galactic Exchange, gaining 2 cards and 2VP, claiming first player to have 5VP chits goal. Eridani Edict consumes a novelty good from Spice World on Epsilon Eridani, gaining 1 card and 1 VP.

Round 8 Phase Selection: Galactic Freedom League selects Produce. Mos Eisley selects Settle. Eridani Edict selects Produce. Slow Hamsters selects Settle.

Round 8 Settle: Galactic Freedom League discards 7 cards to settle Alien Data Repository. Mos Eisly conquers Alien Robot Scout Ship, gaining 1 alien windfall good and drawing a card. Eridani Edict discards 3 cards to play Prosperous World. Slow Hamsters conquers Lost Alien Battlefleet, drawing a card.

Round 8 Produce: Galactic Freedom League discards a card to produce on Damaged Alien Factory, produces on Galactic Resort, Distant World, Earth's Lost Colony, and Alien Data Repository, gains 2 cards from Pan-Galactic Research, and 3 cards from Diversified Economy. Mos Eisly gains a card from Rebel Cantina. Eridani Edict produces on Spice World, Star Nomad Lair, and Prosperous World. Slow Hamsters produce on Lost Alien Battlefleet.

### Cavapoo – Discworld: Ankh Moorpark

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

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. PIKES plays The Beggars' Guild on The Blue Meanies, who must give him 2 cards, and places a minion and Trouble marker in Dimwell.

Round 3: The Blue Meanies gain \$1 from Nap Hill and play the Ankh Moorpark Sunshine Dragon Sanctuary. Gentle Rain, TTG, and PIKES give The Blue Meanies \$1 each. The Blue Meanies then play Zorgo the Retro-Phrenologist, changing their personality card. Gentle Rain plays Here'n'Now, rolling a 4 to no effect, then plays Mr. Gryle, removing a green minion and Trouble marker from Dimwell and gaining \$1. PIKES plays Gaspode to prevent the removal. TTG plays Sonky Shop, discarding a card for \$1 and spends \$12 to build a building in The Hippo. PIKES plays Mr. Bent, taking out a \$10 loan, Foul Ole Ron, moving a blue minion from Nap Hill to Unreal Estate and placing a Trouble marker there, and the History Monks, drawing 4 cards from the discards and placing a minion in Isle of Gods.

Round 4: The Blue Meanies gain \$1 from Nap Hill, play The Fire Brigade on TTG, who pay him \$5 to save the building in The Hippo, then play Harry King, placing a minion somewhere and discarding 3 cards for \$6. Gentle Rain plays Dr. Whiteface on PIKES, who pays him \$5 to discard it and places a minion in Longwall. TTG gains \$2 from The Hippo and plays The Thieves' Guild, gaining \$2 from each other player and placing a minion and Trouble marker in Isle of Gods. PIKES plays Nobby Nobbs, taking \$3 from The Blue Meanies, then plays Sacharissa Crisplock, gaining \$5 and placing a minion in Nap Hill.



Round 5: The Blue Meanies gain \$1 from Nap Hill, play The Bank of Ankh Morpork, taking out a \$10 loan, and The Seamstress' Guild, giving PIKES a card, gaining \$2 from them, and placing a minion in Seven Sleepers. Gentle Rain plays Hex, drawing 3 cards and spending \$6 for a building in The Scours. TTG collects \$2 from The Hippo and plays Dr. Cruces, removing the red minion and Trouble from The Shades and collecting \$3. PIKES plays Mr. Boggis, taking \$2 from each other player, and places a minion and Trouble marker in Dragon's Landing.

Round 6: The Blue Meanies gain \$1 from Nap Hill and play the Librarian, drawing 4 cards. Gentle Rain plays The Dean, triggering a Flood in Dragon's Landing (no effect) and Dolly Sisters. TTG moves a minion to Nap Hill, adding Trouble. PIKES moves a minion to Dragon's Landing. The Blue Meanies move a minion to Dragon's Landing. Gentle Rain moves a minion to Unreal Estate. Trouble removed from Dolly Sisters. Gentle Rain removes a blue

minion and Trouble from Unreal Estate, then plays Leonard of Quirm, drawing 4 cards. TTG gains \$2 from The Hippo and plays The Royal Mint, spending \$6 for a building in The Shades and gaining \$5. PIKES plays Groat, placing a minion and Trouble marker in Longwall.

Round 7: The Blue Meanies gain \$1 from Nap Hill and play Gargoyles, drawing 1 card and spending \$18 for a building in Seven Sleepers. Gentle Rain plays The Senior Wrangler, drawing the Mysterious Murders event. TTG removes a green minion and Trouble from Longwall, but PIKES plays Gaspode to counter it. PIKES removes a yellow minion and Trouble marker from Nap Hill. TTG plays Fresh Start Club to have that minion reappear in Dolly Sisters. The Blue Meanies remove a yellow minion from Dolly Sisters. Gentle Rain removes a blue minion and Trouble from Dragon's Landing, but The Blue Meanies play Susan to prevent this. Gentle Rain then plays Mrs. Cake, looking at 2 of the 3 unused Personality Cards, gaining \$2, and declining to build. TTG collects \$2 from The Hippo and plays Doctor Hix. The event is Earthquake: buildings in The Hippo and The Shades are removed. TTG then places a Trouble marker in The Scours and plays The Disk, spending \$12 for a building in The Hippo and gaining \$2. PIKES plays Stanley, taking 2 cards at random from Gentle Rain and returning one of them, then placing a minion and Trouble marker in Dolly Sisters.

Round 8: The Blue Meanies gain \$1 from Nap Hill, \$3 from Seven Sleepers, play Pondor Stibbons, drawing the Trolls event. A troll and Trouble both appear in Seven Sleepers and Nap Hill, and a troll alone in Small Gods. The Blue Meanies then play Gimlet's Dwarf Delicatessen, gaining \$3 and placing a minion and Trouble marker in Small Gods, and Sgt. Colon, removing the Trouble marker from Dragon's Landing and placing a minion in Isle of Gods. Gentle Rain reveals that he is Dragon, King of Arms, and given that there are 8 Trouble markers on the board, declares victory! Congratulations to Bill!

**Cesky Terrier – Terra Mystica**

Player	Faction
Christopher Hunt	Halflings
Martin Burgdorf	Fakirs
Bill Scharf	Auren

Kevin Wilson	Dwarves
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Round 1: The Halflings burn 3 power to advance 3 power then spend 3 power for a priest. The Fakirs spend 3 workers to transform F1 to desert, gaining 2VP, and 1 worker and 2 coins to place a dwelling there. The Auren spend 1 priest, 2 workers, and 5 coins to reduce the cost of shovels, gaining 6VP.



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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!