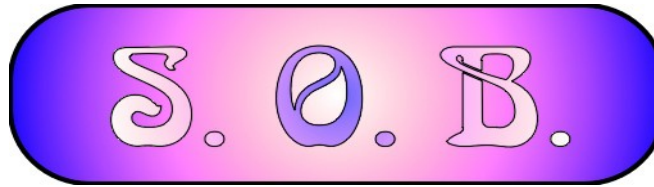


Number 276



August, 2022

Notes from Hades

It occurs to me that I haven't really described recently (or perhaps at all) my method for determining game starts here. It all starts with the Wish List. Any games requested by players that I have an interest in running start here. I will also put a game on the Wish List when a game of that type starts. Games remain on the Wish List until they are half filled, which is when they get a name and are moved to the Game Openings. Games will stay on the Game Openings until I have an available slot for them. I currently am running 10 games maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris at any one time. When one game ends, I start up a new one from the Game Openings. Typically, I will prioritize games that are full. If there are no full games, then I will usually just go down the list unless a player has expressed a certain type running at a time. The only exception to that is Terraforming Mars, because there is enough interest in that game to sustain 2 simultaneous games. I will also always have a Machiavelli game going.

Since the last issue, 4 games have completed. They are: Klee Kai, a Grid game won by Dave Hooton, Cav-a-Jack, an Agricola game, also won by Dave Hooton, Cavador, a Dominion game also won by Dave Hooton, Bordoodle, a Reception of the Galaxy game won by Chris Hibbert. Congratulations to the winners.

The next deadline is **Tuesday, September 27 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(\$), Brendan Whyte(\$), will take up to 2 more.

Chi Chi: Citadels: Have the Deluxe version. 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.

Chiwieenie: Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Dave Hooton(\$), Kevin Wilson(\$), Christopher Hunt(\$), Martin Burgdorf(\$). This game is full.

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

Chug: Agricola: This is the first edition, published by Z-Man Games. Have Dave Hooton, Christopher Hunt(\$), Chris Geggus, will take up to 2 more.

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

Cirneco dell'Etna: Dominion: Have most of the expansion sets plus some extras. Have Kevin Wilson(\$), Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton, Chris

Cockalier: Age of Renaissance: This game will start only after Segugio Italiano has completed. Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton., Bob

Cockapoo: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed expansions. Have Dave Hooton, Kevin Wilson(\$), Chris Geggus, Brendan

Corgidor: Puerto Rico: This is the base game. Have Kevin Wilson(\$), Chris Geggus, Chris Hibbert(\$), will take up to 2 more.

Corman Shepherd: Outpost: This will use the usual rules. Have Kevin Wilson(\$), Dave Hooton, Bill Scharf(\$), Dane Maslen(\$), will take up to 6 more.

Dachsador: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, Kevin Wilson(\$), Chris Geggus, Brendan

Dandie Dinmont Terrier: Robo Rally: Have Chris Geggus, Bill Scharf(\$), Dave Hooton, Brendan Whyte(\$), will take up to 4 more.

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

S.O.B. is a zine of unusual postal games, and anything else I feel like including.

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Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Wish List

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

Caverna: A game of farming and mining very similar to Agricola. Have Bill Scharf, will take up to 6 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson, Ward Narhi, Martin Burgdorf, will take up to 4 more.

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

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

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

Power Grid Factory Manager: Have Andy York, Chris Geggus, will take up to 3 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf, Bob Robles, Chris Geggus, Mike Pollard, will take up to 4

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, Bob Robles, will take up to 4 more.

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, Bob Robles, will take up to 6 more.

Kremlin: Will use the cards from the Revolution expansion and the extra cards **Terraforming Mars: Ares Expedition:** Have Kevin Wilson, Martin Burgdorf, originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 2 more.
will take up to 3 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and Wilson, will take up to 4 more.

the Power Crisis unofficial expansion. Have Kevin Wilson, Chris Geggus, Dave **7 Wonders:** Have the Wonder Pack, Leaders, Cities, Babel, and Armada Hooton, will take up to 3 more.

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

Discworld: Ankh Morpork: Have Kevin Wilson, Christopher Hunt, will take up to 2 more.
Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

Terra Mystica: Have Kevin Wilson, will take up to 4 more.

History of the World: Have Kevin Wilson, will take up to 6 more.

Malinois

Gunboat Machiavelli

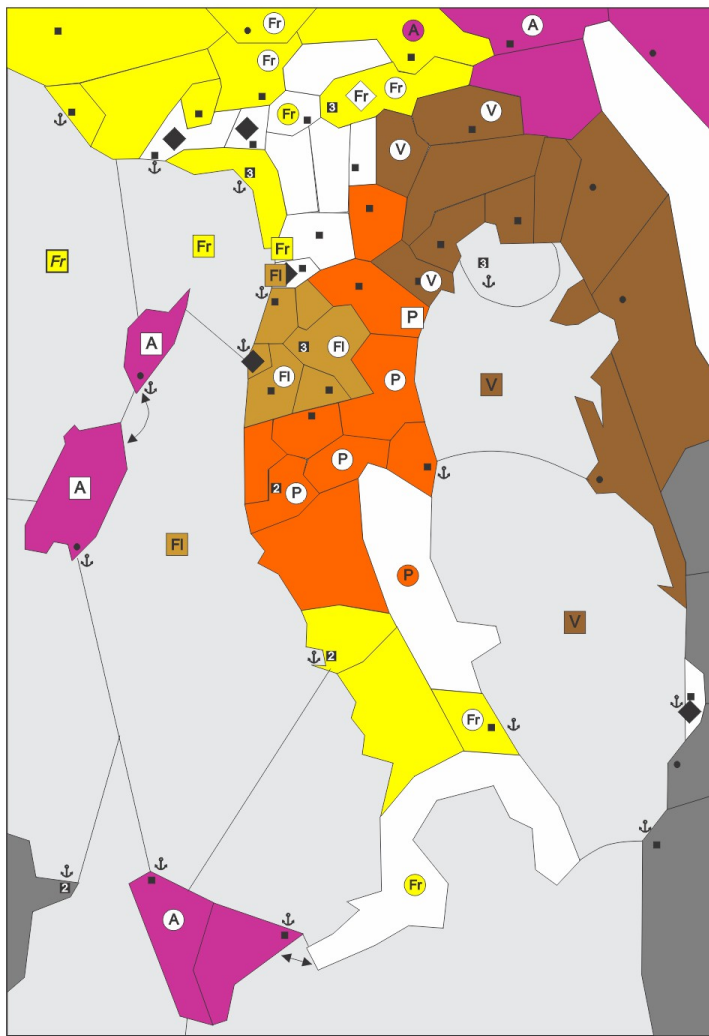
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press

Summer 1500

Deadline/Fall 1500 9/27 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.

Malinois



autonomous garrison Turin.

Outstanding Loans

Summer 1501: 18 ducats due from France (15 borrowed).

Orders

AUSTRIA: A TYROLEA supports A Venetian Trent to Milan (nso), A Messina to PALERMO, A AUSTRIA supports A Tyrolea, F SARDINIA supports F Corsica, F CORSICA supports F Sardinia

FLORENCE: A Pistoia to LUCCA, A Pisa to FLORENCE, F Lucca to PISA, E TYRRHENIAN SEA supports French F Gulf of Lions to Corsica (nso)

FRANCE: A OTRANTO supports A Salerno to Bari, A Salerno to BARI, A Avignon to SWISS, A Pavia to MILAN, A Turin to PAVIA, A MILAN converts to G, F Provence to LIGURIAN SEA, F (EM) GULF OF LIONS supports F Provence to Ligurian Sea, F Genoa to MODENA, G TURIN convert to A

PAPACY: A Capua to SPOLETO, A AQUILA holds, A ROME holds, A Ancona to URBINO, F BOLOGNA holds

VENICE: A Verona to BERGAMO, A FERRARA supports Papal F Bologna, A TRENTO besieges (garrison eliminated), F Carniola to UPPER ADIRATIC, A Upper Adriatic to LOWER ADIRATIC

Press

Statement by the Emperor of Austria: G. M. Note made an important observation. We only need to worry about the

French expansion once the King of France has conquered six more cities. One or two cities more will not give him

much of an advantage. So I guess FI is quite right in doing his best to make the French now get COR, SAR, and PAL. And

Trent is of course a much bigger threat to Venice than France is to all of Italy.

Florence to Pope: Peace remains our goal too. Support is available if needed.

Florence to France: Once Austria is pushed out of the west, your attention will need to move east and we will need to come to an agreement on the lands around the Tyrrhenian Sea. I hope the support shown so far will earn the rewards deserved.

Florence Venice: Your concern for the success of France may be warranted but I'm not in a position to do anything and need his assistance to my more immediate needs. Suggestions, not warnings are needed to do more.

Florence to All: Trying to be in character was too much so I'm joining the rest and getting to the point.

A School in France: Hello Class. I am Sister Marie Elephant. Your regular teacher Sister Rosetta Stone is on vacation in Egypt. I am here to teach you math today. Now if Venice starts the game with 9 ducats and spends 0 in 1499. They

Spring 1500 Retreats

Austria retreats F Gulf of Lions to Sardinia.

Expenditures

France borrows 15 ducats from the Moneylenders for 1 year (18 ducats due Summer 1501), spends 6 ducats to counterbribe A Milan and 9 ducats to buy

earn 29 and spend only 15 in units. How much does that leave them. Student raises his hand. Yes she says quietly. I just want to go to bathroom. She sighs and signals for the young man to go. A young lady raises her hand. Yes, Mrs Antoinette. Venice would have 23 ducats unspent, the young lady says Very good. Mrs. Antionette you have a good head on your shoulders. Now she sees a young person playing with a knife. Young man give me that knife. He flings the knife at her. She dodges it and it thuds along the wooden part of the chalk board. She says Thank you. Now I am going to read some poetry to you.

France to Florence: I am using almost all my force to get into the LS this turn. I have no clue what what you are going to do with Fleet TS. If you sneak into Palermo. I will gladly take your assistance of me into Messina in the fall.

France to Papacy: I would have wished a plague upon you, but that already happened. Read my press to Venice. Ask yourself one question even if you get Naples and Bari from me. That would only bring you up to 7 dots. Where is the Papacy's 15? By the way I will try and claim Modena for France. Thanks.

France to Venice: Congratulations on winning the game. You have everyone except me fooled and only in 1 year. You say only Austria has fought me as we had to fight from the start due to proximity. I had to push him back from my borders and Milan. You scooped yummy undefended neutrals while all my

S.O.B.

neutrals have garrisons. While you have 0 enemies until you make one. You have declared your alliance with Austria until you do not need him anymore. You already declared me your first enemy as you want Milan as it is the whole wheel to Frances defense and money. I am losing Tyrolea and Naples, down to 7. Not a thing I can do. I pick up Turin for 8. You are already at 7, picking up Trent for 8. You fooled the Holy See so easily as the knife falls on them next as they are the only neighbor next to you. Too bad the game could not have been more challenging for you.

Otranto to Messina: I stayed on my side this turn.

Pope to France: I shall attempt to ease your mind.

Venice to All: Last month's press labeled from Venice was not sent by me. Be wary.

Venice to Austria: Has France been smacking you around? You'd best take strong action in return.

Venice to Papacy: I'm glad we agree about the Adriatic. May peace reign between us.

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: 201. Currently running quizzes, Railway Rivals and Bus Boss. 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: 111. Currently running Chess, Diplomacy. 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 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, Blind Tribute, and Parkrun. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders, Machi Koro, Breaking Away, and Where in the World is Kendo Nagasaki?. 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: Breaking Away, Tea Dance. Subzines offer Let's Play Darts, Nearly the Best Game in the World, Parkrun, Where in the World is Kendo Nagasaki, House of Games. 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: 13. 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, 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: 159. 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

Segugio 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 5 Card Play: Paris plays Wine. Genoa plays Prince Henry. Venice plays Alchemist's Gold and Civil War on Hamburg. Hamburg plays The Crusades, William Caxton, Grain, Silk, and Long Bow. Barcelona plays Nicolas Copernicus, Stone, Cloth, and Cloth/Wine as Wine. London plays Mongol Armies, Gunpowder, and Revolutionary Uprisings.

Turn 5 Purchases: Paris buys a ship upgrade, Wind/Watermill, Nationalism, and The Heavens. Genoa buys a

ship upgrade, Institutional Research, The Heavens, Holy Indulgence, and Overland East. Venice buys Interest & Profit and Seaworthy Vessels. Hamburg buys Institutional Research, Ocean Navigation, a ship upgrade, and Improved Agriculture. Barcelona buys Institutional Research, a ship upgrade, Holy Indulgence, Improved Agriculture, and Overland

East. London buys Ocean Navigation, a ship upgrade, and Nationalism.

Turn 5 Expansion: Paris expands to Copenhagen and Armagh. Genoa expands to Grenada, Montpellier, Florence, St. Gali, Athens, Durazzo, and Bari. Venice buys a card and expands to Kiev, and unsuccessfully to St. Gali and Athens. Barcelona expands to Grenada, Montpellier, Tripoli, Toulouse, Bordeaux, and Leon. London expands to the East Indies, China, Valencia, Erzerum, and Konigsberg. Hamburg expands to Valencia, Levant, and Jerusalem.

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 7 Actions: Factorum gains 1 energy production, then builds an Asteroid Deflection System. Saturn Systems uses heat to raise the temperature, places an ocean tile, and adds a delegate to Mars First. Robinson Industries builds an Open City and uses plants to place a greenery tile. Arklight builds a Pioneer Settlement on Pluto and trades with Enceladus. Ecoline trades with Ganymede and spends plants to place a greenery tile. Factorum fills Lake Marineris and adds a resource to Small Animals. Saturn Systems trades with Io and initiates the Import of Advanced GHG. Robinson Industries spends heat to raise the temperature. Arklight brings down an Ice Asteroid and uses GHG Producing Bacteria to raise the temperature. Ecoline adds a resource to Mars First and builds a Great Dam. Factorum adds a delegate to the Greens. Saturn Systems uses heat to raise the temperature and distributes Rad Suits. Robinson Industries does

Cloud Seeding and Farming. Arklight funds the Benefactor award. Ecoline builds Media Archives. Factorum trades with Ceres and sells 2 cards. Saturn Systems builds a Field-Capped City and spends plants for a greenery tile. Robinson Industries introduces Fish and distributes Breathing Filters. Arklight sells 2 cards. Ecoline adds a resource to Regolith Eaters. Factorum adds a delegate to the Greens and builds a Wildlife Dome. Saturn Systems adds a resource to Refugee Camps and activates Martian Rails. Robinson Industries adds a resource to Fish and spends resources from Titan Air-Scrapping. Arklight invests in Advanced Ecosystems. Ecoline adds another resource to Asteroid Hollowing. Factorum builds some Wave Power. Solar Systems sells a card. Robinson Industries adds a delegate to Mars First. Arklight spends resources from Nitrite-Reducing Bacteria. Ecoline and Factorum each sell a card. Arklight adds a delegate to Mars First. Ecoline sells a card. Factorum builds a Corporate Stronghold and spends plants for a greenery tile. Arklight sells 2 cards. Ecoline funds a Technology Demonstration and spends cash for a greenery tile.

Generation 7 Solar Phase: Global Event is Solar Flare, all players lose cash. Mars First becomes the ruling party and Ecoline becomes chair.

Generation 8 Actions: Saturn Systems does some Permafrost Extraction and spends heat to raise the temperature, completing the terraforming of Mars. Robinson Industries funds the Estate Dealer award and spends plants for a greenery tile. Arklight spends cash for a greenery tile and trades with Enceladus. Ecoline adds a resource to Asteroid Hollowing. Factorum gains some Hired Raiders and gains an energy production. Saturn Systems does some Market Manipulation and trades with Pluto. Robinson Industries brings in a Large Convoy and adds a resource to Fish. Arklight joins a Business Network and draws a card, discarding it. Ecoline plants Trees. Factorum spends cash for a greenery tile. Saturn Systems builds Hi-Tech Labs and uses Hi-Tech Labs. Robinson Industries adds a delegate to Unity. Arklight introduces Herbivores. Ecoline spends cash and plants for 2 greenery tiles. Factorum adds a resource to Small Animals. Saturn Systems introduces Gene Repair and brings in Methane from Titan. Saturn Systems sells 5 cards and adds a delegate to the Greens. Arklight conducts Ecology Research and spends resources from Nitrite-Reducing Bacteria. Ecoline uses a Robotic Workforce to replicate the production changes from Noctis City and exchanges a card with Mars University.

Klee Kai – Power Grid

occurs. TRC buys power plant 35. Step 3 begins.

Turn 11 Fuel Purchases: Amazonian Amperage buys oil. TRC buys coal. Viral Growth buys biogas, oil, and coal. Vitória Verde buys biogas and uranium.

Turn 11 Grid Connections: Amazonian Amperage connects to Rio Banco, Porangatu, Palmas, Imperatriz, Belém, Marabá, and São Luís, connecting to a total of 22 cities and triggering the end of the game. TRC connects to Montes Carlos, Brasília, Goiania, Uberlândia, Cuiabá, and Belo Horizonte. Vitória Verde connects to Salvador da Bahia, Aracaju, Petrolina, and Campina Grande.

Turn 11 Bureaucracy: In the end, Amazonian Amperage powers 16 cities, Viral Growth and TRC both power 15, and Vitória Verde powers 11 due to lack of oil. Congratulations to Dave Hooton on his victory!

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 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. Inventrix uses the Inventors' Guild to draw a card, which is discarded, then claims the Hoverlord milestone. Manutech adds a resource to the Security Fleet. Factorum builds the Martian Zoo and an Earth Office. Philares builds a Rad-Chem Factory. Inventrix trades with Ceres. Factorum cashes in on the Martian Zoo. Philares uses Extreme-Cold Fungus to add microbes to Decomposers. Inventrix spends a floater from Red Spot Observatory to draw a card. Factorum gains 1 energy production. Generation 4: Inventrix uses Energy Market to buy energy then trades with Luna. Aphrodite starts the production of Venus Soils. Manutech adds a resource to its Security Fleet. Factorum builds an Electro-Catapult, then uses it to sell steel. Philares buys a card through its Business Network and uses Extreme-Cold Fungus to add resources to Decomposers. Inventrix calls on the Inventors' Guild, but doesn't like the result, and seeds some Nitrophilic Moss. Manutech develops House Printing. Factorum gains a Topsoil Contract. Philares brings in some Imported GHG and spends for a Bribed Committee. Inventrix seeds some Algae and claims the Forester milestone. Manutech builds a standard power plant. Factorum develops Comet Aiming. Philares builds Micro-Mills. Inventrix spends a resource from Red Spot Observatory. Manutech builds a

standard power plant. Factorum cashes in on the Martian Zoo. Philares trades with Io. Inventrix plants some Adapted Lichen. Manutech builds a standard power plant and trades with Triton. Factorum draws a card with a building tag. Inventrix builds a Jovian Embassy. Manutech sponsors Saturn Surfing.

Generation 5: Aphrodite brings in a Convoy from Europa and places a Mining Area. Manutech trades

Player
Chris Geggus
Dave Hooton
Christopher Hunt
Andy York
Bill Scharf

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. Geggus renovates to a clay hut and builds Fences. Hooton collects 3 wood. Hunt goes Fishing, gaining 3 food. York collects 1 sheep and 1 food.

Player
Chris Geggus
Andy York
Kevin Wilson
Martin Burgdorf
Christopher Hunt

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 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 7: 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. Kevin selects the Craftsman and produces indigo. Martin produces corn and sugar. Christopher produces corn and tobacco. Chris produces corn, sugar, indigo, and tobacco. Andy produces indigo and tobacco. Martin selects the Trader and trades sugar. Christopher trades tobacco. Chris trades indigo. Christopher selects the Settler and takes a quarry. Chris takes a coffee plantation. Andy takes a corn plantation. Kevin and Martin both take coffee plantations. Chris selects a Prospector.

Player
Dave Hooton
Chris Geggus
Chris Hibbert

with Titan. Factorum gains an energy production. Philares places a Nuclear Zone and spends heat to raise the temperature. Inventrix uses Energy Market to gain energy then trades with Callisto. Aphrodite develops a Special Design and introduces Sulphur-Eating Bacteria. Manutech develops Aquifere Pumping and uses it. Factorum ships out steel on the Electro-Catapult and adds a resource to Comet Aiming. Philares uses the Business Network to draw a card, which is discarded, and brings down a Comet. Inventrix spends plants for a greenery tile and draws a card with the Inventors' Guild, discarding it. Aphrodite spends plants to place a greenery tile and adds a resource to Sulphur-Eating Bacteria. Manutech adds a resource to Security Fleet. Factorum builds Biomass Combustors and launches a Magnetic Shield. Philares funds the Zoologist award and sells a card.

Cav-a-Jack – Agricola

Scharf builds a Fireplace. Geggus collects a wild boar and uses the Stonebreaker to renovate to a stone house. Hooton builds Fences. Hunt plays the Scholar occupation. Scharf collects 2 grain. Geggus plows a field. Hooton collects a vegetable. Hunt collects 3 clay. Geggus collects 2 clay, uses the Clay Seller to gain 1 cattle and 1 sheep, and cooks 4 sheep into 8 food. Hooton cooks a cattle for 4 food, renovates to a stone house, and plays Feed Pellets. Hunt becomes a Day Laborer, gaining 2 food.

Harvests Phase 6: Geggus harvests 2 grain and a vegetable. Hooton harvests 1 grain and 1 vegetable. Hunt harvests 1 grain and 3 vegetables. Scharf harvests 2 grain and 2 vegetables. Hooton uses Potter to gain 2 food from 1 clay. Hunt uses the Cabinetmaker to gain 2 food from 1 wood and converts 1 grain into 1 food. York uses the Potter to gain 2 food from 1 clay. Scharf gains a food from the House Goat. All players feed their families. Hooton breeds 1 cattle, as does Hunt, but he has no place to put it, so it is lost. Scharf breeds 1 sheep and 1 cattle.

Final score: Hooton with 42 points, Geggus, Hunt, and Scharf each with 38 points, and York with 25 points. Congratulations to Dave Hooton on his close victory!

Cavocho – Puerto Rico with Buildings

Turn 8: Kevin selects the Captain and ships indigo. Martin ships corn. Christopher ships corn. Chris ships indigo, tobacco, and corn. Andy ships indigo and tobacco. Martin selects the Builder and builds a Coffee Roaster. Christopher builds a Library. Chris builds an Indigo Plant. Christopher selects the Mayor and populates the Library and San Juan. Chris populates a coffee plantation. Andy populates a corn plantation. Kevin populates a coffee plantation. Martin populates the Sugar Mill. Chris selects the Settler and takes a quarry. Andy takes a sugar plantation. Kevin takes an indigo plantation. Martin takes a coffee plantation. Christopher takes a corn plantation. Andy selects a Prospector.

Turn 9: Martin selects the Mayor and populates the Coffee Roaster and 2 coffee plantations. Christopher populates San Juan. Chris populates a quarry. Andy populates a sugar plantation. Kevin populates an indigo plantation. Christopher selects the Builder and builds a Cloister. Andy builds a Small Sugar Mill. Chris selects a Prospector. Andy selects the Captain and ships indigo. Martin and Chris both ship sugar. Kevin selects the Craftsman and produces indigo. Martin produces corn, sugar, and coffee. Christopher produces corn and tobacco. Chris produces corn, indigo, sugar, tobacco, and coffee. Andy produces corn, indigo, and tobacco.

Turn 10: Christopher selects the Trader and trades corn. Chris selects the Captain and ships indigo and corn. Andy ships indigo. Kevin ships indigo via the Small Wharf. Martin ships sugar and corn. Christopher ships corn. Andy selects the Settler and takes a tobacco plantation. Kevin takes a corn plantation. Martin and Christopher take indigo plantations. Chris takes a sugar plantation. Kevin selects the Builder and builds a Coffee Roaster. Martin builds a Small Indigo Plant. Christopher builds a Residence. Chris builds a Storehouse. Martin selects the Craftsman and produces corn, sugar, and coffee. Christopher produces corn and tobacco. Chris produces corn, indigo, sugar, tobacco, and coffee. Andy produces corn, indigo, and tobacco. Kevin produces indigo.

Turn 11: Chris selects the Trader and trades coffee. Andy trades tobacco. Kevin trades indigo. Martin trades sugar. Andy selects the Captain and ships indigo and corn. Kevin ships indigo. Martin ships sugar and corn. Christopher ships corn and tobacco. Chris ships corn and sugar. Kevin selects the Mayor and populates the Coffee Roaster and a corn plantation. Martin populates the Coffee Roaster. Christopher populates the Cloister and moves a colonist from San Juan to the Residence. Chris populates the Storehouse. Andy populates the Tobacco Storage and moves a colonist from a sugar to a tobacco plantation. Martin and Christopher both select Prospectors.

Turn 12: Andy selects the Trader and trades tobacco. Kevin trades indigo. Martin trades coffee. Kevin selects the Craftsman and produces corn, indigo, and coffee. Martin produces corn, sugar, and coffee. Christopher produces corn and tobacco. Chris produces corn, indigo, sugar, tobacco, and coffee. Andy produces corn, indigo, and tobacco.

Cavador – Dominion

Christopher Hunt
Kevin Wilson
Bill Scharf

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

Round 13: Hooton plays a Bandit Camp, drawing a card and gaining Spoils, plays Ironworks, gains a 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, and buys a Highwayman. Hibbert plays a Bandit Camp, drawing a card and gaining Spoils, and buys a Province. Hunt plays an Ironmonger, drawing a card, reshuffling his discards, and revealing a Copper, which is discarded, and buys a Province. Wilson plays a Bandit Camp, drawing a card and gaining Spoils, and buys a Duchy. Scharf plays an Ironmonger, drawing a card and revealing a Copper,

Player	Faction
Chris Hibbert	Galactic Freedom League
Christopher Hunt	Mos Eisley
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 9 Phase Selection: Mos Eisley selects Explore (+1, +1). Everyone else selects Consume (Trade).

Round 9 Consume Phase: Galactic Freedom League gains 9 cards and 3VP and discards 6 cards. Eridani Edict gains 6 cards and 2VP and discards a card. Slow Hamsters gain 5 cards and discards 2 cards.

Round 10 Phase Selection: Mos Eisley and Slow

Player	Faction
Christopher Hunt	Halflings
Martin Burgdorf	Fakirs
Bill Scharf	Auren
Kevin Wilson	Dwarves

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 and place a dwelling there. The Auren spend reduce the cost of shovels. The Dwarves upgrade the dwelling in N6 to a trading house. The Halflings reduce the cost of shovels. The Fakirs convert E2 to desert. The Auren upgrade a dwelling to a trading house. The Dwarves convert H4 to mountains and place a dwelling there. The Halflings convert O7 to farmland and place a dwelling there. The Auren burn power to gain

Player	Faction
Dave Anderson	Romulus & Remus
Kevin Wilson	Royal Manticoran Historical Society (RMHS)
Christopher Hunt	Greenies
Andy York	Republic of Texas
Chris Geggus	Going Eastward Guarantees Slaughter (GEGS)
Bill Scharf	Kaleidoscope Respite

Epoch I Empire Selection: Romulus & Remus keeps. RMHS keeps. Greenies pass to Kaleidoscope

which is discarded, and buys a Province.

Round 14: Hooton buys a Province. Geggus plays a Squire, gaining 2 actions, a Highwayman, and buys an Ironworks. Hibbert buys a Duchy. Hunt buys a Duchy. Wilson plays a Squire, gaining a Silver, and buys a Duchy. Scharf plays a Bandit Camp, drawing a card and gaining Spoils, plays an Ironworks, gaining an Estate and drawing a card, and buys a Duchy.

Round 15: Hooton plays an Ironmonger, drawing a card and revealing a Necropolis, which is discarded, plays a Highwayman, and a Squire, gaining a Silver. Geggus discards the Highwayman and draws 3 cards, and buys a Province. Hibbert plays a Bandit Camp, drawing a card and gaining Spoils, a Bandit Camp, drawing and gaining Spoils, and a Bandit Camp, drawing a card and gaining Spoils. Hunt plays an Ironmonger, drawing a card and revealing a Bandit Camp, which is discarded, plays a Graverobber, trashing a Bandit Camp and gaining a Province, ending the game.

With that, Dave Hooton has 30VP, Chris Hibbert and Christopher Hunt each have 27VP, Kevin Wilson has 21VP, and Chris Geggus and Bill Scharf each have 19VP. Congratulations to Dave on his victory!

Bordoodle – Race for the Galaxy

Hampsters select Develop. Eridani Edict selects Settle. Galactic Freedom League selects Produce.

Round 10 Develop: Galactic Freedom League plays the Merchant Guild. Mos Eisley plays New Galactic Order. Eridani Edict plays Drop Ships. Slow Hampsters play Galactic Bankers.

Round 10 Settle: Galactic Freedom League settles New Earth. Mos Eisley settle Deserted Alien Library.

Eridani Edict conquers Rebel Colony. Slow Hampsters settle Gambling World.

Round 11 Phase Selection: Mos Eisley selects Explore (+1, +1). Galactic Freedom League and Eridani Edict select Consume (x2VP). Slow Hampsters select Consume (Trade).

Round 11 Consume: Galactic Freedom League gains 10VP and 4 cards. Eridani Edict gains 1 card and 4VP. Slow Hampsters gain 5 cards.

Round 12 Phase Selection: Eridani Edict selects Develop. Mos Eisley and Slow Hampsters select Settle. Galactic Freedom League selects Produce.

Round 12 Develop: Galactic Freedom League plays Research Labs. Eridani Edict plays Drop Ships.

Round 12 Settle: Galactic Freedom League settles Tourist World. Mos Eisley conquers Alien Robot Sentry.

Eridani Edict conquers Rebel Stronghold. Slow Hampsters conquer Alient Monolith.

With that, both Galactic Freedom League and Slow Hampsters have maxed out their tableaux, ending the game.

Final score is Galactic Freedom League with 80 points, Slow Hampsters with 39, Eridani Edict with 34, and Mos Eisley with 28. Congratulations to Chris Hibbert on his resounding victory!

Cesky Terrier – Terra Mystica

power, then spend power to gain workers. The Dwarves upgrade a trading house to a temple. The Halflings advance 1 step in the Earth cult. The Auren upgrade the trading house in to a stronghold. The Dwarves burn power to advance power then spend power to gain coins. The Auren advance 3 steps in the Air cult.

Round 2: The Fakirs build a dwelling. The Halflings burn power to gain power and spend that power for 2 shovels, converting to areas to farmland and building a dwelling in one of them. The Dwarves commit a priest to the Earth cult. The Auren use their stronghold power to advance in the Air cult. The Fakirs upgrade a dwelling to a trading house. The Halflings build a dwelling. The Dwarves spend power for a shovel and build a dwelling. The Fakirs upgrade a dwelling to a trading house. The Halflings build a dwelling. The Dwarves upgrade a dwelling to a trading house. The Auren use their favor tile to advance in the Water cult. The Halflings place a dwelling and establish a town. The Dwarves use their bonus tile action to advance in the Earth cult. The Auren build a bridge.

Round 2 Cult Bonuses: The Dwarves use 2 shovels to convert a territory to mountains.

Round 3: The Fakirs burn power to gain power and spend power to gain coins. The Halflings use the bonus tile for a shovel, convert an area to farmland, and place a dwelling there. The Dwarves build a dwelling. The Auren build a dwelling. The Fakirs upgrade a trading house to a stronghold. The Halflings upgrade a dwelling to a trading house. The Dwarves spend power for a priest. The Auren use their stronghold action to advance 2 steps in the Water cult.

Chabrador – History of the World

Respite. Republic of Texas keeps. GEGS keeps. Kaleidoscope Respite passes to Greenies.

Epoch I: The Greenies are Egypt. Egypt dominates North Africa, gains a presence in Southern Europe and the Middle East, and builds a monument. GEGS are the Minoans, who take the Nile up to the Upper Nile, creating a dominance in North Africa, and a presence in the Middle East. Republic of Texas is the Indus Valley, who establish dominance in India and a presence in the Middle East. RMHS is Babylonia, who dominates the Middle East and gains a foothold in the Nile Delta. Romulus & Remus are the Shang Dynasty, who dominate China. Kaleidoscope Respite is the Aryans, who gain Presences in the Middle East, China, and India.

Epoch II Empire Selection: RMHS passes to the Greenies. GEGS keeps. Republic of Texas passes to RMHS. Romulus & Remus passes to Republic of Texas. Greenies pass to Romulus & Remus. Kaleidoscope Respite keeps.

Epoch II: Assyria is Romulus & Remus. First, they play a Kingdom in the Upper Nile. The Assyrians use

Allies to gain dominance in the Middle East and Southern Europe. The Chou Dyansty is GEGS, who opens up with a partially successful Civil War against Babylonia and dominates China. The Vedic City States are Republic of Texas, who opens with a much more successful Civil War against Egypt and who dominates India. The Scytheans are Kaleidoscope Respite, who start out with Phoenecia and who dominate the Middle East. Carthaginia is RMHS, who see a volcano destroy a monument in the Tarim Basin and introduce some migrants into Sub-Saharan Africa, and who finally dominate North Africa and Southern Europe. Persia is the Greenies, who dominate the Middle East and India.

Epoch III Empire Selection: GEGS passes to the Greenies. Republic of Texas, RMHS, Romulus & Remus, and Kaleidoscope Respite all keep. The Greenies pass to GEGS.

Epoch III Empires: RMHS fortify the Babylonians and are the Macedonians, who have Fanaticism. They dominate North Africa, Middle East, India, Southern Europe, and Northern Europe. Romulus & Remus start out with the Mayans and are Maurya. Maurya Dominates India and Southeast Asia and has presences in North Africa, Middle East, China, and Southern Europe. Kaleidoscope Respite starts out with Barbarians from the Plateau of Tibet and are the Han Dynasty, who control China and have presences in the Middle East, India, and Southeast Asia. The

Greenies start out with a Kingdom in Southern Iberia and cause a Disaster in Middle Tigris. They are the Husing-nu, who have presences in North Africa, Middle East China, India, Southern Europe, and Southeast Asia. Republic of Texas are the Romans, who have Fanaticism and dominate North Africa, Southern Europe, and Northern Europe and have presences in Middle East and India. GEGS is the Sassanids, who dominate the Middle East and India and have a presence in Southeast Asia.

Epoch IV Empire Selection: GEGS passes to the Greenies. Romulus & Remus and Kaleidoscope Respite both keep. RMHS passes to Republic of Texas. Greenies pass to RMHS. Republic of Texas passes to GEGS.

Epoch IV: RMHS has the Goths who dominate Northern and Southern Europe and have a presence in the Middle East. Kaleidoscope Respite starts with North American Migrants and is the Huns, who dominate the Middle East, China, and India and have presences in Northern and Southern Europe and Southeast Asia.

Romulus & Remus initiates a Disaster in the Southern Appenines, starts an unsuccessful Rebellion in the Great Plain of China, and is the Byzantines, who dominate the Middle East and Southeast Asia, and have presences in North Africa, China, India, Southern Europe, and Northern Europe. The Greenies are the T'ang Dynasty, who dominate China and have presences in the Middle East, India, Southern Europe, and Southeast Asia. GEGS starts with the Anglo-Saxons and is the Arabs, who have Fanaticism and who dominate North Africa and the Middle East and have presences in India, Southern Europe, Northern Europe, and Southeast Asia. Republic of Texas starts out with a Kingdom in the Malayan Peninsula and is the Khmers, who dominate Northern Europe and Southeast Asia and who have presences in North Africa, Middle East, China, India, and Southern Europe.

Epoch V Empire Selection: Romulus & Remus pass to RMHS. RMHS pass to Romulus & Remus. GEGS pass to the Greenies. Kaleidoscope Respite keep. Greenies pass to Republic of Texas. Republic of Texas pass to GEGS.

Epoch V: RMHS start out with Fujiwara and the Crusades and are the Franks. They dominate Northern and Southern Europe and have presences in North Africa and the Middle East. Republic of Texas lead off with a Disaster in the North Sea and are the Vikings, dominating Northern Europe and Southeast Asia, and having a presence in North Africa, Middle East, China, India, Southern Europe, and North America. Kaleidoscope Respite start out with a Disaster in the Balkans and are the Holy Roman Empire, who dominate India, Southern Europe, Northern Europe, and Eurasia, and have presences in the Middle East, China, and North America. GEGS starts out with a Kingdom in the Gold Coast and are the Chola, who dominate the Middle East, India, and Southeast Asia, and have presences in North Africa and Northern and Southern Europe.

Chi-Poo – Terraforming Mars: Ares Expedition

Player	Corporation
Kevin Croskery	Inventrix
Chris Geggus	Interplanetary Cinematics
Christopher Hunt	Mining Guild
Bill Scharf	Zetasel

Initial Selection: Kevin replaces 0 cards and selects Inventrix. Chris replaces 3 cards and selects Interplanetary Cinematics. Christopher replaces 3 cards and selects Mining Guild. Bill replaces 4 cards and selects Zetasel.

Round 1 Phase Selection: Inventrix and Mining Guild select Development. Interplanetary Cinematics and Zetasel select Construction.

Round 1 Development: Inventrix builds a Processing Plant. Interplanetary Cinematics joins the Asteroid Mining Consortium. Mining Guild builds a Dusty Quarry. Zetasel launches Satellites.

Round 1 Construction: Inventrix introduces Tardigrades. Interplanetary Cinematics does some Asset Liquidation, starts Matter Manufacturing, launches some Assorted Enterprises, and gains some Diversified Interests. Mining Guild hires some Interns. Zetasel conducts a Technology Demonstration.

Round 2 Phase Selection: Interplanetary Cinematics selects Development. Inventrix and Zetasel select Production. Mining Guild selects Research.

Round 2 Development: Inventrix plants Lichen, Interplanetary Cinematics develops Industrial Microbes, and Mining Guild joins the Great Escarpment Consortium.

Round 3 Phase Selection: Inventrix, Mining Guild, and Zetasel select Development, Interplanetary Cinematics selects Research.

Round 3 Development: Inventrix builds a Trading Post, Interplanetary Cinematics gains New Portfolios, Mining Guild builds a Strip Mine, and Zetasel builds Biomass Combustors.

Round 4 Phase Selection: Zetasel selects Construction, Inventrix and Interplanetary Cinematics select Production, and Mining Guild selects Research.

Round 4 Construction: Inventrix builds a Research Outpost. Mining Guild introduces Nitrite Reducing Bacteria. Zetasel invests in Advanced Screening Technology and draws a card.

Round 5 Phase Selection: Inventrix, Interplanetary Cinematics, and Mining Guild select Development. Zetasel selects Production.

Round 5 Development: Inventrix develops Smelting. Interplanetary Cinematics develops Biothermal Power, gaining a forest tile. Mining Guild builds Micro-Mills. Zetasel sponsors Building Industries.

Round 6 Phase Selection: Zetasel selects Construction. Interplanetary Cinematics selects Action. Inventrix selects Production. Mining Guild selects Research.

Round 6 Construction: Inventrix joins the United Planetary Alliance. Mining Guild digs a Titanium Mine. Zetasel pays for the Release of Inert Gasses and draws a card.

Round 6 Action: Inventrix adds a resource to Tardigrades. Interplanetary Cinematics spends heat to raise the temperature one step, plants to gain a forest tile and increase the oxygen level one step, uses Matter Manufacturing twice and Asset Liquidation once. Mining Guild adds a resource to Nitrite-Reducing Bacteria. Zetasel uses Advanced Screening Technology.

Round 7 Phase Selection: Everyone selects Development.

Round 7 Development: Inventrix gains some Coal Imports. Interplanetary Cinematics builds a Mohole Area. Mining Guild constructs the Vesta Shipyard. Zetasel launches Satellite Farms.

Round 8 Phase Selection: Inventrix, Interplanetary Cinematics, and Zetasel select Production. Mining Guild selects Research.

Round 9 Phase Selection: Interplanetary Cinematics selects Development. Inventrix, Mining Guild, and Zetasel select Construction.

Round 9 Development: Inventrix builds a Natural Preserve. Interplanetary Cinematics builds Automated Factories and plants some Adapted Lichen. Mining Guild launches a Giant Space Mirror.

Round 9 Construction: Inventrix does some Atmosphere Filtering and develops Self-Replicating Bacteria. Interplanetary Cinematics does some Heat Trapping. Mining Guild develops Hydro-Electric Energy and draws

a card. Zetasel unleashes some Lava Flows and draws a card.

Round 10 Phase Selection: Inventrix and Mining Guild select Action. Interplanetary Cinematics and Zetasel select Production.

Round 10 Action: Inventrix adds a resource to Tardigrades, adds two resources to Self-Replicating Bacteria, spends heat to raise the temperature 2 steps, and spends plants to gain a forest tile and raise the oxygen level 1 step. Interplanetary Cinematics spends heat to raise the temperature 1 step, spends plants for a forest tile, raising the oxygen level 1 step, and uses Matter Manufacturing. Mining Guild adds a resource to Nitrite-Reducing Bacteria, uses Hydro-Electric Energy twice, and spends heat to raise the temperature 1 step. Zetasel uses Advanced Screening Technology and spends heat to raise the temperature 2 steps.

Round 11 Phase Selection: Inventrix and Interplanetary Cinematics select Development. Mining Guild and Zetasel select Construction.

Round 11 Development: Inventrix gains an Acquired Company. Interplanetary Cinematics builds a Fuel Factory. Mining Guild establishes Callisto Penal Mines.

Round 11 Construction: Interplanetary Cinematics introduces Regolith Eaters. Mining Guild calls for an Olympus Conference and develops Standard Technology. Zetasel establishes Progressive Policies and finds a Subterranean Reservoir, flipping an ocean tile.

Player	Faction
Bill Scharf	Red Sashes
Kevin Wilson	City Guard
Chris Geggus	Knights of the Shield

Both the Undermountain and Skullport are in play.

Round 1: The Red Sashes go to Cliffwatch Inn, gain 2 gold and take the Recover the Magister's Orb quest. The City Guard go to Waterdeep Harbor and play Information Broker. The Knights of the Shield go to Cliffwatch Inn and take the Recruit Paladins for Tyr quest. The Red Sashes go to Aurora's Realms Shop. The City Guard go to the Field of Triumph. The Knights of the Shield go to Waterdeep Harbor and play Crime Wave. The Red Sashes go to the Grinning Lion Tavern. The City Guard go to Waterdeep Harbor and play Architectural Innovation, placing The Stone House in play. The Knights of the Shield go to the Hall of the Voice, gaining the Impersonate Adobrent Noble quest. The Red Sashes go to Skull Island. The City Guard go to Castle Waterdeep. The Knights of the Shield go to the Builders' Hall and builds The Hell Hound's Muzzle. The City Guard go from Waterdeep Harbor to The Hellhound's Muzzle. The Knights of the Shield go from Waterdeep Harbor to the Slavers' Market. The City Guard go from Waterdeep Harbor to Blackstaff Tower and complete the Survive Meeting with Halaster quest.

Round 2: The City Guard go to Aurora's Realms

Round 12 Phase Selection: Interplanetary Cinematics selects Production. Inventrix, Mining Guild, and Zetasel select Research.

Round 13 Phase Selection: Interplanetary Cinematics selects Development. Inventrix, Mining Guild, and Zetasel select Construction.

Round 13 Development: Interplanetary Cinematics established Diverse Habitats. Mining Guild indulges in Asteroid Mining. Zetasel develops Lightning Harvest.

Round 13 Construction: Inventrix builds an Earth Catapult and creates an Ecological Zone. Mining Guild develops Water Import from Europa and draws a card. Zetasel engages in Research and draws a card.

Round 14 Phase Selection: Mining Guild and Zetasel select Action. Inventrix and Interplanetary Cinematics select Production.

Round 14 Action: Inventrix adds a resource to Tardigrades, adds 2 resources to Self-Replicating Bacteria, spends heat to raise the temperature 2 steps, and spends plants to gain a forest tile and increase the oxygen level 1 step. Interplanetary Cinematics spends heat to raise the temperature 1 step, adds a resource to Regolith Eaters, and uses Matter Manufacturing. Mining Guild adds a resource to Nitrite-Reducing Bacteria, uses Hydro-Electric Energy, uses Water from Europa twice, and spends heat to raise the temperature 1 step. Zetasel uses Advanced Screening Technology, uses Progressive Policies twice, and spends heat to raise the temperature 2 steps.

Round 15 Phase Selection: Mining Guild selects Development. Interplanetary Cinematics and Zetasel select Construction, and Inventrix selects Action.

Round 15 Development: Inventrix builds a Commercial District. Interplanetary Cinematics develops Rad Suits. Mining Guild builds an Industrial Center.

Round 15 Construction: Interplanetary Cinematics seeds Arctic Algae and constructs Lake Marineris. Mining Guild brings Deimos Down. Zetasel introduces Filter Feeders and GHG Producing Bacteria.

Round 15 Action: Inventrix adds a resource to Tardigrades, adds a resource to Self-Replicating Bacteria, spends heat to raise the temperature 1 step, and spends cash to raise the temperature 1 step. Interplanetary Cinematics spends heat to raise the temperature 1 step, spends plants to gain 2 forest tiles and raise the oxygen level 2 steps, adds a resource to Regolith Eaters, and uses Matter Manufacturing. Mining Guild spends resources from Nitrite-Reducing Bacteria, uses Hydro-Electric Energy, uses Water from Europa, uses cash to flip an ocean tile, and spends heat to raise the temperature 1 step. Zetasel uses Advanced Screening Technology, uses Progressive Policies, adds resource to GHG Producing Bacteria and Filter Feeders, and spends heat to raise the temperature 1 step.

Bull-Pei – Lords of Waterdeep

Shop. The Knights of the Shield go to Cliffwatch Inn, taking the Uncover Drow Plot quest, then completing the Thin the City Watch quest. The Red Sashes go to Skull Island and completing the Recover the Magister's Orb quest. The City Guard go to Waterdeep Harbor and play Honorable Example. The Knights of the Shield go to Waterdeep Harbor and play Iron Ring Slaves. The Red Sashes go to Waterdeep Harbor and play Bribe Agent, paying to use Aurora's Realms Shop. The City Guard go to Cliffwatch Inn and taking the Placate Walking Statue quest. The Knights of the Shield go to The Hall of the Voice and take the Wake the Six Sleepers quest. The Red Sashes go to the Slaveers' Market. The City Guard go to the Grinning Lion Tavern. The Knights of the Shield go to The Hellhound's Muzzle and complete the Impersonate Adarbrent Noble quest. The Red Sashes go to the Hall of Mirrors. The City Guard go from Waterdeep Harbor to The Plinth. The Knights of the Shield go from Waterdeep Harbor to the Entry Well, taking the Recruit Academy Castoffs quest and playing Ambush. The Red Sashes go from Waterdeep Harbor to the Grinning Lion Tavern and complete the Ally with House Thann quest.

Round 3: The City Guard go to Waterdeep Harbor, playing Sample Wares and deploying another agent to The Waymoot, gaining the Establish New Merchant Guild quest. The Knights of the Shield go to Aurora's Realms Shop. The Red Sashes go to the Hall of Mirrors. The City Guard go to The Hellhound's Muzzle, and complete the Establish New Merchant Guild quest. The Knights of the Shield go to Waterdeep Harbor, playing Recall Agent, recalling the agent from Aurora's Realms Shop. The Red Sashes go to The Grim Statue. The City Guard go to Aurora's Realms Shop. The Knights of the Shield go to Waterdeep Harbor and play Call for Adventurers and complete the Recruit Paladins for Tyr quest. The Red Sashes go to Cliffwatch Inn, discard the face up quests, drawing 4 new ones, and take the Establish Shadow Thieves' Guild quest. The Knights of the Shield go to Cliffwatch Inn and taking the Improve Prison Security quest, then complete the Awake the Six Sleepers quest. The Red Sashes go to the Grinning Lion Tavern. The Knights of the Shield go to Cliffwatch Inn and take the Ambush Artur Morlin quest, then complete the Ambush Artur Morlin quest. The City Guard go from Waterdeep Harbor to The Plinth and complete the Placate the Walking Statue quest, placing The Three Pearls into play under their control. The Knights of the Shield go from Waterdeep Harbor to the Entry Well, taking the Protect Converts to Eilistraee quest and playing Donatins to Cyric. The Knights of the Shield go from Waterdeep Harbor to The Three Pearls and complete the Protect Converts to Eilistraee quest.

Round 4: The City Guard go to Waterdeep Harbor, playing Conscriptio and complete the Seize Citadel of the Bloody Hand quest. The Knights of the Shield go to Cliffwatch Inn taking the Protect the House of Wonder

quest. The Red Sashes go to Waterdeep Harbor, playing Arcane Mishap. The City Guard go to Cliffwatch Inn taking the Spy on the House of Light quest. The Knights of the Shield go to Waterdeep Harbor and play Call for Adventurers and complete the Protect the House of Wonder quest. The Red Sashes go to the Grinning Lion Tavern. The City Guard go to the Hall of Mirrors, and to complete the Spy on the House of Light quest. The Knights of the Shield go to The Hellhound's Muzzle and complete the Recruit Academy Castoffs quest. The Red Sashes go to Skull Island and complete the Establish Shadow Thieves' Guild quest. The City Guard go to the Entry Well, taking the Ransack Whitehelm's Tomb quest and playing Bribe the Watch. The Knights of the

Player	Faction
Bill Scharf	Giza A
Chris Geggus	Helicarnassos B
Christopher Hunt	Rome A
Dave Hooton	The Great Wall A
Kevin Wilson	Alexandria B

The Wonder Pack, Leaders, Cities, and Armada expansion are in use.

Age I Leader Recruitment: Giza recruits Phidias. Helicarnassos recruits Xenophon. Rome recruits Midas. The Great Wall recruits Hatshepsut. Alexandria recruits Imhotep.

Age I, Round 1: Giza plays Glassworks. Helicarnassos plays an Eastern Emporium. Rome plays a Lumber Yard. The Great Wall plays a Clay Pit. Alexandria plays a Lumber Yard.

Age I, Round 2: Giza plays a Loom. Helicarnassos plays a Pirate Cache. Rome plays a Stone Pit. The Great Wall plays an Ore Vein. Alexandria plays a Clay Pool.

Age I, Round 3: Giza plays a Timber Yard. Helicarnassos plays an East Trading Post. Rome plays a Barracks, then advances on the Military track. The Great Wall plays an Apothecary and advances on the Science track. Alexandria plays a Stone Pit.

Age I, Round 4: Giza plays a Forest Cave. Helicarnassos plays a Clay Pool. Rome plays a Stockade. The Great Wall plays a Guard Tower then advances on the Military track. Alexandria plays a Gambling Den.

Age I, Round 5: Giza plays an Excavation. Helicarnassos plays a Construction Yard, advancing on the Military track and the Civics track. Rome plays a Marketplace and advances on the Commerce track. The Great Wall plays a Barracks, then advances on the Military track. Alexandria builds the first stage of its wonder, then advances on the Science track.

Age I, Round 6: Giza plays a Tavern, then advances on the Commerce track. Helicarnassos plays a Press. Rome plays an Ore Vein. The Great Wall builds the first stage of its wonder and advances on the Commerce track. Alexandria plays a Guard Tower, then advances on the Military track.

Shield go to the Field of Triumph. The Red Sashes go to Waterdeep Harbor and play Ambush. The City Guard go from Waterdeep Harbor to the Slavers' Market. The Red Sashes go from Waterdeep Harbor to Aurora's Realms Shop. The Knights of the Shield go from Waterdeep Harbor to Blackstaff Tower. The Red Sashes go from Waterdeep Harbor to Castle Waterdeep, becoming first player and drawing an Intrigue card. Round 5: The Red Sashes go to Cliffwatch Inn, taking the Build a Reputation in Skullport quest. The City Guard go to the Slavers' Market. The Knights of the Shield go to Waterdeep Harbor and play Bidding War, taking the Deliver an Ultimatum quest. The Red Sashes take the Procure Stolen Goods quest. The City Guard gain the Infiltrate Halaster's Circle quest. The Red Sashes go to Waterdeep Harbor and play Graduation Day. The City Guard go to The Three Pearls. The Knights of the Shield go to Aurora's Realms Shop. The Red Sashes go to the Grinning Lion Tavern and complete the Seal and Entrance to Skullport quest. The City Guard go to The Stone House and complete the Ransack Whitehelm's Tomb quest. The Knights of the Shield go to the Field of Triumph. The Red Sashes go to Cliffwatch Inn, taking the Take Over Rival Organization quest. The City Guard go to Waterdeep Harbor and play Sponsor Apprentices. The Knights of the Shield go to The Hellhound's Muzzle and complete the Deliver an Ultimatum quest. The Red Sashes go to the Hall of Mirrors. The City Guard go to The Grim Statue.

Cheagle – 7 Wonders

Age I, Round 7: Giza plays a Workshop, then advances on the Science track. Helicarnassos plays a Pigeon Loft. Rome plays West Trading Post and advances on the Commerce track. The Great Wall plays Gates of the City. Alexandria builds the second stage of its wonder, then advances on the Science track, gaining Bronze Island.

Age I, Round 8: Giza plays a Secret Warehouse. Helicarnassos plays Baths and advances on the Civics track. Rome builds the first stage of his wonder. The Great Wall plays a Pawnshop and advances on the Civics track. Alexandria plays an Apothecary then advances on the Science track.

Age I Conflict: Land: Giza and Helicarnassos lose 1 each, Rome and Alexandria win one each. Naval: The Great Wall wins and Giza loses.

Age II Leader Recruitment: Giza recruits Praxelites. Helicarnassos recruits Solomon, gaining a Tavern from the discards. Rome recruits Nero. The Great Wall recruits Bilkis. Alexandria recruits Hannibal.

Age II, Round 1: Giza plays a Library and advances on the Science track, gaining Wild Island. Helicarnassos plays a Hangar, advances on the Science and Civics tracks. Rome plays Training Grounds. The Great Wall plays a Dispensary and advances on the Science track, gaining Virgin Island. Alexandria plays a Courthouse and advances on the Civics track.

Age II, Round 2: Giza plays a Caravanserai and advances on the Commerce track. Helicarnassos plays a Map Room, gaining Abandoned Harbor, and advances on the Science track, and gaining Lost Island. Rome plays Stables. The Great Wall builds the third stage of its wonder and advances on the Commerce track. Alexandria plays a Dispensary and advances on the Science track, gaining Frothy Harbor, advancing on the Military and Commercial tracks.

Age II, Round 3: Giza plays the Society of Navigators, then advances on the Science track. Helicarnassos discards a card for 3 gold. Rome plays a Black Market. The Great Wall plays a School and advances on the Science track. Alexandria plays a Laboratory.

Age II, Round 4: Giza plays Stables and advances on the Military track. Helicarnassos plays a Caravansery and advances on the Commerce track. Rome plays a Quay, causing an incursion against Alexandria. The Great Wall builds the second stage of its wonder and advances on the Commerce track. Alexandria plays Mercenaries.

Age II, Round 5: Giza builds the first stage of its wonder and advances on the Commerce track. Helicarnassos builds the first stage of its wonder, gaining a Gambling House from the discards, and advances on the Military track. Rome plays a Statue, then advances on the Civics track. The Great Wall plays a Laboratory and advances on the Science track, gaining the Statues Harbor. Alexandria plays a Temple and advances on the Civics track.

Age II, Round 6: Giza plays an Archery Range and advances on the Military track. Helicarnassos plays a Consulate. Rome plays a Pirate Lair and advances on the Commerce track. The Great Wall plays a Press. Alexandria discards a card to advance on the Commerce track.

Age II, Round 7: Giza plays a Quarry. Helicarnassos plays a Brickyard. Rome discards a card for 3 gold. The Great Wall discards a card for 3 gold. Alexandria plays a Vineyard and advances on the Commerce track.

Age II, Round 8: Giza builds the second stage of its wonder and advances on the Commerce track. Helicarnassos completes the second stage of its wonder and advances on the Military track. Rome plays a Quarry. The Great Wall discards a card for 3 gold. Alexandria discards a card to advance on the Commerce track.

Age I Conflict: Land: Helicarnassos does not participate. Giza and The Great Wall each lose 2 conflicts, while Rome and Alexandria win 2. Incursion: Rome defeats Alexandria. Naval: Helicarnassos wins and Rome loses.

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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!