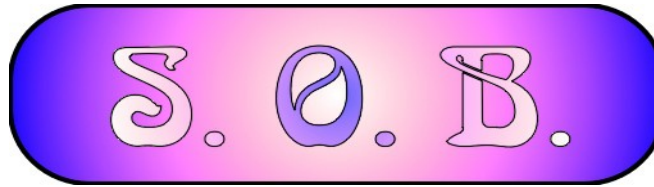


Number 277



September, 2022

Notes from Hades

As I write this, today is my 25th wedding anniversary. My wife and I took a **Dandie Dinmont Terrier**: Robo Rally: Have Chris Geggus(\$), Bill Scharf(\$), long weekend to celebrate, renting an AirBnB up near San Luis Obispo. Dave Hooton(\$), Brendan Whyte(\$), Andy York(\$), will take up to 3 more. We spent Friday making our way up the coast, stopping in Ventura for **Danish-Swedish Farmdog**: Discworld: Ankh Morpork: Have Kevin Wilson, lunch, finding some interesting little stops along the way and reaching our cottage Christopher Hunt, Bill Scharf(\$), Andy York(\$). This game is full. in the evening. The cottage was in a place called the Irish Hills, and was a little **Deutscher Wachtelhund**: Power Grid: Have 14 different maps, the alternate south of the midway point between San Luis Obispo (referred to as SLO by the deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin locals) and Morro Bay. The next day, we kayaked in Morro Bay, where we say lots Wilson, Chris Geggus(\$), Dave Hooton, Bill Scharf(\$), Andy York(\$), will take up of birds, a couple dozen harbor seals who had hauled out on the banks of the to 1 more.

estuary, and a few sea otters in the bay itself. We had lunch in Morro Bay and later **Dobredor**: Terraforming Mars: Have the Hellas & Elysium and 3 fan created had a very nice dinner in SLO at a place called Novo. The next day, we took an e-boards, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin bike tour of the Paso Robles wine country, picking up a couple of bottles on the Wilson, Bill Scharf(\$), Dave Hooton, Andy York(\$), will take up to 1 more. way. We then took a leisurely drive back the next day. Overall, a wonderful trip. Players who have a (\$) after their name have paid the necessary game fee.

Since the last issue, 7 games have completed. They are: Chi-Poo, a **S.O.B.** is a zine of unusual postal games, and anything else I feel like including. Terraforming Mars: Ares Expedition game won by Christopher Hunt, Cheagle, a 7 Your publisher is: Wonders game won by Dave Hooton, Bocker, a Terraforming Mars game won by Dave Hooton, Chabrador, a History of the World game won by Bill Scharf, Bull-Pei, a Lords of Waterdeep game won by Kevin Wilson, Cavochon, a Puerto Rico game won by Martin Burgdorf, and Chipin, a Suburbia game won by Dave Hooton. Congratulations to the winners.

The next deadline is **Tuesday, October 25 at 5:00 p.m. Pacific Time.**

Contents

Malinois	Gunboat Machiavelli	Page 2
Zine Report		Page 3
Email Games Report		Page 3

Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be 3 more. run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

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

Chion: Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson(\$), Christopher Hunt(\$), Dave Hooton(\$), will take up to 1 more.

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(\$), Bill Scharf(\$), Andy York(\$). This game is full.

Chusky: Puerto Rico: This will include the Buildings expansion. Have Dave Hooton(\$), Kevin Wilson(\$), Chris Geggus(\$), Andy York(\$). This game is full.

Cockalier: Age of Renaissance: This game will start only after Segugio Italiano has completed. Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), Bob Robles, Bill Scharf(\$), will take up to 1 more.

Cockapoo: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed potentially play with the Spice Harvest and Duel expansions if playing by email. maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Dave Hooton(\$), Kevin Wilson(\$), Martin Burgdorf(\$), Kevin Croskery(\$). This game is full.

Corgidor: Puerto Rico: This is the base game. Have Kevin Wilson(\$), Chris Geggus(\$), Chris Hibbert(\$), Andy York(\$). This game is full.

Corman Shepherd: Outpost: This will use the usual rules. Have Kevin Wilson(\$), Dave Hooton(\$), Bill Scharf(\$), Dane Maslen(\$), Andy York(\$), will take up to 5 more.

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

Whyte(\$), Andy York(\$), will take up to 1 more.

Dandie Dinmont Terrier: Robo Rally: Have Chris Geggus(\$), Bill Scharf(\$), Dave Hooton(\$), Brendan Whyte(\$), Andy York(\$), will take up to 3 more.

Danish-Swedish Farmdog: Discworld: Ankh Morpork: Have Kevin Wilson, lunch, finding some interesting little stops along the way and reaching our cottage Christopher Hunt, Bill Scharf(\$), Andy York(\$). This game is full.

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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. Your publisher is:

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cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>

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.

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 more.

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

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email. Have Kevin Wilson, Bill Scharf, 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 originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 6 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Kevin Wilson, Christopher Hunt, Bill Scharf, will take up to 3 more.

Terra Mystica: Have Kevin Wilson, Bill Scharf, will take up to 3 more.

History of the World: Have Kevin Wilson, Bill Scharf, Andy York, will take up **Silverton:** Have Dave Hooton, will take up to 5 more. to 3 more.

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

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, Kevin Wilson, Bill Scharf, will take up to 5 more. Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York, will

Wingspan: Have the European and Oceana birds expansions. Have Kevin Wilson, take up to 4 more. Dave Hooton, will take up to 3 more.

Citadels: Have the Deluxe version. Have Kevin Wilson, Bill Scharf, will take up to 6 more. that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as Note that a subscription to S.O.B. is not required to play in a game run by flier, but well as the Cons and Essen Spiel additions. Have Dave Hooton, will take up to 4 that a game fee will be charged to non-subbers. more.

Malinois

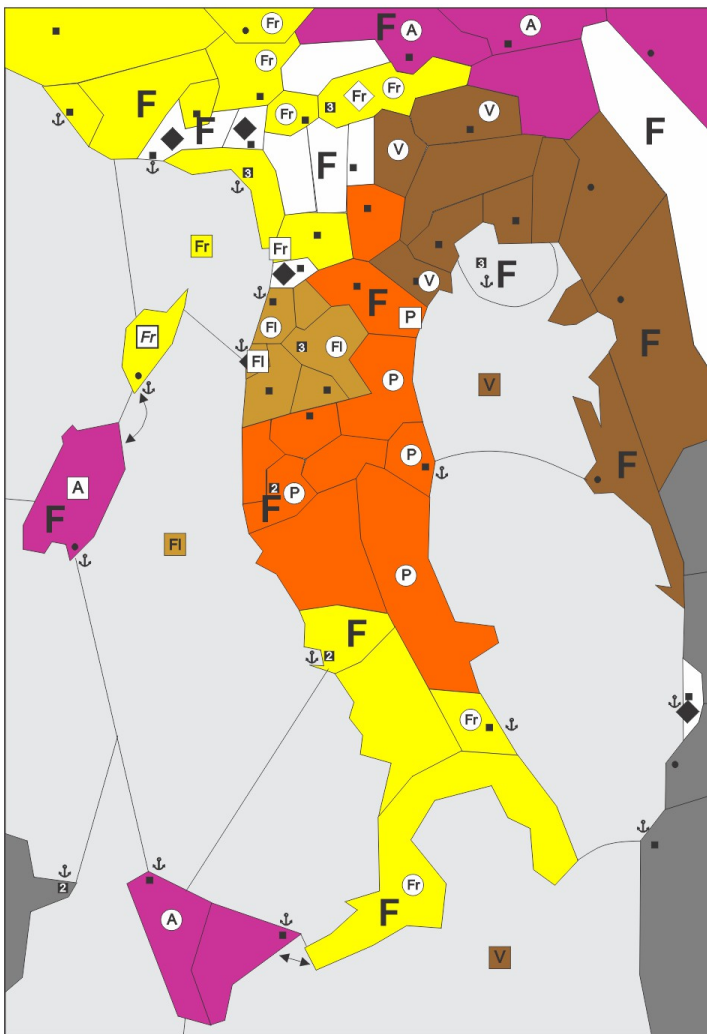
Gunboat Machiavelli

Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press Fall 1500

Deadline/Winter-Spring 1501 10/25 Tuesday

The potential Austria/Venice alliance is realized while France and Florence join forces. France helps the Pope fend off an attack from Venice.

Malinois



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

Outstanding Loans

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

Orders

AUSTRIA: A TYROLEA supports A Venetian Trent to Milan (cut), A MESSINA to Palermo, A AUSTRIA supports A Tyrolea, F SARDINIA supports F

Corsica, F Corsica supports F Sardinia (cut, ELIMINATED)

FLORENCE: A LUCCA to PISA, A FLORENCE supports Papal A Bologna, F Pisa to Piombino, F TYRRHENIAN SEA supports French F Gulf of Lions to Corsica (nso)

FRANCE: A OTRANTO to Messina, A BARI to Dalmatia, A SWISS to Tyrolea, A MILAN to Cremona, A TURIN to supports A Swiss to Tyrolea, A PAVIA holds, F LIGURIAN SEA supports F Gulf of Lions to Corsica, F (EM) Gulf of Lions to CORSICA, F MODENA holds, G MILAN holds

PAPACY: A Spoleto to ANCONA, A AQUILA supports A Spoleto to ANCONA, A ROME holds, A URBINO supports A Spoleto to Ancona, F BOLOGNA holds (u)

VENICE: A BERGAMO to Cremona, A FERRARA to Bologna, A TRENTO to Milan, F UPPER ADIRATIC supports A Ferrara to Bologna, F Lower Adriatic to IONIAN SEA

Press

Florence to Pope: Assistance to contain Venice while France and Venice fight has been offered.

Florence to France: It is my hope my loyalty and support will be recognized at an appropriate time. Unfortunately I was not in place in Palermo to help but maybe soon.

Florence Austria: Shouldn't you be brining a lot of those units home to hold off France?

France to Florence: You Get Sardinia, Palermo, Rome. Lucca. and Naples. I cannot defend it. I would rather give to an ally than to a Pope who does nothing against the real threat-- Venice.

I will push east as soon as possible . I would go faster but Mr. Ducats is in the way.

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 GM: Potential alliance ??? Not from my point of view. When I see Austria supporting Venice to Milan. looks like a alliance to me.

Venice to All: Has anyone calculated France's income including all those rich cities like Genoa, Naples and Milan?

Venice to France: You have been duped by false press labeled from Venice. Sadly, it has forced me to oppose you unless...

Venice to Austria: Cutting support from Milan.

Venice to Pope: Why back off the boot? I'm ok with your move south.

Spring 1501 Famine

Bad Year – Row and Column: Savoy, Sardinia, Parma, Tyrolea, Naples, Dalmatia, Provence, Otranto, Bologna, Slavonia, Rome, Croatia, Venice

Spring 1500 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS:	<u>Tyrolea</u> , Austria, Hungary, Carinthia, <u>Sardinia</u> , Palermo, Messina	5
FLO:	Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino	6
FRA:	Avignon, Swiss, Milan, Turin, Saluzzo, <u>Provence</u> , Marseilles, Genoa, Pavia, Modena, Corsica, <u>Naples</u> , Salerno, Bari, <u>Otranto</u>	12
PAP:	Mantua, <u>Bologna</u> , Urbino, Ancona, Spoleto, Perugia, Patrimony, <u>Rome</u> , Capua, Aquila	8
VEN:	Trent, Bergamo, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, <u>Croatia</u> , <u>Dalmatia</u>	9

Seas

FLO:	Tyrhennian Sea	1
FRA:	Ligurian Sea	1
VEN:	<u>Venice</u> , Upper Adriatic, Ionian Sea	2

Cities

AUS:	<u>Tyrolea</u> , Austria, Hungary, <u>Sardinia</u> , Palermo, Messina	4
FLO:	Pisa, Florence (3), Arezzo, Sienna	6

S.O.B.

FRA:	Avignon, Swiss, Milan (3), Turin, Saluzzo, Marseilles, Genoa (3), Pavia, Modena, Corsica, <u>Naples (2)</u> , Bari	15
PAP:	Mantua, <u>Bologna</u> , Ancona, Perugia, <u>Rome (2)</u>	3
VEN:	Trent, Ferrara, Padua, Treviso, Carniola, <u>Croatia</u> , <u>Dalmatia</u> , <u>Venice (3)</u>	5

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	1	5	0	4	10
FLORENCE:	2	6	1	6	15
FRANCE:	5*	12	1	15	32
PAPACY:	2	8	0	3	13
VENICE:	4	9	2	5	20

*Includes variable income for Genoa, Milan, and Naples

Game Summary

	1499	1500	1501
Austria:	7	6	6
Florence:	3	4	4
France:	7	9	12
Papacy:	4	5	5
Venice:	4	7	8

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: 221. Runs 6 Nimmit!, Average Card Outpost, Bourse, By Popular Demand, Choice, 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: 112. Currently running Chess, Diplomacy, The Gathering, Conquistador. Game openings for Civilization (the 1980 version), Diplomacy, Chess.

Quartz Published by Geoff Kemp. Current issue 115. Currently running brain-teasers, Middleman, Lucky Numbers, Diplomacy, Gunboat Diplomacy, Choice, Chess, Othello, Intimate Diplomacy, Sopwith, Railway Rivals, Breaking Away, Cathedral. Game openings for Choice, Diplomacy, Gunboat Diplomacy, Middleman, Mijnlieff, Not so Intimate Diplomacy, Intimate Diplomacy. 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: 14. 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: 410. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 160. 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
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Bob Robles	Paris
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Martin Burgdorf	Genoa
Bill Scharf	Hamburg
Chris Geggus	Barcelona
Christopher Hunt	Venice
Dave Hooton	London

Turn 6 Card Play: London plays Silk. Paris plays Grain. Venice plays Ibn Majid, Marco Polo, and Fur. Barcelona plays Stone and Enlightened Ruler. Hamburg plays Pirates/Vikings. Genoa plays

Cloth/Wine as Cloth.

Turn 6 Purchases: London buys Institutional Research, Human Body, Caravan, Improved Agriculture, and Patronage. Paris buys Institutional Research and Interest & Profit. Venice buys Cosmopolitan and Holy Indulgence. Barcelona buys Human Body, and Master Art. Hamburg buys Wind/Watermill, Interest & Profit, Holy Indulgence, and Laws of Matter. Genoa buys Cosmopolitan and Master Art.

Turn 6 Expansion: London expands to India, Portsmouth, London, and York. Paris expands to St. Gali, Salzburg, Cornwall, and Shetland. Venice expands to St. Gali, Salzburg, Athens, Jerusalem, and unsuccessfully to Levant. Barcelona expands to Valencia, Sicily, St. Malo, Dijon, and Tunis. Hamburg expands to Kaffa, Kiev, Erzerum, Hamburg, Breslau, Prague, and Jerusalem. Genoa expands to St. Gali, Tunis, Grenada, Hamburg, and Tripoli, and unsuccessfully to Dijon, Valencia, Smyrna, and Montpelier.

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

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

We are playing on the Elysium map and using the Prelude, Colonies, and Turmoil expansions.

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. Factorum builds a Rad-Chem Factory. Saturn Systems adds a delegate to Mars First and adds a resource to Refugee Camps. Arklight builds a Toll Station and adds a delegate to the Greens. Ecoline adds a delegate to the Greens. Factorum pays cash for a greenery tile. Saturn Systems builds a Stanford Torus. Arklight sells 2 cards. Ecoline sells a card. Factorum sells a card and develops House Printing. Saturn Systems activates Martian Rails and develops Orbital Cleanup. Ecoline sells a card. Factorum adds a delegate to the Greens. Saturn Systems activates Orbital Cleanup and builds a Martian Zoo. Ecoline sells cards.

With that, Mars is fully terraformed. Final scores are: Ecoline with 67, Arklight with 66, Robinson Industries with 65, Factorum with 61, and Saturn Systems with 55. Congratulations to Dave Hooton on his very close 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 5: Aphrodite brings in a Convoy from Europa and places a Mining Area. Manutech trades 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 Aquifer 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. Inventrix uses Red Spot Observatory to draw a card and seeds Arctic Algae. Aphrodite does some Noctis Farming. Manutech launches a Trans-Neptune Probe. Factorum cashes in on the Martian Zoo and funds Community Services. Philares uses Extreme Cold Fungus to add resources to Decomposers. Inventrix uses Indentured Workers to plant a Plantation. Aphrodite develops Breathing Filters. Manutech cashes in on Saturn Surfing and sends a Comet for Venus. Philares discovers a Symbiotic Fungus and uses it to add a resource to Decomposers.

Generation 6: Manutech trades with Luna and adds a resource to Security Fleet. Factorum uses the Electro-Catapult and trades with Ceres. Philares uses the Business Network, discarding the resulting card and founds a Meat Industry. Inventrix launches Orbital Reflectors and spends plants to place a greenery tile. Aphrodite spends plants for a greenery tile and brings Deimos Down. Manutech builds a Capital then uses Aquifer Pumping. Factorum uses Comet Aiming to place an ocean and builds Sky Docks. Philares builds an Ecological Zone. Inventrix sells a card and uses Red Spot Observatory. Aphrodite adds a resource to Sulphur-Eating Bacteria and hires Rim Freighters. Manutech cashes in on Saturn Surfing and does some Kelp Farming. Factorum uses heat to raise the temperature. Philares develops Rego Plastics and builds a Medical Lab. Inventrix uses the Energy Market to sell off some energy production and gains a card from the Inventors' Guild, discarding it. Manutech invests in Forced Precipitation and adds a resource to it. Factorum releases Small Animals. Philares uses Extreme Cold Fungus to add resources to Decomposers. Inventrix trades with Io. Manutech spends plants for a greenery tile. Factorum cashes in with the Martian Zoo. Philares uses Symbiotic Fungus to add a resource to Decomposers.

Cavocho – Puerto Rico with Buildings

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. Martin selects the Builder and builds a Custom House. Christopher builds a Hacienda. Chris builds a Sugar Mill. Kevin builds a Trading Post. Christopher selects the Settler, taking tobacco and indigo. Chris takes coffee. Andy takes corn. Kevin takes tobacco. Martin takes sugar. Chris selects the Captain and ships tobacco, sugar, and indigo. Andy ships tobacco and indigo. Kevin ships indigo and corn. Martin ships sugar.

Player
Chris Geggus
Andy York
Kevin Wilson
Martin Burgdorf
Christopher Hunt

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

Turn 13: Kevin selects the Mayor, populating the tobacco plantation, Trading Post, and San Juan. Martin populates the Custom House. Christopher populates the Hacienda. Chris populates the Sugar Mill. Andy populates the Small Sugar Mill and moves a colonist from a corn plantation to a sugar plantation. Martin

selects the Captain and ships coffee. Christopher ships tobacco. Chris ships coffee. Christopher selects the Builder and builds a City Hall. Martin builds a Small Sugar Mill. Chris and Andy both select Prospectors.

Turn 14: Martin selects the Mayor and populates the sugar plantation, Small Indigo Plant, and Small Sugar Mill. Christopher populates the City Hall and indigo plantation. Chris populates the Coffee Roaster and a coffee plantation. Andy populates a corn

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

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. The Halflings upgrade a trading house to a temple. The Dwarves upgrade a dwelling to a trading house. The Auren upgrade a dwelling to a trading house. The Halflings upgrade a dwelling to a trading house. The Dwarves spend power to gain workers. The Auren use their favor action to advance in the Air cult. The Halflings commit a priest to the Air cult. The Dwarves commit a priest to the Fire cult. The Dwarves upgrade a trading house to a

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 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

plantation. Kevin populates San Juan. The colonist supply is now empty, so this will be the final turn of the game. Christopher selects the Settler, draws a sugar plantation with the Hospice and discards it, and takes a corn plantation. Chris takes corn, Andy coffee, Kevin tobacco, and Martin sugar, leaving Christopher with a sugar plantation. Chris selects the Captain and ships corn. Andy and Martin also ship corn. Andy selects the Builder and builds a Statue. Kevin builds a Church. Christopher builds a Guesthouse. Chris builds an Office. Kevin selects the Craftsman and produces corn, indigo, and coffee. Martin produces corn, sugar, and coffee. Christopher produces corn and tobacco. Chris produces indigo, tobacco, and coffee. Andy produces indigo and tobacco.

With that, the game is over. Final score was Martin Burgdorf with 51, Christopher Hunt with 49, Andy York with 45, Chris Geggus with 36, and Kevin Wilson with 26. Congratulations to Martin on his victory!

Cesky Terrier – Terra Mystica

stronghold, establishing a town, and commit a priest to the Earth cult.

Round 4: The Fakirs upgrade a trading house to a temple. The Auren spend power for coins. The Halflings commit a priest to the Fire cult. The Dwarves use their bonus action for a shovel, convert a space to mountains and place a dwelling there. The Fakirs take a Carpet Flight to place a dwelling. The Auren spend power and workers for 2 shovels, convert a space to forest, and place a dwelling there. The Halflings use their bonus tile to advance in the Fire cult. The Dwarves tunnel to a place a dwelling. The Fakirs burn power to gain power, convert power to coins, use a priest for a Carpet Flight, and place a dwelling. The Auren upgrade a trading house to a temple. The Halflings build a bridge. The Dwarves tunnel and place a dwelling. The Auren use their stronghold action to advance in the Water cult. The Halflings upgrade a dwelling to a trading house. The Dwarves spend power for workers. The Halflings spend power to gain a priest. The Dwarves commit a priest to the Fire cult. The Halflings commit a priest to the Fire cult. The Dwarves upgrade a dwelling to a trading house.

Round 5: The Fakirs commit a priest to the Earth cult. The Auren build a bridge, forming a town. The Halflings commit a priest to the Water cult. The Dwarves spend power to gain coins. The Fakirs upgrade their temple to a sanctuary, forming a town. The Auren reduce the cost of shovels. The Halflings spend power for 2 shovels and build a dwelling in the converted land. The Dwarves upgrade a trading house to a temple. The Auren advance 1 step in the Air cult. The Halflings spend workers for a shovel, convert an area into farmland and place a dwelling there. The Dwarves tunnel and place a dwelling in the area. The Auren upgrade a temple to a sanctuary. The Halflings place a dwelling. The Dwarves advance 1 step in the Fire cult. The Auren advance 2 steps in the Fire cult. The Halflings upgrade a trading house to a temple. The Dwarves burn power to spend power for a shovel, tunnel and use the shovel to convert an area then place a dwelling there. The Auren burn power to gain power and spend the power to gain workers. The Halflings upgrade a dwelling to a trading house. The Dwarves advance a step in the Fire cult. The Auren upgrade a dwelling to a trading house.

Chabrador – History of the World

and Northern and Southern Europe. Greenies start with a Plague in the Ganges Delta and are the Sung Dynasty, who dominate China and Southeast Asia and have presences in India and Eurasia. Romulus & Remus are the Seljuk Turks, who dominate Eurasia, and have presences in North Africa, China, India, Southern Europe, Northern Europe, Southeast Asia, and North America.

Epoch VI Empire Selection: Everyone keeps the empire they were dealt.

Epoch VI: GEGS starts out with the Black Death in China and Southeast Asia and a Disaster (Tidal Wave) in Albion and are the Ming Dynasty, who dominate the Middle East, China, and India, and have presences in North Africa, Southern Europe, Northern Europe, Southeast Asia, and Sub-Saharan Africa. Romulus & Remus start with Pestilence in Zagros and Empire Revives for the Seljuk Turks. They are the Timurid Emirates, who dominate the Middle East and Eurasia and have presences in North Africa, China, India, Southern Europe, Northern Europe, Southeast Asia, and North America. Republic of Texas starts with Empires Revive for the Indus Valley and the Romans then send out Barbarians from the Northern Lakes and are the Incas and Aztecs, who dominate North America and have presences in North Africa, Middle East, India, Southern Europe, Northern Europe, South America, and Sub-Saharan Africa. Kaleidoscope Respite starts out with a Jewish Revolt and is Portugal, who have a Population Explosion and who dominate India, Southern Europe, North America, and South America and who have presences in Middle East, China, Northern Europe, Eurasia, and Sub-Saharan Africa. RMHS starts with Empires Fortify with the Crusaders and Goths and Famine in India and is Spain, who dominate Southern Europe and have presences in North Africa, Middle East, Northern Europe, South America, Sub-Saharan Africa, and Nippon. Greenies start with the Safavids and continue with the Mughals, who expand with Treachery and go on to dominate China and Southeast Asia and have presences in Middle East, India, and Eurasia.

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

Epoch VII: The Greenies are the Manchu Dynasty, who have elite troops and weaponry. They control China and Southeast Asia, and have presences in the Middle East, India, and Eurasia. RMHS is The Netherlands, who

dominate India, Southern Europe, Northern Europe and have presences in North Africa, Middle East, North America, South America, Sub-Saharan Africa, and Nippon. Republic of Texas starts out with Japan and is France, who control Nippon and Australia, dominate Sub-Saharan Africa, and have presences in North Africa, Middle East, China, India, Southern Europe, Northern Europe, Southeast Asia, Eurasia, North America, and South America. Kaleidoscope

Respite is Britain, who have a Leader, and dominate China, India, Northern Europe, North America, and South America and who have presences in Middle East, Southern Europe, Eurasia, and Sub-Saharan Africa. Romulus & Remus is the United States, who have a Leader and a Jihad and who control North America, dominate Middle East, and have presences in North Africa, India, Southern Europe, Northern Europe, Eurasia, and South America. GEGS is Germany, who have Naval Supremacy and who dominate Northern Europe and have presences in North Africa, Middle East, China, Southern Europe, North America, and Sub-Saharan Africa/ Final scores are Kaleidoscope Respite with 199, Republic of Texas with 198, GEGS with 180, Romulus & Remus with 179, RMHS with 174, and Greenies with 166. Congratulations to Bill Scharf on his victory!

Chi-Poo – Terraforming Mars: Ares Expedition

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

Round 16 Phase Selection: Mining Guild selects Construction. Zetasel selects Action. Inventrix and Interplanetary Cinematics select Production. Round 16 Construction: Mining Guild build a Circuit Board Factory and Wood Burning Stoves. Round 16 Action: Inventrix adds resources to Tardigrades and Self-Replicating Bacteria. Interplanetary Cinematics spends resources from Regolith Eaters to raise the oxygen level 1 step and gains a card with Matter Manufacturing. Mining Guild adds a resource to Nitrite-Reducing Bacteria and gains a card from Circuit Boards. Zetasel uses Advanced Screening Technology, uses Progressive

Policies twice and adds resources to GHG Producing Bacteria and Filter Feeders.

Round 17 Phase Selection: Mining Guild selects Development. Everyone else selects Construction.

Round 17 Development: Interplanetary Cinematics launches a Space Station. Mining Guild build a Quantum Extractor.

Round 17 Construction: Inventrix brings in a Large Convoy and draws a card. Interplanetary Cinematics uses Work Crews to build a Conserved Biome and draw a card. Mining Guild releases Birds. Zetasel gains some Imported Nitrogen and builds Steelworks.

Round 18 Phase Selection: Interplanetary Cinematics selects Development. All other players select Action.

Round 18 Development: Interplanetary Cinematics develops Tectonic Stress Power. Mining Guild does some Kelp Farming.

Round 18 Action: Inventrix adds a resource to Tardigrades and uses resources from Self-Replicating Bacteria to build a Tropical Resort. Interplanetary Cinematics adds a resource to Regolith Eaters, uses Conserved Biome to add another resource to Regolith Eaters, and uses Matter Generator to gain a card. Mining Guild adds 2 resources to Birds, 1 to Nitrite-Reducing Bacteria and draws a card with Circuit Boards. Zetasel uses Advanced Screening Technology, uses Progressive Policies twice, adds a resource to GHG Producing Bacteria and Filter Feeders, uses Steelworks, and spends plants for a forest tile.

This completes the terraforming of Mars. Final score is Mining Guild 36, Zetasel 33, Inventrix 28, and Interplanetary Cinematics 27. Congratulations to Christopher Hunt on his win!

Bull-Pei – Lords of Waterdeep

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 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. The Knights of the Shield go to the Builders' Hall and build the Zoarstar, then go from Waterdeep Harbor to The Three Pearls. The Red Sashes go from Waterdeep Harbor to Aurora's Realms Shop. The City Guard go to The Entry Well,

take the Pay Fines quest and play Unexpected Success, playing the Cover Up a Scandal and Fend Off Bandits mandatory quests on the Knights of the Shield.

Round 6: The Red Sashes go to the Slavers' Market. The City Guard go to The Three Pearls and complete the Infiltrate Halaster's Circle quest. The Knights of the Shield go to The Hellhound's Muzzle and complete the Cover up a Scandal mandatory quest. The Red Sashes go to Blackstaff Tower and complete the Take Over Rival Organization quest. The City Guard go to Waterdeep Harbor and play Bidding War, taking the Send Aid to the Harpers quest. The Knights of the Shield take the Investigate Aberrant Infestation quest. The Red Sashes gain the Shelter Zhentari Agents quest. The Knights of the Shield go to Cliffwatch Inn and take the Study the Illusk Arch Quest. The Red Sashes go to Aurora's Realms Shjop and complete the Procure Stolen Goods quest. The City Guard go to the Hall of Mirrors. The Knights of the Shield go to Cliffwatch Inn, take the Give Honor to Mask quest, and complete the Fend Off Bandits mandatory quest. The Red Sashes go to the Grinning Lion Tavern and complete the Build a Reputation in Skullport quest. The City Guard go to the Zoarstar and duplicate Aurora's Realms Shop. The Knights of the Shield go to Waterdeep Harbor and play Recruitment Drive and complete the Give Honor to Mask quest. The Red Sashes go to Waterdeep Harbor and play Call in a Favor. The City Guard go to The Plinth and complete the Send Aid to the Harpers quest. The Knights of the Shield go to the Field of Triumph. The City Guard go from Waterdeep Harbor to Castle Waterdeep. The Knights of the Shield go from Waterdeep Harbor to Skull Island and complete the Improve Prison Security quest. The Red Sashes go from Waterdeep Harbor to Cliffwatch Inn, resetting the quests and taking the Steal Spellbook from Silverhand quest.

Round 7: The City Guard go to Aurora's Realms Shop. The Knights of the Shield go to The Hellhound's Muzzle. The Red Sashes go to Waterdeep Harbor and play the Quell Riots mandatory quest on the Knights of the Shield. The City Guard go to Waterdeep Harbor and play Call for Assistance. The Knights of the Shield go to Waterdeep Harbor and play Real Estate Deal, exchanging the Zoarstar for New Oalmn. The Red Sashes go to New Olamn and complete the Steal Spellbook from Silverhand quest. The City Guard go to The Three Pearls. The Knights of the Shield go to The Plinth and complete the Quell Riots mandatory quest. The Red Sashes go to Cliffwatch Inn, taking the Deliver Weapons to Selune's Temple quest. The City Guard go to The Hall of Mirrors and complete the Pay Fines quest. The Knights of the Shield go to Skull Island and complete the Investigate Aberrant Infestation quest. The Red Sashes go to the Field of Triumph. The City Guard go to Cliffwatch Inn and take the Form and Alliance with the Rashemi quest. The Knights of the Shield go to the Slavers' Market. The Red Sashes go to The Entry Well, take the Perform Penance of Duty quest and play Corrupting Influence, then go from Waterdeep Harbor to Skull Island and complete the Perform Penance of Duty quest. The City Guard go from Waterdeep Harbor to Blackstaff Tower. The Knights of the Shield go

from Waterdeep Harbor to The Stone House.

Round 8: The City Guard go to Skull Island and complete the Form an Alliance with the Rashemi quest and gain the Repel Seawraiths quest. The Knights of the Shield go to Waterdeep Harbor and play Good Faith. The Red Sashes go to Waterdeep Harbor and play Research Agreement. The City Guard go to the Field of Triumph. The Knights of the Shield go to The Three Pearls. The Red Sashes go to Waterdeep Harbor and play Repent. The City Guard go to The Hellhound's Muzzle and complete the Repel Seawraiths quest. 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 III Leader Recruitment: Giza recruits Aristotle. Helicarnassos recruits Zenobia. Rome recruits Darius. The Great Wall recruits Ptolomy. Alexandria recruits Alexander.

Age III, Round 1: Giza plays an Academy, advances on the Science track, and gains Windy Harbor.

Helicarnassos plays a Naval Ministry, advancing on the Science and Civics tracks. Rome builds the second stage of its wonder and advances on the Science track. The Great Wall plays an Observatory and advances on the Science track. Alexandria plays a Captain's Circle and advances on the Science track.

Age III, Round 2: Giza plays a University and advances on the Science track. Helicarnassos plays a Lighthouse and advances on the Commerce track. Rome plays a Palace and advances on the Civics track. The Great Wall plays a Study, advances on the Science track, and gains a Golden Archipelago.

Player
Christopher Hunt
Chris Geggus
Dave Hooton
Kevin Wilson
Bill Scharf

The European expansion is in play.

Round 1: Christopher takes the Anduin's Gull. Chris plays the Bullfinch in the forest habitat. Dave takes the Red-Bellied Woodpecker. Kevin takes a fish. Bill takes the Red Crossbill. Christopher takes the Ruff. Chris takes an invertebrate and seeds with the

Player
Bill Scharf
Kevin Wilson
Christopher Hunt
Chris Geggus

Characters in play are the Assassin, Spy, Seer, King, Cardinal, Trader, Scholar, and Diplomat.

Shield go to Aurora's Realms Shop and complete the Uncover Drow Plot quest. The Red Sashes go to the Slavers' Market. The City Guard go to The Builders' Hall and build The Waymoot. The Knights of the Shield go to Blackstaff Tower. The Red Sashes go to Cliffwatch Inn, reset the quests, and take the Explore Trobriand's Graveyard quest. The City Guard go to The Waymoot. The Knights of the Shield go to the Hall of Mirrors and complete the Study the Illusk Arch quest. The Red Sashes go to The Three Pearls and complete the Explore Trobriand's Graveyard quest. The City Guard go to The Waymoot. The Knights of the Shield go to the Hall of Mirrors and complete the Study the Illusk Arch quest. The Red Sashes go to The Three Pearls and complete the Explore Trobriand's Graveyard quest. The Knights of the Shield go from Waterdeep Harbor to The Stone House. The Red Sashes go from Waterdeep Harbor to the Grinning Lion Tavern and from Waterdeep Harbor to Cliffwatch Inn taking and completing the Expand Guild Activities quest.

Final scores were City Guard with 185, Knights of the Shield with 184, and the Red Sashes with 182.

Congratulations to Kevin Wilson on his very close victory!

Cheagle – 7 Wonders

Alexandria plays a Contingent.

Age III, Round 3: Giza plays a Senate and advances on the Civics track. Helicarnassos builds the third stage of its wonder, plays a Lair from the discards, and advances on the Science track, gaining Pirate Harbor. Rome plays a Builders' Union. The Great Wall plays a Torture Chamber. Alexandria plays a University and advances on the Science track, gaining Stormy Archipelago, advancing on the Military, Commerce, and Civics tracks.

Age III, Round 4: Giza plays a Builders' Guild. Helicarnassos plays an Embassy. Rome plays a Haven and advances on the Commerce track. The Great Wall plays a Lodge. Alexandria plays a Captaincy, advancing twice on the Civics track.

Age III, Round 5: Giza plays a School and advances on the Science track, gaining the Emerald Archipelago. Helicarnassos plays a Town Hall and advances on the Civics track. Rome plays a Traders' Guild. The Great Wall plays an Arena and advances on the Commerce track. Alexandria plays a Senate and advances on the Civics track.

Age III, Round 6: Giza plays a Shipowners' Guild. Helicarnassos plays Gardens and advances on the Civics track. Rome plays a Pirate Brotherhood and advances on the Commerce track. The Great Wall plays a

Pantheon and advances on the Civics track. Alexandria builds the third stage of its wonder.

Age III, Round 7: Giza builds the third stage of its wonder and advances on the Commerce track.

Helicarnassos plays an Architects' Guild. Rome plays an Arena and advances on the Commerce track. The Great Wall plays Gardens and advances on the Civics track. Alexandria discards a card to advance on the Commerce track.

Age III, Round 8: Giza plays an Arsenal and advances on the Military track. Helicarnassos plays a Siege Workshop and advances on the Military track. Rome plays a Guild of Shadows. The Great Wall builds the final stage of its wonder and plays a Workers' Guild from the discards. Alexandria discards a card for 3 gold.

Age III Land Conflicts: Helicarnassos does not participate. Giza and The Great Wall lose twice; Rome and Alexandria win twice.

Age III Naval Conflict: Alexandria is first, Giza and Helicarnassos tie for second, and The Great Wall is last.

Final score: The Great Wall with 96, Rome with 94, Alexandria with 82, Helicarnassos with 80, and Giza with 77. Congratulations to Dave Hooton on his victory!

Chilier – Wingspan

Bullfinch. Dave plays the Red-Bellied Woodpecker in the forest habitat. Kevin plays the American White Pelican in the wetlands habitat. Bill takes seeds. Christopher takes the Snow Bunting. Chris takes food, gaining a rodent and seeds. Dave takes food, gaining berries and caching seeds on the Red-Bellied Woodpecker. Kevin draws the Painted Whitestart. Bill plays the Blue Jay in the forest habitat. Christopher plays the Common Nightingale in the forest habitat. Chris lays eggs on the Bullfinch. Dave lays eggs on the Red-Bellied Woodpecker. Kevin gains an invertebrate. Bill draws the Forster's Tern. Christopher plays the Common Swift in the grassland habitat. Chris plays the House Wren and the Mississippi Kite in the forest habitat. Dave plays the Common Grackle in the forest habitat. Kevin plays the Painted Whitestart in the forest habitat. Bill lays eggs on the Blue Jay. Christopher takes food, gaining an invertebrate and giving all players seeds with the Common Nightingale. Chris draws the Peregrin Falcon. Dave plays the Clarke's Grebe in the wetlands habitat. Kevin draws the Eastern Screech Owl. Bill plays the Red Crossbill in the forest habitat. Christopher plays the Snow Bunting in the wetlands habitat. Chris draws the Wood Stork.

Chi Chi – Citadels

Round 1: Kevin is the Spy, takes cards, builds a Tavern, spies on Bill for trade districts, finding 1. Bill is the Seer, takes gold, and builds a Monastery. Christopher is the Cardinal, takes cards, takes 2 gold from Chris and builds a Harbor, giving Chris 2 cards in return. Chris is the Diplomat, takes gold, builds a Temple, and exchanges it for Bill's Monastery.

Round 2: Christopher is the Assassin, takes gold, builds a Market and assassinates the King. Kevin is the Seer, takes gold and builds a Harbor. Chris is the Cardinal, takes gold, takes 1 gold from Bill, giving him a card, and builds a Barracks. Bill is the Scholar, takes gold, and builds a Barracks.

Round 3: Chris is the Spy who spies on Kevin's hand but comes up empty and builds Stables. Christopher is the King, who takes gold. Bill is the Cardinal, who takes gold and builds a Prison. Kevin is the Scholar, who takes gold.

Round 4: Christopher is the Assassin, who assassinates the Trader, takes gold, and builds a Manor. Chris is the Spy who spies on Kevin, looking

for royal districts and finding 2, takes gold, and builds a Manor. Kevin is the Trader, who is assassinated. Bill is the Scholar who takes gold and builds a Market.

Round 5: Christopher is the Spy, who spies on Chris looking for royal districts and finding none, and draws cards. Kevin is the Cardinal, who takes gold. Bill is the Trader, who takes gold and builds a Church. Chris is the Diplomat, who takes gold and swaps his Stable for Christopher's Harbor and builds a Tavern.

Round 6: Christopher is the Spy who spies on Chris but is unsuccessful, takes gold, and builds a Fortress. Bill is the Seer, who takes 2 gold. Kevin is the King, who takes the Crown, takes gold and builds a Castle. Chris is the Scholar, who takes gold.

Chiweenie – Terraforming Mars; Utopia Planitia, Drafting, Venus Next, Prelude, Colonies, and Turmoil

Player	Corporation
Dave Hooton	Vitor
Chris Geggus	Point Luna
Kevin Wilson	Viron
Martin Burgdorf	Teractor
Christopher Hunt	Saturn Systems

We are playing with drafting, Venus Next, Prelude, Colonies, and Turmoil, and using the new fan-created Utopia Planitia map.

Generation 1 Prelude: Vitor plays Eccentric Sponsor, playing Soletta, and Martian Industries. Point Luna plays a Self-Sufficient Settlement and a Metals Company. Viron plays a Donation and a Smelting Plant. Teractor plays a Loan and a Great Aquifer. Saturn Systems plays a Nitrogen Shipment and a UNMI Contract.

Generation 1: Vitor funds the Investor award and creates a Spin-Off Department. Point Luna builds a colony on Luna. Viron builds Refugee Camps and a Field-Capped City. Teractor builds a Trading Colony on Pluto and a colony on Luna. Saturn Systems builds a colony on Luna. Vitor adds 2 delegates to the Kelvinists. Point Luna joins the Great Escarpment Consortium. Viron adds a delegate to Unity and launches Extractor Balloons. Teractor builds a colony on Triton and claims the Pioneer milestone. Saturn Systems builds a colony on Triton. Point Luna adds a delegate to Mars First. Viron adds a resource to Extractor Balloons and to Refugee Camps. Teractor trades with Pluto. Saturn Systems trades with Europa.

Chipin – Suburbia; Suburbia, Inc. and 5-Star

Player	Borough
Dave Hooton	Greystone
Christopher Hunt	Greenville
Andy York	Austin City Limits
Bill Scharf	Yellow Smog City

Round 1: Greystone builds a Failed Solar Company. Greenville builds a Convenience Store. Austin City Limits builds a Tiny House Park. Yellow Smog City builds the Lactose Princess.

Round 2: Greystone builds the Bungee Bridge. Austin City Limits builds a Homeowners' Association. Yellow Smog City discards a Parking Lot to build a Heavy Factory. Greenville builds a Tourism Office.

Round 3: Greystone builds a Starry Sidewalk. Austin City Limits builds a Sleepy Haven. Yellow Smog City uses the Crystal Caverns as a Lake. Greenville uses the Fancy Restaurant as a Lake.

Round 4: Greystone discards the Law Office for a Heavy Factory. Austin City Limits builds a Roadhouse. Yellow Smog City builds a Pie Shack. Stack A is exhausted and Greystone achieves the Industrial Bonus. Greenville uses the Business Supply Store as a Lake.

Round 5: Greystone builds a Cemetery. Austin City Limits uses the Freeway as a Lake. Yellow Smog City discards the Fast Food Restaurant to build a

Heavy Factory. Greenville uses the Parking Lot as a Lake.

Round 6: Greystone uses the Tourism Center as a Lake. Austin City Limits discards the Hydroelectric Dam to invest in the Homeowners' Association. Yellow Smog City uses the Domestic Airport as a Lake. Greenville buys the Mystery Mansion.

Round 7: Greystone buys the Department of Bureaucracy. Austin City Limits builds the Haunted Asylum. Greenville uses the Elementary School as a Lake. Yellow Smog City uses the Casino as a Lake.

Round 8: Austin City Limits uses the Water Purification Plant as a Lake. Greystone discards the Business Supply Store for a National Park. Greenville buys Creekside College. Yellow Smog City buys a Scenic Parkway.

Round 9: Austin City Limits discards the Power Station for Suburbs. Greystone buys the Crepe Condo. Greenville buys an Elementary School. Yellow Smog City buys a Dollar Arcade.

Round 10: Austin City Limits uses the Movie Theater as a Lake. Greystone discards the Shipping Center for Suburbs. Greenville builds Housing Projects. Yellow Smog City buys Wildflower Gardens.

Round 11: Austin City Limits discards the Hedgren Subdivision to invest in the Haunted Asylum. Yellow Smog City buys a Chip Fabrication Plant. Greystone buys a Country Club. Greenville uses the Art Gallery as a Lake.

Round 12: Austin City Limits buys an Island Resort. Yellow Smog City uses the Bezier Arena as a Lake. Greystone buys a Memorial Building. Greenville uses the Boutique as a Lake.

Round 13: Austin City Limits discards the High School for Suburbs. Greystone discards the Apartments for a Community Park. Yellow Smog City buys a PR Firm. Greenville discards the Bed and Breakfast to invest in a Lake.

Round 14: Austin City Limits discards the Alien Mountain for Suburbs. Greystone discards the Lake House to invest in a Community Park. Yellow Smog City buys a Manmade Volcano. Greenville discards the Overpriced Estates to invest in a Lake.

With that, the game is over. Greystone achieves 2 public goals and its private goal; Greenville achieves 1 public goal and its private goal. Austin City Limits achieves 1 public goal. Final score is Greystone with 126, Greenville with 79, Austin City Limits with 75, and Yellow Smog City with 49. Congratulations to Dave Hooton on his victory!

Schnauzer – Silverton

Player	Starting Location	Company Name
Dave Hooton	Denver	Rocky Mountain High Line (RMHL)
Andy York	Denver	North Texas Survey Board (NTSB)
Bill Scharf	El Paso	Great Expectations RR (GERR)
Brendan Whyte	Salt Lake City	Platinum

		Queen
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Turn 1 Prospect and Survey: RMHL surveys Denver to Manitou Junction and Manitou Junction to Pueblo and prospects #121. NTSB surveys Denver to Boulder and Denver to Georgetown and prospects #132 and #30. GERR surveys El Paso to Deming and El Paso to Rincon and prospects #112 and #124. Platinum Queen surveys Salt Lake City to Bingham and Sale Lake City to Provo and prospects #130 and #132.

Turn 1 Disputes: NTSB wins the dispute over claim #132.

Turn 1 Construction and Operations: All players build all surveyed track and buys and operate all prospected claims. RMHL and NTSB also hire a prospector.

Turn 1 Trains and Snowplows: NTSB buys a 15 train.

Turn 2 Prospect and Survey: Platinum Queen surveys Provo to Thistle, unsuccessfully surveys Thistle to Price, prospects #36 and passenger line 2. GERR surveys Rincon to Butte Junction and Deming to Whitewater and prospects #117 and passenger line 4. RMHL surveys Pueblo to Cañon City and unsuccessfully surveys Cañon

City to Salida, and prospects #42 and passenger line 5. NTSB surveys Denver to Colorado Spring and Denver to Rollinsville, and prospects #55, #42, and passenger line 1.

Turn 2 Disputes: NTSB wins the dispute over claim #42.

Turn 2 Construction and Operations: All players build all surveyed track and buy and operate all prospected claims and passenger lines.

Turn 2 Trains and Snowplows: Platinum Queen, GERR, and NTSB each buy a 15 train.

Turn 3 Prospect and Survey: Platinum Queen surveys Thistle to Price and Price to Sunnyside and prospects #119 and #63. GERR surveys Whitewater to Tyrone and Butte Junction to Socorro and prospects #125 and #98. NTSB surveys Rollinsville to Hot Sulphur Springs and Hot Sulphur Springs to

Orestod and prospects passenger line 3. RMHL surveys Cañon City to Salida and Salida to Buena Vista and prospects #63 and #86.

Turn 3 Disputes: Platinum Queen wins the dispute over claim #63, and RMHL's prospector goes to jail.

Turn 3 Construction and Operation: All players build all surveyed track and buy all prospected claims. Platinum Queen and GERR operate all claims and each deliver 4 copper. RMHL operates #86 and NTSB operates only its passenger lines.

Turn 3 Trains and Snowplows: NTSB buys a +2 snowplow and RMHL buys a 15 train.

Turn 4 Prospect and Survey: NTSB surveys Orestod to Steamboat Springs. Platinum Queen surveys Sunnyside to Green River and Provo to Eureka, and prospects #84 and #73. RMHL surveys Buena Vista to Leadville and Pueblo to Walsenburg and prospects #39. GERR surveys Socorro to Magdalena and Socorro to Belen and prospects #104 and #100.

Turn 4 Disputes: None.

Turn 4 Construction and Operations: All players build all surveyed track and purchase all prospected claims. NTSB uses the snowplow to clear the winter line to deliver 5 coal from Steamboat Springs to Denver. Platinum Queen operates all claims and hires a prospector. RMHL operates all claims and delivers 4 coal from Cañon City to Denver. GERR operates all claims.

Turn 4 Trains and Snowplows: No purchases.

Cirneco dell'Etna – Dominion

Round 1: Wilson and Scharf buy Silver. Geggus buys Horse Traders. Hibbert buys a Fortune Teller. Hooton buys a Bureaucrat. Hunt buys a Merchant.

Round 2: Wilson, Scharf, and Hibbert buy Moneylenders. Geggus buys s Silver. Hooton buys a Fortune Teller. Hunt buys a Bureaucrat.

Round 3: Wilson buys a Silver. Scharf plays a Moneylender and buys a Gold. Geggus buiys a Moneylender. Hibbert plays a Fortune Teller and buys a Festival. Hooton buys a Fortune Teller. Hunt plays a Bureaucrat and buys a Haven.

Round 4: Wilson plays a Moneylender and buys a Merchant Ship. Scharf buys a Merchant. Geggus buys a Merchant. Hibbert plays a Moneylender and buys a Festival. Hooton buys a Silver. Hunt plays a Haven and buys a Festival.

Dandiff – Terraforming Mars: Ares Expedition

Martin Burgdorf	Helion
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Round 1 Phase Selection: Teractor, Interplanetary Cinematics, and Helion all select Construction, Celestior selects Development.

Round 1 Development: Teractor develops Archaeobacteria. Celestior brings in Imported GHG. Interplanetary Cinematics joins the Great Escarpment Consortium. Helion buys Blueprints.

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

We are using the second edition base set, Seaside, and Conucopia

Player	Corporation
Kevin Croskery	Teractor
Bill Scharf	Celestior
Kevin Wilson	Interplanetary Cinematics



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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!