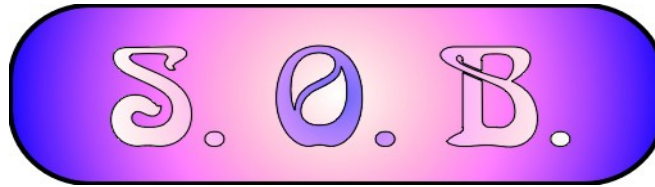


Number 278



October, 2022

Notes from Hades

Hello again from sunny Southern California. Not much to report this time. Things have been going smoothly and the family has remained healthy. Hope all is well with all of you out there.

Since the last issue, 2 games have completed. They are: Cesky Terrier, a Terra Mystica game won by Kevin Wilson and Chi Chi, a Citadels game won by Bill Scharf. Congratulations to the winners.

The next deadline is **Tuesday, November 29 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.

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.

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

Deutscher Wachtelhund: Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, Chris Geggus(\$), Dave Hooton, Bill Scharf(\$), Andy York(\$), will take up to 1 more.

Dobredor: Terraforming Mars: Have the Hellas & Elysium and 3 fan created boards, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson, Bill Scharf(\$), Dave Hooton, Andy York(\$), will take up to 1 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

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

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

3 more.

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

Chris Hassler a.k.a. Cerberus
11152 Wallingsford Road Unit 7L

Rossmoor, CA 90720

Phone: (562) 882-1763

cerberus@sob-zine.org

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

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

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 3 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 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.

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

Citadels: Have the Deluxe version. Have Kevin Wilson, Bill Scharf, will take up to 6 more.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Dave Hooton, will take up to 4 more.

Silverton: Have Dave Hooton, will take up to 5 more.

Dominion: Have most of the expansion sets plus some extras. Have Bill Scharf, Dave Hooton, will take up to 4 more.

Terraforming Mars: Ares Expedition: Have Andy York, will take up to 3 more.

Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps,

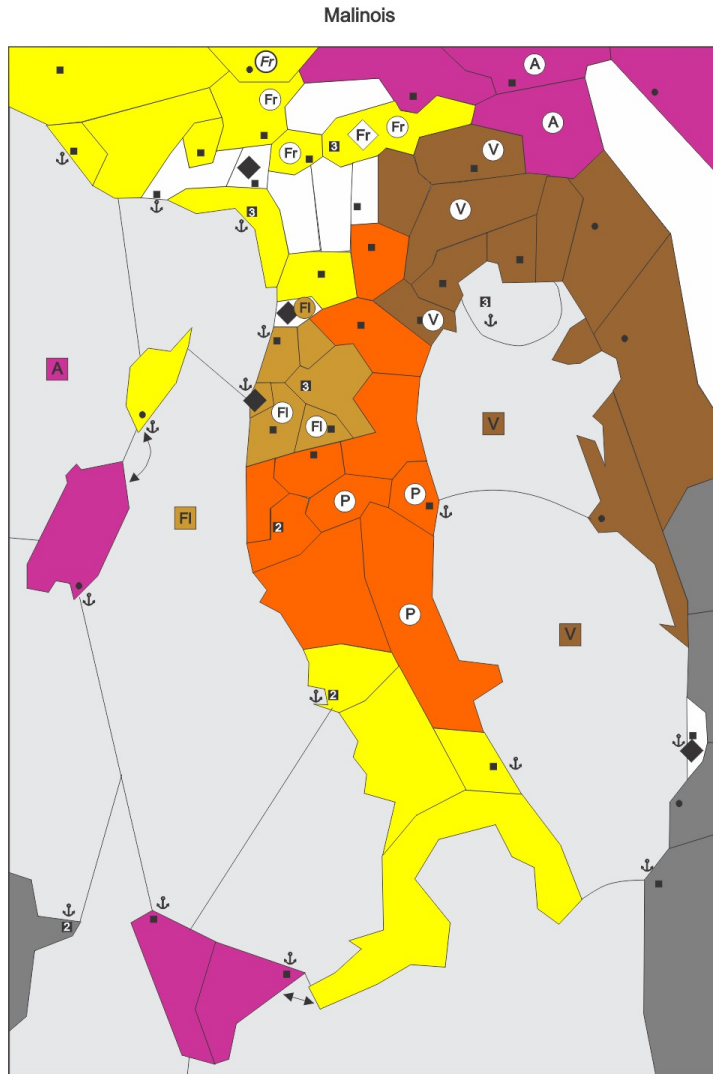
Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York, will that are underlined will be played by email, and the status of those games may be take up to 4 more. updated more frequently than the zine issues.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5. Note that a subscription to S.O.B. is not required to play in a game run by flier, but
Puerto Rico: This will include the Buildings expansion. Will take up to 4. that a game fee will be charged to non-subbers.

In general, game ownership is recommended, but not required. Game names

Malinois
Gunboat Machiavelli
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Spring 1500
Deadline/Summer 1501 11/29 Tuesday

France abandons the waves and the boot to concentrate on Austria and Venice. Florence moves against the Austrian island possessions, but forgets about famine. The Pope starts to move southward, while Venice joins in against France.



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

		Cost
Austria	Maintains A Austria, A Tyrolea, F Sardinia	9
Florence	Maintains all, builds A Arezzo, G Florence	18
France	Maintains A Milan, G Milan, A Turin, A Pavia, builds Elite Mercenary A Avignon	18
Papacy	Maintains A Aquila, A Ancona, A Rome, A Urbino	12
Venice	Maintains all, builds A Padua	18

Expenditures

Austria borrows 18 ducats for 2 years (27 ducats due Spring 1503) and spends 18

ducats to buy French EM Fleet Corsica (nsu).
 France pays 18 ducats to the Moneylenders.

Outstanding Loans

Spring 1503: 27 ducats due from Austria (18 borrowed).

Orders

- AUSTRIA: A Tyrolea to CARINTHIA, A AUSTRIA supports A Tyrolea to Carinthia, F Sardinia to GULF OF LIONS, F Corsica supports F Sardinia to Gulf of Lions (nsu)
- FLORENCE: A Pisa to LUCCA, A Florence to SIENNA, A AREZZO supports G Florence convert to A, F Piombino to TYRRHENIAN SEA, F Tyrrhenian Sea to SARDINIA, G FLORENCE converts to A
- FRANCE: A MILAN to Carinthia, A TURIN supports A Avignon to Swiss, A PAVIA to Milan, A (EM) Avignon to SWISS, G MILAN supports A Pavia to Milan
- PAPACY: A ANCONA supports A Aquila, A AQUILA supports A Ancona, A Rome to PERUGIA, A Urbino to SPOLETO
- VENICE: A Padua to VERONA, A Bergamo to CREMONA, A FERRARA holds, A TRENTO to Milan, F UPPER ADIRATIC supports Papal F Bologna (nsu), F Ionian Sea to LOWER ADRIATIC

Press

- Florence to France:** Sardinia attempted. Support, if given, appreciated.
- Florence to Pope:** While France may be cooperative and suggests Rome for Florentine control, attempting such now would be foolish. Attempting later, more so. Fear not, your neighbor remains peaceful.
- France to Florence:** I have kept my agreement to you, The seas have been left to you. No more guess work of what will France do next. I am all in on defending Milan and attacking Austria. If Austria did not bring those units home to defend then I will have a much easier time.
- France to Venice:** Actually they can read what income I get from Milan, Genoa and Naples every fall. As in Naples this past year I got nothing due to the famine and that does not help keep the Medici family from my door. While no one but us who track such things like anyone who wanted too. Could see that you now have 25 ducats if you maintain your units and just deduct or add as you change things. Easy peasy.
- Venice to Papacy:** Would you believe my "attack" on you was a typo? Regardless, am NOT attacking you as evidenced this turn even when a city was mine for the taking. We need to stop France from winning. He is very close to 15.

Spring 1501 Famine Losses

Autonomous garrison Savoy and Florence fleet Sardinia are eliminated.

Summer 1500 Plague

Poor Year – Row Only: Naples, Modena, Perugia (Papal A eliminated), Cremona (Venice A eliminated), Venice, Florence (Florence A eliminated)

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 226. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Maneater, Where the #\$%& on the Tube is Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Beatlemania, Roborally, Railway Rivals, Maneater, 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, Bus Boss.

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: 223. Runs 6 Nimmit!, Average Card Outpost, Bourse, By Popular Demand, Choice, Dead Pool, 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: 113. Currently running Chess, Diplomacy, The Gathering, Diplomacy, Britannia. 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, 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: 196. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, 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 NRIC Central, Speedway, Maximize, Blind Tribute, and Parkrun. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders, 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, Crystal Ball, Choice, Feudality, Bus Boss, and Railway Rivals. Game openings: Railway Rivals. Subzines offer Let's Play Darts, Nearly the Best Game in the World, Parkrun, Where in the World is Kendo Nagasaki, Crystal Ball. 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: 15. Currently running Railway Rivals, Golden Strider, Breaking Away!, Machi Koro, Love Letter, Eat Me!, Fuzzy Borders. Current game openings: Diplomacy, Dominion, Dream Mile, Snakes and Ladders, Fuzzy Borders.

Cheesecake Published by Andy Lischett. Current issue: 411. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 161. Currently running Diplomacy, Where in the World is Kendo Nagasaki?, By Popular Demand. Subzine Out of the Way, by Andy York runs Gunboat Diplomacy, "Hangman, by Definition", Facts in Five. Current game openings: Diplomacy, By 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 7 Card Play: Barcelona plays Sir Isaac Newton and Bartolome de las Casas. Venice plays Stone. Paris plays Wool. Hamburg plays Silk and Alchemist's Gold on London. Genoa plays Black Death on Area II. London plays Wine.

Turn 7 Purchases: Barcelona buys Laws of Matter, Cosmopolitan, Seaworthy Vessels, and Wind/Watermill. Venice buys Nationalism, Industry, and The Heavens. Paris buys Industry and Human Body. Hamburg buys Human Body, New World, and Master Art. Genoa buys Seaworthy Vessels. London buys Cosmopolitan, Printed Word, and Wind/Watermill.

Turn 7 Expansion: Barcelona expands to Tunis, Edinburgh, and Portsmouth. Venice buys a card and expands to Breslau, Prague, St. Gali, Kaffa, and unsuccessfully to Kiev. Paris expands to St. Malo, Dijon, Armagh, Waterford, and Wales. Hamburg buys a card and expands to North America, South America, Stettin, Iceland, and Kaffa. Genoa expands to Chester, Constantinople, St. Gali, and Bordeaux, and unsuccessfully to Stockholm. London expands to Constantinople, York, Bergen, and unsuccessfully to Novogorod, Grenada, and Wales.

Turn 8 Card Play: Genoa plays Metal, Rebellion in Montpelier, and Stone. Hamburg plays Andreas Vesalius, Cloth, Cloth, and Mysticism Abounds.

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 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. Inventrix uses heat to raise the temperature 1 step. Manutech gains Sister Planet Support and elects a Luna Governor. Factorum adds a resource to Small Animals. Philares builds a colony on Europa. Inventrix uses heat to raise the temperature 1 step. Manutech builds Windmills. Factorum

uses its corporate action to draw a card containing a building tag. Philares spends heat to raise the temperature 1 step. Factorum introduces Predators, establishes Eos Chasma National Park, releases Predators into the Ecological Zone, discovers that Predators are the CEO's Favorite Project, and develops Rad Suits.

Generation 7: Factorum trades with Luna and sells a plant with the Electro-Catapult. Philares uses heat to

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

Round 6: The Fakirs take a Carpet Ride and place a dwelling. The Halflings spend power for 2 shovels and place a dwelling in the converted area. The Dwarves tunnel and place a dwelling. The Auren spend power for coins. The Fakirs spend power for a priest. The Halflings commit a priest to the Earth cult. The Dwarves upgrade a dwelling to a trading house. The Auren spend workers for shovels and place a dwelling in the converted land. The Fakirs take a Carpet Ride, use their bonus tile action for a

Player
Christopher Hunt
Chris Geggus
Dave Hooton
Kevin Wilson
Bill Scharf

The European expansion is in play.

Round 1: Dave draws the Spotted Owl and a card from the deck, and activates the Clarke's Grebe to draw a card and discard a card. Kevin lays eggs. Bill takes seeds and an invertebrate, activates the Red Crossbill, gaining seeds, and activates the Blue Jay, caching seeds on the card. Christopher draws the Common Nighthawk. Chris draws the Killdeer. Dave takes an invertebrate and a fish, activates the Common Grackle, tucking a card, activates the Red-Bellied Woodpecker caching seeds on the card. Christopher activates the Snow Bunting, tucking a card and drawing a card. Kevin takes an invertebrate and activates the Painted Whitestart, taking another invertebrate. Bill takes 2 fish, activates the Red Crossbill, taking seeds, and activates the Blue Jay, caching seeds on the card.

Round 2: Chris takes an invertebrate and a rodent,

Player
Bill Scharf
Kevin Wilson
Christopher Hunt
Chris Geggus

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

Round 7: Christopher is the Spy, who spies on Chris'

raise the temperature and brings down a Big Asteroid. Inventrix trades with Io and uses heat to raise the temperature. Aphrodite plants Trees and uses plants to place a greenery tile. Manutech adds a resource to the Security Fleet. Factorum funds the Forecaster award and builds a city. Philares consults his Business Network for a card, but discards it, and builds an Urbanized Area. Inventrix goes on a Mining Expedition and uses Red Spot Observatory to draw a card. Aphrodite builds a Space Elevator and uses it to sell some steel. Manutech funds the Venophile award. Factorum builds Media Archives and spends cash for a greenery tile. Philares trades with Europa and introduces Livestock. Inventrix uses Inventors' Guild to draw a card, but discards it. Aphrodite cashes in some Sulphur-Eating Bacteria and builds Solar Power. Manutech cashes in on Saturn Surfing. Factorum uses its corporate action to draw a card.

Cesky Terrier – Terra Mystica

shovel, convert the terrain to desert, and place a dwelling there. The Halflings upgrade a dwelling to a trading house. The Dwarves commit a priest to the Water cult. The Auren build a dwelling. The Fakirs take a Carpet Ride and place a dwelling. The Halflings commit a priest to the Water cult. The Dwarves commit a priest to the Air cult. The Auren commit a priest to the Water cult. The Fakirs spend workers for a shovel, use them to convert a space to desert, and place a dwelling there. The Halflings burn power to gain power, convert power to coins, and upgrade a trading house to a stronghold, gaining 3 shovels and using them to convert an area to farmland. The Dwarves tunnel and place a dwelling. The Auren use their bonus action to advance in the Fire cult. The Fakirs burn power to gain power and convert power to coins. The Halflings upgrade a dwelling to a trading house. The Dwarves upgrade a dwelling to a trading house. The Auren use their stronghold action to advance in the Fire cult. The Halflings place a dwelling. The Dwarves burn power to gain power, use power to buy a shovel, tunnel, use the shovel to convert the land, and place a dwelling there. The Auren burn power to gain power, convert power into a worker, use the worker for a shovel, convert a land to forest, and place a dwelling there. The Dwarves upgrade a dwelling to a trading house. The Auren improve their shipping. The Dwarves place a dwelling. The Auren advance a step in the Fire cult.

With that, the game is over. Final score was Dwarves with 108, Fakirs with 106, Halflings with 79, and Auren with 75. Congratulations to Kevin Wilson on his close victory!

Chilier – Wingspan

activates the Mississippi Kite, gaining seeds, and activating the Bullfinch, gaining berries. Dave takes the Purple Martin and the Coal Tit, activates the Clarke's Grebe to draw a card and discard a card. Kevin plays the Eastern Screech Owl in the forest habitat. Bill plays the Common Merganser in the wetlands habitat. Christopher takes an invertebrate and gives everyone an invertebrate with the Common Nightingale. Chris plays the Killdeer in the wetlands habitat. Dave plays the Little Bustard in the grasslands habitat. Kevin draws the Black-Headed Gull. Bill takes the Prothonotary Warbler and a card from the deck. Christopher takes an invertebrate and gives everyone an invertebrate with the Common Nightingale. Chris plays the Peregrin Falcon in the grasslands habitat. Dave plays the Purple Martin in the grasslands habitat. Kevin plays the Dickcissel in the grasslands habitat. Bill lays eggs. Christopher lays eggs. Chris lays eggs. Dave lays eggs. Kevin takes the Northern Goshawk. Bill plays the Forster's Tern in the wetlands habitat. Christopher plays the Common Nighthawk in the forest habitat. Chris draws the Double-Crested Cormorant and activates the Killdeer, taking the Great Crested Grebe and a card from the deck. Dave takes 2 cards from the deck and activates the Clark's Grebe to draw and discard a card. Kevin lays eggs. Bill plays the Prothonotary Warbler. Christopher takes food, taking berries and a rodent, moves the Common Nighthawk to the grasslands habitat, and activates the Common Nightingale, giving everyone an invertebrate. Chris takes food, taking an invertebrate and berries, activates the Mississippi Kite unsuccessfully, and activates the Bullfinch, resetting the feeder and taking berries. Dave takes food, taking 2 berries, activates the Common Grackle, and the Red-Bellied Woodpecker, caching seeds on it. Kevin draws the Goldcrest and the Barrow's Goldeneye. Bill lays eggs. Christopher lays eggs and moves the Common Nighthawk to the forest habitat. Chris plays the Yellow-Breasted Chat in the grasslands habitat. Dave plays the Eurasian Collared-Dove in the grasslands habitat. Kevin plays the Goldcrest in the Forest habitat, activates the Eastern Screech-Owl unsuccessfully, and activates the Painted Whitestart, gaining an invertebrate. Bill lays eggs. Christopher takes food, gaining seeds and berries, moves the Common Nighthawk to the grasslands habitat, and gives everyone an invertebrate with the Common Nightingale. During Round End, Christopher discards 4 invertebrates to tuck 4 cards behind the Common Swift and Dave discards 4 food to tuck a card behind the Eurasian Collared-Dove.

Chi Chi – Citadels

hand for trade districts, finding 1, takes gold and builds a Prison. Chris is the King, who takes gold and builds a Wishing Well. Bill is the Cardinal who takes gold and builds a Palace. Kevin is the Diplomat, who takes gold and swaps his Tavern for Christopher's Manor.

Round 8: Chris is the Assassin, who assassinates the Diplomat, takes gold, and builds the Haunted Quarter. Kevin is the Spy, who spies on Bill's hand for royal districts, finding 1, takes gold and builds a Tavern.

Christopher is the King and takes gold. Bill is the Diplomat, who has been assassinated.

Round 9: Christopher is the Assassin, who assassinates the Cardinal, draws cards and builds a Capitol. Bill is the Spy who spies on Kevin's hand for unique districts, finding 3, takes gold, and builds a Basilica. Kevin is the

King, who takes cards. Chris is the Cardinal, who has been assassinated.

Round 10: Bill is the Cardinal, who takes gold, gives 2 cards to Kevin in exchange for 2 gold, takes gold, and builds a Castle, completing his city. Christopher

is the Trader, who takes cards and builds a Watchtower. Chris is the Scholar, who takes gold and builds a Church. Kevin is the Diplomat, who takes gold and exchanges his Manor for Christopher's Capitol.

Final scores are: Bill with 33 points, Chris with 30, Kevin with 17, and Christopher with 16. Congratulations to Bill on his victory!

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: Viron uses its corporate action to add another resource to Refugee Camps. Teractor introduces Pets, gaining a resource on the card. Saturn Systems adds 2 delegates to the Kelvinists. Teractor holds a Technology Demonstration. Teractor adds a delegate to Unity.

Generation 1 Solar Phase: No global event. The Kelvinists become the ruling party.

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

Paso. RMHL delivers coal to Denver.

Turn 7 Prospect and Survey: RMHL surveys Glenwood Springs to Rifle (+2) and Rifle to Grand Junction (dr = 7, success), and prospects #38 (+1) and passenger line 10. GERR surveys Lamy to Santa Fe and Albuquerque to San Ysidro, and prospects #66 and #64. NTSB surveys Glenwood Springs to Aspen and Colorado Springs to Pueblo, and prospects #38 (+2), #127, and #32. Platinum Queen surveys Grand Junction to Delta and Delta to Montrose (dr = 5, success), and prospects passenger lines 11 and 16 and #64 (+1).

Turn 7 Resolve Disputes: GERR wins the dispute against Platinum Queen for claim #64 and RMHL wins the dispute against NTSB for claim #38.

Turn 7 Construction and Operations: All players build all surveyed track and buy all prospected claims, and operate all or most of their claims. RMHL delivers coal to Denver. NTSB delivers coal and lumber to Denver. Platinum Queen delivers silver to Salt Lake City.

Turn 8 Prospect and Survey: Platinum Queen surveys Montrose to Gunnison and Moab to Montecello, and prospects #48, #59, and #65 (+1). RMHL surveys Walsenburg to Alamo and Grand Junction to Mack (+1), and prospects #41 (+2) and passenger line 15. NTSB surveys Pueblo to Cañon City and Steamboat Springs to Craig, and prospects #41 (+2), #89, and the deck. GERR surveys San Ysidro to Cuba and El Paso to Alamogordo, and prospects #65 (+1) and passenger route 6.

Turn 8 Resolve Disputes: RMHL wins versus NTSB for claim #41 and Platinum Queen wins versus GERR for claim #65.

Turn 8 Construction and Operations: All players build their surveyed track and buy their prospected claims, and operate all or most of their claims. Platinum Queen delivers copper to Salt Lake City. RMHL delivers silver to Denver and coal to Pueblo. NTSB delivers coal to Pueblo and Denver.

Turn 9 Prospect and Survey: NTSB surveys Cañon City to Westcliffe and Cañon City to Cripple Creek, and prospects #40 (+2), #31, and #27. GERR surveys Cuba to El Vado and El Vado to Lumberton (dr = 7, success), and prospects #113 (+1) and passenger line 13. Platinum Queen surveys Gunnison to Buena Vista and Price to Hiawatha, and prospects #58, #123 (+2), and #49. RMHL surveys Buena Vista to Bath Divide and Denver to South Platte, and prospects #58 (+2) and #118.

Turn 9 Resolve Disputes: RMHL wins against Platinum Queen for claim #58.

Turn 9 Construction and Operations: All players build their surveyed track and buy their prospected claims and operate all or most of their claims. NTSB delivers gold to Pueblo and coal and lumber to Denver. GERR delivers gold to El Paso. Platinum Queen delivers coal to Salt Lake City. RMHL delivers coal to Denver and silver to Pueblo.

Turn 10 Prospect and Survey: Platinum Queen surveys Buena Vista to Salida and Montecello to Dolores, and prospects #37, #68, and #79 (+2). NTSB surveys Westcliffe to Salida and Craig to Elk Springs, and prospects #91 (+2) and the deck twice. GERR surveys Lumberton to Durango and Alamogordo to Carizozo, and prospects #107 and #51 (+1). RMHL surveys Salida to Moffat (+2), Mack to Rangely, and Bath Divide to Fairplay, and prospects #91 (+1) and #60.

Turn 10 Resolve Disputes: NTSB wins against RMHL for claim #91.

Turn 10 Construction and Operations: All players build their surveyed track (except Platinum Queen) and buy their prospected claims and operate all or most of their claims. Platinum Queen delivers coal and copper to Salt Lake City. NTSB delivers gold, coal, and silver to Denver and lumber to Pueblo.

Turn 11 Prospect and Survey: NTSB surveys Elk Springs to Vernal and Vernal to Bridgeland (dr = 10, success), and prospects the deck 3 times. GERR surveys Carrizozo to Capitan and Durango to Silverton, and prospects #108 (+1) and #101. Platinum Queen surveys Dolores to Durango and Dolores to Farmington, and prospects #71 (+1), #81, and #87. RMHL surveys Moffet to Alimosa, Walsenburg to Trinidad, and Trinidad to Raton (dr = 6, success), and prospects #87 (+2) and the deck.

Turn 11 Resolve Disputes: Platinum Queen wins against RMHL for claim #87.

Turn 11 Construction and Operations: All players build their surveyed track and buy their prospected claims (except Platinum Queen) and operate all or most of their claims. NTSB delivers silver and lumber to Pueblo

Turn 5 Prospect and Survey: GERR surveys Whitewater to Silver City and Belen to Albuquerque, and prospects #99 and #114. Platinum Queen surveys Green River to Cisco and Cisco to Mack (3-length route, dr = 5, success), and prospects #69, #70, and #82 (+1). NTSB surveys Orestod to Minturn and Minturn to Leadville (dr = 4, fails), and prospects #80 and #44 (+2). RMHL surveys Leadville to Minturn (+2) and Minturn to Glenwood Springs (dr = 3, fails), and prospects passenger lines 8 and 9.

Turn 5 Resolve Disputes: RMHL wins the special dispute on the survey route from Orestod to Leadville.

Turn 5 Construction and Operations: All players (except NTSB) build all surveyed track, and all players buy all prospected claims, and all players operate all claims (except NTSB). GERR delivers coal to El Paso, Platinum Queen delivers coal to Salt Lake City. NTSB delivers coal to Denver.

Turn 6 Prospect and Survey: NTSB surveys Orestod to Glenwood Springs and Steamboat Springs to Walden and does not prospect. Platinum Queen surveys Mack to Grand Junction and Cisco to Moab, and prospects #74, #47 (+1), and #52. GERR surveys Albuquerque to Lamy and Silver City to Piñons Altos, and prospects #122 and passenger line 14. RMHL surveys Minturn to Glenwood Springs and Leadville to Aspen, and prospects #88.

Turn 6 Resolve Disputes: None.

Turn 6 Construction and Operations: All players buy all surveyed track and all prospected claims, and operate all or most claims. NTSB delivers lumber and coal to Denver. Platinum Queen delivers copper and coal to Salt Lake City. GERR delivers gold to El

and coal to Denver. GERR delivers coal to El Paso and Santa Fe. Platinum Queen delivers lumber and coal to Salt Lake City.

Turn 12 Prospect and Survey: RMHL surveys Alimoso to South Fork, Alimoso to Taos, and Raton to Cimmaron (+2), and prospects #29 (+2) and #43. NTSB surveys Bridgeland to Heber City and Pueblo to Walsenburg, and prospects #43 (+2), #131, and #29. GERR surveys Santa Fe to Taos and Deming to Lordsburg, and prospects #109 and #50 (+1). Platinum Queen surveys Salt Lake City to Coalville and Farmington to Lumberton, and prospects #29 (+1), #43 (+2), #78, and #131.

Turn 12 Resolve Disputes: NTSB wins against

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

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

Round 5: Wilson buys a Merchant. Scharf plays a Merchant and a Moneylender, and buys a Festival. Geggus plays Horse Traders and buys a Gold and a Copper. Hibbert plays a Moneylender and buys Horse Traders. Hooton plays a Bureaucrat and buys a Haven. Hunt plays a Merchant and a Bureaucrat and buys a Haven.

Round 6: Wilson plays a Moneylender and buys a Gold. Scharf buys a Gold. Geggus plays a Merchant and buys a Moneylender. Hibbert plays a Festival, Festival, and Fortune Teller and buys a Gold.

Hooton buys a Gold. Hunt buys a Merchant Ship. Round 7: Wilson plays a Merchant Ship and buys a Festival. Scharf plays a Festival, Moneylender, and buys a Gold. Geggus buys a Moneylender. Hibbert buys a Gold. Hooton plays a Fortune Teller and buys Horse Traders. Hunt plays a Haven and buys a Haven.

Round 8: Wilson plays a Merchant and buys a

Player	Corporation
Kevin Croskery	Teractor
Bill Scharf	Celestior
Kevin Wilson	Interplanetary Cinematics
Martin Burgdorf	Helion

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.

Round 1 Construction: Teractor goes for a Bribed Committee and indulges in Towing a Comet. Celestior invests in Anaerobic Microorganisms. Interplanetary Cinematics starts Lava Flows and obtains some Business Contracts. Helion develops

Platinum Queen for claim #131 and RMHL wins against both NTSB and Platinum Queen for claims #43 and #29.

Turn 12 Construction and Operations. All players build all surveyed track and buy all prospected claims, and operate all claims. Lumber is delivered to Pueblo and Santa Fe and coal to Salt Lake City, Pueblo, and El Paso.

Turn 13 Prospect and Survey: NTSB surveys Heber City to Salt Lake City and Salida to Buena Vista, and prospects #35 (+2), #34 (+1), and #45. GERR surveys Whitewater to Santa Rita and Carrizozo to White Oaks, and prospects #115 (+1). Platinum Queen surveys Buena Vista to Leadville and Leadville to Dillon (dr = 12, success), and prospects #35 (+2), #67 (+1), and passenger lines 20 and 22 (both jointly with RMHL). RMHL surveys Fairplay to Dillon, Taos to La Madera, and Cimmaron to York Canyon, and prospects passenger lines 20 and 22 (both jointly with Platinum Queen).

Turn 13 Resolve Disputes: NTSB and Platinum Queen tie, so the dispute carries over into next turn.

Turn 13 Construction and Operations: All players build all surveyed track, except NTSB, who does not build Salida to Buena Vista, and buy all prospected claims and operate all claims. Gold and copper are delivered, along with lumber to Salt Lake City and El Paso and coal to Salt Lake City.

Cirneco dell'Etna – Dominion

Festival. Scharf plays a Merchant and buys a Gold. Geggus plays a Merchant, a Moneylender, and buys a Merchant. Hibbert plays a Fortune Teller and buys a Fortune Teller. Hooton plays a Bureaucrat and buys a Merchant. Hunt plays a Festival and Merchant and buys a Bureaucrat.

Round 9: Wilson plays a Festival and buys a Gold and a Silver. Scharf buys a Festival. Geggus plays a Moneylender and buys a Festival. Hibbert plays a Festival, Moneylender, and Horse Traders and buys a Province. Hooton plays a Fortune Teller and buys a Festival. Hunt plays a Bureaucrat and buys a Merchant. Round 10: Wilson plays a Merchant Ship and a Moneylender and buys a Gold. Scharf plays a Moneylender and buys a Merchant. Geggus plays a Moneylender and buys a Bureaucrat. Hibbert plays a Fortune Teller and buys a Wharf. Hooton plays a Festival, a Fortune Teller, and Horse Traders and buys a Haven and a Festival. Hunt plays a Haven and a Merchant Ship and buys a Silver.

Round 11: Wilson buys Horse Traders. Scharf plays a Festival and a Merchant, and buys a Merchant Ship. Geggus plays a Merchant, a Merchant, and a Moneylender and buys a Gold. Hibbert plays Horse Traders and buys a Province. Hooton plays a Merchant and a Fortune Teller and buys a Gold. Hunt plays a Merchant and buys a Province.

Round 12: Wilson plays Horse Traders and buys a Merchant Ship. Scharf buys a Gold. Geggus plays a Moneylender and buys a Gold. Hibbert plays a Festival, a Fortune Teller, a Fortune Teller, and buys a Duchy. Hooton buys a Merchant Ship. Hunt plays a Bureaucrat and buys a Duchy.

Round 13: Wilson plays a Festival and buys a Province and a Silver. Scharf plays a Merchant, a Festival, and a Festival and buys a Wharf and a Haven. Geggus plays a Festival and a Merchant and buys a Gold and a Copper. Hibbert plays a Festival, a Wharf, and a Fortune Teller, and buys a Province. Hooton plays Horse Traders and buys a Gold. Hunt plays a Festival, Merchant, a Haven, a Merchant, and buys a Gold.

Round 14: Wilson plays a Merchant, a Festival, a Money Lender, and buys a Province. Scharf plays a Merchant, a Haven, a Festival, a Festival, a Merchant Ship, and buys a Province. Geggus buys a Gold. Hibbert plays a Fortune Teller and buys a Merchant and a Haven. Hooton plays a Festival, a Haven, and a Fortune Teller, and buys a Moneylender. Hunt plays a Haven and buys a Duchy.

Round 15: Wilson plays a Merchant Ship and buys a Province. Scharf buys a Province. Geggus plays Horse Traders and buys a Bureaucrat and a Copper. Hibbert plays a Festival and buys a Duchy. Hooton plays a Merchant Ship and buys a Gold.

Dandiff – Terraforming Mars: Ares Expedition

Self-Replicating Bacteria and draws a card.

Round 2 Phase Selection: Teractor, Interplanetary Cinematics, and Helion select Development. Celestior selects Research.

Round 2 Development: Teractor builds Biomass Combustors. Celestior builds Micro-Mills. Interplanetary Cinematics builds an Underground City.

Round 3 Phase Selection: Celestior, Interplanetary Cinematics, and Helion select Construction and Teractor selects Production.

Round 3 Construction: Celestior develops Heat Trapping and hires Work Crews, who bring down a Nitrogen-Rich Asteroid. Interplanetary Cinematics develops Advanced Screening Technology. Helion develops Asset Liquidation.

Round 4 Phase Selection: Teractor and Interplanetary Cinematics select Development, Helion selects Action, and Celestior selects Research.

Round 4 Development: Teractor builds a Mohole Area. Celestior develops Geothermal Power. Interplanetary Cinematics develops Industrial Farming.

Round 4 Action: Celestior uses its corporate action to gain Deimos Down. Interplanetary Cinematics uses Advanced Screening Technology to no avail. Helion adds a resource to Self-Replicating Bacteria twice and uses Asset Liquidation.

Round 5 Phase Selection: Celestior selects Development, Interplanetary Cinematics selects Construction, and Teractor and Helion select Production.
 Round 5 Development: Celestior plants

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus
Andy York

Round 1: Scharf collects 4 wood. Hunt plays the Turner occupation. Hooton plays the Fence Deliveryman occupation. Geggus collects 1 reed, 1 stone, and 1 wood. York collects 3 wood. Scharf collects 3 clay. Hunt plows a field. Hooton takes a grain. Geggus becomes starting player and play an Axe. York collects 1 sheep and 1 food.
 Round 2: Geggus plays the Sheep Whisperer occupation. York plays the Field Worker occupation. Scharf becomes starting player and plays the Corn Scoop. Hunt collects 1 wood, 1 stone, and 1 reed. Hooton collects 3 clay. Geggus collects 4 wood. York plows a field. Scharf visits the Traveling Players, gaining 2 food. Hunt collects 3 wood. Hooton collects 2 reeds.
 Round 3: Bill plays the Field Warden occupation.

Player
Chris Geggus
Andy York
Christopher Hunt
Dave Hooton

Turn 1: Chris selects the Builder and builds a Hospice. Andy builds an Indigo Plant. Christopher builds a Black Market. Dave builds a Small Market. Andy selects the Mayor and populates the indigo plantation and Indigo Plant. Christopher and Dave

Monocultures. Interplanetary Cinematics grows some Industrial Microbes. Helion joins a Cartel.
 Round 5 Construction: Celestior builds a Matter Generator. Interplanetary Cinematics builds Hydro-Electric Power and hires some Interns.
 Round 6 Phase Selection: Teractor and Helion select Development, Celestior selects Action, Interplanetary Cinematics selects Research.

Chug – Agricola

Hunt collects 1 reed, 1 wood, and 1 stone. Hooton goes Fishing, gaining 3 food. Geggus becomes starting player and plays a Fish Trap. York collects a grain. Scharf plays the Stone Carver occupation. Hunt collects 4 wood. Hooton collects 3 wood. Geggus collects 3 clay. York becomes a Day Laborer, gaining 2 food.
 Round 4: Geggus builds a Fireplace. York plays the Greengrocer occupation. Scharf visits the Traveling Players, gaining 2 food. Hunt collects 1 reed, 1 stone, and 1 wood. Hooton becomes starting player and builds a Potato Dibbler. Geggus collects 2 sheep and cooks both. York collects 4 clay. Scharf collects 4 wood. Hunt plays the Schnapps Distiller occupation. Hooton collects 3 wood.
 Harvest Phase 1: No planted fields. All players feed their families. No animal pairs.
 Round 5: Hooton collects 1 reed, 1 stone, and 1 wood. Geggus plays the Cattle Whisperer occupation. York becomes first player and plays the Stone Cart. Scharf builds a Fireplace. Hunt collects 1 grain. Hooton adds a room to his wooden hut. Geggus collects 3 reed and 1 food. York collects 4 wood. Scharf goes Fishing, collecting 2 food. Hunt plays the Manufacturer occupation.
 Round 6: York builds a Cooking Hearth. Scharf collects 1 reed, 1 stone, and 1 wood. Hunt collects 4 wood. Hooton becomes starting player and plays Feed Pellets. Geggus plays the Pig Whisperer occupation. York collects 9 clay. Scharf plays the Harvest Helper occupation. Hunt adds a room to his wooden hut and builds 2 stables. Hooton visits the Traveling Players, gaining 2 food. Geggus collects 6 wood.
 Round 7: Hooton builds a Clay Oven and bakes bread, gaining 5 food. Geggus collects and cooks 2 sheep. York collects a grain and a vegetable. Scharf becomes starting player and plays a Clay Pit. Hunt collects 4 wood. Hooton grows his family and exchanges the Clay Oven for a Baker's Oven. Geggus plays the Clay Digger occupation. York sows a vegetable and bakes a grain into bread, gaining 3 food. Scharf collects 1 reed, 1 stone, and 1 wood. Hunt collects 3 wood.
 Harvest Phase 2: York harvests a vegetable. Scharf uses the Stone Carver, Hunt uses the Turner, and York cooks a vegetable. All players feed their families.

Chusky – Puerto Rico with Buildings Expansion

populate corn plantations and Chris populates the Hospice. Christopher selects the Settler and takes a quarry. Dave takes a corn plantation. Chris takes a coffee plantation. Andy takes an indigo plantation. Dave selects the Craftsman and produces corn. Andy produces indigo and Christopher produces corn.
 Turn 2: Andy selects the Trader and trades indigo. Christopher selects the Captain and ships corn. Dave ships corn. Dave selects the Mayor and populates a corn plantation and the Small Market. Chris populates the indigo plantation. Andy populates the Indigo Plant. Christopher populates the quarry. Chris selects the Settler and takes a quarry. Andy takes an indigo plantation. Christopher takes a corn plantation. Dave takes a coffee plantation.
 Turn 3: Christopher selects the Mayor and populates the corn plantation and Black Market. Dave populates the coffee plantation. Chris populates San Juan. Andy populates an indigo plantation. Dave selects the Prospector. Chris selects the Builder and builds a Small Indigo Plant. Andy also builds a Small Indigo Plant.



Addresses

Dave Anderson	Caleb Cousins	Tom Howell "Whippet"	Brad Martin	Bob Robles "Howler"
Debbie Anderson	96 Cedar St. #4	365 Storm King Road	180 Peninsula Road	28 Oakwood Rd.
20832 Tuck Rd., Site 32	Bangor, ME 04401	Port Angeles, WA 98363	Maylands 6051	Orinda, CA 94563
Farmington Hills, MI 48336	(207) 941-8568	off-the-shelf@olympus.net	Western Australia	Rlrobles5@comcast.net
(248) 473-7482	caleb_cousins@umit.maine.edu	(360) 928-9698	Australia	(510) 254-6354
ravenclawnerdz@sbcglobal.net	Kevin Croskery	Christopher Hunt	martibr2003@yahoo.com	Bill Scharf "Doge"
Howard Bishop	kscroskery@gmail.com	christopherhunt487@btinternet.c	Jack McHugh	615 E. Columbia Ave.
43 Guinions Road	Chris Geggus "Davey Boy	om	jwmchughjr@gmail.com	Pomona, CA 91767
High Wycomb HP13 7NT UK	Smith"	Geoff Kemp	Lynn Mercer	(626) 286-4428
latics@globalnet.co.uk	10 Talbrook, Brentwood	geoff.kemp@hotmail.com	hancockfc@yahoo.com	bear-hugs@sbcglobal.net
Eric Brosius	Essex, CM14 4PY, UK	Doug Kent	Ward Narhi	Mike Scott
53 Bird St.	Geggus@sky.com	diplomacyworld@yahoo.com	wnarhi@icloud.com	4040 E. Piedmont Dr.
Needham, MA	Ron Fisher	Robert Koehler	Walt O'Hara	Space 61
Public.brosius@comcast.net	skylark3@charter.net	rkhoeler@triad.rr.com	hussar@hotmail.com	Highland, CA 92346
Colin Bruce	Pasquale Giovine	Andy Lewis "Marmaduke"	Dave Partridge	mikesmag2@jsbcglobal.net
30 Almoners' Avenue	Via Osanna N.2/e	16 Gossling Dr.	15 Woodland Drive	(909) 864-4343
Cambridge, CB1 8PA, England	I-89127 Reggio Calabria, Italia	Lewes, DE 19958	Brookline NH, 03033	Brendan Whyte
furyofthenorthmen@btopenworl	giovine@unirc.it	Alewis161@hom.com	rebhuhn@rocketmail.com	Assistant Map Curator
d.com	Paul Hendricks	(302) 644-1984	Mike Pollard	Map Section
Dennis Cain "Red Dog"	usul_muad_dib@hotmail.com	Dane Maslen	5A St. Michaels Rd.	National Library of Australia
1218 N. 3 rd St.	David Hood	games@dane.me.uk	Wareham, Dorset BH20 4QU	Paarkes, ACT 2600 Australia
Quincy, IL 62301-1727	dhood@phd-law.com	Andy Lischett	UK	obiwonfive@hotmail.com
(217) 223-2284	Dave Hooton	andy@lischett.com	mike@redhotbelgian.com	Jason Wilke-Nguyen
iamthedbear@sbcglobal.net	hootond@yahoo.com	acmeheating@yahoo.com	James Pratt	jasonwilkedc@gmail.com
Forest Cole	Dale Horsely	Michael Longdin	prattjames1960@yahoo.com	Kevin Wilson
11210 Montverde Ln	dale.horsely@yahoo.com	michasel.longdin@virgin.net	Paul Risner	4758 Doncaster Ct.
Houston, TX 7099		Michael Lowrey	10325 NW 63rd Dr.	Long Grove, IL 60047
simply4est@yahoo.com		6903 Kentucky Derby Drive	Parkland, FL 33076	ckeivin@comcast.net
Simply4est@aol.com		Charlotte, NC 28215	goeben@aol.com	Andrew York "Greyhound"
		Mlowrey@infionline.net		P.O. Box 201117
		(704) 569-4269		Austin, TX 78720-1117
				wandrew88@gmail.com

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!