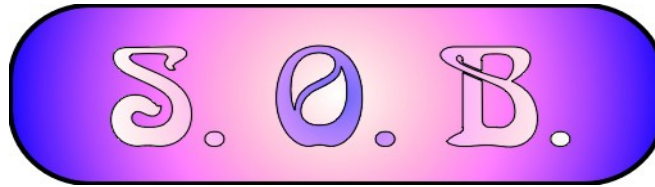


Number 279



November, 2022

Notes from Hades

Here we are once again entering into the holiday season. Given that my next Players who have a (\$) after their name have paid the necessary game fee. deadline is after the new year, I will take this opportunity to wish you all a very happy holiday season, and that 2023 treats you well.

Since the last issue, 7 games have completed. They are: Cirmeco dell'Etna, a **Caverna**: A game of farming and mining very similar to Agricola. Have Bill Dominion game won by Kevin Wilson, Chusky, a Puerto Rico game won by Scharf, will take up to 6 more. Christopher Hunt, Segugio Italiano, an Age of Renaissance game won by Bill Scharf, Chug, an Agricola game won jointly by Chris Geggus and Dave Hooton, 3 more. Schnauzer, a Silverton game won by Bill Scharf, Chilier, a Wingspan game won by Christopher Hunt, and Bugg, a Terraforming Mars game won by Dave Hooton. Congratulations to the winners.

The next deadline is **Tuesday, January 3 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 run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

Cockalier: Age of Renaissance: Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), Bob Robles, Bill Scharf(\$), will take up to 1 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.

Docker: Titan: Have Christopher Hunt, Bill Scharf(\$), Andy York(\$), David Hoot, will take up to 2 more.

Dogue de Bordeaux: History of the World: Have Kevin Wilson(\$), Bill Scharf(\$), Andy York(\$), Chris Geggus(\$), will take up to 2 more.

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

Dorkie: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, Kevin Wilson, Bill Scharf(\$), Chris Geggus, will take up to 4 more.

Doxiepool: Wingspan: Have the European and Oceana birds expansions. Have Kevin Wilson, Dave Hooton, Chris Geggus, Kevin Croskery, will take up to 1 more.

Doxie: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York(\$), Kevin Wilson, Chris Geggus, will take up to 2 more.

Drentsche Patrijshond: 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.

Wish List

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

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

Dune: Have the Teilaxu, 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.

Citadels: Have the Deluxe version. Have Kevin Wilson, Bill Scharf, Chris Geggus, will take up to 5 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, Kevin Wilson, will take up to 3 more.

Terraforming Mars: Ares Expedition: Have Andy York, Kevin Wilson, will take up to 2 more.

Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus Dave Hooton, will take up to 3 more.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, will take up to 3 more.

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

Century Spice Road: Will take up to 6.

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Will take up to 5.

Puerto Rico: This will include the Nobles expansion. Will take up to 4.

Concordia: Have Dave Hooton, will take up to 4 more.

Discworld: Ankh Morpork: Will take up to 4.

Outpost: This will use the expert rules. Will take up to 10.

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

Venus Next, Prelude, Colonies, and Turmoil expansions. Have Dave Hooton, will take up to 4 more.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

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

Malinois

Gunboat Machiavelli

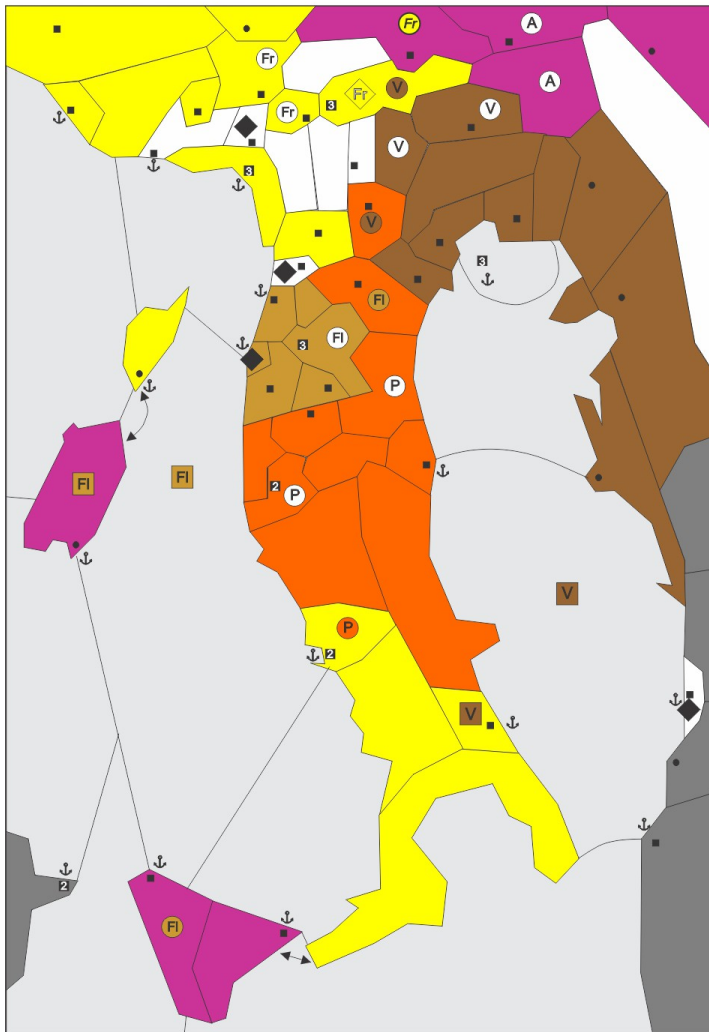
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press

Summer 1501

Deadline/Fall 1501 1/3 Tuesday

Venice comes to Austria's rescue and unloads its treasury on France while Florence takes out a loan and buys of the Austrian navy. The Pope expands south.

Malinois



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

Expenditures

Florence borrows 16 ducats for 2 years (24 ducats due Summer 1503) and spends 18 ducats to buy Austrian F Gulf of Lions.

Venice spends 21 ducats to buy French A Milan.

Outstanding Loans

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

Summer 1503: 24 ducats due from Florence (16 borrowed).

Orders

AUSTRIA: A CARINTHIA to Tyrolea, A AUSTRIA supports A Carinthia to Tyrolea, F Gulf of Lions to Ligurian Sea (nsu)

FLORENCE: A Lucca to BOLOGNA, A Sienna to PALERMO, A Arezzo to FLORENCE, F TYRRHENIAN SEA transports A Sienna to Palermo, F Gulf of Lions to SARDINIA

FRANCE: A Milan to Cremona (nsu), A TURIN supports A Swiss to Tyrolea, A PAVIA to Milan, A (EM) Swiss to TYROLEA, G MILAN supports A Pavia to Milan

PAPACY: A Ancona to URBINO, A Aquila to NAPLES, A Spoleto to ROME

VENICE: A Verona to BERGAMO, A Ferrara to MANTUA, A MILAN besieges, A TRENTO supports A Milan, F Upper Adiratic to LOWER ADRIATIC, F Lower Adriatic to BARI

Press

Florence to Pope: Notice, despite your northern flank being somewhat exposed, no hostile move was made. Florence wishes to remain at peace with the Holy See.

Florence to France: I shall do what I can to assist despite not being in position to directly help or support. Let's see how well this helped.

France to Austria: See you should have read my press and believed it and sent your unit home, but now I am back in Tyrolea and it does not look like I am leaving any time soon. Once I paid off the Medici brothers, I gave them your address at your castle.

France to Venice: I am waiting till the fall when the Papacy buys one of your fleets and convoys one his armies to Dalmatia. I am going to laugh as he heads toward his 15 dots.

France to Florence: Speaking of convoys ---welcome to Sicily. Do you take it with 1 army or to you convoy both armies this year or some other combo. Nice position to be in.

Venice to Austria: Hold on!

Venice to Papacy: Just moving through Mantua as I head north to forestall the French tide.

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 227. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Where the #\$\$%& on the Tube is Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Beatlemania, Railway Rivals, Maneater, Pandemic (Covid variant), Napoleonic Diplomacy, Wooden Ships & Iron Men, 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: 202. 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: 114. 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 NRICH 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: 16. Currently running Railway Rivals, Golden Strider, Breaking Away!, Machi Koro, Love Letter, Fuzzy Borders, Dominion. Current game openings: Diplomacy, Dream Mile, Snakes and Ladders, Fuzzy Borders, Eat Me!, Railway Rivals.

Cheesecake Published by Andy Lischett. Current issue: 412. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 162. 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. No current game openings. Doug has announced that he is currently running down to a fold. All current games will finish, but no new games will start.

Email Games Report

Segugio Italiano – Age of Renaissance

Art, and Ocean Navigation. Hamburg buys Cosmopolitan, Middle Class, Industry, and Cathedral. Paris buys Master Art and Seaworthy Vessels. Barcelona buys Interst & Profit. Venice buys Institutional Research, Cathedral, Written Record, and Middle Class. London buys Cathedral and Wind/Watermill.

Turn 8 Expansion: Genoa expands to Montpellier and Sicily. Hamburg buys a card and expands to West Africa, Constantinople, Gallipoli, and Salzburg. Paris unsuccessfully tries to expand to Lubeck. Barcelona expands to Edinburgh, Iceland, Montpellier, and Grenada. Venice expands to St. Malo, Salonika, Iceland, West Africa, Shetland, and unsuccessfully to Tripoli and Kaffa. London expands to Chester, Grenada, Constantinople, and unsuccessfully to Treibzond, Iceland, and Edinburgh. The expansion bonus is the last card in the deck.

Final Card Play: Genoa plays Wine. Hamburg plays Metal. Paris plays Famine, Metal, Timber, and Timber. Barcelona plays Christopher Columbus and Spice. Venice plays Wool, Ivory/Gold as Ivory, Timber, Grain, Spice, and Civil War on Hamburg. London plays Galileo Galilei, Henry Oldenburg, Leonardo da Vinci, Metal, Fur, and Spice.

Final scores are: Hamburg with 2986, London with 1626, Venice with 1203, Barcelona with 1148, Genoa with 878, and Paris with 780. Congratulations to Bill Scharf on his victory!

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

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

Turn 8 Card Play: Genoa plays Metal, Rebellion in Montpellier, and Stone. Hamburg plays Andreas Vesalius, Cloth, Cloth, and Mysticism Abounds. Barcelona plays a Papal Decree, forbidding the purchase of Science advances. Venice plays Revolutionary Uprisings, War on Hamburg, losing 3 areas, Silk, and Silk.

Turn 8 Purchases: Genoa buys Proselytism, Master

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 7: Philares adds a resource to Livestock. Inventrix uses the Energy Market to trade energy production for cash. Aphrodite sells a card and uses cash for a greenery tile. Manutech buys a greenery tile. Factorum adds a resource to Small Animals. Philares uses Extreme Cold Fungus to add resources to Decomposers. Inventrix plays Productive Outpost. Manutech builds a Soil Factory. Factorum uses Predators to consume a Livestock. Philares uses Symbiotic Fungus to add a resource to Decomposers. Manutech brings in Luxury Foods and sells 4 cards. Factorum builds Gyropolis. Philares sells 2 cards and does some Air Scrapping. Inventrix sells a card. Factorum builds a Venus Waystation. Inventrix sells a card. Factorum

cashes in on the Martian Zoo. Inventrix sells a card. Factorum sells a card. Inventix sells a card. Factorum sells a card. Inventrix does some Sulphur Exports. Factorum sells a card. Inventrix elects a

Player
Christopher Hunt
Chris Geggus
Dave Hooton
Kevin Wilson
Bill Scharf

The European expansion is in play.

Round 3: Dave takes 2 invertebrates, tucks a card behind the Common Grackle, and caches seeds on the Red-Bellied Woodpecker. Christopher tucks a card behind the Snow Bunting. Kevin kplays the Black-Headed Gull in the wetlands habitat. Bill draws cards, taking the White-Faced Ibis and 2 cards from the deck. Christopher plays the Ruff in the wetlands habitat. Chris lays eggs, moves the Yellow-Breasted Chat to the forest Habitat and tucks a card from the deck behind the Peregrin Falcon. Dave plays the White Wagtail in the wetlands habitat. Kevin lays eggs, tucks a card behind the Dickcissel. Christopher tucks a card behind the Snow Bunting. Bill plays the Red-Breasted Nuthatch in the forest habitat. Christopher lays eggs and moves the Common Nighthawk to the forest habitat. Chris takes an invertebrate, fish, and rodent, moves the Yellow-Breasted Chat to the grasslands habitat, caches a fish on the Mississippi Kite, and taking berries with the Bullfinch. Dave draws a bird card from the deck, takes the Spotted Towhee, and draws and discards a card with the Clark's Grebe. Kevin draws birds, taking the Stellar's Jay and Hermit Thrush, steal s fish from Bill (who gains an invertebrate), and discards a fish to tuck 2 cards behind the American White Pelican. Christopher tucks a card behind the Snow Bunting and draws a card. Bill draws bird cards, taking the Blue Grossbeak and Eastern Bluebird and a card from the deck, draws and discards a card with the Forster's Tern, and does not get a fish with the Common Merganser. Christopher takes food, gaining 2 invertebrates, moves the Common Nighthawk to the wetlands habitat, and gives everyone an invertebrate with the Common Nightingale. Chris plays the Woodstork in the wetlands habitat, drawing 2 bonus cards and keeping 1. Dave lays eggs and tucks a card behind the Purple Martin. Christopher tucks a card behind the Snow

Venus Governor. Factorum sells a card. Inventrix sells 3 cards.

Final Greenery Tile Placements: Inventrix and Manutech each place 1 greenery tile.

Final Scores: Factorum with 62, Inventrix with 60, Philares with 57, and Manutech and Aphrodite each with 50. Congratulations to Dave Hooton on his victory!

Chilier – Wingspan

Bunting and drawing a card. Kevin plays the Hermit Thrush in the forest habitat. Bill takes 2 seeds and a fish, caches seeds on the Red-Breasted Nuthatch and giving everyone seeds with Red Crossbill. Christopher draws 3 cards from the deck and moves the Common Nighthawk to the forest habitat. Chris plays the Great Crested Grebe in the wetlands habitat. Dave takes a berry and a fish, tucks a card behind the Common Grackle and caches a seed on the Red-Bellied Woodpecker. Christopher tucks a card behind the Snow Bunting. Kevin draws the American Crow and American Redstart, takes a fish from Dave with the Black-Headed Gull, who takes a fish from the feeder, and discards a fish to tuck 2 cards from the deck behind the American White Pelican. Bill plays the Eastern Bluebird and Northern Bobwhite in the grasslands habitat. Christopher takes 2 berries, moves the Common Nighthawk to the wetlands habitat, and gives everyone seeds. Chris lays eggs, moves the Yellow-Breasted Chat to the wetlands habitat, and tucks a card from the deck behind the Peregrin Falcon. Dave draws the Loggerhead Shrike and a card from the deck, and draws and discards a card with the Clark's Grebe. Kevin lays eggs and tucks a card behind the Dickcissel. Christopher tucks a card behind the Snow Bunting. Bill draws bird cards, taking the European Roller and a card from the deck, draws and discards a card with the Forster's Tern, and caches fish with the Common Merganser. Christopher plays the European Goldfinch in the forest habitat. Chris draws 3 bird cards, moves the Yellow-Breasted Chat to the grasslands, draws 2 cards with the Great Crested Grebe, discards an egg from the Killdeer to draw 2 more cards, and discards a card.

Round 3 End of Round: Dave uses the White Wagtail to play the Common Goldeneye in the forest habitat, the Common Goldeneye to lay 2 eggs, and tucks 3 cards behind the Eurasian Collared-Dove. Christopher tucks 3 cards behind the Common Swift and 3 behind the Ruff.

Round 4: Kevin draws bird cards, including the Lazuli Bunting and Great Tit, steals a fish from Bill, who gains a rodent, and tucks 2 cards behind the American White Pelican. Christopher tucks a card behind the Snow Bunting and European Goldfinch. Bill lays eggs. Christopher takes food and gives everyone an invertebrate. Chris plays the American Woodcock in the grasslands habitat. Dave takes food, tucks a card behind the Common Grackle and caches seeds on the Red-Bellied Woodpecker. Christopher tucks a card behind the Snow Bunting and European Goldfinch. Kevin takes food, gives Christopher food with the Hermit Thrush, plays the American Redstart in the forest habitat, fails to get a rodent with the Eastern Screech-Owl, and gains an invertebrate from the Painted Whitestart. Bill plays the European Roller in the grasslands habitat. Christopher takes 2 cards from the deck and moves the Common Nighthawk to the forest habitat. Chris takes food, caches a fish with the Mississippi Kite and takes berries with the Bullfinch. Dave plays the Common Cuckoo in the grasslands habitat. Kevin draws cards, taking the Grey Heron and Honey Buzzard, steals fish from Chris, who gains an invertebrate, and discards the fish to tuck cards behind the American White Pelican. Christopher tucks cards behind the Snow Bunting and European Goldfinch. Bill lays eggs, allowing Dave to lay an egg with the Cuckoo. Christopher takes food, discarding a card and taking 3 invertebrates, moves the Common Nighthawk to the wetlands habitat, and gives everyone an invertebrate. Chris lays 4 eggs, and tucks a card behind the Peregrin Falcon. Christopher tucks cards behind the Snow Bunting and European Goldfinch. Dave lays 4 eggs. Kevin lays 3 eggs, tucks a card behind the Dickcissel and lays an egg on it. Christopher tucks cards behind the European Goldfinch and Snow Bunting. Dave's Common Cuckoo lays an egg. Bill lays 4 eggs. Christopher plays the Yellow-Rumped Warbler in the forest habitat. Chris lays eggs, discarding an invertebrate to lay 4, and tucks a card with the Peregrin Falcon. Christopher tucks a card behind the Snow Bunting and European Goldfinch. Dave lays 4 eggs.

Round 4 End of Round: Dave lays 2 eggs on the Common Goldeneye and discards an invertebrate and a berry to tuck 2 cards behind the Eurasian Collared-Dove. Christopher discards 5 invertebrates to tuck 5 cards behind the Common Swift and 2 cards from his hand behind the Ruff, drawing 2 cards.

Final scores are: Christopher with 92, Dave with 88, Bill with 83, Chris with 78, and Kevin with 62.

Congratulations to Christopher Hunt 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 2 Actions: Point Luna adds a delegate to Mars First and trades with Luna. Viron adds a delegate to Mars First and uses Extractor Balloons to increase Venus terraforming one step. Teractor adds a delegate to the Kelvinists and builds a Mohole Area. Saturn System adds a delegate to Mars First. Vitor conducts a Martian Survey. Point Luna finds a Mineral Deposit and builds a Research Outpost. Viron builds Solar Power. Teractor adds a delegate to the Kelvinists. Saturn Systems builds a Mining Colony on Europa, placing an ocean tile. Vitor builds a Lunar Beam. Point Luna develops Regolith Eaters. Viron builds Power Infrastructure and uses it to convert an energy to cash. Saturn Systems adds a delegate to Mars First, as does Vitor. Point Luna adds a resource to Regolith Eaters and spends resources from Extractor Balloons.

Generation 2 Solar Phase: Global Event is War on Earth. Point Luna and Vitor each lose 2 TR, Viron and

Saturn Systems lose 3 TR, and Teractor loses 4 TR. Mars First becomes the ruling party and Point Luna becomes chair.

Generation 3 Actions: Viron adds a delegate to Unity and a resource to Extractor Balloons. Teractor trades

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

Turn 14 Prospect and Survey: RMHL surveys La Madera to Santa Fe (+2), Santa Fe to Moriarty (dr = 12, success), and South Fork to Pagosa Springs, and prospects #85 (+2) and #61 (+1). GERR surveys San Ysidro to Lee Ranch West and Piños Altos to Mogollon, and prospects #33 (+1) and #126. Platinum Queen surveys Gunnison to Lake City and Montrose to Ouray to Placerville, and prospects #126, #22, #61 (+1), and #35 (+2).

NTSB surveys Elk Springs to Rangely and Walsenburg to Trinidad, and prospects #35 (+2), #85 (+1), #54, and attempts to steal passenger line 22.

Turn 14 Dispute Resolution: Platinum Queen wins against NTSB for claim #35 and RMHL for claim #61 but loses to GERR for claims #33 and #126. RMHL wins against NTSB for claim #85. NTSB steals passenger line 22 from RMHL and Platinum Queen.

Turn 14 Construction and Operations: All players build surveyed track, buy prospected claims, and operate claims. Huge quantities of silver are delivered, along with coal to Denver, Santa Fe, and El Paso and lumber to Pueblo.

Turn 15 Prospect and Survey: GERR surveys Alamogordo to Cloudcroft and El Vado to Vallecitos, and prospects #120 (+1) and #105 (+2). Platinum Queen surveys Delta to Bowie and Gunnison to Crested Butte, and prospects #28 (+2), #72, #46, and #120 (+1). RMHL surveys Moriarty to Albuquerque, Moriarty to Willard, and Albuquerque to Dalies (+2, dr = 9, success), and prospects #28 (+2), #92 (+1), and passenger line 17. NTSB surveys Cripple Creek to Divide and Divide to South Platte (dr = 8, success), and prospects #72 (+1), #56, #76, and attempts to steal passenger line 22 (+2).

Turn 15 Dispute Resolution: GERR wins against Platinum Queen for claim #120. Platinum Queen ties RMHL for #28 and NTSB for #72. NTSB steals passenger line 20 from Platinum Queen and RMHL.

Turn 15 Construction and Operations: All players build surveyed track, buy prospected claims, and operate claims. Lumber is delivered to Denver, Salt

with Luna and builds an Industrial Center. Saturn Systems brings in a Giant Ice Asteroid. Vitor trades with Triton and uses heat to raise the temperature. Point Luna builds a Space Port Colony on Triton and trades with Callisto. Viron creates a Nuclear Zone and adds a resource to Refugee Camps. Teractor adds a delegate to the Reds. Saturn Systems spends plants for a greenery tile. Vitor adds a delegate to the Kelvinists. Point Luna adds a delegate to the Kelvinists.

Schnauzer – Silverton

Lake City, and El Paso and coal to Salt Lake City, Santa Fe, and El Paso.

Turn 16 Prospect and Survey: GERR surveys Rincon to Lake Valley and San Ysidro to Porter, and prospects passenger lines 19 and 23 (with Platinum Queen). NTSB pulls up track from Aspen to Glenwood Springs and Glenwood Springs to Orestod, and prospects #72 and the deck 3 times. RMHL surveys Dailes to Grants, Daillies to Belen (+2), and Willard to Vaughn, and prospects #28 (+2), #87 (+1), and passenger line 7. Platinum Queen surveys Provo to Heber City and Price to Scofield, and prospects #72 (+2), #26 (+1), and passenger lines 19 and 23 (with GERR).

Turn 16 Dispute Resolution: Platinum Queen wins against NTSB for claim #72.

Turn 16 Construction and Operations: All players build surveyed track and buy prospected claims and passenger lines, operate all or most claims. Small amounts of gold and copper are delivered, as well as lumber and coal to Denver, Salt Lake City, and Pueblo, and lumber to Santa Fe and coal to El Paso.

Turn 17 Prospect and Survey: NTSB surveys South Platte to Fairplay (+2) and tears up Denver to Georgetown, prospects passenger line 21, #57 (+2), #106 (+1), and #102. Platinum Queen surveys Placerville to Telluride to Rico and Green River to Emery, and prospects #57 (+2) and #106 (+1). RMHL surveys Grants to Thoreau (+1), Thoreau to Gallup (+2) (dr = 2, fails), and Vaughn to Santa Rosa, and prospects #102 (+2), #103 (+1), and #116. GERR surveys Lee Ranch West to Thoreau and Thoreau to Paxton Springs (dr = 10, success), and prospects #106 (+1) and #102 (+2).

Turn 17 Dispute Resolution: GERR wins against NTSB and RMHL for claim #102 and against NTSB and Platinum Queen for claim #106, and Platinum Queen wins against NTSB for claim #57.

Turn 17 Construction and Operations: All players build surveyed track and buy prospected claims, and operate all or most claims. A moderate amount of gold, small amount of copper, and large amount of silver are delivered, along with coal to Pueblo and Santa Fe.

Turn 18 Prospect and Survey: RMHL surveys Thoreau to Gallup (+2), Belen to Socorro, and Socorro to Butte Junction (dr = 8, success). GERR surveys Butte Junction to Hillsboro and Thoreau to Gallup. NTSB pulls up Rangely to Elk Springs. Platinum Queen surveys Farmington to Newcombe and Emery to Salina.

Turn 18 Dispute Resolution: RMHL wins against GERR for the Thoreau to Gallup line.

Turn 18 Construction and Operations: All players build surveyed track and operate most or all of their claims. Small amounts of gold and copper are delivered, plus lumber to Salt Lake City and El Paso and large amounts of coal to Salt Lake City, Pueblo, and El Paso.

Turn 19 Prospect and Survey: Platinum Queen surveys Salina to Marysvale and Newcomb to Gallup. RMHL surveys Butte Junction to Rincon (+2), Rincon to El Paso (dr = 4, fails), and Pagosa Springs to Durango, and prospects passenger line 18 (+2). GERR surveys Paxton Springs to McGaffey and rips up Mogollon to Piños Altos.

Turn 19 Construction and Operations: All players build surveyed track and purchase prospected passenger lines, and operate all or most of their claims. Large amounts of lumber are delivered to Denver and smaller amounts to El Paso. Large amounts of coal are delivered to Denver and smaller amounts to Santa Fe and El Paso.

Turn 20 Prospect and Survey: RMHL surveys Rangely to Elk Springs (+2) and Rincon to El Paso, and pulls up Walsenburg to Alamo. GERR pulls up Magdalena to Socorro and Tyrone to Whitewater. Platinum Queen pulls up Lake City to Gunnison and Provo to Eureka.

Turn 20 Construction and Operations: All players build or dismantle surveyed track and operate all or most of their claims. Large amounts of gold and copper are delivered, as well as lumber and coal to Salt Lake City, and coal to Santa Fe and El Paso.

Turn 21 Prospect and Survey: NTSB surveys Salida to Gunnison and Gunnison to Lake City (dr = 5, fails). Platinum Queen pulls up Dillon to Leadville and Leadville to Buena Vista. GERR pulls up Carrizozo to White Oaks and Alamogordo to Cloudcroft. RMHL pulls up Denver to South Platte and prospects passenger line 24.

Turn 21 Construction and Operations: All players build surveyed track and buys prospected passenger lines, and operate some or all of their claims. Large quantities of silver are delivered along with a little lumber to El Paso, and large quantities of coal to Denver, Salt Lake City, Pueblo, and El Paso.

Turn 22 Prospect and Survey: Platinum Queen pulls up the Gunnison to Buena Vista and Placerville to Telluride to Rico lines. GERR pulls up the Silverton to Durango and McGaffey to Paxton Springs lines. NTSB surveys Gunnison to Lake City and Salida to Buena Vista.

Turn 22 Construction and Operations: All players build surveyed track and operate some or all of their claims. A small amount of silver is delivered, along with a moderate amount of coal to Denver, a large amount of lumber and coal to Salt Lake City, a lot of coal to Santa Fe, and a moderate amount of lumber to El Paso.

Turn 23 Prospect and Survey: GERR pulls up the Piños Altos to Silver City and Taos to Santa Fe lines. Platinum Queen pulls up the Lumberton to Farmington and Emery to Green River lines, abandoning the Emery to Salina and Salina to Marysvale lines. RMHL pulls up Elk Springs to Rangely, Rangely to Mack, and Mack to Grand Junction. NTSB surveys Buena Vista to Leadville and Leadville to Dillon (dr = 10, success).
Turn 23 Construction and Operations: All players

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 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. Hunt plays a

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

Round 6 Phase Selection: Teractor and Helion select Development, Celestior selects Action, Interplanetary Cinematics selects Research.

Round 6 Development: Teractor conducts Solar Trapping, Celestior plants Lichen, and Helion acquires New Portfolios.

Round 6 Action: Teractor spends heat to raise the temperature 2 steps. Celstior uses its corporate action but comes up empty, uses Matter Generator twice, spends heat to raise the temperature 1 step, and spends plants to gain a forest tile and increase the oxygen level 1 step. Interplanetary Cinematics uses Advanced Screening Technology to no avail and uses Hydro-Electric Power. Helion adds a resource to Self-Replicating Bacteria.

Round 7 Phase Selection: Interplanetary Cinematics selects Development, Celstior selects Construction, Helion selects Action, and Teractor selects Production.

Round 7 Development: Tractor enlists Venture Capitalism, Interplanetary Cinematics builds a Trading Post, and Helion builds a Miranda Resort.

Round 7 Construction: Celestior develops Matter Manufacturing and Interplanetary Cinematics builds a Colnizer Training Camp.

Round 7 Action: Celestior uses its corporate action to gain Sythetic Catastrophe, uses Matter Generator to discard a card and Matter Manufacturing to gain a

build surveyed track and operate some or all of their claims. Some gold and copper are delivered, along with some lumber to Salt Lake City and El Paso, and a large amount of coal to Denver, Salt Lake City, Pueblo, and El Paso.

Turn 24 Prospect and Survey: Platinum Queen pulls up the Gallup to Newcomb and Farmington to Dolores lines. GERR pulls up Deming to Lordsburg and El Vado to Vallecitos.

Turn 24 Construction and Operations: All players build surveyed track, and most operate some or all of their claims. The remaining silver is delivered along with lots of coal: a little to Denver, a moderate amount to El Paso, and a lot to Salt Lake City, Pueblo, and Santa Fe.

Final scores were GERR with \$67,207, NTSB with \$54,120, Platinum Queen with \$48,127, and RMHL with \$40,400. Congratulations to Bill Scharf on his victory!

Cirneco dell'Etna – Dominion

Haven and a Bureaucrat and buys a Silver and a Haven.

Round 16: Wilson plays Horse Traders and buys a Province. Scharf buys a Wharf. Geggus plays a Festival, Bureaucrat, and Merchant, and buys a Province. Hibbert plays a Fortune Teller and buys a Duchy. Hooton plays a Fortune Teller and buys a Province. Hunt plays a Festival, Merchant Ship, and Haven, and buys a Gold.

Round 17: Wilson buys Horse Traders. Scharf plays a Haven and Merchant Ship and buys a Haven. Geggus plays a Merchant and buys a Wharf. Hibbert plays a Merchant and Horse Traders and buys a Silver. Hooton plays a Festival, Moneylender, and Haven and buys a Duchy. Hunt plays a Haven and buys a Province.

Round 18: Wilson buys a Duchy. Scharf plays a Merchant, Merchant, and Wharf, and buys a Province.

Geggus buys a Province. Hibbert plays a Festival and Fortune Teller and buys a Haven and an Estate. Hooton buys a Province. Hunt plays a Bureaucrat and buys a Duchy.

Round 19: Wilson buys a Province. Scharf plays a Wharf and buys an Estate and the last Province, ending the game.

Final scores: Kevin Wilson with 36, Chris Hibbert with 31, Bill Scharf with 28, Christopher Hunt with 24, Dave Hooton with 18, and Chris Geggus with 15. Congratulations to Kevin Wilson on his victory!

Dandiff – Terraforming Mars: Ares Expedition

card. Interplanetary Cinematics uses Advanced Screening Technology to gain Adapted Lichen and uses Hydro-Electric Power to gain heat. Helion adds a resource to Self-Replicating Bacteria.

Round 8 Phase Selection: Celestior selects Development, Teractor Construction, Interplanetary Cinematics Action, and Helion Production.

Round 8 Development: Celestior develops Slash and Burn Agriculture. Interplanetary Cinematics plants Adapted Lichen. Helion launches Space Heaters.

Round 8 Construction: Teractor develops Optimal Aerobraking. Celestior sponsors Farmers' Markets. Helion develops Restructured Resources.

Round 8 Action: Teractor spends heat to raise the temperature 1 step. Celstior uses its corporate action to draw Atmosphere Filtering, uses Matter Generator, Matter Manufacturing, and Farmers' Markets. Interplanetary Cinematics uses Advanced Screening Technology to gain a Research Outpost, uses Hydro-Electric Power twice, and spends heat to raise the temperature 1 step. Helion uses resources from Self-Replicating Bacteria to build a Commercial District.

Round 9 Phase Selection: Helion selects Construction, Interplanetary Cinematics selects Production, and Teractor and Celestior select Research.

Round 9 Construction: Teractor brings in Imported Nitrogen. Celstior develops Regolith Eaters. Interplanetary Cinematics builds a Research Outpost. Helion draws a card, invests in Assorted Enterprises, and builds a Ganymede Shipyard.

Round 10 Phase Selection: Celestior and Interplanetary Cinematics select Development. Teractor selects Construction. Helion selects Action.

Round 10 Development: Celstior develops a Titanium Mine. Interplanetary Cinematics builds a Protected Valley. Helion builds a Vesta Shipyard.

Round 10 Construction: Teractor conducts Research and creates a Crater. Celestior conducts Atmosphere Filtering. Helion founds Mars University.

Round 10 Action: Teractor spends heat to raise the temperature 3 steps and plants for 2 forest tiles, raising the oxygen level 2 steps. Celestior uses its corporate action unsuccessfully, uses Matter Manufacturing to buy a card, Farmers' Markets to buy plants, Matter Generator to discard a card for 6MC, spends heat to raise the temperature 1 step and plants for 2 forest tiles, raising the oxygen level 2 steps. Interplanetary Cinematics uses Advanced Screening Technology to gain Grass, uses Hydro-Electric Power to buy heat, spends heat to raise the temperature 1 step and plants for a forest tile, raising the oxygen level 1 step. Helion adds 2 resources to Self-Replicating Bacteria and spends heat to raise the temperature 2 steps.

Round 11 Phase Selection: Interplanetary Cinematics selects Construction. Teractor and Helion select Production. Celestior selects Research.

Chug – Agricola

Player
Bill Scharf
Christopher Hunt
Dave Hooton
Chris Geggus
Andy York

Round 8: Scharf collects 6 clay. Hunt grows his family and plays the Spinney. Hooton plays the Meat-seller Occupation. Geggus becomes starting player and plays a Sack Cart. York builds a Clay Oven and bakes bread. Scharf adds a room to his wooden hut. Hunt collects 3 stone. Hooton collects a wild boar. Geggus goes Fishing, gaining 4 food. York collects 3 reeds. Hooton collects a vegetable.

Round 9: Geggus collects 1 reed, 1 stone, and 1 wood. York renovates to a clay hut and builds an Animal Yard. Scharf visits the Traveling Players, gaining 3 food. Hunt collects 8 wood. Hooton collects 2 sheep. Geggus collects 6 wood, giving 1 to Hunt because of the Spinney. York plays the Countryman occupation. Scharf grows his family and plays a Brushwood Roof. Hunt plays the Conservator occupation. Hooton cooks 2 sheep and spends 1 food to gain a cattle. Hooton collects a vegetable.

Harvest Phase 3: York harvests a vegetable. Scharf uses the Stone Carver. Hunt uses the Turner. Hooton cooks a wild boar into food and uses Feed Pellets to gain a cattle. All players feed their families. Hooton breeds a cattle.

Round 10: Hunt renovates to a stone house and builds a Well. Hooton collects 2 wild boar. Geggus collects 4 wood. York plows a field. Scharf collects 2 stone. Hunt plays the Water Carrier occupation. Hooton collects a vegetable. Geggus collects 1 reed, 1 stone, and 1 wood. York collects a grain and a vegetable. Scharf becomes starting player and builds a Millstone. Hunt collects 5 wood. Hooton collects 6 clay. Scharf becomes a Day Laborer, gaining 2

Player
Chris Geggus
Andy York
Christopher Hunt
Dave Hooton

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. Dave builds a Tobacco Storage. Andy selects the Settler and takes a sugar plantation. Christopher takes tobacco, Dave takes sugar, and Chris takes indigo.

Turn 4: Dave selects the Settler and takes a tobacco plantation. Chris takes corn, Andy takes indigo, and Christopher sugar. Chris selects the Craftsman and produces corn. Andy produces indigo. Christopher and Dave both produce corn. Andy selects the

food and 3 clay. York uses the Field Worker to sow a grain and a vegetable.

Round 11: Scharf collects 2 grain. Hunt collects 6 wood. Hooton collects 2 sheep. Geggus adds 3 rooms to his wooden hut and builds 2 stables. York collects 7 clay. Scharf bakes 1 grain into 4 food. Hooton collects 3 wood, giving 1 to Hunt. Geggus grows his family and plays Market Stall. York becomes starting player and exchanges the Cooking Hearth for a Cooking Corner and cooks a vegetable for 4 food. Scharf collects 2 cattle and cooks them for 6 food. Hunt collects 1 stone. Hooton renovates to a clay hut and plays a Wildlife Reserve. Harvest Phase 4: York harvests a grain and a vegetable. Scharf gains a grain from York's field and York gains 2 food. Hunt uses the Turner to convert 4 wood into 4 food. Hooton uses Feed Pellets to gain a cattle, cooking it into 4 food. All players feed their families. Hooton breeds a cattle and a sheep.

Round 12: York adds a room to his clay hut. Scharf collects 4 wood. Hunt collects 2 stone. Hooton grows his family without the need for a room. Geggus collects 1 reed, 1 stone, and 1 wood. York grows his family and exchanges the Clay Oven for a Bakehouse and bakes 1 grain into 5 food. Scharf renovates to a clay hut, builds a Clay Oven, and bakes 1 grain into 7 food. Hunt builds Joinery. Hooton cooks a wild boar into 3 food and collects 2 wild boar. Geggus becomes starting player and plays a Loom. Scharf collects 3 wood and gives 1 to Hunt. Hunt collects 1 stone. Hooton plays the Head of Family occupation. Geggus grows his family.

Round 13: Geggus plows a field and sows a vegetable. York collects 2 cattle. Scharf collects 4 wood. Hunt grows his family without need for a room. Hooton collects 3 wood, giving 1 to Hunt. Geggus collects 9 clay. York collects 1 reed, 1 stone, and 1 wood. Scharf builds fences. Hunt plows a field. Hooton builds a stable. Geggus goes Fishing, gaining 6 food. York cooks a cattle and gains a wild boar. Scharf plows a field and sows a grain. Hunt collects 5 reeds. Hooton plays the Hide Farmer occupation. Geggus grows his family. Hooton grows his family without the need for a room.

Harvest Phase 5: Scharf harvests a grain. Geggus harvests a vegetable. York harvests a grain and a vegetable. Hunt uses Joinery and the Turner to convert wood into food. Hooton cooks a cattle and a sheep. Geggus gains food from the Loom. All players feed their families. Hooton breeds a sheep, wild boar, and a cattle.

Round 14: Geggus plows a field and sows a vegetable. York builds 2 stables. Scharf collects 3 sheep. Hunt grows his family without need for a room. Hooton collects 4 wood. Geggus collects a reed, stone, wood, and food. York plows a field. Scharf collects a vegetable. Hunt builds a Basetmaker's Workshop. Hooton builds fences. Geggus renovates to a clay hut and builds fences. York collects a grain and a vegetable. Scharf collects a cattle. Hunt collects 5 wood. Hooton visits the Traveling Players, gaining 5 food. Geggus collects 2 stone. Hunt spends a food to collect a cattle. Hooton collects a wild boar. Geggus renovates to a stone house and builds a Cooking Hearth. Hooton becomes starting player, plays a Quarry, and cooks a cattle for 4 food. York uses the Field Worker to sow 2 grain and 1 vegetable.

Harvest Phase 6: Scharf harvests a grain. Geggus harvests 2 vegetables. York harvests 2 grain and 1 vegetable. Scharf uses the Field Warden to take a grain from York, who gains 2 food. Hunt uses Joinery, the Basketmaker's Workshop, and the Turner to convert wood and reeds into food. Geggus gains a food from the Loom and cooks a vegetable. All players feed their families. Scharf breeds a sheep and Hooton breeds a sheep, wild boar, and cattle.

Final score: Hooton and Geggus with 34 each, Hunt with 25, York with 22, and Scharf with 19.

Congratulations to Dave Hooton and Chris Geggus on their joint victory!

Chusky – Puerto Rico with Buildings Expansion

Captain and ships indigo. Christopher and Dave both ship corn. Christopher selects the Builder and builds a Sugar Mill.

Turn 5: Chris selects the Trader and trades corn. Andy selects the Mayor and populates an indigo plantation and the Indigo Plant. Christopher populates the Sugar Mill. Dave populates the Tobacco Storage and moves a colonist from a coffee plantation to a tobacco plantation. Chris populates the Small Indigo Plant. Christopher selects the Prospector. Dave selects the Craftsman and produces corn and tobacco. Chris produces corn and indigo. Andy produces indigo. Christopher produces corn.

Turn 6: Andy selects the Captain and ships indigo. Christopher and Dave ship corn. Chris ships indigo. Christopher selects the Builder and builds a Tobacco Storage. Chris builds a Coffee Roaster. Andy builds a Church. Dave selects the Trader and trades tobacco. Chris selects the Mayor and populates the Coffee Roaster and San Juan. Andy populates the Church. Christopher populates a sugar plantation. Dave populates a coffee plantation.

Turn 7: Christopher selects the Settler and takes a quarry. Dave takes a coffee plantation. Chris and Andy takes a sugar plantations. Dave selects the Builder and builds a Coffee Roaster. Chris builds a Small Sugar Mill. Chris selects the Captain and ships corn. Andy selects the Prospector.

Turn 8: Dave selects the Mayor and populates a coffee plantation and the Coffee Roaster. Chris populates the Small Sugar Mill and San Juan. Andy populates the Small Indigo Plant and an indigo plantation. Christopher populates the Tobacco Storage and a tobacco plantation. Chris selects the Craftsman and produces corn, indigo, sugar, and coffee. Andy produces indigo. Christopher produces corn, sugar, and tobacco. Dave produces corn, tobacco, and coffee. Andy selects the Captain and ships indigo. Christopher ships tobacco and corn. Dave

ships tobacco and corn. Chris ships indigo and corn. Christopher selects the Trader and trades sugar.

Turn 9: Chris selects the Trader and trades coffee. Andy selects the Prospector. Christopher selects the Builder and builds a Factory. Chris builds a Specialty Factory. Andy builds a Sugar Mill. Dave selects the Settler and takes a quarry. Chris takes an indigo plantation, Andy sugar, and Christopher corn. Turn 10: Andy selects the Mayor and populates two sugar plantations, the Sugar Mill, and moves a colonist from the Church to the Sugar Mill. Christopher populates the quarry and Factory. Dave populates the quarry. Chris populates the Specialty Factory. Christopher selects the Craftsman and produces corn, sugar, and tobacco. Dave produces corn, tobacco, and coffee. Chris produces corn, indigo, sugar, and coffee. Andy produces indigo and sugar. Dave selects the Captain and ships coffee and

Player
Chris Geggus
Kevin Wilson
Chris Hibbert
Andy York

Turn 1: Geggus selects the Builder and builds a Hospice. Wilson builds an Indigo Plant. Hibbert builds a Small Sugar Mill. York builds a Small Indigo Plant. Wilson selects the Mayor and populates the indigo plantation and Indigo Plant. Hibbert populates the corn plantation. York populates the corn plantation. Geggus populates the Hospice. Hibbert selects the Settler and takes a sugar plantation. York takes indigo, Geggus corn, and Wilson indigo. York selects the Prospector. Turn 2: Wilson selects the Mayor and populates the indigo plantation and Indigo Plant. Hibbert populates the Small Sugar Mill and transfers a colonist from the corn to the sugar plantation. York populates the Small Indigo Plant and transfers a colonist from the corn to the indigo plantation. Geggus populates the indigo plantation. Hibbert selects the Craftsman and produces sugar. York and Wilson produce indigo. Geggus produces corn. York selects the Trader and trades indigo. Hibbert trades sugar. Geggus selects the Settler and takes a quarry. Wilson takes an indigo plantation, Hibbert tobacco, and York sugar.

Player
Chris Geggus
Christopher Hunt
Bill Scharf

Turn 1: Chris and Christopher each play a Merchant card to gain 2 turmeric. Bill spends 4 turmeric to gain the fifth Merchant card. Turn 2: Chris spends 3 turmeric to acquire the fourth Merchant card. Christopher acquires the first Merchant card. Bill plays a Merchant card, gaining 2 saffron. Turn 3: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher spends 3 turmeric to acquire the fourth Merchant card. Bill

tobacco. Chris ships sugar and coffee. Andy ships sugar. Christopher ships sugar and tobacco. Chris selects the Trader and trades indigo. Dave trades corn.

Turn 11: Christopher selects the Builder and builds a Fortress. Dave builds a Storehouse. Chris builds an Indigo Plant. Dave selects the Settler and takes a Quarry. Chris takes a corn plantation, Andy sugar, and Christopher tobacco. Chris selects the Prospector. Andy selects the Mayor and populates the Church and 2 sugar plantations. Christopher populates the Fortress and the tobacco plantation. Dave populates the quarry and Storehouse. Chris populates the Indigo Plant and moves a colonist from San Juan to the Indigo Plant. Turn 12: Dave selects the Builder and builds an Office. Chris builds a Small Warehouse. Christopher builds an Aqueduct. Chris selects the Captain. Andy selects the Mayor and populates the Sugar Mill and San Juan. Christopher populates the Aqueduct and Tobacco Storage. Dave populates the Office and Tobacco Storage. Chris populates the Small Warehouse. Christopher selects the Settler and takes a quarry. Dave, Chris, and Andy all take corn plantations. Turn 13: Chris selects the Trader. Andy selects the Prospector. Christopher selects the Mayor, populating the quarry and corn plantation. Dave and Andy populate corn plantations. Chris populates San Juan. Dave selects the Craftsman and produces corn, tobacco, and coffee. Chris produces corn, indigo, sugar, and coffee. Andy produces corn, indigo, and sugar. Christopher produces corn, sugar, and tobacco. With that, the colonist supply is empty, triggering the end of the game. Final scores were Christopher with 29, Dave with 25, Andy with 22, and Chris with 21. Congratulations to Christopher Hunt on his victory!

Corgidor – Puerto Rico (Base Game)

Turn 3: Hibbert selects the Builder and builds a Tobacco Storage. York builds a Hospice. Geggus builds a Small Indigo Plant. York selects the Mayor and populates the Hospice and corn plantation. Geggus populates the Small Indigo Plant. Wilson populates the indigo plantation. Hibbert populates the corn plantation and moves colonists from the sugar plantation to the tobacco plantation and Sugar Mill to Tobacco Storage. Geggus selects the Captain and ships corn. Wilson ships indigo and Hibbert ships sugar. Wilson selects the Prospector. Turn 4: York selects the Settler and takes a corn plantation. Geggus takes a coffee plantation, Wilson sugar, and Hibbert coffee. Geggus selects the Craftsman and produces corn and indigo. Wilson produces indigo. Hibbert produces corn and tobacco. York produces corn and indigo. Wilson selects the Captain and ships indigo. Hibbert ships corn. York and Geggus both ship corn and indigo. Hibbert selects the Trader and trades tobacco. Turn 5: Geggus selects the Builder and builds a Coffee Roaster. Wilson and York build Small Sugar Mills. Hibbert builds a Construction Hut. Wilson selects the Settler and takes a Quarry. Hibbert takes a coffee plantation, York takes sugar, and Geggus sugar. Hibbert selects the Mayor, populating the Small Sugar Mill and Construction Hut, and moves a colonist from a corn to a sugar plantation. York populates the Small Sugar Mill. Geggus populates the Coffee Roaster. Wilson populates the quarry. York selects the Prospector. Turn 6: Wilson selects the Craftsman and produces indigo. Hibbert produces sugar and tobacco. York produces corn, indigo, and sugar. Geggus produces corn, indigo, and coffee. Hibbert selects the Captain and ships tobacco and sugar. York ships corn and sugar. Geggus ships corn. York selects the Prospector. Geggus selects the Trader and trades coffee. Turn 7: Hibbert selects the Builder and builds an Office. York builds a Sugar Mill. Geggus builds a Small Sugar Mill. Wilson builds a Small Market. York selects the Mayor and populates a sugar plantation the the Sugar Mill. Geggus populates the Small Sugar Mill. Wilson populates the Small Sugar Mill and moves a colonist from an indigo plantation to the sugar plantation. Hibbert populates the office. Geggus selects the Settler and gains a quarry. Wilson takes a tobacco plantation. Hibbert takes a quarry. York takes a sugar plantation. Wilson selects the Trader and trades corn. Turn 8: York selects the Prospector. Geggus selects the Builder and builds a Wharf. Hibbert and York both build Small Warehouses. Wilson selects the Settler and takes a quarry.

Chigi – Century Spice Road

plays a Merchant card to gain 2 turmeric. Turn 4: Chris acquires the first Merchant card. Christopher acquires the first Merchant card. Bill plays a Merchant card, upgrading 2 turmeric to 2 saffron. Turn 5: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher spends 2 turmeric to acquire the third Merchant card. Bill rests. Turn 6: Chris plays a Merchant card, exchanging 3 saffron for 2 cinnamon. Christopher spends 3 turmeric to acquire the fourth Merchant card. Bill acquires the first Merchant card, gaining 3 turmeric. Turn 7: Chris spends 3 turmeric to acquire the fourth Merchant card. Christopher spends 1 turmeric to acquire the second Merchant card, gaining 2 turmeric. Bill spends 1 turmeric to acquire the second Merchant card, gaining 1 turmeric. Turn 8: Chris acquire the first Merchant card, gaining 5 turmeric. Christopher acquires the first Merchant card. Bill plays a Merchant card, upgrading 2 saffron to 2 cardamom. Turn 9: Chris plays a Merchant card, exchanging 1 cinnamon for 2 cardamom. Christopher plays a Merchant card, gaining 1 cinnamon. Bill plays a Merchant card, gaining 2 saffron.

Turn 10: Chris spends 1 turmeric, 2 cardamom, and 1 cinnamon to buy the first VP card, gaining a gold token. Christopher plays a Merchant card, upgrading 2 turmeric to 2 saffron. Bill rests.

Turn 11: Chris rests. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Bill plays a Merchant card, upgrading a turmeric to a cardamom.

Turn 12: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant card, exchanging 3 saffron for 1 turmeric, 1 cardamom, and 1 cinnamon. Bill spends 3 cardamom and 2 saffron to buy the first VP card, gaining a gold token.

Player
Christopher Hunt
Dave Hooton
Kevin Wilson

Turn 1: Christopher selects the Settler and takes a Quarry. Dave takes a corn plantation and Kevin takes indigo. Dave selects the Builder and builds a Small Market. Kevin builds a Small Indigo Plant. Kevin selects the Mayor and populates the corn

Player
Bill Scharf
Dave Hooton
Kevin Wilson

We are playing on the Mediterranean map.

Bill plays an Architect, building in Syracuse and

Turn 13: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher plays a Merchant card, exchanging 3 turmeric for 1 cinnamon. Bill plays a Merchant card, gaining 2 saffron.

Turn 14: Chris plays a Merchant card, exchanging 3 saffron for 2 cinnamon. Christopher rests. Bill plays a Merchant card, gaining 3 turmeric.

Turn 15: Chris plays a Merchant card, exchanging 1 cinnamon for 2 cardamom. Christopher plays a Merchant card, gaining 2 turmeric. Bill rests.

Turn 16: Chris rests. Christopher plays a Merchant card, exchanging 3 turmeric for 1 cinnamon. Bill plays a Merchant card, upgrading 2 saffron to 2 cardamom.

Turn 17: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant card, gaining 1 cinnamon. Bill plays a Merchant card, gaining 2 saffron and discarding a turmeric.

Turn 18: Chris plays a Merchant card, upgrading 1 saffron to 1 cinnamon. Christopher spends 5 cinnamon to buy the first VP card, gaining a gold token. Bill spends 3 saffron and 2 turmeric to buy the first VP card, gaining a gold token.

Chion – Puerto Rico with Nobles Expansion

plantation and indigo plantation. Christopher populates the quarry. Dave populates the corn plantation.

Turn 2: Dave selects the craftsman and produces corn. Kevin produces corn. Kevin selects the Trader and trades corn. Christopher selects the Builder and builds a Hospice. Dave builds a Small Indigo Plant. Kevin builds a Construction Hut.

Turn 3: Kevin selects the Captain. Dave ships corn. Christopher selects the Mayor and places a noble on the Hospice and a colonist on the indigo plantation. Dave populates the Small Indigo Plant and moves a colonist from the corn plantation to the indigo plantation. Kevin populates the Small Indigo Plant. Dave selects the Craftsman and produces indigo. Kevin produces corn and indigo.

Turn 4: Christopher selects the Settler and takes a quarry. Dave takes a corn plantation. Kevin takes a corn plantation.

Chorkie – Concordia

Cyrene. Dave plays an Architect, building in Carthago and Rusadir. Kevin plays a Diplomat, copying an Architect, and builds in Aquileta and Sirnium. Bill plays a Prefect in Italia. Dave plays a Prefect in Mauritania. Kevin plays a Prefect in Dacia. Bill plays a Prefect in Libya. Dave plays a Mercator, selling cloth and buying brick. Kevin plays a Mercator, selling tools and buying brick. Bill plays a Mercator, selling tools and buying brick. Dave plays a Senator, buying a Smith and a Colonist. Kevin plays an Architect, building houses in Dyrhachium and Athens.

Danish-Swedish Farmdog – Diskworld: Ankh Morpork

Player	Faction
Christopher Hunt	The Greenies/Blue
Kevin Wilson	PIKES/Green
Bill Scharf	The Auditors of Truth/Red
Andy York	TTG/Yellow

Round 1: The Greenies play Harga's House of Ribs and places a minion in Nap Hill. PIKES plays Dr. Whiteface on The Greenies, who pay, and places a minion in Nap Hill. The Auditors of Truth play Mr. Boggis and place a minion in Dimwell. TTG plays Foul Ole Ron, moving the red minion from Dimwell to Longwall, the Bank of Ankh-Morpork, and The Duckman moving a green minion from Nap Hill to

Seven Sleepers.

Round 2: The Greenies play Seamstresses' Guild on PIKES and places a minion in Dragon's Landing. PIKES plays Harry King discarding 2 cards, and places a minion in Dragon's Landing. The Auditors of Truth play Rincewind, who brings in Demons from the Dungeon Dimensions in Unreal Estate, The Scours, The Hippo, and The Shades, moves a minion from The Scours to Dimwell, and plays The Dysk, placing a building in Longwall. TTG plays the Pink Pussycat Club and The Thieves' Guild and placing a minion in Nap Hill.

Round 3: The Greenies play Sergeant Angua, removing Trouble from The Hippo, and Mr. Gryle, removing a green minion from Dragon's Landing. PIKES plays the Fools' Guild on TTG, who pay to discard it, and place a minion in Dimwell. The Auditors of Truth play Gimlet's Dwarf Delicatessen, placing a minion in Isle of Gods. TTG plays Drumknott, The Agony Aunts, removing the Demon from Unreal Estate and placing a minion there, and The Royal Mint, placing a building in Unreal Estate.

Round 4: The Greenies play Rosie Palm, placing a minion in Small Gods and giving a card to PIKES. PIKES plays Mr. Bent and The Peeled Nuts. The Auditors of Truth play Nobby Nobbs, taking money from PIKES and Indigo Skinner, attempting to remove a green minion but being thwarted by Gaspode.

Corman Shepherd – Outpost

Player	Outpost Name
Kevin Wilson	Gryphon Asteroid Mining Enterprises (GAME)
Bill Scharf	New Clavius
Andy York	Bartertown

Dane Maslen	BLOODY COVID
Dave Hooton	Orbital Design Development (ODD)

Turn 1: All players build a water factory and move a population factor from an ore factory to man it.

Turn 2: Bartertown opens the bidding on a Data Library and wins it at 17.

Cockapoo – Terraforming Mars; Terra Cimmeria, Drafting, Venus Next, Prelude, Colonies, and Turmoil

Player	Corporation
Dave Hooton	
Martin Burgdorf	

Chris Geggus	
Kevin Croskery	
Kevin Wilson	

We are playing on the Terra Cimmeria map and all four expansions are in play.

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	Rlroble5@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!