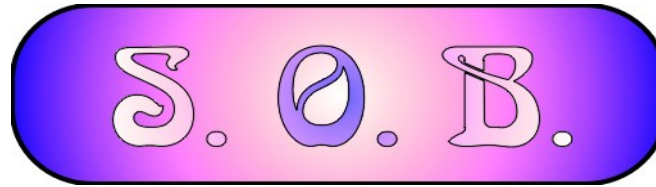


Number 280



December, 2022

Notes from Hades

I hope the holiday season treated everyone well and that your new year is starting out as a happy one. We took a family trip up to Ventura for a couple of days. We visited some of the shops we like, and took a side trip to Ojai to visit an interesting book shop. It is set in an old house, and much of it is actually outside, with the books covered to protect them from the weather. We also had a fantastic meal at an Indian restaurant on Main Street in Ventura. Overall, it was a very nice time.

Since the last issue, 4 games have completed. They are: Danish-Swedish Farmdog, a Discworld: Ankh Morpork game won by Andy York, Dandiff, a Terraforming Mars: Ares Expedition game won by Bill Scharf, Chigi, a Century Spice Road game won by Bill Scharf, Corgidor, a Puerto Rico game won by Chris Geggus. Congratulations to the winners.

The next deadline is **Tuesday, February 7 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.

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

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(\$), Christopher Hunt(\$), will take up to 3 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(\$), Dave Hooton, will take up to 1 more.

Dreitsche 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.

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

English Foxhound: Citadels: Have the Deluxe version. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), Christopher Hunt(\$), will take up to 4 more.

English Springer Spaniel: Dominion: Have most of the expansion sets plus some extras. Have Bill Scharf(\$), Dave Hooton(\$), Kevin Wilson(\$), Christopher Hunt(\$), will take up to 2 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).

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, 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.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Dave Hooton, Christopher Hunt, will take up to 3 more.

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

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

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson, will take up to 2 more.

Puerto Rico: This is the base game. Have Chris Geggus, Kevin Wilson, will take up to 2 more.

Century Spice Road: Have Chris Geggus, Christopher Hunt, will take up to 4 more.

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

Puerto Rico: This will include the Nobles expansion. Have Christopher Hunt, Kevin Wilson, will take up to 2 more.

Concordia: Have Dave Hooton, Kevin Wilson, will take up to 3 more.

Discworld: Ankh Morpork: Have Kevin Wilson, will take up to 3 more.

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

Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, **Wingspan:** Have the European and Oceana birds expansions. Will take up to 5. Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Kevin Wilson, will take up to 3 more.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Will updated more frequently than the zine issues. take up to 6.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and that a game fee will be charged to non-subbers. the Power Crisis unofficial expansion. Will take up to 6.

Titan: Will take up to 6.

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

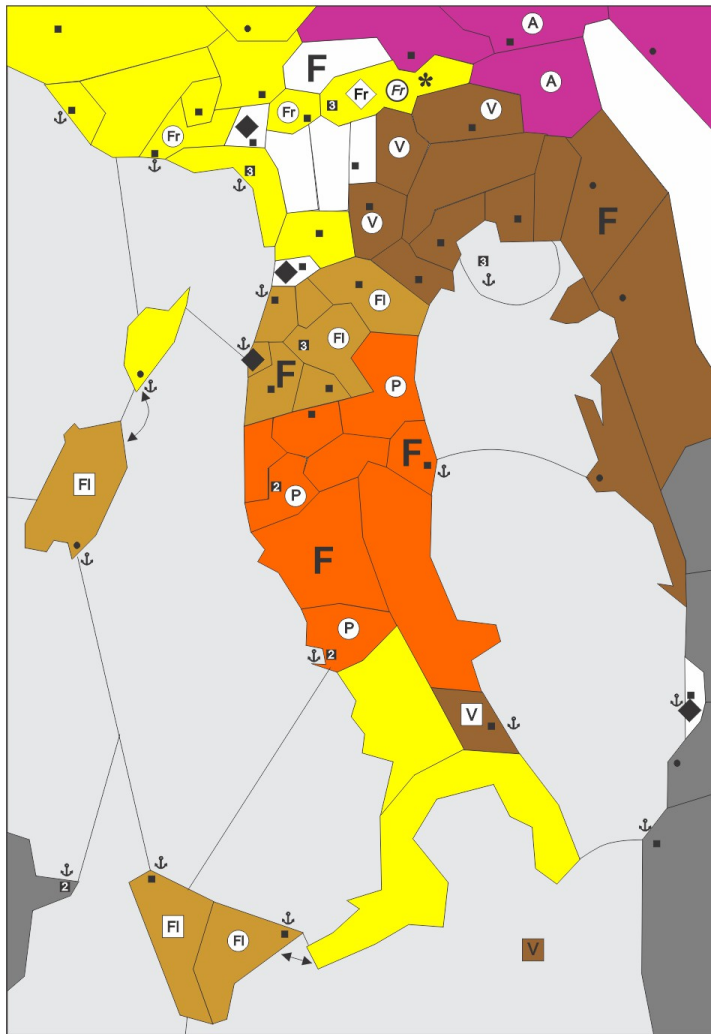
Note that a subscription to S.O.B. is not required to play in a game run by flier, but

Malinois
Gunboat Machiavelli
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Fall 1501

Deadline/Winter-Spring 1502 2/7 Tuesday

France restores his hold on Milan while Florence conquers Austria's islands. Venice moves out of the Adriatic and the Pope is missing.

Malinois



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

Outstanding Loans

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

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

Orders

AUSTRIA: A CARINTHIA supports A Austria, A AUSTRIA supports A Carinthia

FLORENCE: A BOLOGNA to Ferrara, A Palermo to MESSINA, A FLORENCE to Urbino, F Tyrrhenian Sea to PALERMO, F SARDINIA holds

FRANCE: A Turin to SAVOY, A PAVIA supports A Tyrolea to Milan, *A (EM) Tyrolea to MILAN*, G MILAN supports A Tyrolea to Milan

PAPACY: NMR! A URBINO holds, A NAPLES holds, A ROME holds

VENICE: A BERGAMO supports A Milan, A Mantua to FERRARA, A Milan besieges (DISLODGED, retreat Como, Cremona, Parma, OTB), A TRENT supports A Milan, F Lower Adriatic to IONIAN SEA, F BARI holds

Press

Florence to Papacy: While my orders could be interpreted as hostile, I assure you mainly it's bounces around that are expected to hold position. Note no attempt or other action toward Rome was ordered, nor anywhere else you control. Florence continues to desire peace with the Holy See.

France to Venice: I love your hey everybody worry about France, worry about France. Pay no attention to the man behind the curtain act with 8 Adriatic sea dots. Add Trent, Mantua, Cremona. And that pretty much gives you 15 dots instead. While I will never see Naples and Bari again. I think I am now at 9 cities.

France to Florence: Thank you.

France to Papacy: Dear Pope please forgive Florence. He is only trying to stop Venice hegemony.

Venice to Papacy: France is trying to sow distrust between us. Don't let him.

Venice to Florence: Are you trying to come in second place to France?

Venice to Austria: Hope this turn goes well for us. Will be supporting you more in the new year.

Venice to France: You have, by far, the most cities and income, so don't pretend you aren't the front runner for the win right now. The rest of us are just trying to catch up.

Notes

A standby has been called for the Papacy.

Spring 1502 Famine

Poor Year – Column only: Ancona, Sienna, Como, Capua, Carniola

Spring 1502 Income

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

Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia	4
FLO	Pisa, Pistoia, Florence, Arezzo, <u>Sienna</u> , Piombino, Bologna, Sardinia, Palermo, Messina	9
FRA	Avignon, Swiss, Milan, Turin, Saluzzo, Savoy, Provence, Marseilles, Genoa, Pavia, Corsica, Salerno, Otranto	13
PAP	Urbino, <u>Ancona</u> , Spoleto, Perugia, Patrimony, Rome, <u>Capua</u> , Aquila, Naples	7
VEN	Trent, Bergamo, Verona, Ferrara, Mantua, Padua, Treviso, Friuli, <u>Carniola</u> , Istria, Croatia, Dalmatia, Bari	12

Seas

VEN	Venice, Ionian Sea	2
-----	--------------------	---

Cities

AUS	Tyrolea, Austria, Hungary	3
-----	---------------------------	---

FLO	Pisa, Florence (3), Arezzo, <u>Sienna</u> , Piombino, Bologna, Sardinia, Palermo, Messina	10
FRA	Avignon, Swiss, Milan (3), Turin, Saluzzo, Savoy, Marseilles, Genoa (3), Pavia, Corsica	14
PAP	<u>Ancona</u> , Perugia, Rome (2), Naples (2)	5
VEN	Trent, Ferrara, Mantua, Padua, Treviso, <u>Carniola</u> , Croatia, Dalmatia, Bari, Venice (3)	11

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	3	4	0	3	10
FLORENCE:	6	9	0	10	25
FRANCE:	8*	13	0	14	35

S.O.B.

PAPACY:	5**	7	0	5	17
VENICE:	6	12	2	12	31

*Includes variable income for Genoa and Milan

**Includes variable income for Naples

Game Summary

	1499	1500	1501	1502
Austria:	7	6	6	3
Florence:	3	4	4	9
France:	7	9	12	10
Papacy:	4	5	5	4
Venice:	4	7	8	10

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: 203. Currently running quizzes, Railway Rivals, Bus Boss, and Britannia. Current openings for Britannia, Bus Boss, Hare & Tortoise, Puerto Rico, Railway Rivals, Settlers of Catan.

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 224. 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 Nimmt!, Bier Börse, Grand National, Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, and Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 115. Currently running Chess, Victory in the Pacific, Diplomacy. Game openings for Civilization (the 1980 version), Diplomacy, Chess.

Quartz Published by Geoff Kemp. Current issue 115. Currently running brain-teasers, Middleman, Lucky Numbers, Diplomacy, Gunboat Diplomacy, Choice, Chess, Othello, Intimate Diplomacy, Sopwith, Railway Rivals, Breaking Away, Cathedral. Game openings for Choice, Diplomacy, Gunboat Diplomacy, Middleman, Mijnlieff, Not so Intimate Diplomacy, Intimate Diplomacy. Note that the last issue was published nearly a year ago and Geoff did not respond to an email I sent almost a month ago, so *Quartz* may no longer be a going concern. I will see if I can find out more.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 198. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, Breaking Away, Bus Boss, Fair Means or Foul, The Golden Strider, Grand National, Hare and Tortoise, Maneater, More Backpacks and Blisters, Puerto Rico, Rail Baron, Railway Rivals, Robo Rally, Sopwith. Subzine Here Be Dragons, runs Rock, Paper, Scissors, and Parkrun. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders and Breaking Away. 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. Subzines offer Let's Play Darts, Nearly the Best Game in the World, Parkrun, Rock, Paper, Scissors, Puerto Rico, 6-NIMMIT!, Speedway, Maximise, Where in the World is Kendo Nagasaki (Three Wishes variant), Railway Rivals. 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: Vol XX, #12. Currently running Railway Rivals, Golden Strider, Breaking Away!, Machi Koro, Love Letter, Dominion. Current game openings: Diplomacy, Dominion, Dream Mile, Eat Me!, Fuzzy Borders, Jabba's Palace, Railway Rivals, 6-Nimmit!, Snakes and Ladders.

Cheesecake Published by Andy Lischett. Current issue: 413. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 163. 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

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 3 Actions: Vitor uses Conscription to

build Luna Metropolis, cultivates Psychrophiles, adding one to the card, and builds Fueled Generators.

Generation 3 Solar Phase: Global event is Snow Cover. Temperature drops to -24C. Teractor and Point Luna each gain 2 cards, Saturn Systems and Vitor gain 1. The Kelvinists become the ruling party and a Teractor delegate becomes chair.

Generation 4 Actions: Teractor trades with Luna and develops Designed Microorganisms. Saturn Systems brings in a Comet. Vitor spends heat to raise the temperature then conducts Sabotage against Point Luna. Point Luna develops Molecular Printing and GHG Producing Bacteria. Viron gains an Acquired Company and Fusion Power. Teractor adds a delegate to the Greens. Saturn Systems builds a Space Elevator. Vitor adds a resource to Psychrophiles and trades with Pluto. Point Luna claims the Researcher milestone. Viron adds two resources to Extractor Balloons. Teractor spends heat to raise the temperature. Saturn Systems cultures

Tardigrades. Vitor spends heat to raise the temperature. Point Luna adds resources to Regolith Eaters and GHG Producing Bacteria. Viron adds a resource to Refugee Camps. Saturn Systems adds a resource to Tardigrades. Vitor funds Research. Point Luna sells a card. Viron adds a delegate to the Scientists. Saturn Systems adds a delegate to the Greens. Vitor sells a card and builds a Capital. Point

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

Round 11 Construction: Teractor builds a Development Center. Celestior uses Anaerobic Microorganisms to build Volcanic Pools. Interplanetary Cinematics builds Greenhouses and draws a card.

Round 12 Phase Selection: Teractor, Celestior, and Helion select Development. Interplanetary Cinematics selects Action.

Round 12 Development: Teractor plants Bushes. Celestior builds a Food Factory. Interplanetary Cinematics plants Grass. Helion builds a Giant Space Mirror.

Round 12 Action: Teractor spends heat to raise the temperature and uses Development Center to draw a card. Celestior uses its corporate action to draw a Comet, adds a resource to Regolith Eaters, uses Matter Manufacturing, Farmers' Markets, and Matter Generator, spends heat to raise the temperature, and uses Volcanic Pools. Interplanetary Cinematics uses Advanced Screening Technology unsuccessfully, uses Hydro-Electric Power twice, uses Greenhouses,

Player
Chris Geggus
Kevin Wilson
Chris Hibbert
Andy York

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. Hibbert takes a quarry. York and Geggus each take corn plantations. Hibbert selects the Mayor and populates a corn plantation and 2 quarries, and moves a colonist from the Construction Hut to the Small Warehouse. York populates the Sugar Mill and Small Warehouse. Geggus populates the Wharf and moves a colonist from the Hospice to the Coffee Roaster. Wilson populates a quarry.

Turn 9: Geggus selects the Craftsman and produces corn, indigo, sugar, and coffee. Wilson produces indigo and sugar. Hibbert produces corn, sugar, and tobacco. York produces corn, indigo, and sugar. Wilson selects the Trader and trades sugar. Hibbert trades tobacco. York trades corn. Hibbert selects the Captain and ships corn. York ships sugar. Geggus

Luna sells a card and builds a Corona Extractor. Vitor develops Extremophiles and adds a resource to the card. Generation 4 Solar Phase: Global event is Sponsored Projects. All players gains a resource on cards that already have them, and Teractor, Vitor, and Viron each gain cards. Unity becomes the ruling party and Viron becomes chair.

Generation 5 Actions: Saturn Systems adds 2 delegates to the Greens. Vitor trades with Luna and opens a Strip Mine. Point Luna trades with Triton and builds a Space Port. Viron uses heat to raise the temperature and spends resources from Extractor Balloons to increase Venus terraforming.

Dandiff – Terraforming Mars: Ares Expedition

and spends 8 plants for a forest tile. Helion adds a resource to Self-Replicating Bacteria.

Round 13 Phase Selection: Teractor and Interplanetary Cinematics select Construction, Celestior selects Action, and Helion selects Production.

Round 13 Construction: Teractor joins the United Planetary Alliance and draws a card. Celestior seeds Arctic Algae. Interplanetary Cinematics draws a card and brings down a Giant Ice Asteroid. Helion gains Redrafted Contracts.

Round 13 Action: Teractor uses Development Center. Celestior uses its corporate action unsuccessfully, uses Matter Manufacturing twice, Matter Generator, and Volcanic Pools, then spends plants for a forest tile.

Interplanetary Cinematics uses Advanced Screening Technology to gain Moss, uses Hydro-Electric Power and Greenhouses, and spends 8 plants for a forest tile. Helion adds a resource to Self-Replicating Bacteria.

Round 14 Phase Selection: Teractor selects Development, Celestior and Helion select Construction, and Interplanetary Cinematics selects Production.

Round 14 Development: Teractor starts Kelp Farming and Helion develops Surface Mines.

Round 14 Construction: Celestior brings in an Ice Asteroid and creates an Artificial Lake. Interplanetary Cinematics conducts Terraforming Ganymede. Helion performs a Technology Demonstration and builds Steelworks.

Round 15 Phase Selection: All players select Action.

Round 15 Action: Teractor uses Development Center twice, sells 8 cards for cash, spends heat and cash to raise the temperature 6 steps, and spends plants for a forest tile and to raise the oxygen level 1 step. Celestior uses its corporate action unsuccessfully, uses Matter Generator, uses Farmers' Markets twice, spends plants to gain 4 forest tiles, raising the oxygen level 4 steps, and heat to raise the temperature 1 step. Interplanetary Cinematics uses Advanced Screening Technology twice, gaining Mangroves, sell 4 cards for cash, uses Hydro-Electric Power, spends heat to raise the temperature 1 step, and plants and cash to gain 3 forest tiles, raising the oxygen level 3 steps. Helion adds a resource to Self-Replicating Bacteria, uses Steelworks twice, spends plants and cash to gain 2 forest tiles, increasing the oxygen level 2 steps, and heat to raise the temperature 1 step.

This maximizes all global parameters, ending the game. Final score was Celestior with 38, Interplanetary Cinematics with 34, Teractor with 29, and Helion with 21. Congratulations to Bill Scharf on his victory!

Corgidor – Puerto Rico (Base Game)

ships sugar and indigo. York selects the Settler and takes a sugar plantation. Geggus takes corn, Wilson and Hibbert tobacco.

Turn 10: Wilson selects the Builder and builds a Tobacco Storage. Hibbert builds a Factory. Geggus builds an Indigo Plant. Hibbert selects the Mayor and populates the Factory, Tobacco Storage, and tobacco plantation. York populates San Juan. Geggus populates the Hospice. Wilson populates the Small Market. York selects the Captain and ships indigo. Geggus ships coffee, and Wilson ships indigo. Geggus selects the Craftsman and produces corn, indigo, sugar, and coffee. Wilson produces indigo and sugar. Hibbert produces corn, sugar, tobacco, and doubloons. York produces corn, indigo, and sugar.

Turn 11: Hibbert selects the Prospector. York selects the Trader and trades sugar. Geggus trades coffee. Wilson trades indigo. Hibbert trades tobacco. Geggus selects the Captain and ships indigo and coffee. Wilson ships indigo. Hibbert ships tobacco. York ships indigo. Wilson selects the Mayor and populates 2 tobacco plantations and the Tobacco Storage. Hibbert populates a coffee plantation and the Construction Hut. Geggus populates a corn plantation and the Indigo Plant.

Turn 12: York selects the Settler and takes a corn plantation. Geggus takes indigo, Wilson tobacco, and Hibbert a quarry. Geggus selects the Trader and trades sugar. Hibbert also trades sugar. Wilson selects the Builder and builds a Factory. Hibbert builds a City Hall. York builds a Large Warehouse. Geggus builds a Guild Hall. Hibbert selects the Craftsman and produces corn, sugar, tobacco, and doubloons. York produces corn, indigo, and sugar. Geggus produces indigo, sugar, and coffee. Wilson produces indigo and tobacco.

Turn 13: Geggus selects the Captain and ships indigo and coffee. Wilson and Hibbert ship tobacco. Wilson selects the Mayor and populates the Factory, Tobacco Storage and tobacco plantation. Hibbert populates City Hall and moves a colonist from a coffee plantation to a quarry. York populates the Large Warehouse. Geggus populates the Guild Hall. Hibbert selects the Trader and trades tobacco. Geggus trades indigo. York selects the Settler and takes a corn plantation. Geggus takes indigo, Wilson coffee, and Hibbert a quarry.

Turn 14: Wilson selects the Builder and builds a Coffee Roaster. Hibbert builds a Fortress. Geggus builds a

Sugar Mill. Hibbert selects the Mayor and populates the Fortress. York populates San Juan. Geggus populates the Indigo Plant. Wilson populates the coffee plantation and moves a colonist from the

Player
Chris Geggus
Christopher Hunt
Bill Scharf

Turn 19: Chris spends 2 cardamom and 2 cinnamon to buy the second VP card, gaining a silver token. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Bill rests.

Turn 20: Chris rests. Christopher plays a Merchant card, gaining 4 turmeric. Bill plays a Merchant card, gaining 2 saffron.

Turn 21: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant card, upgrading 2 turmeric to 2 saffron. Bill plays a Merchant card, upgrading 2 saffron to 2 cardamom.

Turn 22: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher rests. Bill rests.

Turn 23: Chris plays a Merchant card, upgrading 3 saffron to 2 cinnamon. Christopher plays a Merchant card, gaining 1 cinnamon. Bill plays a Merchant card, upgrading 2 cardamom to 2 cinnamon.

Turn 24: Chris spends 3 turmeric and 2 cinnamon to buy the second VP card, gaining a silver token. Christopher plays a Merchant card, exchanging 3 turmeric for 1 cinnamon. Bill plays a Merchant card, gaining 2 saffron.

Turn 25: Chris plays a Merchant card, gaining 2 turmeric. Christopher spends 3 saffron and 2 cinnamon to buy the first VP card, gaining a gold token. Bill rests.

Turn 26: Chris rests. Christopher plays a Merchant card, gaining 4 turmeric. Bill plays a Merchant card, upgrading 2 saffron to 2 cardamom.

Turn 27: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant

indigo plantation to the Coffee Roaster. York selects the Captain and ships corn and sugar. Wilson and Hibbert both ship sugar. Geggus selects the Prospector.

The colonist supply is empty, thus ending the game. Final score are: Geggus with 44, Hibbert with 42, York with 30, and Wilson with 23. Congratulations to Chris Geggus on his victory!

Chigi – Century Spice Road

card, upgrading 1 turmeric to 1 cardamom. Bill spends 2 turmeric, 2 cardamom, and 2 cinnamon to buy the third VP card.

Turn 28: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher spends 2 turmeric and 2 cardamom to buy the second VP card, gaining a silver token. Bill plays a Merchant card, gaining 2 saffron.

Turn 29: Chris plays a Merchant card, exchanging 3 saffron for 2 cinnamon. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Bill rests.

Turn 30: Chris plays a Merchant card, exchanging 1 cinnamon for 2 cardamom. Christopher rests. Bill plays a Merchant card, gaining 2 saffron.

Turn 31: Chris spends 3 turmeric and 2 cardamom for the second VP card, gaining a silver token. Christopher plays a Merchant card, upgrading 2 turmeric to 2 saffron. Bill spends 5 saffron for the first VP card, gaining the last gold token.

Turn 32: Chris plays a Merchant card, gaining 2 turmeric. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Bill plays a Merchant card, upgrading 2 turmeric to 2 saffron.

Turn 33: Chris rests. Christopher spends 4 saffron to buy the first VP card, gaining a silver token. Bill plays a Merchant card, gaining 3 turmeric.

Turn 34: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant card, gaining 4 turmeric. Bill rests.

Turn 35: Chris plays a Merchant card, gaining 2 turmeric. Christopher plays a Merchant card, gaining 1 cinnamon. Bill plays a Merchant card, gaining 2 saffron.

Turn 36: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher plays a Merchant card, exchanging 3 turmeric for 1 cinnamon. Bill spends 2 turmeric and 3 saffron for the second VP card.

Turn 37: Chris plays a Merchant card, exchanging 3 saffron for 2 cinnamon. Christopher rests. Bill plays a Merchant card, upgrading a turmeric to a cardamom.

Turn 38: Chris spends 2 turmeric and 3 cinnamon for the first VP card, gaining the last silver token.

Christopher plays a Merchant card, upgrading 2 turmeric to 2 saffron. Bill rests.

Turn 39: Chris rests. Christopher spends 2 turmeric, 2 saffron, and 2 cinnamon to buy the fifth VP card. Bill plays a Merchant card, gaining 2 saffron.

Turn 40: Chris plays a Merchant card, gaining 1 turmeric and 1 saffron. Christopher plays a Merchant card, gaining 4 turmeric. Bill plays a Merchant card, upgrading a saffron to a cinnamon.

Turn 41: Chris plays a Merchant card, gaining 2 turmeric. Christopher plays a Merchant card, gaining 2 turmeric and 1 saffron. Bill plays a Merchant card, gaining 3 turmeric.

Turn 42: Chris plays a Merchant card, upgrading 2 turmeric to 2 saffron. Christopher plays a Merchant card, gaining 2 turmeric and discarding 1 saffron. Bill spends 3 turmeric, 1 saffron, 1 cardamom, and 1 cinnamon to buy the third VP card.

That was Bill's sixth victory card, thus ending the game. Final score was Bill with 84, Christopher with 73, and Chris with 70. Congratulations to Bill Scharf on his victory!

Chion – Puerto Rico with Nobles Expansion

Mayor and populates the Indigo Plant. Dave populates a corn plantation. Kevin populates a quarry. Dave selects the Settler and takes a tobacco plantation. Kevin takes a quarry and Christopher a corn plantation.

Turn 7: Christopher selects the Builder and builds a Factory. Dave builds a Small Sugar Mill. Kevin builds a Hospice. Dave selects the Mayor and populates the tobacco plantation and Tobacco Storage, and moves colonists from the indigo plantation to a tobacco plantation and Small Indigo Plant to Tobacco Storage. Kevin populates the Hospice. Christopher populates the Factory. Kevin selects the Settler and takes a Quarry. Christopher takes a coffee plantation and Dave tobacco.

Turn 8: Dave selects the Craftsman and produces corn, sugar, and tobacco. Kevin produces corn and indigo. Christopher produces corn, indigo, and doubloons. Kevin selects the Builder and builds an Office. Christopher builds a Small Market. Christopher selects the Captain and ships indigo.

Turn 9: Kevin selects the Settler and takes a sugar plantation. Christopher and Dave both take tobacco plantations. Christopher selects the Trader and Dave trades tobacco. Dave selects the Builder and builds a Court Supplier. Kevin builds a Sugar Mill. Christopher builds Tobacco Storage.

Turn 10: Christopher selects the Mayor and populates the Small Market and Tobacco Storage. Dave populates the Tobacco Storage and moves a noble from the Tobacco Storage to the Court Supplier. Kevin populates the Sugar Mill. Dave selects the Craftsman and produces corn, sugar, and tobacco. Kevin produces corn, indigo, and sugar. Christopher produces corn, indigo, tobacco, and doubloons. Kevin selects the Captain and ships corn, indigo, and sugar. Dave uses the Court Supplier to discard corn and ships sugar. Christopher ships corn and indigo.

Player
Christopher Hunt
Dave Hooton
Kevin Wilson

Turn 4: Christopher selects the Settler and takes a quarry. Dave takes a corn plantation. Kevin takes a corn plantation. Dave selects the Trader and trades indigo. Kevin selects the Mayor and population a corn plantation and Construction Hut. Christopher populates San Juan. Dave populates the Small Market.

Turn 5: Dave selects the Builder and builds a Tobacco Storage. Christopher builds an Indigo Plant. Kevin selects the Craftsman and produces corn and indigo. Dave produces indigo. Christopher selects the Settler and takes a quarry. Dave takes a sugar plantation and Kevin takes a quarry.

Turn 6: Kevin selects the Captain and ships corn and indigo. Dave ships indigo. Christopher selects the

Turn 11: Dave selects the Builder and builds an Office. Christopher builds a Custom House. Kevin selects the Mayor and populates the Office, Sugar Mill, and quarry. Christopher populates the Custom House and Tobacco Storage. Dave populates the Office and corn plantation. Christopher selects the Settler and takes a quarry. Dave takes an indigo plantation. Kevin takes a quarry.

Turn 12: Kevin selects the Trader and Dave trades tobacco. Christopher selects the Captain and ships tobacco. Dave selects the Mayor and populates the

Player
Bill Scharf
Dave Hooton
Kevin Wilson

We are playing on the Mediterranean map.

Kevin plays an Architect, building houses in Dyrhachium and Athens. Bill plays a Diplomat, copying the Architect, and builds in Novaria and Massilia. Dave plays a Diplomat, copying the Architect, and builds in Brigantium. Kevin plays a Prefect in Hellas. Bill plays a Senator, buying a Prefect. Dave plays a Colonist, gaining cash. Kevin plays a Tribune and hires a land colonist in Rome. Bill plays a Prefect in Germania. Dave plays a Prefect in Hispania. Kevin plays a Senator, hiring a Mercator. Bill plays a Tribune hiring a land colonist

Small Indigo Plant, Tobacco Storage, and indigo plantation. Kevin populates San Juan. Christopher populates the Tobacco Storage.

Turn 13: Christopher selects the Craftsman and produces corn, indigo, tobacco, and doubloons. Dave produces corn, indigo, sugar, and tobacco. Kevin produces corn, indigo, and sugar. Dave selects the Trader and trades tobacco. Kevin trades sugar and Christopher trades indigo. Kevin selects the Builder and builds a Factory. Christopher builds a Fortress and Dave builds a Chapel.

Turn 14: Dave selects the Trader and trades tobacco. Kevin selects the Settler and takes a coffee plantation. Christopher takes an indigo plantation and Dave takes corn. Christopher selects the Captain and ships tobacco. Dave discards corn with the Court Supplier and ships indigo and sugar. Kevin ships indigo.

Turn 15: Kevin selects the Builder and builds a Coffee Roaster. Christopher also builds a Coffee Roaster. Dave builds a City Hall.

Chorkie – Concordia

in Rome. Dave plays a Tribune. Kevin plays a Prefect, resetting the tiles. Bill plays a Prefect in Italia. Dave plays a Prefect in Mauritania. Kevin plays a Mercator, selling cloth and buying brick. Bill plays a Prefect in Libya. Dave plays a Mercator, selling wine and buying tools. Kevin plays a Diplomat, copying Dave's Mercator, selling cloth and buying tools. Bill plays a Senator and hires a Mason and an Architect. Dave plays an Architect, building houses in Burdigala and Novaria. Kevin plays an Architect, building a house in Byantium. Bill plays a Prefect in Germania. Dave plays the Smith. Kevin plays a Prefect in Hellas. Bill plays a Mercator, selling tools and buying food. Dave plays a Diplomat, copying Bill's Mercator, sells cloth and buys brick. Kevin plays a Mercator selling cloth and buying food. Bill plays an Architect and builds in Colonia A and Vindobona. Dave plays a Senator and hires a Diplomat and an Architect. Kevin plays a Tribune and builds a sea colonist in Rome. Bill plays a Mason. Dave plays a Prefect in Hispania. Kevin plays a Senator and hires a Farmer and Vintner. Bill plays a Diplomat, copying Dave's Prefect, resetting the markers for cash. Dave plays a Diplomat, copying Kevin's Senator and hires a Mercator. Kevin plays a Mercator, buying bricks and food. Bill plays a Tribune. Dave plays a Mercator, selling wine and buying food. Kevin plays an Architect and builds in Valentia and Alexandria. Bill plays a Prefect in Germania. Dave plays an Architect, building in Lutetia and Colonia A. Kevin plays the Farmer. Bill plays an Architect, building houses in Burdigala, Sirmium, and Tomis. Dave plays a Colonist, gaining cash. Kevin plays a Mercator, selling food and buying bricks. Bill plays a Senator and acquires a Consul. Dave plays a Tribune.

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 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. TTG uses Unreal Estate to draw and discard a card, plays Here'N'Now to not effect, CMOT Dibbler, gaining \$4, and Sacharissa Cripslock, gaining \$4 and placing a minion in Dragon's Landing.

Round 5: The Greenies play the Fire Brigade on the Auditors of Truth, who play Wallace Sonky to avoid the effect, and The Beggars' Guild on PIKES, gaining 2 cards and placing a minion in Isle of Gods. PIKES plays The Opera House, building in The Scours. The Auditors of Truth play the Ankh Morpork Sunshine Dragon Sanctuary and Hex. TTG uses Unreal Estate to draw and discard a card, plays Errol to no effect and 'HELLO' removing blue minions from Nap Hill and Dragon's Landing and building in Dragon's Landing.

Player	Outpost Name
Kevin Wilson	Gryphon Asteroid Mining

Round 6: The Greenies play Dr. Cruces, removing a red minion from Isle of Gods, who play Fresh Start Clug to place that minion in Nap Hill. PIKES plays The Mob in Longwall and a minion in Small Gods, and Patrician's Palace placing a minion in Isle of Gods. The Auditors of Truth play Lord Downey, removing a green minion from Isle of Gods. TTG uses Unreal Estate to draw and discard a card, play the Professor of Recent Runes, resulting in a Flood in Dolly Sisters and Seven Sleepers, then plays Cosmo Lavish, paying The Greenies, who remove a green minion from Isle of Gods, then plays Sybil Vimes and taking over the building in The Scours.

Round 7: The Greenies play The Mended Drum, building in Isle of Gods. PIKES plays The Smoking Gnu, placing a minion in Unreal Estate, and Reacher Gilt, taking over the building in Unreal Estate. The Auditors of Truth play Hubert forcing TTG to pay The Greenies and placing a minion in Dolly Sisters. TTG plays The Librarian.

Round 8: The Greenies play Pondor Stibbons, causing an Earthquake which destroys the building in Dragon's Landing, Mr. Pin and Mr. Tulip, removing a green minion from Small Gods, Dorfl, moving a minion from Isle of Gods to The Shades, and Detritus, removing Trouble from Unreal Estate and The Shades. PIKES uses Unreal Estate to draw and discard a card, plays The Senior Wrangler, causing Mysterious Murders in Nap Hill, places a minion in Small Gods, and plays Archchancellor Ridcully, gaining Bloody Stupid Johnson to no effect and placing minions in Dolly Sisters and Dragon's Landing. The Auditors of Truth play Ruby, placing a minion in Seven Sleepers and building there. TTG play the Sonky Shop, discarding 7 cards and building in Nap Hill.

Round 9: The Greenies play William de Worde, placing a minion in Dimwell. PIKES play The Bursar, causing a Fire which destroys the building in Nap Hill, exchanges a yellow minion in Unreal Estate for a yellow minion in The Shades, and plays the Post Office, placing a minion in Nap Hill. The Auditors of Truth play The Clacks, drawing 2 cards and Gargoyles, drawing 2 cards. TTG plays Moist von Lipwig, placing a minion in Dimwell, Carcer, removing a red minion from Longwall and attempting to do so in Nap Hill, but being blocked by Susan, plays Deep Dwarves, placing a minion in Longwall, then plays the Auditors of Reality. The Greenies and PIKES each remove a minion from The Shades and The Auditors of Truth remove one from Nap Hill.

With that, the draw pile is exhausted, and TTG reveals that he is Commander Vimes, thus winning the game. The Greenies were Lord Rust. PIKES was Dragon King of Arms. The Auditors of Truth was Chrysoprase. Congratulations to Andy on his victory!

Corman Shepherd – Outpost

	Enterprises (GAME)
Bill Scharf	New Clavius

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

Turn 2: Bartertown opens the bidding on a Data Library and wins it at 17. GAME, BLOODY COVID, and ODD each buy a population factor. New Clavius builds a water factory.

Turn 3: ODD opens the bidding on a Nodule and gets it for 26. BLOODY COVID builds a water factory and buys a population factor. Bartertown and GAME each build a water factory. New Clavius buys 2 population factors.

Turn 4: ODD builds a water factory. New Clavius opens the bidding on Heavy Equipment and gets it at 30. BLOODY COVID opens the bidding on a Nodule and gets it for 28. GAME builds a water factory. Bartertown buys a Data Library and a

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

Player	Corporation
Dave Hooton	Aphrodite
Martin Burgdorf	Stormcraft
Chris Geggus	Factorum
Kevin Croskery	Pharmacy Union
Kevin Wilson	Point Luna

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

Prelude: Aphrodite plays Allied Bank and Loan. Stormcraft plays UNMI Contractor and Early Settlement, gaining a colony on Titan. Factorum plays Power Generation and Experimental Forest. Pharmacy Union plays Supplier and Huge Asteroid. Point Luna plays Donation and Martian Industries. Generation 1 Actions: Aphrodite builds a colony on Luna and Sponsored Academies. Stormcraft generates Lava Flows. Factorum builds a colony on Luna. Pharmacy Union sponsors Research and conducts a Martian Survey. Point Luna adds a delegate to Unity and builds a Giant Solar Shade.

Player	Color
Chris Geggus	Yellow
Dave Hooton	Orange
Andy York	Brown

Player	Company
Kevin Wilson	Die Energiegesellschaft
Bill Scharf	Bauernschlau, Unlimited
Dave Hooton	Platz des Funke Musik
Andy York	TRC

We are playing on the Germany map with Power Grid+ and the Promo cards.

Turn 1 Bidding: Die Energiegesellschaft buys

Player	Color
Andy York	Blue
Christopher Hunt	Green
David Hood	Gold

population factor.

Turn 5: BLOODY COVID, New Clavius, and GAME each build a water factory. Bartertown opens the bidding on a Data Library and GAME gets it for 18. Bartertown then builds a water factory. ODD buys a population factor.

Turn 6: ODD opens the bidding on Heavy Equipment and gets it at 30. BLOODY COVID builds a water factory and buys a population factor. Bartertown opens the bidding on a Nodule and New Clavius gets it for 35. Bartertown then buys a population factor. GAME buys a Warehouse.

Turn 7: New Clavius builds a titanium factory and buys a population factor. BLOODY COVID opens the bidding on a Heavy Equipment and it goes to GAME. BLOODY COVID then opens the bidding on a Warehouse and gets it. ODD builds a titanium factory. Bartertown opens the bidding on a Warehouse and gets it.

Turn 8: New Clavius builds a titanium factory and brings in a population factor. ODD builds a titanium factory. GAME builds a titanium factory. Bartertown opens the bidding on an Orbital Lab and BLOODY COVID gets it.

Turn 9: New Clavius opens the bidding on an Orbital Lab and BLOODY COVID gets it. New Clavius then builds a titanium factory. ODD opens the bidding on Ecoplants and gets it and buys 2 population factors. Bartertown buys a Laboratory.

Turn 10: ODD opens the bidding on an Orbital Lab and BLOODY COVID gets it. ODD then builds a titanium factory and brings in a population factor.

Aphrodite builds a Research Outpost. Stormcraft adds a delegate to the Reds. Factorum gains an energy production and adds a delegate to the Greens. Pharmacy Union does some Deep Well Heating and adds a delegate to the Scientists. Point Luna finds a Mineral Deposit. Aphrodite builds Sky Docks and adds a delegate to Unity. Stormcraft adds a floater to its corporate card. Factorum adds a delegate to the Greens. Aphrodite adds a delegate to Unity. Stormcraft trades with Titan then declares its corporate card the CEO's Favorite Project.

Generation 1 Solar Phase: No global event. Unity becomes the ruling party and Aphrodite delegate becomes chair.

Generation 2 Actions: Stormcraft claims the Hoverlord milestone and adds a delegate to the Reds. Factorum trades with Luna and releases a Subterranean Reservoir. Pharmacy Union trades with Ceres and builds a Protected Valley. Point Luna engages in Research Coordination and adds a delegate to Unity. Aphrodite introduces Pets and claims the Planetologist milestone. Stormcraft encourages a Red Tourism Wave and builds a Trading Colony on Luna. Factorum adds a delegate to the Greens and launches a Nuclear Zone. Pharmacy Union builds a PR Office. Point Luna becomes Venus Governor and starts Sulphur Exports. Aphrodite develops Nitrite Reducing Bacteria and uses them to increase its TR. Stormcraft adds a floater to its card. Factorum develops Optimal Aerobraking and acquires Mining Rights. Pharmacy Union develops Extremophiles and adds a delegate to the Kelvinists. Aphrodite adds a delegate to the Greens. Stormcraft uses its floaters to raise the temperature 2 steps. Factorum uses its corporate ability to draw a card. Pharmacy Union adds a resource to Extremophiles.

Generation 2 Solar Phase: Celebrity Leaders is the global event. All players gain some cash. The Greens become the ruling party and Factorum assumes the chair.

Dachsador – Settlers of Catan, Seafarers Expansion

Brendan Whyte	Red
Kevin Wilson	Green

We are playing the A New World scenario.

Round 1: Chris builds a road. Dave builds a road.

Deutscher Wachtelhund – Power Grid

power plant 04. Bauernschlau, Unlimited buys power plant 03. Platz des Funke Musik starts the bidding on power plant 05 and TRC gets it. Platz des Funke Music buys power plant 01.

Turn 1 Fuel Purchases: Platz des Funke Musik buys 6 coal. Bauernschlau, Unlimited buys 2 coal. Die Energiegesellschaft buys an oil and a coal. TRC buys 3 oil.

Turn 1 Grid Connections: Platz des Funke Musik connects to Dortmund. Bauernschlau, Unlimited connects to Bremen and Hamburg. Die Energiegesellschaft connects to Halle and Erfurt. TRC connects to Fulda and Frankfurt-M.

Turn 1 Bureaucracy: During the Adjust Power Plant Market segment, the Warehouse is drawn, and Die Energiegesellschaft wins the bidding for it.

Docker – Titan

Bill Scharf	Red
-------------	-----

Round 1: Andy rolls a 1 and musters a lion and a gargoyle. Christopher rolls a 2 and musters a centaur. David rolls a 4 and musters a lion and an ogre. Bill rolls a 3 and musters a lion.

Round 2: Andy splits a legion, rolls a 3, and does not muster. Christopher rolls a 1 and musters a troll and a

gargoyle. David rolls a 5 and musters a gargoyle. Bill rolls a 5 and musters a lion and a gargoyle. Round 3: Andy rolls a 5 and musters a gargoyle. Christopher rolls a 2 and musters a gargoyle and a cyclops. David rolls a 1 and musters a cyclops and a

gargoyle. Bill splits a legion, rolls a 5, and musters a troll and a lion.

Round 4: Andy rolls a 5 and musters a centaur. Christopher splits a legion and rolls a 4, mustering a troll. David splits a legion and rolls a 2, mustering a troll. Bill does not split any legions and rolls a 2, mustering a gargoyle.

Doxiepoo – Wingspan, European Expansion

Player
Christopher Hunt
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton

Round 1: Christopher takes the American Robin. Kevin C. takes the Hawfinch. Kevin W. plays the Blue-Gray Gnatcatcher in the forest habitat. Chris takes the Red-Eyed Vireo. Dave plays the Cooper's Hawk in the forest habitat. Christopher plays the Mountain Chickadee in the forest habitat. Kevin C. plays the Eurasian Green Woodpecker in the forest habitat. Kevin W. draws the Indigo Bunting. Chris gains an invertebrate. Dave draws the Squacco

Heron. Christopher draws the Spotted Owl. Kevin C. discards a bird card to take 2 seeds. Kevin W. takes berries and gains an invertebrate from the Blue-Gray Gnatcatcher. Chris plays the Anna's Hummingbird in the wetlands habitat. Dave takes a fish and the Cooper's Hawk successfully hunts. Christopher takes a rodent. Kevin C. lays eggs. Kevin W. takes an invertebrate and gains a second invertebrate from the Blue-Gray Gnatcatcher. Chris lays eggs. Dave lays eggs. Christopher plays the American Robin in the grasslands habitat. Kevin C. plays the Hawfinch in the Forest habitat. Dave takes an invertebrate and has another successful hunt with the Cooper's Hawk. Christopher lays eggs. Kevin C. takes 2 invertebrates and seeds with the Hawfinch. Kevin W. plays the Yellow-Breasted Chat in the grasslands habitat. Chris plays the Red-Eyed Vireo and Black Vulture in the forest habitat. Dave plays the Squacco Heron in the wetlands habitat. Christopher draws a bird card from the deck. Kevin C. takes food, gaining 2 berries and using the Hawfinch to reset the feeder and take a seed. Kevin W. lays eggs and moves the Yellow-Breasted Chat to the forest. Chris takes a seed and an invertebrate. Dave takes a berry and unsuccessfully hunts with the Cooper's Hawk. Kevin W. takes food, gaining seeds and an invertebrate, moves the Yellow-Breasted Chat to the wetlands habitat, and gains another invertebrate with the Blue-Gray Gnatcatcher. Chris plays the Common Cuckoo in the grasslands habitat.

Hall of Fame

This is a ranking of all players who have ever won games in *S.O.B.*, along with the number and types of games each has won.

Player	Total Wins	Game List	Game Types
Dave Hooton	57	Terrier, Golden Retriever, Working Dog, Pick of the Litter, Beauceron, Airedale, Broholmer, Collie, Chinook, Great Pyrenees, Havanese, Jagdterrier, Kromfohrlander, Kuvasz, Pomeranian, Puli, Schapendoes, Ridgeback, Stabyhound, Coonhound, Appenzeller, Tervuren, Shiba Inu, Kelpie, Basset Fauvre, Border Collie, Bichon Frise, Yorkie, Griffon, Canaan, Clumber Spaniel, Braque, Catahoula, Bracco Italiano, Field Spaniel, Hanoverian Scenthound, Gordon Setter, Ibizan Hound, Shih Tzu, Russell Terrier, German Spitz, Norfolk Terrier, Pyrenean Mastiff, Porcelaine, Karelian Bear Dog, Auggie, Swedish Vallhund, Neapolitan Mastiff, Boxweiler, BoShih, Cav-a-Jack, Klee Kai, Cavador, Cheagle, Chipin, Chug, Bugg	Silverton (2), Seafarers of Catan, Agricola (6), Puerto Rico (6), Power Grid (7), 7 Wonders (5), Terraforming Mars (11), Settlers of Catan (3), Suburbia (7), Age of Renaissance (3), Concordia (4), Dominion (3), Outpost
Chris Geggus	56	Lassie, Dirty Dogs, Dog Tired, Guard Dog, Procyon, Flea Collar, Plantation Dog, Robover, Dachshund, Portuguese Water Dog, Shaggy Dog, Pug, Briard, Azawakh, Bullmastiff, Harrier, Hokkaido, Hovawart, Jindo, Kuvasz, Leonberger, Keeshond, Pudelpointer, Saluki, Tosa, Schipperke, Tornjak, Water Spaniel, Xoloitzcuintli, Bernese, Bearded Collie, Corgi, Boykin, Vlcaak, Pekingese, Field Spaniel, Dutch Shepherd, Rat Terrier, Saint Bernard, Norbottenspets, Affenhuahua, Irish Terrier, Lhasa Apso, Pharaoh Hound, Scottish Terrier, Bassador, Bernedoodle, Beabull, Aussiepom, Beaglier, Kopov, Boxerdoodle, Bullmatian, Afador, Chug, Corgidor	Wembley, Kremlin (4), Merchant of Venus (2), Puerto Rico (13), Robo Rally, Age of Renaissance (4), Goa, History of the World (3), Agricola (7), Terraforming Mars (9), Catan (2), New World, Lords of Waterdeep (3), Terraforming Mars: Ares Expedition (3), 7 Wonders, Wingspan
Bill Scharf	35	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog, Russian Wolfhound, Sly Dog, Foxhound, Affenpinscher, Shikoku, Afghan, Otterhound, Spaniel, Barbet, Dogo Argentino, Anatolian Shepherd, Akinaitu, Coton de Tulear, English Setter, Lakeland Terrier, Lagotto Romagnolo, French Spaniel, Boxador, Cavapoo, Chabrador, Chi Chi, Segugio Italiano, Schnauzer, Dandiff, Chigi	Machiavelli (2), New World (4), Silverton (2), Liftoff! (2), Dune (3), Kremlin (4), Discworld: Ankh Morpork (4), Stellar Conquest, Robo Rally, Lords of Waterdeep, Race for the Galaxy (2), Age of Renaissance (2), 7 Wonders, Citadels, Century Spice Road (2), History of the World, Terraforming Mars: Ares Expedition
Andy York	24	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky, Dogbreath, Rottweiler, Grommit, Mirzam, Dalmatian, Papillon, Brittany, Maltese, Plott, Laekenois, Bohemian Shepherd, Cocker Spaniel, Great Dane, Icelandic Sheepdog, Aussiedoodle, Pugabull, Akbash, Danish-Swedish Farmdog	Outpost, Dune, Liftoff!, New World (3), Power Grid (2), History of the World (2), Industrial Waste, Merchant of Venus, Phoenicia, Diskworld: Ankh-Morpork (5), Terraforming Mars (3), Puerto Rico, Suburbia, Robo Rally
Andy Lewis	19	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood, Outlaw Dogs, Cats and Dogs, Gaspode, Poodle	Die Macher (2), Merchant of Venus (3), History of the World (6), Modern Art, Liftoff!, New World (3), Gunslinger, Puerto Rico, Outpost

Kevin Wilson	19	Dogstar, Salty Dog, Sand Flea, Borzoi, Affenpinscher, Weimeraner, Cairn Terrier, Biewer, Cane Corso, Shar-Pei, Estrela Mountain Dog, Komondor, Kai Ken, Leopard Hound, French Spaniel, Bossie, Bull-Pei, Cesky Terrier, Cirneco dell'Etna	Outpost, Seafarers of Catan, Dune (3), Machiavelli (2), Terra Mystica (5), Discworld: Anhk Morpork (3), Power Grid, Terraforming Mars: Ares Expedition, Lords of Waterdeep, Dominion
Dave Partridge	11	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap, Sirius, Barking Up the Wrong Tree, Akita, Hunter	Seafarers of Catan (2), Outpost, Machiavelli (3), Downfall XIII, New World, Silverton (2), Merchant of Venus
Martin Burgdorf	9	Boerboel, Dogleg, Drever, Pointer, Pumi, Bedlington, Finnish Lapphund, Plott Hound, Cavochon	Puerto Rico (2), Machiavelli, Terra Mystica (4), Gaia Project (2)
Christopher Hunt	9	Bergamasco, Lowchen, Bouvier, Berger Picard, Mountain Cur, Blue Lacy, Chi-Poo, Chusky, Chilier	Agricola, Puerto Rico (2), Dominion, Terraforming Mars, Terraforming Mars: Ares Expedition (2), Citadels, Wingspan
Pasquale Giovine	8	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight, Pateel, Bolognese	Machiavelli (7), Kremlin
Eric Brosius	6	Retriever, Junk Yard Dog, Hound, Basset, Doberman, Dog Show	Outpost (4), Industrial Waste (2)
Dave Anderson	5	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit, Rescue Dog	History of the World, Machiavelli (3), Slapshot
David Hood	5	Boston Terrier, Greyhound, Newfoundland, Eurasier, Hamiltonstovare	New World (2), Age of Renaissance, Terraforming Mars, History of the World
Brendan Whyte	4	Rin Tin Tin, Robodog, Sloughi, Sheltie	Settlers of Catan, Robo Rally (2), Silverton
Paul Bolduc	3	Prairie Dog, Canine, Dog Chow	Gunslinger, Dune, Age of Renaissance
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Kevin Croskery	2	Cuvac, Bullador	Terraforming Mars: Ares Expedition (2)
Chris Hibbert	2	Boxerdoodle, Bordoodle	Dominion, Race for the Galaxy
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Doug Kent	2	Boris, Hound Dog	Kremlin, Dune
Michael Lowrey	2	Canes Venatici, Basenji	Outpost, Age of Renaissance
Mike Scott	2	Dog Park, Bulldog	Machiavelli, Seafarers of Catan
Howard Bishop	1	Boxer	Robo Rally
Sean Cousins	1	Wolfpack	History of the World
Ron Fisher	1	Daquiri	Puerto Rico
Ray Grib	1	Fleabag	Machiavelli
Kevin Kinsel	1	Mutt	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
James Pratt	1	Frontier Dog	Gunslinger
Berend Renken	1	Fleabag	Machiavelli
Bogislaw von Shoenfeldt	1	Purebred	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Bob Robles	1	Kai Ken	Machiavelli
Phil Reynolds	1	New Tricks	Machiavelli
Richard Weiss	1	Whippet	Puerto Rico
Jason Wilke-Nguyen	1	Kai Ken	Machiavelli

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

A standby has been called for the Papacy in Malinois.