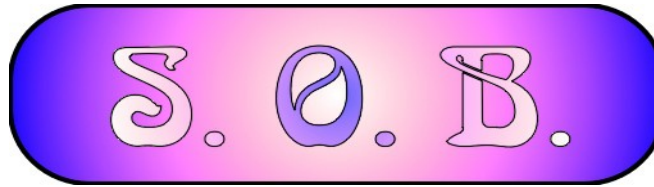


Number 281



January-February, 2023

Notes from Hades

With the subsidence of COVID, some regular business activities have restarted, including travel. Since the last issue, I have gone on 2 business trips. The first was to Melbourne, Florida, which is part of what is called the "Space Coast" due to its proximity to Kennedy Space Center and Cape Canaveral. It was for a meeting of the National Defense Industrial Association (NDIA) at which the NASA project manager of the project on which I am working was presenting. Overall, the conference went very well. Friday, but went very well. I didn't really have an opportunity to do out of the conference room window.

You may have already heard this from a number of other zines, but one of the luminaries of the hobby, Conrad von Metzke, has passed away. He had been in poor health for a while, so his passing was not a surprise. I never had any direct contact with him – he never subscribed to my zine, nor I to his – but I am sure we are all diminished by his passing. My condolences to his family and to those who knew him better.

Since the last issue, 4 games have completed. They are: Chion, a Puerto Rico game won by Christopher Hunt, Chorkie, a Concordia game won by Kevin Wilson, Dandie Dinmont Terrier, a Robo Rally game won by Bill Scharf, and Corman Shepherd, an Outpost game won by Dane Maslen. Congratulations to the winners.

The next deadline is **Tuesday, March 14 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.

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.

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

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(\$), Chris Hibbert, will take up to 1 more.

English Toy Spaniel: 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(\$), Bill Scharf(\$), will take up to 2 more.

Entelbucher Mountain Dog: Terraforming Mars: Ares Expedition: Have Andy York(\$), Kevin Wilson(\$), Bill Scharf(\$), Kevin Croskery. This game is full.

Fila Brasileiro: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Association (NDIA) at which the NASA project manager of the project on which I

was presenting. Overall, the conference went very well. The second trip was to Seattle, where we were having the System Requirements Review for one of the industry partners on the project. It was a short trip, just Wednesday

Friday, but went very well. I didn't really have an opportunity to do much sightseeing, but the weather was beautiful and I got a good view of Mount Rainier

Geggus(\$), Kevin Wilson(\$), Chris Hibbert, will take up to 1 more.

Finnish Spitz: Race for the Galaxy: Have The Gathering Storm and Rebel vs. Fox Terrier: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Kevin Wilson, Dave Hooton, 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:

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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.

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 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.

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

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

Puerto Rico: This will include the Buildings expansion. 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.

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, Bill Scharf, will take up to 2 more.

Outpost: This will use the expert rules. Have Dave Hooton, will take up to 9 more.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, will take up to 5 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Dave Hooton, will take up to 5 more.

Titan: Will take up to 6.

Wingspan: Have the European and Oceana birds expansions. Have Bill Scharf,

Dave Hooton, will take up to 3 more.

Robo Rally: I have the Avalon Hill version. Have Dave Hooton, will take up to 7 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 6.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, will take up to 7 more.

Age of Renaissance: 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 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

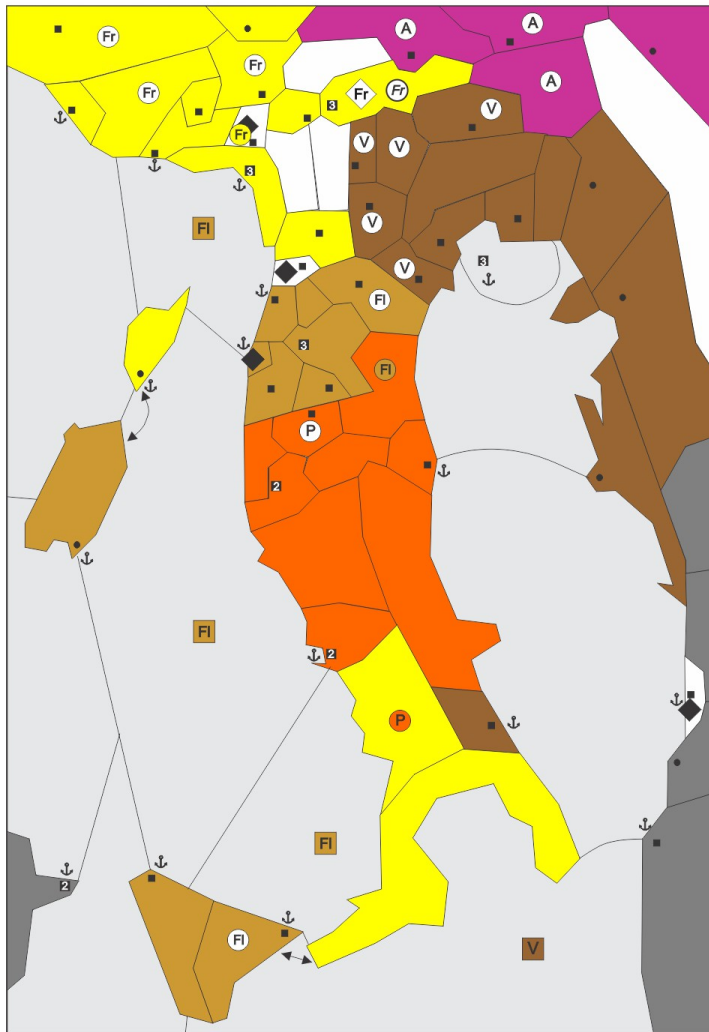
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press

Spring 1501

Deadline/Summer 1502 3/14 Tuesday

France holds Austria at bay, while Venice goes on the defensive. Florence goes after the Papacy who heads south.

Malinois



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

Fall 1501 Retreats

Venice retreats A Milan to Cremona

Builds

		Cost
Austria	Maintains all, builds A Tyrolea	9
Florence	Maintains all, builds F Pisa, A Arezzo	21
France	Maintains all, builds A Marseilles, A Avignon	21
Papacy	Maintains all, builds A Perugia	12
Venice	Maintains all, builds A Padua	18

Expenditures

France spends 6 ducats to counterbribe 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 TYROLEA to Swiss, A AUSTRIA supports A Carinthia to Tyrolea

FLORENCE: A BOLOGNA supports A Florence to Urbino, A MESSINA holds, A Florence to URBINO, A AREZZO supports A Florence to Urbino, F Palermo to GULF OF NAPLES, F Sardinia to TYRRHENIAN SEA, F Pisa to LIGURIAN SEA

FRANCE: A Savoy to MONTFERRAT, A Pavia to TURIN, A Marseilles to PROVENCE, A AVIGNON to Swiss, A (EM) MILAN to Trent, G MILAN convert to A

PAPACY: A Urbino holds (DISLODGED, retreats Ancona, OTB), A Naples to SALERNO, A Rome to SPOLETO, A PERUGIA supports A Urbino

VENICE: A Pavia to FERRARA, A BERGAMO supports A Trent, A CREMONA supports A Bergamo, A TRENTO supports A Bergamo (cut), F IONIAN SEA supports F Bari to Otranto, F Bari to OTRANTO

Notes

Since the Papal army in Urbino can retreat only to Ancona, which is in famine, or off the board, it is eliminated. Thanks to the standby for his unused orders.

Press

France to Venice: You are lousy at math. Our esteemed GM has determined we are at 10 cities each. You may have picked up a 11th during retreat. Now who is closer to 15 again. ???

France to Florence: Thank you for all your help. Without you the game would be over with Venice hegemony victorious.

France to Austria: I am glad that you are a fan of the poet Milton since you

prefer to live under Venice thumb.

France to Venice: I forgot to ask how exactly are you helping Austria. ?? Are you paying off his debt to the Medici family. I did not think so, Pope to Florence: Thank you for your consideration.

Summer 1502 Plague

Poor Year – Row only: Arezzo (Florence A eliminated), Fornova, Otranto (Venice F eliminated), Aquila, Spoleto (Papal A eliminated)

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: 204. 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 Nimmit!, 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: 116. Currently running Chess, Britannia, Civilization. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 1. Currently running Diplomacy. Game openings for Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament, Cannibalism IV, The Known World, other potential Diplomacy variants.

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: #19. 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: 414. Currently running Diplomacy. Current opening for Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 164. Currently running Diplomacy, 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 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. Teractor

Player
Christopher Hunt
Dave Hooton
Kevin Wilson

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

trades with Ganymede and spends plants to place a greenery tile. Saturn Systems adds 2 delegates to the Kelvinists. Vitor develops Mercurian Alloys. Point Luna builds a Mining Area. Viron adds a floater to Extractor Balloons and builds a Fuel Factory. Teractor opens an Earth Office and develops a Business Network. Saturn Systems concludes a Political Alliance. Vitor spends heat to raise the temperature and adds a delegate to the Greens. Point Luna does some Recruitment and adds a delegate to the Scientists. Viron develops Viral Enhancers and Sulphur-Eating Bacteria. Teractor uses its Business Network to draw a card and discards it. Saturn Systems builds the Callisto Penal Mines. Vitor adds a resource to Psychrophiles. Point Luna spends microbes from GHG Producing Bacteria to raise the temperature. Viron adds a delegate to the Greens. Teractor builds an Ice Moon Colony on Callisto and causes some Flooding. Saturn Systems adds a resource to Tardigrades. Vitor adds a resource to Extremophiles. Point Luna uses Regolith Eaters to increase the oxygen level. Viron adds a resource to Refugee Camps and to Sulphur-Eating Bacteria. Teractor adds a delegate to the Reds. Point Luna builds Nuclear Power. Viron trades with Io and uses Power Infrastructure to convert energy into cash. Teractor builds a Media Archive, then invests in Breathing Filters.

Generation 5 Solar Phase: Global Event is Solar Flare. All corporations except Viron lose money. The Greens become the ruling party and Saturn Systems becomes chair.

Chion – Puerto Rico with Nobles Expansion

Roaster. Dave builds a City Hall. Christopher selects the Mayor and populates the Coffee Roaster and Fortress. Dave populates City Hall, moves a noble from the Small Indigo Plant to the Chapel, moves colonists from the Tobacco Storage to the Small Indigo Plant and tobacco plantation to a corn plantation. Kevin populates the Coffee Roaster, moving a colonist from San Juan to the Coffee Roaster and a noble from the Construction Hut to the Factory. Dave selects the Craftsman and produces corn, indigo, sugar, tobacco, and a VP. Kevin produces corn, indigo, sugar, coffee, and doubloons. Christopher produces corn, indigo, tobacco, coffee, and doubloons.

Turn 16: Christopher selects the Captain and ships indigo and tobacco. Dave uses the Court Supplier to discard corn and ships sugar and indigo. Kevin ships indigo. Dave selects the Trader and trades tobacco.

Player
Bill Scharf
Dave Hooton
Kevin Wilson

We are playing on the Mediterranean map.

Kevin plays a Prefect in Aegyptus. Bill plays the Mason. Dave plays a Mercator, buying tools and bricks. Kevin plays a Tribune and builds a sea colonist in Rome. Bill plays a Diplomat, copying Dave's Mercator, selling brick and buying wine. Dave plays a Colonist, placing a land colonist in Novaria and a sea colonist in Carthago. Kevin plays

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 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. Bartertown opens the bidding on Robots and New Clavius gets it. Bartertown then opens the bidding on a Laboratory and gets it. Game buys an Outpost.

Turn 11: Bartertown opens the bidding on Robots and gets it. ODD opens the bidding on an Outpost and gets it. BLOODY COVID opens the bidding on Scientists and gets it. New Clavius builds a titanium factory and 2 robots. GAME builds a titanium factory and buys a population factor.

Turn 12: ODD builds a titanium factory and buys 2

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.

Generation 3 Actions: Factorum trades with Luna and establishes an Ecologica Zone. Pharmacy Union develops Regolith Eaters and trades with Enceladus,

Kevin trades coffee. Kevin selects the Builder and builds Gardens. Christopher builds a Guild Hall. Dave builds a Villa.

With that, Christopher has filled up his city, ending the game. Final scores are Christopher with 54, Dave with 44, and Kevin with 38. Congratulations to Christopher Hunt on his win!

Chorkie – Concordia

a Senator, obtaining a Colonist and the Weaver. Bill plays a Prefect in Dacia. Dave plays a Prefect in Gallia. Kevin plays a Prefect in Italia. Bill plays an Architect, building in Olisipo, Brigantium, and Bycantium. Dave plays a Senator, gaining a Colonist and a Prefect. Kevin plays a Diplomat, copying Bill's Architect, building in Leutetia and Leptis Magna. Bill plays a Consul, gaining a Prefect. Dave plays an Architect, building in Olisipo and Napoca. Kevin plays a Prefect in Hellas. Bill plays a Prefect in Britannia. Dave plays the Smith. Kevin plays a Mercator, selling cloth and buying bricks. Bill plays a Tribune. Dave plays a Diplomat, copying Kevin's Mercator, selling tools and buying food. Kevin plays an Architect, building in Isca D, Antiocha, and Carthago. Bill plays the Mason. Dave plays a Colonist, gaining a land colonist and sea colonist. Kevin plays the Weaver. Bill plays a Prefect, gaining cash. Dave plays a Prefect in Mauritania. Kevin plays a Tribune. Bill plays an Architect, building in Athens, Alexandria, and Rusadir, and triggering the end of the game. Dave plays an Architect, building in Attalia and Leptis Magna. Kevin plays a Senator, gaining a Consul. Final scores are Kevin and Dave with 132 and Bill with 119. Since Kevin has the Praefectus Magnus, he wins the tie. Congratulations to Kevin Wilson on his win!

Corman Shepherd – Outpost

population factors. Bartertown opens the bidding on Scientists and New Clavius gets it. Bartertown then builds a research factory and 2 robots. BLOODY COVID opens the bidding on Ecoplants and gets it, then builds a new chemicals factory and buys a population factor. GAME builds a titanium factory and buys 2 population factors.

Turn 13: ODD opens the bidding on a Laboratory and New Clavius gets it. ODD then opens the bidding on an Outpost and gets it, then hires 2 population factors. BLOODY COVID opens the bidding on Scientists and Bartertown gets it. BLOODY COVID then opens the bidding on Robots and gets it and also builds a new chemicals factory and hires a population factor. Bartertown builds 2 robots. New Clavius moves a robot from an ore factory to a research factory. GAME builds a titanium factory.

Turn 14: ODD builds 2 titanium factories. BLOODY COVID opens the bidding on a Planetary Cruiser and gets it, and hires a population factor and builds a robot. Bartertown opens the bidding on Ecoplants and gets it and builds a new chemicals factory. New Clavius builds 2 research factories and 2 robots. GAME opens the bidding on a Space Station and gets it.

Turn 15: BLOODY COVID opens the bidding on a Moon Base and gets it. ODD opens the bidding on a Space Station and gets it and hires 2 population factors. Bartertown builds a new chemicals factory and a robot. New Clavius builds 2 research factories and 3 robots. GAME hires 2 population factors.

Turn 16: BLOODY COVID opens the bidding on a Moon Base and gets it, builds 2 ore factories and 2 robots and hires 2 population factors. ODD opens the bidding on a Space Station, and gets it, also hiring a population factor. Bartertown opens the bidding on a Space Station, gets it, and also buys a research factory. New Clavius opens the bidding on a Planetary Cruiser and gets it. GAME buys a Planetary Cruiser and 3 population factors. Final score is BLOODY COVID with 92, ODD with 59, Bartertown and New Clavius tied at 50, and GAME with 46. Congratulations to Dane Maslen on his victory!

gaining microbes on Regolith Eaters. Point Luna develops Nuclear Power and builds a Soil Factory. Aphrodite develops Local Shading and Dirigibles. Stormcraft trades with Europa and does some Advertising. Factorum develops Rego Plastics and starts Noctis Farming. Pharmacy Union uses Regolith Eaters to increase the oxygen level and Extremophiles to add a resource to Regolith Eaters. Point Luna adds a delegate to the Kelvinists and launches a Space Station. Aphrodite adds a resource to Nitrite Reducing Bacteria. Stormcraft builds a Mining Colony on Pluto. Factorum builds a Lava Tube Settlement. Pharmacy Union builds Refugee Camps and starts some Heavy Taxation. Point Luna adds 2 delegates to the Kelvinists. Aphrodite uses Dirigibles to add a floater to Local Shading and spends it. Stormcraft and Factorum each add a delegate to the Kelvinists. Pharmacy Union adds 2 delegates to the Kelvinists. Aphrodite adds a delegate to the Kelvinists. Stormcraft adds a floater to itself. Aphrodite hires Trade Envoys.

Generation 3 Solar Phase: Global event is War on Earth. Factorum and Point Luna lose 2 TR, all others lose 3TR. The Kelvinists become the ruling party and Point Luna becomes chair.

Dachsador – Settlers of Catan, Seafarers Expansion

Player	Color
Chris Geggus	Yellow
Dave Hooton	Orange
Andy York	Brown
Brendan Whyte	Red
Kevin Wilson	Green

We are playing the A New World scenario.

Round 1: Chris builds a road. Dave builds a road. Brendan builds a road. Kevin steals lumber from Andy and builds a road.

Round 2: Chris steals brick from Kevin. Dave steals grain from Chris. Andy steals brick from Kevin and builds a road.

Round 3: No building.

Round 4: Chris builds a settlement. Dave also builds a settlement and Brendan builds a road. Andy upgrades a settlement to a city. Kevin builds a road and Dave builds 2 roads.

Round 5: No building.

Round 6: Chris trades 4 ore for 1 wool. Andy trades 3 lumber for 1 ore and upgrades a settlement to a city and builds a road. Brendan builds a road, and Chris and Dave each build a settlement.

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 2 Bidding: Die Energiegesellschaft gets power plant 10 after a prolonged bidding war. Bauerschlau, Unlimited gets power plant 14 after another long bidding war. TRC gets power plant 08. Platz des Funke Musik gets power plant 26.

Turn 2 Fuel Purchases: Platz des Funke Musik buys oil. Bauernschlau, Unlimited buys coal. Die Energiegesellschaft buys coal. TRC buys coal.

Turn 2 Grid Connections: Platz des Funke Musik connects to Munster.

Turn 3 Bidding: No power plants are purchased.

Turn 3 Fuel Purchases: TRC and Platz des Funke Musik buy oil.

Turn 3 Grid Connections: TRC connects to

Player	Color
Andy York	Blue
Christopher Hunt	Green
David Hood	Gold
Bill Scharf	Red

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.

Round 5: Andy splits a legion and rolls a 6, attacking one of Christopher's legions and losing. Christopher musters a ranger after the combat, does not split any legions, rolls a 2, and musters a cyclops. David does not split any legions, rolls a 3, and musters a cyclops. Bill does not split any legions, rolls a 3, and musters a cyclops and a griffon.

Round 6: Andy rolls a 4. Christopher does not split any legions and rolls a 5, mustering a ranger. David does not split any legions, rolls a 4, and musters a lion, a troll, and 2 cyclopes. Bill does not split any legions and rolls a 3.

Round 7: Andy rolls a 4 and musters a cyclops. Christopher does not split any legions, rolls a 4, and attacks one of Andy's legions. After a negotiation,

Player
Christopher Hunt

Round 7: Chris trades 2 brick to Andy for 1 lumber, builds a road, and buys a development card. Andy builds a road. Dave trades with Brendan and upgrades a settlement to a city and moves a ship to claim the longest trade route. Brendan builds a road. Andy builds a settlement. Brendan trades ore for grain.

Round 8: Chris trades brick to Andy for ore, declares a Monopoly on lumber, trades lumber for ore and grain, and upgrades a settlement into a city. Dave builds a ship. Brendan builds a settlement. Chris also builds a settlement and buys a development card.

Round 9: Dave buys a development card. Andy trades grain for wool and lumber, moves a ship, builds a ship, and builds a settlement. Brendan steals wool from Dave.

Deutscher Wachtelhund – Power Grid

Weisbaden. Die Energiegesellschaft connects to Leipzig. Bauernschlau, Unlimited connects to Lubeck and Schwerin. Platz des Funke Musik connects to Essen and Duisberg.

Turn 3 Bureaucracy: During the Adjust Power Plant Market, the Supply Contract is drawn and Platz des Funke Musik gets it.

Turn 4 Bidding: Bauernschlau, Unlimited gets power plant 34. Platz des Funke Musik gets power plant 36. Die Energiegesellschaft gets power plant 32. TRC gets power plant 28.

Turn 4 Fuel Purchases: TRC buys uranium. Bauernschlau, Unlimited buys coal.

Turn 4 Grid Connections: TRC connects to Kassel, Platz des Funke Musik connects to Dusseldorf, and Bauernschlau, Unlimited connects to Kiel.

Turn 5 Bidding: Bauernschlau, Unlimited gains power plant 37. Die Energiegesellschaft buys the Flux Generator.

Turn 5 Fuel Purchases: TRC buys uranium, oil, and coal. Platz des Funke Musik buys oil and coal. Bauernschlau, Unlimited buys oil.

Turn 5 Grid Connections: Die Energiegesellschaft connects to Magdeburg. TRC connects to Saarbrücken and Würzburg. Platz des Funke Musik connects to Köln, Aachen, and Ösnabrück. Bauernschlau, Unlimited connects to Hannover. Step 2 begins.

Turn 6 Bidding: No power plants are purchased.

Turn 6 Fuel Purchases: TRC buys uranium, coal, and oil. Platz des Funke Musik buys oil and coal. Bauernschlau, Unlimited buys oil.

Turn 6 Grid Connections: Die Energiegesellschaft connects to Berlin and Nuremberg. TRC connects to Mannheim and Trier.

Docker – Titan

Andy's legion is eliminated and Christopher loses a centaur and a cyclops, then musters a cyclops. David does not split any legions and rolls a 2. Bill does not split any legions, rolls a 2, and musters a lion.

Round 8: Andy does not split any legions, rolls a 5, and musters a cyclops. Christopher does not split any legions, rolls a 3, and musters an ogre and 2 cyclopes. David does not split any legions, rolls a 6, and attacks one of Andy's legions. In the fight, Andy's titan is killed, eliminating Andy. Bill does not split any legions, rolls a 5, and musters a lion and a cyclops.

Round 9: Christopher does not split any legions and rolls a 2. David splits 1 legion, rolls a 6, and musters a behemoth. Bill splits a legion and rolls a 2.

Round 10: Christopher does not split any legions, rolls a 2, and musters a gorgon. David does not split any legions, rolls a 5, and musters a gorgon, minotaur, and centaur. Bill does not split any legions, rolls a 1, and musters a gargoyle and a cyclops.

Round 11: Christopher splits a legion and rolls a 4, musters a ranger and engages one of Bill's legions. Christopher wins, killing 2 gargoyles and a centaur while losing a gorgon and a cyclops, and gains an angel and a cyclops. David splits a legion and rolls a 1, musters a behemoth, cyclops, and centaur. Bill does not split any legions, rolls a 2, and musters a ranger and a gorgon.

Round 12: Christopher does not split any legions, rolls a 2, and musters a behemoth. David splits a legion and rolls a 2, mustering a cyclops. Bill splits a legion and rolls a 4, engaging one of Christopher's legions. Through an agreement, Christopher's legion containing 2 gargoyles and a cyclops is eliminated and Bill loses 1 gargoyle and 2 ogres.

Round 13: Christopher does not split any legions, rolls a 6, and engages one of Bill's legions. In the battle, Christopher's titan is killed. Bill gains an angel and a gargoyle. David does not split any legions, rolls a 4, and musters a ranger, gorgon, and cyclops. Bill does not split any legions, rolls a 3, and musters a gorgon and a gargoyle.

Round 14: David splits a legion, rolls a 5, and musters a minotaur and ranger. Bill does not split, rolls a 1, and musters 2 gargoyles.

Round 15: David does not split, rolls a 1, and musters a guardian.

Doxiepoo – Wingspan, European Expansion

Kevin Croskery
Kevin Wilson

Chris Geggus
Dave Hooton

Round 1: Christopher takes an invertebrate and gains a seed. Kevin C. draws the Grey Heron. Kevin W. plays the Indigo Bunting in the grasslands habitat. Chris takes the Savannah Sparrow and Say's Phoebe. Dave plays the Red-Headed Woodpecker in the forest habitat.

Round 2: Kevin C. plays the Common Blackbird in the forest habitat. Kevin W. draws the Red-Shouldered Hawk and Dunnock, then moves the Yellow-Breasted Chat to the forest habitat. Chris takes a rodent and an invertebrate. Dave draws the European Roller. Christopher plays the Green Heron in the wetlands habitat. Kevin C. draws the American Woodcock. Kevin W. takes 2 seeds, moves the Yellow-Breasted Chat to the wetlands habitat, and gains an invertebrate. Chris takes an invertebrate and a berry. Dave takes 2 rodents, caches seeds on the Red Headed Woodpecker, and successfully hunts with the Cooper's Hawk, allowing Chris's Black Vulture to gain an invertebrate. Christopher plays the Common Starling in the wetlands habitat. Kevin C. takes an invertebrate, 2

fish, and a seed. Kevin W. draws the Bullfinch and Coal Tit, then moves the Yellow-Breasted Chat to the grasslands habitat. Chris lays eggs. Dave draws a bird card from the deck and takes the Common Merganser and Squacco Heron. Christopher draws bird cards, taking 2 from the deck and uses the Green Heron to exchange an invertebrate for a rodent. Kevin C. plays the Grey Heron in the wetlands habitat. Kevin W. lays eggs. Chris plays the Savannah Sparrow and the Say's Phoebe in the grasslands habitat. Dave takes food, gaining a seed and a fish, caches a seed on the Red-Headed Woodpecker, and hunts successfully with the Cooper's Hawk. Chris gains a seed. Christopher plays the Spotted Owl in the forest habitat. Kevin C. draws bird cards, gaining the Hermit Thrush and White-Crowned Sparrow. Kevin W. takes food, gaining 2 rodents, moves the Yellow-Breasted Chat to the wetlands habitat, and gains an invertebrate. Chris draws bird cards, gaining the Ferruginous Hawk and a card from the deck. With the Anna's Hummingbird, he gains a rodent, Dave gains a berry, Christopher gains a fish, Kevin C. gains a berry, and Kevin W. gains a seed. Dave takes food, gaining a seed and an invertebrate, caches a seed on the Red-Headed Woodpecker, and hunts successfully with the Cooper's Hawk. Chris gains a seed. Christopher takes food, gaining an invertebrate and a seed, and caching a seed on the Mountain Chickadee. Kevin C. plays the American Woodcock in the grasslands habitat. Kevin W. plays the Coal Tit in the forests habitat. Chris plays the Ferruginous Hawk in the grasslands habitat. Dave plays the European Roller in the grasslands habitat. Christopher takes food, gaining a fish and a berry, and caches a seed on the Mountain Chickadee. Kevin C. takes food, taking a fish and 2 berries, and gaining a seed with the Hawfinch. Kevin W. plays the Dunnock in the forest habitat. Chris draws bird cards, taking the White-Breasted Nuthatch and Red-Cockaded Woodpecker and gains an invertebrate with the Anna's Hummingbird. Dave gains a berry, Christopher a fish, Kevin C. a fish, and Kevin W. a berry. Dave plays the Purple Granule in the wetlands. Christopher draws 2 bird cards from the deck.

Round 2 Round End: Christopher discards 5 food to tuck 5 cards under the Common Starling. Kevin W. gains 1 egg on the Dunnock. Kevin C. comes in first for the round bonus, Kevin W. and Dave tie for second, leaving Chris and Christopher out of the running for points.

Player	Robot
Chris Geggus	Gyro Engineered Gathering Symbiote (GEGS)
Andy York	Dalekbot
Dave Hooton	Doomba
Bill Scharf	Carlos
Brendan Whyte	Green Machine

Turn 1: Green Machine tags flag 4 and Dalekbot shoots Carlos.

Turn 2: GEGS tags flag 2, Green Machine shoots Dalekbot, and Carlos tags flag 4 and repairs itself.

Turn 3: Dalekbot shoots Doomba, Doomba tags flag 1, Green Machine tags flag 3, and GEGS shoots Green Machine.

Dandie Dinmont Terrier – Robo Rally

Turn 4: Carlos tags flag 1, Doomba and Dalekbot shoot each other, Dalekbot shoots Doomba, Green Machine tags flag 2, and Dalekbot tags flag 1 and is repaired 1 point.

Turn 5: GEGS shoots Green Machine and touches flag 3.

Turn 6: Carlos shoots Doomba twice, then Carlos shoots Green Machine and Green Machine shoots GEGS, Doomba touches flag 4, Carlos shoots Green Machine again and touches flag 3. Doomba is repaired 1 point.

Turn 7: Dalekbot shoots Doomba and Green Machine shoots Carlos. GEGS touches flag 1. Doomba and Green Machine shut down.

Turn 8: GEGS is repaired 1 point and gains a Tractor Beam. Doomba and Green Machine restart.

Turn 9: Dalekbot shoots Green Machine, Carlos tags flag 2. Dalekbot and Green Machine shoot each other. Dalekbot shoots Green Machine again. Dalekbot and Green Machine shoot each other again and Dalekbot is also shot by an on-board laser. Carlos is repaired 1 point.

Turn 10: Green Machine and Dalekbot shoot each other. GEGS tags flag 4 and Dalekbot tags flag 3. Dalekbot shoots Green Machine and is shot in turn by Doomba and the on-board laser, destroying it. Doomba shoots Green Machine twice. Carlos reaches one of the starting spaces, winning the game!

Congratulations to Bill Scharf on his win!

Dorgi – Lords of Waterdeep

gain the Research Chronomancy quest. The Red Sashes, to go Skull Island. The City Guard go to Blackstaff Tower and complete the Heal Fallen Gray Hand Soldiers quest. The Knights of the Shield go to Hall of Mirrors. The Red Sashes go to the Grinning Lion Tavern. The Knights of the Shield go from Waterdeep Harbor to the Slavers' Market. The Red Sashes go from Waterdeep Harbor to Waterdeep Castle. The City Guard go from Waterdeep Harbor to the Hall of the Voice, gaining the Battle in Muiral's Gauntlet quest.

Round 2: The Red Sashes go to the Grinning Lion Tavern and complete the Establish Temple to Ibrandul quest. The City Guard go to Blackstaff Tower. The Knights of the Shield go to Cliffwatch Inn and take the Lure Artisans of Mirabar quest. The Red Sashes go to Waterdeep Harbor and play the Cover Up a Scandal mandatory quest on the City Guard. The City Guard go to Waterdeep Harbor and play Free Drinks!, taking a rogue from the Red Sashes. The Knights of the Shield go to Waterdeep Harbor and play Sample Wares, sending another agent to the House of Wonder and completing the Lure Artisans of Mirabar quest, gaining The Tower of Luck. The Red Sashes go to the Slavers' Market and complete the Patrol Dock Ward quest. The City Guard go to The Tower of Luck and complete the Cover Up a Scandal mandatory quest. The Knights of the Shield go to The Golden Horn. The Red Sashes go to Skull Island and complete the Steal Gems from the Bone Throne quest. The City Guard go to Waterdeep Castle. The Red Sashes go from Waterdeep Harbor to the Field of Triumph. The City Guard go from Waterdeep Harbor to Aurora's Realms Shop. The Knights of the Shield go from Waterdeep Harbor to the Entry Well, gaining the Protect the House of Wonder quest, playing Sponsor Apprentices, and completing the Protect the House of Wonder quest.

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

Both the Undermountain and Skullport expansions are in play.

Round 1: The City Guard go to the Builder's Hall and build The Golden Horn. The Knights of the Shield go to Cliffwatch Inn and take the Give Honor to Mask quest and gain an intrigue card. The Red Sashes go to Cliffwatch Inn and take the Institute Reforms quest and gain gold. The City Guard go to Aurora's Realms Shop. The Knights of the Shield go to Waterdeep Harbor and play Information Broker. The Red Sashes go to Waterdeep Harbor and play Lack of Faith. The City Guard go to Waterdeep Harbor and play Good Faith. The Knights of the Shield go to the Entry Well, play Tax Collection, and

Dorkie – 7 Wonders

Player	Wonder
Dave Hooton	Rome A
Kevin Wilson	Manneken Pis A
Bill Scharf	Alexandria B
Chris Geggus	Byzantium B
Christopher Hunt	Helicarnassos B

The Leaders, Cities, Wonder Pack, and Armada expansions are in play.

Age I Leader Recruitment: Rome plays Varro.

Manneken Pis plays Hatshepsut. Alexandria plays Hammurabi. Byzantium plays Maecenas.

Helicarnassos plays Creosus.

Age I, Round 1: Rome plays a Clay Pool. Manneken Pis plays a Lumber Yard. Alexandria plays a Forest Cave. Byzantium plays Glassworks. Helicarnassos plays a Clay Pit.

Age I, Round 2: Rome plays an Excavation.

Manneken Pis plays a Western Trading Post and advances on the Commerce track. Alexandria plays a Construction Yard and advances twice on the Civics track. Byzantium plays an Ore Vein. Helicarnassos plays a Barracks.

Age I, Round 3: Rome plays an East Trading Post and advances on the Commerce track. Manneken Pis plays a Tavern. Alexandria plays a Press. Byzantium plays the Explorer's Office and advances

on the Exploration track. Helicarnassos plays an Apothecary and advances on the Exploration track.

Age I, Round 4: Rome plays a Timber Yard. Manneken Pis plays a Pigeon Loft. Alexandria plays a Tavern and advances on the Commerce track. Byzantium plays a Marketplace and advances on the Commerce track. Helicarnassos plays a Militia.

Age I, Round 5: Rome plays a Loom. Manneken Pis builds the first stage of his wonder and advances on the Civics track. Alexandria plays a Clay Pool. Byzantium plays an Apothecary, advances on the Exploration track, and gains Wild Island. Helicarnassos plays an Eastern Emporium and advances on the Commerce track.

Age I, Round 6: Rome plays a Pawnshop and advances on the Civics track. Manneken Pis plays a Stockade and advances on the Military track. Alexandria builds a Secret Warehouse. Byzantium builds a Workshop. Helicarnassos builds a Guard Tower and advances on the Military track.

Age I, Round 7: Rome builds a Barracks and advances on the Military track. Manneken Pis builds a Scriptorium and advances on the Exploration track. Alexandria builds the first stage of its wonder and advances on the Military track. Byzantium builds Baths and advances on the Civics track. Helicarnassos discovers an Ore Vein.

Age I, Round 8: Rome builds a Residence, gaining a Diplomacy marker. Manneken Pis builds Docks, creating an Incursion against Byzantium, and advances on the Military track. Alexandria builds the second stage of its wonder and advances on the Military track. Byzantium plays a Pirate Cache. Helicarnassos plays a Stone Pit.

Age I Conflict: Rome sits this out, while Manneken Pis beats Alexandria and loses to Helicarnassos; Alexandria ties Byzantium, and Byzantium loses to Helicarnassos. Manneken Pis wins the Incursion against Byzantium. Manneken Pis and Alexandria tie for first with the naval conflict, with Byzantium coming in last.

Age II Leader Recruitment: Rome plays Euclid. Manneken Pis plays Imhotep. Alexandria plays Amytis. Byzantium plays Semiramis. Helicarnassos plays Midas.

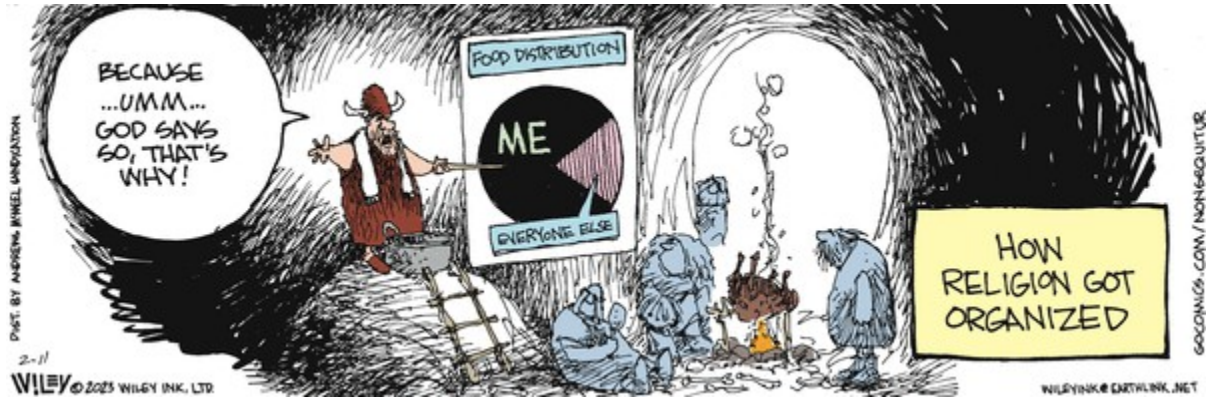
Age II, Round 1: Rome plays a Library and advances on the Exploration track. Manneken Pis plays a Foundry. Alexandria plays a Caravansary and advances on the Commerce track. Byzantium plays a Dry Dock, advances on the Exploration track and the Civics track. Helicarnassos plays a Dispensary, advances on the Exploration track, and gains Amber Island, advancing on the Commerce track.

Cockalier – Age of Renaissance

Player	Power
Chris Geggus	
Bill Scharf	

Dave Hooton	
Christopher Hunt	
Bob Robles	

Power selection in process.



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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf **History of the World:** Kevin Wilson, Chris Geggus, Andy York **Stellar Conquest:** Kevin Wilson, Andy York **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Brad Martin **Kremlin:** Andy York, Pasquale Giovine, Bill Scharf, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Brad Martin, Andy York **Industrial Waste:** Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Dave Hooton **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus **Phoenicia:** None so far. **Caverna:** Brad Martin **Terra Mystica:** Brad Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** None yet. **Lords of Waterdeep:** Brad Martin **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** None yet. **7 Wonders:** None yet. **Titan:** None yet. **Wingspan:** None yet.

Standby Calls

None this issue!